

Napoleonic Brigade Series:

Series Rules, version 2.1

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Introduction

The *Napoleonic Brigade Series* games are playable portrayals of Napoleonic battles.

The series' intent is to show how command operates on the Napoleonic battlefield using the weapons systems of the period.

These rules occasionally rely on common sense and honesty. Some functions occur outside the enemy's observation and require some trust and expect that each player will apply the *spirit* of the rules.

We do not claim infallibility. Players should feel free to call or write for clarification if needed. We support our products fully and will be delighted to answer your questions.

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v2.1 Rules: These rules are almost the same as those presented with **Marengo**. Known errata has been corrected and changes have been made to 15.1b, 17.0, 24.1 (see step H), and 25.3c.

1.0 Game Components

1.1 The Game Map

The map depicts the area in which the battle or campaign was fought.

1.1a The Hex Numbering System.

Every hex on the game map is identified by a hex number (e.g. 29.17). The digits before the decimal point (29.xx) indicate the vertical hex column, reading along the map from left to right. The digits after the decimal point (xx.17) identify the exact hex in the column, reading from bottom to top. To reduce map clutter, hex numbers are printed only on every fifth row of hexes (xx.05,

xx.10, xx.15). To find hex 29.17, for example, follow the xx.15 row until you find the 29.xx column, then count up two hexes to 29.17. If the game uses more than one map, any reference to a hex number will include the appropriate map letter, as in B29.17.

1.1b Map Edge Hexes. Edge hexes with at least half of the hex showing are playable. Tiny hex slivers are not.

1.1c Off Map Movement. Units cannot exit the game map. Destroy units forced off the map.

1.1d Turn Record Track. This track indicates the passage of time. The first and last daylight turns have one number in the time box to indicate the visibility (in hexes) for that turn. The shading on the Turn Record Track indicates night turns. Advance the Turn Record Marker one box during the Turn End Phase; advance the Day Marker at the end of the midnight turn.

1.1e Entry Hexes. These hexes show where reinforcements arrive. If enemy units block a reinforcement's entry hex, then that unit is free to enter at any hex free of enemy units at or within 10 hexes of the scheduled entry hex along any map edge.

1.1f Casualty Tracks. These use three markers each to record casualties (not stragglers or artillery losses). The markers (x100, x10, x1) record the current losses in each army. Revise this track each time an infantry or cavalry strength point is lost.

1.2 The Rules

Every Gamers' Brand game contains separate Series and Game rulebooks. The Series rulebook contains the rules generally applicable to all the games in the series. The Game rulebook gives the details needed for a specific game, including any special rules, scenarios, and set up information.

1.2a Organization. Section and Case numbers outline the rules. Each major rules grouping is a section; a paragraph within a rules section is a case. The number 4.2 would, for example, refer to section 4, case

2. A specific case can contain a number of related statements. Statements within a case are numbered as in 4.2a, 4.2b, etc.

1.2b Repetition. Once stated, a rule is repeated *only* if needed for clarification.

1.3 The Counters

The playing pieces, called “counters,” represent both the units that actually fought in the battle and “markers” which display information.

1.4 Set Up Notes

Aside from any special notes in the game rules concerning set up, the following are always true:

1. “w/i X” means to set up a given unit at or within X hexes of the hex listed.
2. Unless explicitly stated otherwise, leaders set up with any subordinate unit.
3. Units set up in any desired formation and facing.
4. Units may never start over-stacked.
5. Units generally start at full strength.
6. Except when explicitly stated otherwise, the French Player Turn is always first.
7. A unit ID notation followed by a “b”—as in RWb—means an artillery battery of that ID. Furthermore, artillery is further classified by type—either heavy or light—and class—foot or horse. The type and class are given in parentheses following the notation. Thus, a RWb (Lh) would be a Right Wing light horse battery, while a RWb (Hf) would be a Right Wing heavy foot battery. In all instances, the *type code* (weight) precedes the *class code* (mobility). Each of the above refers to a **5 gun point** artillery unit. Should a battery of lesser strength be called for, its notation would read: RWb (3Hh), being a Right Wing heavy horse 3 gun point battery.
8. A hex notation of (hex 1) ex (hex 2) means the unit is in hex 1 and has an Extension in hex 2. Likewise, (hex 1) ex (hex 2), (hex 3) means that the unit in hex 1 has Extensions in both hexes 2 and 3.

2.0 Beginner's Note

If you are new to wargames, WELCOME! This is an exciting and intellectually satisfying hobby. Each wargame, while being an enjoyable competitive activity, will also allow you a glimpse of history not possible through other formats.

To learn to play, browse through the rules and components. Try to develop a good idea of what exists in the game and where it is located. Then read the rules lightly. Do not try to memorize them! Set up a few units at random and run through the procedures and examples of different play actions. As questions arise, look up the answers in the rules. Try to imagine why a rule is the way it is by applying common sense and your historical knowledge. All rules have at least some reason to exist—even if it is only to avoid conflict with other rules. Allow the game to teach itself to you. If something seems unreasonable, please call or write for clarification.

After these tentative steps, play shorter game scenarios with a friend, again looking up uncertainties. Before long you will have the game system mastered. Avoid the Command Rules as you learn this system, using only “command radius” to keep things in order. Once you understand the basic structure, include the rest of the command system in your next session. All games in this series can be played without the command

Counter Front	Counter Back
Brigade in Line A/B/I Unit, Division and Corps ID B Fire Level Size AAB Morale	Brigade in Column A/B/I Unit, Division and Corps ID B Fire Level Size AAB Morale
Heavy Foot Artillery Unlimbered 4 Heavy Gun Points (Black) M Corps Corps Attachment	Heavy Foot Artillery, Limbered 4 Heavy Gun Points (Black) M Corps Corps Attachment
Light Foot Artillery Unlimbered 4 Light Gun Points (White) M Corps Corps Attachment	Light Horse Artillery, Unlimbered 4 Light Gun Points (White) M Corps Corps Attachment
Heavy Cavalry A/B/I Heavy Indicator Unit Name B Fire Level Size AAB Morale	Blown Cavalry Blown A/B/I Unit Name B Fire Level Size AAB Morale
Light Cavalry A/B/I Heavy Indicator Unit Name B Fire Level Size AAB Morale	Detached Artillery Detached
Leader Madden Name 4 Rating M Corps Rank Command	Army Commander, as a Casualty RIP Napoleon
Army Commander	Corps Commander
Turn Marker Turn	Headquarters A, Res
Day Marker Day	Gun Point Marker 3
Fire Level Marker (used for marking B and C strength units only) B	Casualty Track Marker (if any required) + x100
Shaken Marker Sh	Disorganized Marker DG
Routed Marker R	Blood Lust Marker BL
Skirmisher Full Strength Full	Extension Blue and yellow flag, arrow
Skirmisher Reduced Strength Reduced	Square X's in a square

Napoleonic Brigade Series Counters and Markers

Revised counter graphics based on a vote on The Gamers Discussion List in 1998. I hope you like the results.

rules, so, if you do not find them to your taste, feel free to play without them. However, by imposing significant constraints on a player's freedom of action with his forces, they do add a degree of realism.

By the time you have mastered this game, you will be able to play any game in this series with little or no additional rules learning. Good Luck and Good Fighting!

3.0 Notes on Play

3.1 Use of Loss Charts

I recommend the encasing of Loss Charts in clear plastic report covers. Write on them with overhead projection markers.

3.2 Playing Solitaire

The Command System lends itself readily to solitaire play. In fact, its use generates a more interesting and enjoyable solitaire game. The following section gives a few guidelines for playing this system solitaire.

Players who are reluctant to try the command rules in a solitaire situation can play the game completely without them. But, these players will not know what fun they are missing!

3.2a Gaming by Remote Control.

Playing this system solitaire has the feeling of setting the armies into action by remote control and then letting the game play out for you—in other words, you set them into motion and enjoy the show. Since the player has little idea of when orders will take effect, for how long, or in what future context they will be set against, the interaction between the orders issued in the game will be impossible to predict and can lead to numerous interesting situations—such as when your attack is almost ready to take an objective and it fails its Corps Attack Stoppage check.

3.2b Commanding Both Sides and the Orders You Send. Send the orders to each side separately and do the best you can with each. There is no requirement to try to forget what you did with the other side—the goal of the command system isn't limited intelligence; it is limited flexibility. The only thing you should do (for each order) is to ask yourself one question: "Did I write this order because of, or to take advantage of, an order I wrote for the other side?" If the answer is yes, do not send the order. If the answer is no, send it. An example of this is: During side A's turn, the player orders a major flank movement. The incorrect action would be, during side B's turn, to issue orders to counteract that flank move.

It is much more fun to use only the

knowledge you would expect your forces to have at any given time and issue orders accordingly. Once you master this skill, solitaire game play can be much like watching a movie or book plot unfold before you—except that you direct the action.

3.2c Order Interpretation. As a solitaire player, you have a big advantage over players who must suffer a live opponent (who has the gall to want to win!)—you know exactly what you intended to do with each order you wrote and know for sure that both sides are playing that way. Always follow your orders *exactly* the way they were intended.

3.2d Comments on the Workload and Number of Orders per Turn. Some players react to every change on the battlefield by issuing new orders (which indicates an inability to make comprehensive plans or a desire to retain the god-like ability given players in other games). These players end up with a huge mess of conflicting orders and writer's cramp. There are also those who seem to think they need to record the functions of every unit in the game. Both groups are quite wrong. In most cases, *one order, per side, per turn*, should be more than enough. In fact, *one-every-other-turn* might be more like it. Your plans should be designed to last more than a few turns and to withstand a degree of situational change. In other words, make plans that are operational in level, not in the realm of minor tactics!

3.2e Minor Decisions. The handling of things like rally, fire combat, straggler recovery and the actions of units within their orders and command radii should be done in a manner that is "equivalently effective." This means that you should play each side without bias and according to the best tactics you know. Do not endeavor to 'set up mistakes' to take advantage of, or play a side with less than effective play. At the lower levels, play occurs in the same manner as in most board wargames when playing solitaire—let the command system set up the 'odd' circumstances; handle units in a straight-forward manner.

4.0 Scale

Each hex equals 200 yards. Each day-time turn represents 30 minutes, each night turn one hour. The vertical scale between contours is 30 feet.

Infantry and cavalry units are brigades or regiments. Regiments will be used as much as possible to give infantry units of around 2,000 men each. Artillery units are usually 16 gun battalions. A strength point of infantry is 150 men. A cavalry point is

100 men. A gun point of artillery is roughly 3 cannons.

This game system makes some simplifications in terms of artillery. Cannons are differentiated by only two factors, size and speed. The "battalion" represents the maximum number of cannon which can deploy and fire from one hex—even if during the battle portrayed such artillery organizations did not exist.

Note: Throughout these rules, the terms "Brigade" and "Regiment" can be used interchangeably. The design uses both regimental and brigade sized units depending on the raw numbers of men available in each battle simulated.

5.0 General Game Concepts

5.1 The Word "Unit"

For simplicity, the word "unit" in these rules refers to any leader, infantry, cavalry, or artillery combat unit, including Extensions and detached batteries. A "unit" represents anything which is real on the battlefield—as opposed to game informational markers which are not.

5.2 Retreat Rule

Any time a combat result calls for a retreat, the **owning player** must execute the retreat in a relatively straight line in a locally "to the rear" direction. Doubling back and other "game tricks" are not allowed.

5.3 11..66 Dice Rolls

These rules use "sequential" dice rolls frequently. These require two differently colored dice. Roll them and read the result as follows: The red die is the first digit, the white one the second (*a red six and a white four would be 64*).

6.0 Units

6.1 Troop Units

These units are combat formations of infantry, cavalry, and artillery. They have a facing and one or more formations available. They are subject to the stacking and morale rules.

6.2 Leaders

These units represent individual leaders (named on the counter) and a small staff escort. Leaders fulfill important command and morale functions. They have no



facing or formation and do not count for stacking in any way. They do not add to fire combat in any way, but might become casualties if their hex receives certain fire results.

6.3 Markers

Note that markers do not have facing, formation, or stacking restriction. Markers only indicate specific unit conditions and do not suffer fire combat or morale results themselves.

6.4 Extension and Detached Artillery Markers

These represent the expansion of troop units to take up more ground space. They suffer fire combat and morale results in the same way as their parent units.

Detached artillery markers allow players to divide their artillery units up into smaller gun units for specialized tasks.

6.5 Fire Levels

Infantry and cavalry units measure strength in fire levels. Use fire level markers to mark fire levels under the unit counter **only** when the unit is **below** an A fire level—any unit **without** a fire level marker is assumed to be at least an A fire level. The fire level markers, marked B and C, serve a function similar to numeric step markers used in other games.

Artillery units use the different “gun point” system described later.

6.5a Fire levels range in order (from smallest to largest) C, B, A, AB, AA, AAB, and AAA. A unit’s starting full strength appears on its counter. In some games, specific scenarios may call for units to start with reduced strengths. In those cases, find the unit’s starting strength on the loss charts after marking off its casualties.

6.5b When deploying into Extensions, remember that one A=2Bs, one B=2Cs and one A=4Cs. Therefore, an AB that extends line into *two* different hexes would have a B in each of the three occupied hexes.

6.5c The lack of a marker represents the A or larger fire level. Since this is the maximum fire level which can effectively fire out of a hex, that is all the information needed for most play purposes. Check the loss charts to get exact strengths when Fire Levels are a concern (such as for stacking, and Close Combat Odds calculation, etc.).

6.6 Loss Charts and Fire Level Markers

Each player uses his Loss Charts to keep track of losses. To the left of each set

of squares is the unit’s current fire level. Keep the markers (if any) under the unit current as the Loss Chart requires changes. To indicate the Fire Levels applied to Extensions, place the appropriate B or C Marker under the Extension marker, unless the parent is capable of supporting A-sized (or larger) extensions (in which case, no marker is needed).

6.7 Morale Markers

These represent a stack’s current morale state (not to be confused with the unit’s permanent morale, as printed on the counter). Place the Morale Marker atop all the units in a hex. All of the stack’s units have that marker’s morale state. A hex can have only one morale marker.

6.8 Gun Point Markers

These are numeric markers that represent the number of gun points in artillery units. Place these markers under the appropriate unit.

7.0 General Course of Play

A “game turn” is a sequence of steps outlined in “the sequence of play” (See 8.1). Each step can involve one player or the other according to the terminology “phasing” and “non-phasing.” The “phasing” player is the one whose player turn it is; the “non-phasing” player is the other. Each player has his own distinct portion of a turn, and the roles of phasing and non-phasing player switch according to the present player turn. At the sequence of play’s end, advance the turn marker. All actions must take place according to the sequence of play.

In the roughest sense, play proceeds as follows: The first (phasing) player—generally the French—conducts his Command Phase. There he issues any new orders, checks orders for acceptance, and makes any initiative attempts. Next, the phasing player moves his units and can engage in “Close Combat” (infantry charges) or Cavalry Charges. After the Movement Phase ends, the Fire Phase occurs. This is divided into a Non-Phasing Player Fire Segment and a Phasing Player Fire Segment. First the non-phasing player conducts his fire combats; then the phasing player does the same. Upon the completion of the fire combats for both players, the phasing player checks his units for rally and cavalry recovery. The second player then becomes the phasing player and repeats the above. At the end of this process, the turn ends and another begins.

8.0 Turn Sequence

8.1 Outline Sequence of Play

First Player Turn

Command Phase

- Order Issue
- Corps Attack Stoppage Checks
- Initiative Order Determination
- Delay Reduction
- New Order Acceptance

Movement Phase

Fire Phase

Cavalry Withdrawal Segment (Non-phasing player only)

Non-Phasing Player Fire Combat

Phasing Player Fire Combat

Rally Phase

- Straggler Recovery
- Rally
- Cavalry Recovery

Second Player Turn

The Second Player Repeats the above for his units.

Game Turn End Phase

- Game Turn Marker Advance

8.2 Narrative Sequence of Play

First Player Turn

Command Phase

Order Issue

The phasing player generates orders, paying for each with his available Command Points. He then logs these orders on the Order Log Sheet and notes their arrival times. See 10.1.

Corps Attack Stoppage Checks

Any of the phasing player’s corps that received small arms fire or artillery fire from a range of two hexes or less or were charged by cavalry in the previous turn, while carrying out an attack order, must check to see if the attack continues. See 10.3.

Initiative Order Determination, if desired.

The phasing player can roll for any of his leaders to obtain initiative. Leaders who successfully obtain initiative accept orders as desired. See 10.2.

Delay Reduction

Check any orders in delay status to see if their delay ends. See 10.1f.

☐ New Order Acceptance

Roll to see if orders delivered this turn are accepted, delayed or distorted.

Movement Phase

☐ Movement

The phasing player checks his units for correct command radius. Phasing units can now move and conduct Close Combats based on their movement abilities, formations, and order restrictions. Skirmishers can be released and reattached. Cavalry Charges are resolved. See 11.0, 16.0, 23.0, and 24.0.

Fire Phase See 20.0.

☐ Cavalry Withdrawal Segment (Non-phasing player only)

Non-phasing, non-Blown, cavalry adjacent to enemy units can withdraw. Withdraw the cavalry 6 hexes. The cavalry is **not** Blown because it performs this action. To do this, the Cavalry **must** be adjacent to enemy units.

***Design Note:** The purpose of this phase is so that cavalry can retreat away from enemy infantry formations prior to being destroyed by fire.*

☐ Non-Phasing Player Fire Combat (Defensive Fire Phase)

The non-phasing player can fire all of his eligible units.

☐ Phasing Player Fire Combat (Offensive Fire Phase)

The phasing player repeats the above for his units.

Rally Phase

☐ Straggler Recovery

Units can attempt to recover stragglers as per 21.2. Erase recovered stragglers from the Loss Chart.

☐ Rally

The phasing player converts all Shaken (Sh) units to normal, Disorganized (DG) units to Shaken, and checks to see if Routed (R) units recover to DG or if Blood Lusted (BL) units revert to normal. The player can choose to not rally routed units if he desires. See 25.5.

☐ Cavalry Recovery Segment

The Phasing player can attempt to recover cavalry which has become “blown.” “Blown” Cavalry has charged in an earlier phase and must take time to recover both its formations and horses. See 24.2c.

Second Player Turn

The Second Player repeats the above for his units.

Game Turn End Phase

☐ Game Turn Marker Advance

8.3 Close Combat Subsequence

A) Attacker enters the enemy occupied hex at the cost of movement into the hex plus an additional 2 MP cost.

B) Defender Fires, apply losses and stragglers to the attacking units.

C) Attacker Fires, apply losses and stragglers to the defending units.

D) Attacker Checks Morale, if required to retreat combat ends.

E) Defender checks morale, if required to retreat combat ends.

F) Use the Odds Table if the above does not end the combat. The loser from this table must retreat one hex.

8.4 Cavalry Charge Subsequence

A) Attacker announces charging stack and target hex.

B) Square formation attempts.

C) Recall Attempt (if desired)

D) Move the charging cavalry toward and into the combat hex (execute a Reaction Charge if it triggers one along the way)

E) First the defender rolls for fire combat or cavalry attack. Apply losses. Then the Attacker does the same against the defender.

F) The Defending hex checks morale, if forced to retreat, execute the retreat and the charge continues with step H. Otherwise, go to step G.

G) The Attacking stack checks morale, if forced to retreat, the charge ends. Go to step I.

H) Follow-on Attack, if any. (See 24.1, step H)

I) Cavalry units involved in a Cavalry Charge (as attacker (in any case) or defender (if a DG or worse morale result occurs)) must become blown and withdraw 6 to 12 hexes (owning player’s choice of distance).

8.5 Square Check Subsequence

The hex’s top infantry unit makes a morale check applying all appropriate morale modifiers. If the unit passes the check (i.e. the result is normal or Blood Lust), all the eligible units in the hex enter square formation. If the check fails, execute the Morale Table result. If the Morale Table result is Blood Lust, the stack forms square and is also Blood Lusted.

9.0 Fog of War

To increase the simulation’s reality, keep the following secret:

- a. Casualties, stragglers and wrecked conditions.
- b. Orders, order delivery, or plans.

Players **can** examine enemy stacks. OR,

***Optional:** Players can only examine enemy stacks at or within 12 hexes of a friendly leader and within that leader’s LOS.*

10.0 Command and Control

These rules strive to be realistic but not overpowering. They embody simple concepts and make the game play in a way that simulates reality. Players can play these games without the command rules (Exception: always use Command Radius, see 10.5a).

10.0a HQ Units and Leader Positioning.

Corps HQ units are corps’ administrative hubs. More specific HQ rules follow, but a few points must be given first. Divisional leaders **must** be stacked with a unit of their division at the end of every friendly Movement Phase. Corps leaders have no such requirement. To **implement** a newly accepted order (even those from initiative), the corps leader **must** at least momentarily enter his corps HQ’s hex. The instant the leader “touches base,” implement the order—in other words a leader with a new order could “touch base” as the first thing in movement and this would allow the corps to function on its new orders in that turn. **Note:** Upon accepting an order, the leader **must** make his way to his HQ to implement it. Army commanders send orders from themselves to the Corps HQ **unit**, *not* to the leader, except when the sender and receiver are in the same hex. The receiver can accept such “In-Person Verbal” orders (using the Acceptance Table) right away, but that leader’s units cannot begin acting on the order until the leader enters the hex of his own HQ. The army commander is, of course, completely free to do what he wants (he is *in charge*, after all!). The army HQ has no real function other than to mark its location.

Example: Council of War

To illustrate the above rule, let’s say that the player moves all of his corps commanders to the hex containing the army commander. This action does not require any orders. Once his subordinates are there (i.e. in the player’s next Command Phase), the army commander begins belting out orders as fast as his Command Points allow. These orders are all “in-person, verbal” in nature and subject to the best chance at acceptance (given the order type). The orders are delivered at the instant they are written. In the subsequent New Order Acceptance Phase, the corps commanders attempt to accept their orders. For the sake of argument, assume all of

them but one do so. The commanders who have accepted their orders then ride back to their commands. Even though the orders have been accepted, each corps will not function until the corps commander enters his HQ's hex. Note that he need not stay longer than move through the HQ's hex.

What about the guy who got a delay? As he rides back to his corps HQ, assuming it takes a turn or more to make the trip, he can attempt to reduce the delay. Even if he reduces it while en route, the orders still do not take effect until he enters the HQ's hex.

10.0b Command Methods. In general, the command system works as follows: The army commander uses his Command Points to generate orders. The player writes these on scratch paper and records them on the Order Log. The orders take time to arrive at the receiving corps HQ. Upon arrival, the player checks for their acceptance. The orders could be delayed, distorted, or accepted. Once accepted they must be acted on in good faith, even if game conditions change. At the corps and divisional levels, leaders can cancel or self-issue orders using Initiative. Over-use of initiative invites the "loose cannon" rule which could *cause* a disaster, so use initiative sparingly, and never as a substitute for the regular order system.

10.0c HQ Units. HQ units share characteristics of markers and combat units. They have the same movement characteristics as leaders, do not count for stacking, have no combat ability (they are not capable of being fired upon or in taking step losses), and remain unaffected by morale results (HQs in a stack which retreats **can** do so with it at the owning player's discretion). They never check morale on their own. HQs which are overrun (have enemy units enter their hex) are not destroyed, but displace to the nearest friendly stack. In the following turn, the displaced HQ's entire command must execute an Emergency Corps Retreat and do a Straggler Check. (Emergency Corps Retreat **does not** apply to Army HQ units.) HQ movement is dependent on their corps' orders. HQs cannot move without orders to move. If a corps has orders, the HQ can move *freely* within them—orders covering the HQ itself are *not* necessary. Army HQs are not constrained by orders.

10.1 Orders

Orders are the command system's heart. Players prepare orders as instructions to the corps as to what they are to do. An order is **not** a hex by hex movement record. Its wording is the same as that of historical orders.

Example: Order Writing

The following are acceptable orders. Each was written with the minimum required detail:

"Take your corps and move down the Battery Road to the Walled Farm. Then set up a defensive line facing north." (Non-Attack)

"Move via the Chateau on the Green Road to attack the enemy in the vicinity of the Big Hill. Attack to capture the Big Hill." (Attack)

"Move across the ford to the area south of the Big Hill, report to 2nd Corps HQ and await further orders." (Non-Attack)

"Attack along the Red Road toward the Big Hill. Assist 3rd Corps in capturing the Big Hill." (Attack)

"Move into position alongside 3rd Corps, advance with them to cover their flank." (Attack)

"When 2nd Corps attacks, attack to capture the Blue House and cut the Big Road from enemy use. When you get there, set up a defense straddling the Big Road facing north." (Attack)

The general sequence of events is as follows: The player has a number of *Command Points* available based upon his Army Commander's Leader Rating. The player uses these points to pay for orders he produces. Orders cost points depending on their structure and delivery method. Write the order on scratch paper (the order sheet) and record it on the order log (a sheet of lined notebook paper). The player calculates the arrival turn, according to the distance from the army commander to the receiving corps HQ, and records it on the order log. On the arrival turn, he checks the order for acceptance. Once accepted, the order is **implemented** the instant the corps commander re-enters his HQ's hex. Leaders without HQs (such as divisional leaders) implement orders instantly upon acceptance.

10.1a Order Structure—Type and Method. Each order must be classified as either **Attack** or **Non-Attack**. An Attack order is one requiring movement to, into, or around areas of enemy control or tacit control (e.g. a gap) EVEN IF it will NOT *require* combat. An Attack order **allows offensive** combat. A Non-Attack order is one that does not fit the conditions of an Attack order and **does not** allow for **offensive** combat. Be sure to remember 10.1h: Actions which do not require orders. **Method** refers to the order's physical structure, i.e. either written or oral and to be delivered either by an aide or in person. All game orders are written on paper, but the player can choose to issue "oral" orders so as to expend fewer Command Points. Players can assemble their orders as desired, as long as they assign each of the above

elements. In person orders are always oral. Aides can deliver oral or written orders. In addition to affecting the order's cost, these factors also influence the speed of acceptance.

10.1b Order Costs. Players write orders using Command Points. Each army commander possess a certain number of Command Points based on his leader rating which are given on the Command Point Table. Order costs appear on the Order Costs Chart. Determine an order's cost by the point total of its selections from the two categories (Method and Type). Each category must have only one selection. The full allocation of Command Points is available each turn. Command Points cannot be saved from turn to turn and are wasted if unused. Order costs must be payable with the player's remaining Command Points. A player can write any number of orders in a turn provided he has sufficient Command Points available.

10.1c Order Format and Writing. Write your orders in any manner with which you are comfortable and understand. The order's written content can be as detailed, or as brief, as desired provided the player can interpret his own orders. On the order log, all orders must have an order number (their line on the order log) and information giving the sender, receiver, order type and time sent. Attack orders also require a start time or signal, a general movement direction or path, and a reasonable limit to the operation. The player can skip writing the start time or signal for such orders—if no such specific detail exists in the order, the order must begin immediately upon acceptance and implementation. "Open-ended orders" (Attack west!) are not allowed: they are too vague.

10.1d Order Records. Record orders on the Order Log (lined notebook paper). The Order Log's function is to remind the player when to check for acceptance and to give a concise listing of that order's acceptance variables. The order log should be a well-organized and efficient order record which can tell at a glance what orders are accepted, delayed, canceled, or are on the way.

10.1e Order Delivery. Orders can be delivered by an aide or in person. In-person delivery can only occur if the sender and receiver are in the same hex. In-person orders are received the same turn they are sent. For orders to be delivered by an aide, do the following. Calculate the number of movement points a leader would expend traveling between the sender and the receiver's corps HQ. Divide this number by 10 and round up any fractions. The result is the number of turns the order will take in transit. Add this number of turns to the current turn to determine the time the order will arrive and record it on the order log.

10.1f Order Acceptance. Acceptance is a measure of how quickly the receiving leader reacts to the new orders. Upon receipt, orders may be accepted, delayed for a period, or distorted.

The Acceptance **process** is as follows: Using the Acceptance Table, calculate the Acceptance Number according to the line above the table. Use this Acceptance Number to determine the table column used. Roll two dice as an 11..66 roll. The result is the order's acceptance state; record this on the order log. Note that even if the order is instantly accepted, it does not become **implemented** and usable until the receiving corps commander touches base in his HQ's hex.

Do not make the Acceptance Table dice roll for an order until the order is delivered.

Delay. A delayed order is subject to some foot-dragging or preparation before action. Once delayed, an order becomes accepted by rolling one die per turn. The phasing player makes this "Delay Reduction Roll" during subsequent Command Phases starting on the turn **after** the Acceptance Table produces the delay result. Alternatively, initiative or the receipt of another, *different* order can cancel a delayed order. The receipt of any new order (accepted or delayed) **automatically cancels** any pending orders (D4, D5, D6), but leaves a previously accepted order in place until the new one is accepted. Three types of delay are possible: D4, D5, and

D6. Each requires a successful roll on one die to remove. Remove the delay on a roll equal to or greater than the number of the delay. Once the delay is lifted, the order is accepted.

Distortion. Distorted orders are completely misunderstood and are eliminated.

10.1g Following Orders. It cannot be overstated that orders must be followed as originally intended, even though game circumstances may change. These represent wartime orders in a society influenced by notions of glory and honor which seem quaint today. Players should never rethink their orders to find loopholes which allow them to "get away with" something. Orders can be followed with a modified degree of enthusiasm (so as to avoid disaster), but their intention, scope, or original purpose should not be altered. Players unable to cope with the responsibility and honesty this rule requires should play without these command rules.

10.1h Actions which do not require orders. Many game functions do not require, or need be mentioned in, orders. These are:

1. Officer movement and functions
2. Fire, Close Combat, Straggler Recovery, and Rally
3. Artillery functions
4. Movement, facing and formation functions **not** requiring the movement of a corps HQ
5. Cavalry Charges (regular or Reaction)
6. Skirmisher release, movement, and reattachment.

Note: Once a corps HQ is in position, it is literally "bolted to the ground" and cannot be moved without new orders, initiative, or an emergency retreat. HQs can move along freely during the execution of an attack order or other orders which require movement—but are again bolted to the ground when those orders are fulfilled.

10.1i Pre-Set Orders. These orders represent the commander's initial plan of action for the battle. They are not required, but an excellent player could win the battle with these orders alone. The player writes and logs these orders before the game begins and can make any number of them without regard to Command Points. These orders are accepted before the game begins. Most scenarios give historical pre-set orders players can use to recreate the actual battle—these can be used as is or modified before play as players desire.

10.2 Initiative

Unless specifically prohibited, leaders can use initiative to cancel existing orders and/or acquire new orders. The player handles initiative orders like any other, except that they do not cost Command Points to create, do not need to be delivered, and are automatically accepted. Corps leaders **must** make a trip to their HQ to implement these orders as well. In the case of loose cannon, the enemy player moves the corps leader into the HQ's hex, so that no foot dragging occurs.

10.2a A leader's successful initiative roll simultaneously cancels old orders and issues new ones.

10.2b Initiative orders must be followed like any other order.

10.2c Only Wing, Corps, and Divisional leaders can use initiative. The Army Commander can only issue formal orders. Furthermore, in one turn, only one leader can **attempt** to get initiative for a given formation. Therefore, if a divisional leader rolls for initiative, the corps commander can roll only for his *other* divisions. If the Corps Commander rolls first, divisional commanders under him cannot roll at all.

10.2d Getting Initiative. First, determine the number of *Initiative Points* a leader has available. IPs equal the Leader's Rating + any Anti-Initiative Ratings which affect that leader. Use this total to determine which column to use on the Initiative Table. Roll two dice as an 11..66 roll. The table result will classify the roll as No Effect, Initiative or Loose Cannon. If a leader becomes a "loose cannon," see 10.2g below.

10.2e Anti-initiative. Corps and army leaders can be given anti-initiative ratings in the game rules to limit initiative use. If none are given, the assumed value for all leaders is 0. A leader's anti-initiatives remain in effect even if he becomes a casualty (his replacement "inheriets" it) or is off map.

10.2f Initiative-Based Orders. Initiative only bypasses the normal acceptance procedure. Players must still record and faithfully follow initiative-based orders. Leaders can assign themselves Divisional Goals in this way. Initiative cannot be used to issue orders which have not yet arrived or which are in a delay status—only for *different* orders. An "iron-clad" rule to cover all potential variations on this theme would be impossible to write, and players are advised to look into the rule's "spirit" as opposed to its literal interpretation. A player must sometimes look into himself to determine the purpose of the order he desires.

Example: Order Logging and Acceptance

The player made the following entry into his Order Log:

Order Number	Arrival Time	Receiver	Sender	Type	Method	Status
1	10:00	Davout	Grouchy	Attack	AW	

This order will arrive at Davout's HQ at 10:00, from Grouchy, and is an aide-written Attack order. Such an order costs 10 Command Points to write.

In the New Order Acceptance Segment of the 10:00 turn, the player notes that order number one arrives and can be checked for acceptance. Davout is rated a 4 and Grouchy is a 1. The dice roll on the Acceptance Table will be made on the 3 column. Two dice are rolled. The roll of 25 gives a result of D5. The player marks "D5" under the status column for order number 1.

In the next turn's Delay Reduction Phase, the player rolls one die for this order. He rolls a 6 which means the delay has been reduced and the order is accepted. The "D5" under status is erased and an "A" for accepted is written in. As the first thing during movement, Davout makes a quick trip to move through his HQ's hex and implements the newly accepted order. Davout's command can now execute this order.

10.2g Loose Cannon. The "Loose Cannon" concept recreates the historical tendency to avoid excessive initiative. Whenever a leader rolls for initiative and the result falls into the Loose Cannon range, he becomes a Loose Cannon. Upon the leader's becoming a loose cannon, the owning player must notify his opponent of the fact. The opposing player now issues an order to the affected force for them to move for one turn in the direction of his choosing. The owning player conducts the actual movement, but must follow the order issued by the enemy. This order cancels any orders the force might have had. The movement can be an attack, retreat, or any other type of activity. The owning player must follow this order with a reasonable amount of gusto. This does not mean the command must wreck itself in futile Close Combats, etc., only that a reasonable amount of force be applied in execution. The opposing player **cannot** order the unit to attack other friendly units.

Example: Getting Initiative

Let's say Ney wants to get initiative. He has a rating of 2 which gives him 2 initiative points. Napoleon has an anti-initiative of -1 which reduces the initiative points to a 1. To get initiative, Ney must roll a 65 or 66 on two dice. If he manages to roll a 21 or less, he becomes a loose cannon.

In another situation, assume Ney blows his roll (he rolls a 63). St. Hilaire, one of his division commanders, now wants to get initiative for his division. However, according to 10.2c, St. Hilaire is unable to try this turn (since Ney tried for the entire corps) and must wait until next turn. If we assume the player tries St. Hilaire on that turn, and he blows it, the player would be unable to use Ney to get initiative for St. Hilaire's division.

10.3 Corps Attack Stoppage

Corps Attack Stoppage represents an attack's failure in the attacking commander's mind. He is, much more than the player, reluctant to push the attack to the last man.

10.3a For any command executing an Attack order, beginning with the Command Phase following the first turn in which any attacking units were fired on by infantry or artillery from two hexes or less, or charged by cavalry; the command must make a Corps Attack Stoppage check. A player can never voluntarily fail a Corps Attack Stoppage roll.

Procedure:

Make this check on the Corps Attack Stoppage Table. Cross index the number of wrecked divisions in the corps against the total number of divisions currently in it (i.e., count attached divisions). The **original** corps commander, if killed, wounded, or reassigned to a higher command during the game, counts as an additional wrecked division. This number indicates the next table column. Cross index this number with the current corps leader's rating. The number then found is the minimum roll on two dice needed to pass the check.

Example: Corps Attack Stoppage Procedure

After its first turn in combat with infantry or artillery at two hexes, an attacking corps must check for stoppage. The corps has 3 divisions and none of them are wrecked. The corps commander is fine. He is rated as a 3.

Checking the Corps Attack Stoppage Table, the player determines that he must roll on

the 1 column of the second table by cross-indexing 3 divisions in corps with 0 wrecked divisions. Since the leader is a 3, the second table tells him that he must roll a 3 or more to pass. He does this handily.

Several turns of blood bath later, we find the same corps with all three of its divisions wrecked and the corps commander on his way to discover the miracles of Napoleonic medicine. This time the first table generates a column 4 for the corps (3 wrecked divisions, plus 1 for the commander, cross-indexed with 3 divisions in the corps).

The second table generates a required dice roll of 11 or more (Column 4, the new corps commander is a 1), which the player fails. Had this roll been required at night, he would have had to roll no less than a 14 on two dice—in other words, he wouldn't stand a chance.

10.3b Results of Corps Attack Stoppage Checks.

If its commander passes the check, the corps continues to attack. If he fails, the corps must stop the attack and await new orders. The owning player must retreat the corps HQ a minimum of 6 hexes from its current location. After this retreat, the corps HQ cannot move again until it receives new orders or executes an emergency retreat. Regardless of whether the corps HQ retreats, all the corps' units **must** move to at least three hexes from all enemy units at the end of the turn during which the Attack Stoppage occurs. The Corps units begin to function **normally** after these initial conditions are met.

10.3c If wing formations exist in the game, check the game rules for any special conditions which apply Corps Attack Stoppage to these command structures.

10.3d Divisions of a corps operating on the map before the arrival of their corps HQ make Corps Attack Stoppage checks normally except that corps size is determined using only those divisions actually on the map.

10.3e Divisions acting on Divisional Goals or which do not have corps affiliation must roll as outlined in 10.3d, as a corps consisting of one wrecked or not wrecked division. Any Corps Attack Stoppage by the parent corps has no effect on divisions acting on Divisional Goals—they continue their attack and roll separately.

10.4 Emergency Retreat

Without orders or initiative, a corps or wing can execute an “emergency retreat.” The formation must be under a threat of being surrounded or destroyed, **or** a command might have an emergency retreat *forced* on it by having its HQ overrun. The judgment of when this is appropriate is in the owning player’s hands (except in the latter case). Units doing so immediately accept orders to retreat one turn’s movement to the rear—that is, the corps HQ must retreat from 6 to 14 MPs, with other units following as they are able. The exact number of MPs retreated by the HQ is in the owning player’s hands; other units need only move so as to remain within command radius—which might mean little or no retreat for some units. The player can use (or not use) roads, etc. as he wishes. Remember, this retreat is a controlled command event, **not** a rout. Upon completion of this one turn’s movement, the formation is **without** orders: any it had (accepted or in delay) when the retreat was called are lost. Further Emergency Retreats can be conducted if the formation’s safety is again threatened. The same emergency corps retreat rules and conditions also apply to independent units or those under Divisional Goals.

All infantry units within the retreating formation **must roll** on the Straggler Table at the conclusion of the move. Cavalry units are exempt from this requirement.

The direction of an emergency corps retreat is not affected by the standard retreat rule (5.2) since it is a voluntary movement.

Army HQs are exempt from Emergency Retreat.

10.5 Below Corps Command and Control

Two methods exist for controlling units below the corps level. First, units must generally remain within the command

radius of their division commander and/or corps HQ, in which case they can move and fight as desired as long as they do not violate the spirit of the current corps orders. The second is the use of Divisional Goals which frees units from command radius.

10.5a Command Radius. Check command radius at the beginning of the Movement Phase. No unit can move intentionally (with the exceptions noted below) outside this range. Calculate command radius distances in leader movement points. In counting movement points, use only those hexes a friendly leader could move through. The points involved depend on the echelon of command involved. Units that are expected to be within command radius, but are not, must expend all their available movement points to reenter radius each turn until they do so.

A. Brigade to Division Radius. Brigades must always be at or within 4 MPs of their division commander. For a brigade with Extensions, only one hex of the brigade line need be within range.

B. Division Leaders, Artillery Units to Corps HQ Radius. At a range of 8 MPs or less from their corps HQ, these units and their subordinates function normally. The command radius can extend a maximum distance of 8 MPs between a corps HQ to a divisional leader and *then* a further 4 MPs to a brigade from that division leader—this also applies to artillery units of the same corps as the division commander. Units need not be within any required range from the army HQ.

Important: Artillery units in a corps are in the proper command radius if they can trace 8 MPs back to the Corps HQ **OR** if they can trace the 4 MPs back to one of the

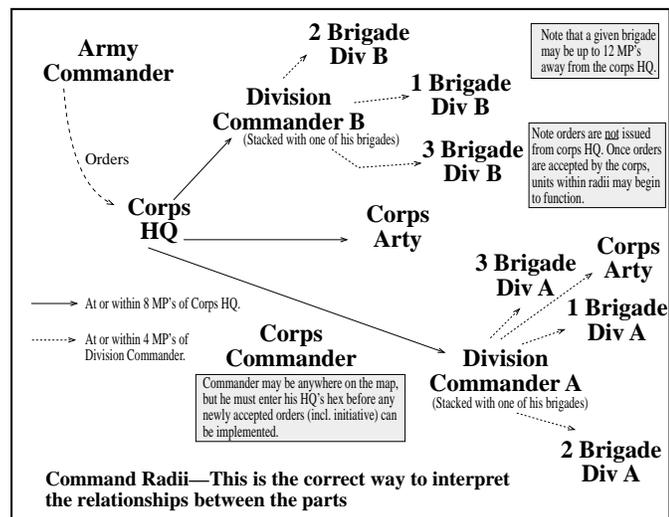
division commanders of their corps—even if on a Divisional Goal. If the artillery meets one or both of these requirements, it is within command radius and functions normally.

C. Command Radius and Order Acceptance. When a corps implements orders, divisions and other corps units within the HQ’s radius must immediately act upon the orders which the corps received. If a division is out on a Divisional Goal or is coming on as a reinforcement, it must maintain its current orders until it is within the Command Radius of its Corps HQ—unless the orders are changed using initiative or an order is accepted from the Army Commander.

10.5b Divisional Goals. A Divisional Goal is an order to conduct a task or mission given a division (or cavalry brigade) which allows it to function beyond normal command radius.

A unit following a Divisional Goal is exempt from normal command radius (distance to corps HQ for divisions, distance to division commander for cavalry brigades).

Division, corps, wing, and army commanders can assign Divisional Goals. Commanders can assign goals to their cavalry brigades or artillery units. You can assign goals when the appropriate leader (i.e. one that is in the unit’s chain of command) stacks with the division commander (or actual unit, in the case of a cavalry brigade or artillery unit). Divisional Goals are usually assigned using initiative. The army commander, however, can send them directly to a division commander like any other order. A division’s own commander **can** “self-assign” a Divisional



Goal using initiative. Lastly, Divisional Goals can be assigned as a part of orders accepted by the corps from the army commander.

Divisional Goals created by initiative are automatically accepted when given and can be acted on immediately. Those sent as orders from the army commander must undergo normal order acceptance. Goals sent as orders to individual cavalry brigades or artillery units use a receiver rating of 2.

Jot down Divisional Goals so they can be properly followed.

A Divisional Goal must be followed until:

A) the division reenters command radius and the player wishes to remove the Divisional Goal and revert back to normal corps orders,

B) the Divisional Goal is changed by initiative,

C) the division is issued another Divisional Goal by an appropriate source, OR

D) the division fails an attack stoppage check.

Units attacking under Divisional Goals must always check for Corps Attack Stoppage as “corps of one division” with the divisional commander counting as a corps commander would if he becomes a casualty.

Artillery units can be given independent Divisional Goals OR they can “tag along” with any division of their corps which has Divisional Goals of its own.

10.5c Independent and Detached Units. Certain units in the game are listed as “independent.” Independent units are never bound by radius restrictions, and never need orders. *Detached units*, on the other hand, have their status determined by the player. A player can detach divisions to the control of other corps. The army commander **must** issue an **order** to the owning corps commander to detach a division (with instructions about which corps the division will become assigned to). Once detached, these units function normally as part of the new corps to which they are assigned. Generally, only divisions can be detached and they must be detached as a whole. Cavalry brigades can be detached from their parent divisions and reassigned.

10.5d Cavalry Charges and Command Radii. Cavalry Charges are exempt from command radius restrictions. Note that this is a difference from infantry Close Combat, where attacking units are required to remain within radius restrictions at all times.

Cavalry units can exit command radius during their movement to a charge.

11.0 Formations

Combat units can adopt one of several formations, each with its own unique advantages and drawbacks. Infantry has three different formations of its own and can also detach Skirmishers. Artillery has two. Cavalry has one voluntary formation, but is also subject to an involuntary formation—Blown. Leaders and HQs have no particular formation. No unit can ever have more than one formation at a time. Voluntary formation change occurs only during the Movement Phase.

11.0a Formation change costs, movement allowances, and terrain movement costs are different for various formations. The Movement Chart gives the specifics. When units have different movement allowances in different formations, count expended points proportionally.

Example: Proportional Movement Costs. *An infantry unit moves along in column formation (which has an MA of 8) expending five MPs as it does so. It then changes to Line (which costs another MP). This unit has expended 6 MPs of its 8 (leaving 2 or 25%). In its new formation, it has a MA of 5. 25% of 5 is 1.25 which rounds to 1, so the unit has one MP remaining in its new formation.*

11.0b Most formations are shown by the side of the unit counter facing up (Column vs. Line, Limbered vs. Unlimbered, Cavalry Combat Formation vs. Blown, etc.). Some formations require an additional marker to designate them. All units under such a marker (such as Square) are in that formation.

11.0c National Effects. There are a number of “National effects” listed among the various Charts & Tables. Specifically, these are the French and Non-French versions of Skirmisher and Column formations. These are meant to bring out the superiority of French tactical doctrine. A further increase in this detail is listed in 17.0b, regarding the mixing of formations between a parent and its Extensions, and in 11.5h, where French Skirmisher doctrine gives some advantages.

11.1 Available Formations

Infantry units can adopt Line, Column, and Square formations. Infantry can detach Skirmishers. Skirmish units are always in

“Skirmish” formation.

Cavalry has one voluntary formation, their “Combat” formation. Cavalry also has an involuntary Blown status.

Artillery can be limbered or unlimbered.

Routed units have no formation at all.

Columns: Note that French Infantry always uses Mixed Column Formation as its column and other nations always use regular column. This difference affects Firepower and target mods only, both types of column move the same.

11.2 Effects on Movement & Facing

Each formation type has its own Movement Allowance on the Movement Chart. Line formations cannot use bridges, but can use fords. Units in Column, Skirmish, or Limbered formations and all cavalry can use bridges at no additional cost. Unlimbered batteries and units in Square cannot move, and can expend MPs only to change formation or facing.

When a unit changes formation, it must do so with the same facing (Exceptions, Limbering and Unlimbering Artillery can freely rotate facing 180 degrees at no additional MP cost, also see 11.6e).

11.3 Effects on Fire Combat

Certain formations cannot conduct fire combat and others are limited in their abilities to do so. These restrictions are given on the Formation Effects Chart.

11.4 Effects on Morale

As recorded on the Morale Table, certain formations receive morale modifiers.



11.5 Skirmishers

Infantry units in any formation can release skirmishers. Routed and DG'd units **cannot** release Skirmishers. Except when routed, Skirmishers are **always** in ‘Skirmish’ formation. Skirmisher morale values are given on the Generic Morale Values Chart (French Skirmishers are Bs, all others are Cs). Skirmishers have a full-strength and reduced-strength side.

11.5a Releasing Skirmishers. Units with unmarked boxes on their loss charts under “Skirmisher” can release Skirmishers. Release Skirmishers during the Movement Phase. Some units have more than one Skirmish box. To create a Skirmisher, place a Skirmish unit in the same hex as the releasing unit (at the bottom of the stack), and “X” off one Skirmisher Box. Once placed, the Skirmish unit can move freely with its remaining MA. Skirmisher release does not cost MPs.

***Design Note.** The strength of a unit devoted to skirmishers has already been taken out of it. Essentially, the skirmisher box itself represents these men. That way, release of a units skirmishers does not move a unit closer to becoming wrecked simply because it exercised its training.*

11.5b Skirmisher Restrictions.

Skirmish units can never move further than 2 hexes away from a friendly unit (which need not be the Skirmisher’s original parent). Should a Skirmisher end up outside this range (through morale results), it must move back within range during the next friendly Movement Phase. Skirmishers are unhindered by Command Radius limits. Skirmishers can never conduct a Close Combat attack unless stacked with a non-Skirmish infantry unit. (See also 11.5h for Specialized Skirmisher restrictions.)

Important: Skirmisher fires **cannot** generate the flank/rear fire and morale modifiers themselves. In other words, to acquire the benefits of a “flank shot,” a non-Skirmish unit **must** provide the actual flank fires.

11.5c Skirmisher Losses. Skirmishers take only casualty losses from the Fire Table. They never suffer stragglers. If a Skirmisher takes a step loss, flip the counter over to its reduced strength side. If already reduced, eliminate it.

11.5d Recovering Skirmishers. At the end of any friendly Movement Phase, a unit can recover any Full-Strength Skirmisher stacked with it, provided the recovering unit has at least one marked Skirmisher box. Reduced Strength Skirmishers cannot be recovered directly—they must combine with another Reduced Strength Skirmisher first (so as to become Full Strength).

On recovery, remove the Skirmish unit and erase the mark in the unit’s Skirmisher box.

11.5e Retreat Before Close Combat or Cavalry Charge. Skirmish units which are **not** stacked with other unit types **can** retreat before Close Combat. Retreat is not required. When the Phasing player moves adjacent to a Skirmisher, he announces his intention to Close Combat and enters the Skirmisher’s hex normally, paying the +2 MP cost. The Skirmisher can then retreat 1 hex. The Skirmisher can retreat into any adjacent hex which is neither enemy occupied, nor the one from which the enemy unit entered. A Skirmisher can make any number of these retreats in a phase.

Skirmishers can also retreat **one hex** to escape from a Cavalry Charge (regular or Reaction: see 15.2g for Reaction

Charges)—the charging cavalry must then change its target hex to that hex (it does not matter if this hex is further than the normal charge limits (three hexes) but it **does matter** if the terrain precludes cavalry charges—in that case, the charging player can select any hex adjacent to the original target hex as the target of the charge). Such a retreat ends the Skirmish unit’s movement if it occurs during the players Movement Phase.

***Design Note:** The ability of Skirmishers to retreat one hex in an attempt to “out run” a cavalry charge allows them the chance to dive into a hex protected by terrain or units capable of forming square. They need this ability if safety is close—otherwise it is too easy to dice them up.*

If a Skirmisher is not alone in the hex, but **is** stacked with other unit types, all defending units must accept the Close Combat or Cavalry Charge normally.

11.5f Skirmishers on top of a stack of non-Skirmish units. If a player places any Skirmishers atop a stack of other units, the following apply:

A hex containing Skirmishers never receive the Fire Table column shift modifier for Skirmishers unless the hex contains only Skirmishers.

The top non-Skirmisher, non-artillery unit in the hex takes any required straggler losses and makes the hex’s morale check. The owning player distributes the required casualties between the units present in the hex. (See also 11.5h for Specialized Skirmisher stacking rules.)

11.5g Combining Skirmisher Units. Skirmishers can freely combine and break down at any time during the Movement Phase, with no movement point penalty. Two reduced Skirmishers combine into a full strength unit, and one full strength Skirmisher breaks down into two reduced strength Skirmishers. In all cases, the affected units must be in the same hex.

11.5h Special Skirmisher Restrictions. The following special restrictions control the use of Skirmishers with respect to stacking:

A) Stack Positioning. A Skirmisher can only be at the very top of its stack OR the very bottom. When released, Skirmishers begin stacked at the bottom of their stack. While moving, Skirmishers always enter each new hex as the bottom unit and can only restack if rule B allows them. (The concepts of top and bottom apply **only** in hexes that contain other, non-skirmisher units.) **Optional:** Players can refine the “always go to the bottom”

movement requirement to be “bottom when advancing” or “top when retreating” if they desire and feel comfortable with the definitions.

B) Changing Stack Position.

Skirmishers can freely change their stacking position from the top to the bottom of their stack during the friendly Movement Phase, but are restricted in their ability to move from the bottom to the top. A Skirmisher **cannot** change from the bottom of its stack to the top when adjacent to one or more enemy units.

C) Effect of Position on Fires. Only Skirmishers at the top of their stack can use their Fire Points. Skirmishers at the bottom of a hex can only fire if there is no non-Skirmisher infantry units in their hex OR the infantry which is there has only a C Fire Level to use. While occupying the top position of their stack, the Skirmishers can be the only **infantry** to fire from their stack. **EXCEPTIONS: French** infantry in **Column** can fire **in addition to** any Skirmishers in their hex. Also, **Skirmishers** can fire **in addition** to other infantry units in their hex if they **occupy a walled farm, town, or Redoubt hex.**

D) Position and Close Combats or Cavalry Charges. At the instant a Close Combat’s or Cavalry Charge’s target hex combat is to be resolved, move any Skirmishers in either the attacking or defending stacks to the bottom of their respective stacks. While Skirmishers might not be able to fire (according to rule C), they do count for Odds Table strength determination regardless of their position in their stack.

11.6 Squares



Infantry units form squares to protect themselves against cavalry.

11.6a Units which may form Square. Only infantry units in Line, Column, or Extension can form Square. DG and Routed units cannot form Square. Cavalry may neither form square nor shelter in another unit’s square. Artillery and Skirmishers cannot form square, but can shelter inside a square in their hex. Extensions form square independently of their parent. When the stack’s top unit successfully forms square, all infantry units in the stack enter square.

11.6b How to form Square. Units can form Square when either targeted by an announced Cavalry Charge (regular or Reaction), whenever enemy cavalry moves at or within 3 hexes (given a clear LOS) even if a charge is not declared AND/OR during regular movement as a normal

formation change. In the case of Square formation changes not during regular movement, each hex makes a Square Check independently—the top “Square capable” unit makes a check according to 8.5. Square formation changes occurring as part of a unit’s regular movement do not require a Square Check, but are instead handled like any other normal formation change.

11.6c Squares and Morale Results.

Squares ignore any one-hex retreat result applied to them. Squares must execute two-hex retreats normally, and must change from Square to Column formation when they do so. If an Extension is forced to retreat, it “drags” its parent normally (or vice-versa.) Any unit so “dragged” leaves Square, enters Column, and becomes DG.

11.6d Units protected in Squares.

When a hex forms square, all Skirmisher and artillery units in the hex are protected by that square. Skirmishers drop to the bottom of the hex’s stack. Protected artillery fires normally, but is considered to be in the Square. Skirmishers fire as per the restrictions in 11.5h.

11.6e Changing Back from Square.

When a unit returns to Line or Column formation from Square, it can be placed in any facing position after the formation change cost is paid—with no additional facing change MP costs to do so.

12.0 Stacking

Stacking is placing more than one unit in a hex. Stacking limits are enforced at the end of any phase containing movement or retreats and at the instant of a Close Combat or Cavalry Charge resolution. Units may temporarily over-stack during their movement. Stacking is enforced for each side independently during the conduct of Close Combat and Cavalry Charges, i.e. each side can stack up to the stacking limits in the hex.

12.1 Restrictions on Stacking

No more than three A fire levels and 10 gun points, plus one full strength Skirmisher can be in a hex at one time. (See also 11.5h for Specialized Skirmisher handling rules.)

12.2 Effects on Movement

Units may move as a stack as long as each unit’s movement allowance and points spent remain independent of others in the stack. Stacking and unstacking have no effect on movement or MP costs. Stacks can be rearranged at any time during a player’s Movement Phase.

12.3 Effects on Combat

One A fire level OR one full strength (or two reduced strength) Skirmish unit AND 5 Gun Points can fire out of one hex (given the additional rules about Skirmishers in 11.5h part C). Also, the maximum number of Fire Points that can be generated by **infantry** from a single hex is the value given for an A fire level (in otherwords, B+C cannot be greater than A due to unit frontage). This total includes all hexsides through which fire takes place. The same limit applies to Close Combats. Only the hex’s top unit is the target of fire combat (Exception: artillery units can engage enemy artillery selectively regardless of the target’s position in a stack.) The top target unit provides any applicable modifiers to the fire combat for the target stack.

Cavalry can affect combat with up to an AB strength.

12.4 Effects on Morale

The top non-artillery, non-Skirmisher unit (if any) in a stack provides the morale for that stack’s Morale Checks. If no such unit occupies the hex, use the actual top unit. The top unit is also the basis for the assorted morale modifiers affecting the stack. Stacks can have but one morale state marked with a morale marker atop it. When units in different morale states stack at the end of movement, or anytime during a retreat, they adopt the worst morale state of the new stack—this rule **does not** apply to momentary stacks created during movement.

12.5 Effects of Over-Stacking

When discovered, an over-stacked hex is treated as follows: The stack automatically becomes DG’d. If already DG’d, it is routed. Overstacked hexes must be broken up in the next available friendly Movement Phase. Routed units may move one hex to accomplish this. Repeat as needed.

13.0 Facing

All units must be aligned so as to “face” a hexside or hex corner. All units in a hex **must** face the same hexside. Facing defines the stack’s front and Flank/Rear.

13.0a Formation affects facing in the following ways:

□ The following have the standard facing:

Line, Column, Skirmishers (when stacked with other unit types), **Cavalry** (Combat Formation and Blown), and **Unlimbered artillery.**

□ The following have all around frontal facing (facing of counter still shows center hexside for movement purposes):

Skirmishers (when not stacked with other unit types), Any units (not routed) in a **walled farm, town, or Redoubt** hex, and **Squares.**

□ The following have all around flank/rear facing (facing of counter still shows center hexside for movement purposes):

Limbered artillery, and Routed units.

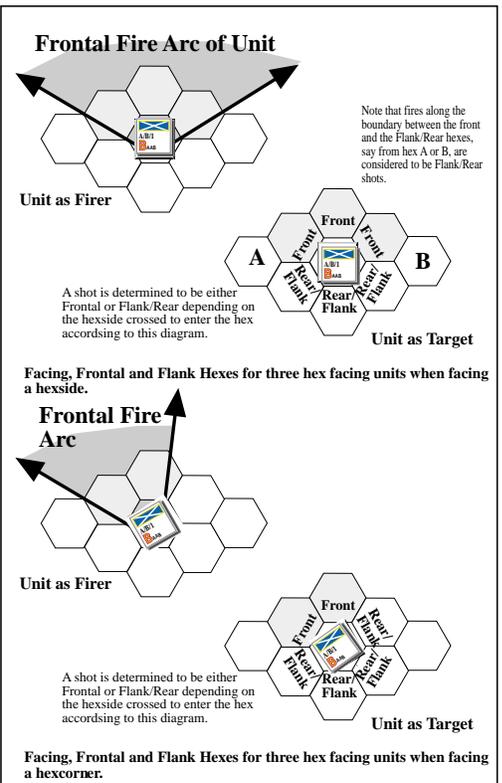
□ The following have no facing and **do not** pay the facing change MP costs:

Leaders (including HQs), and **All Markers**

13.0b Apply the flank fire modifiers to the Fire and Morale Tables if at least one non-Skirmisher attacking unit has its fire entering via a flank or rear hex **or** along the hexside dividing front from the flank/rear hexes.

13.1 Changing Facing

13.1a General. All units (even Skirmishers) must pay 1 MP per hexside of facing change (see exceptions in 13.1b and 13.1d). Facing can be altered at will at the end of any required retreat with no MP cost. Otherwise, facing can only be changed by expending the necessary number of MPs (EXCEPTION: See the Road Movement rule in 13.2c) during the friendly Movement Phase.



Given the needed MPs, a stack can re-face any number of hexsides in one hex. **EXCEPTION:** Units of both players executing a Close Combat or a Cavalry Charge can readjust facing freely at the end of that action.

13.1b Artillery Special Rules. At the moment of formation change, Artillery can freely change facing 180 degrees without additional MP costs. Furthermore, unlimbered artillery can expend MPs to change facing.

13.1c Hexside vs. Hex Corner. A unit can change from a hexside to a hex corner facing at no Movement Point cost (provided the hex corner is at one of the two ends of the hexside the unit is currently facing). It costs 1 MP to switch from a hex corner facing to either hexside facing attached to that hex corner.

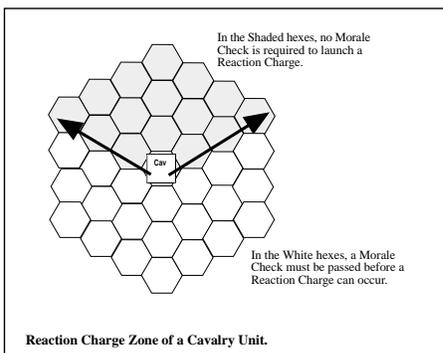
13.1d About Face. A unit (any type or formation) can rotate 180 degrees at the cost of 1 MP. See also 13.1b which allows artillery, at the instant of formation change, to do this for free.

13.2 Effects on Movement and Combat

13.2a Units can normally move **only** into hexes through their center-front hexside (i.e. the hex directly above the counter's top side when it faces a hexside). A unit facing a hex corner can move into either frontal hex as desired. A stack could move into a non-center-front hexside (no facing change is allowed when doing this) but the hex's MP cost is **doubled** (e.g. a hex normally costing 1 MP would cost 2 MPs to enter). Retreats are not affected by the facing of the stack and a stack can freely reface at the end of a retreat.

13.2b A unit or stack **cannot** move into a hex in which it does not have the MPs needed to reface the same direction as the rest of the units there. Either the player must reface the final stack so as to make sure all units face the same way, or he cannot finish building the stack in one phase—he will have to wait until he has enough MPs to move into the hex and reface properly.

13.2c When moving along a road, **ignore** facing change costs. When the unit finishes moving along a road (either because it is finished moving or it is to beginning off-road movement), automatically face the unit directly forward along the road down which it was moving with its center frontal hexside being the next road hex it would be able to move into while moving along the road. In the case of road junctions, this may mean the player has his choice of facings. This automatic facing change occurs without cost and the unit can then expend MPs to change facing further or to continue to move as the player desires. When a stack first enters a road hex, it must spend MPs to reface along the road in the direction it wants to move to take advantage of the above, if not already facing along the road.



Units can never start or end road movement when facing a hex corner, such units must face a hexside.

13.2d Except in the case where combat is occurring within a hex (as in Close Combat or Cavalry Charge resolution), units can only fire through their frontal hexsides.

14.0 Zones of Control

No unit in this series has a Zone of Control. There are no effects, special fires, or restrictions of any type for being adjacent to enemy units. See also Opportunity Fire, 15.0.

15.0 Opportunity Fire & Reaction Charges

15.1 Opportunity Fire

15.1a Each artillery unit has a “Close Fire Zone” that consists of those hexes in the unit’s fire arc which are **at or within 3 hexes**. Naturally, the establishment of a Close Fire Zone hex requires that facing, formation and Line of Sight allow fires.

15.1b Whenever a moving or charging unit attempts to **exit** a “Close Fire Zone” **OR** attempts to change formation **within** a Close Fire Zone, the artillery units making up that Zone can fire at the violating unit or stack.

Important: These fires occur when a unit attempts to move (or charge) **out** of a Close Fire Zone—**NOT** movement from one hex to another **within** a given Close Fire Zone. Formation change attempts **within** a Close Fire Zone incur Opportunity Fire. Involuntary retreats are exempt from these fires entirely. Movement out of LOS within a Close Fire Zone is also counted as “exiting” the zone for this purpose.

Resolve these fires as they happen. Resolve the fires **before** the stack is allowed to leave the Close Fire Zone or **before** the formation change is completed. Fires are generated normally even if the moving

units are trying to enter a Close Combat or a Cavalry Charge target hex. The movement or formation change activities of a unit and its Extensions generate Opportunity fire separately.

15.1c Units are fired upon with the facing and formation they have at the instant the fire is generated—before **OR** after formation change whichever the firer prefers. Furthermore, a withdrawing unit can avoid presenting its rear as a target when pulling back out of a zone by applying the “double the MPs” cost to move via a non-center front hexside (see 13.2a). Otherwise, the exit attempt will cause a flank-shot as well!

15.1d Only those guns whose Close Fire Zone is being violated can fire—but a gun can fire any number of times based on what zone violations occur. Resolve the fire normally—to include Morale Checks. Moving stacks which become DG’d or Routed execute their required retreat and must **cease** movement for the phase—even if they had MPs remaining. If these units were attempting to change formation, the formation change still occurs.

15.1e Opportunity Fire has no effect on a unit’s ability to fire in a later Fire Phase.

15.1f Units executing required retreats never trigger opportunity fire. Only voluntary movement out of a Close Fire Zone (etc.) generates these fires.

15.1g Square formation during a Cavalry Charge or Reaction Charge sequence **will** generate Opportunity fires. If this occurs, momentarily interrupt the charge sequence, execute the Opportunity fire, then follow through with the charge’s completion.

***Design Note:** If you set all this up so that it works right, the poor slobs trying to form Square will get sliced by artillery fires (with the Square target modifiers...) and then be shattered by the coming cavalry—welcome to the world of Napoleonic combined arms!*

15.1h Facing change, alone, never generates Opportunity fires.

15.2 Reaction Charges

15.2a Reaction Charges occur when units (including moving units, charging cavalry, retreating units, etc.) attempt to leave the “Reaction Charge Zone” of un-Blown enemy Cavalry. The *Reaction Charge Zone* of a cavalry unit includes all hexes 1 to 3 hexes from the unit which are in any direction **AND** in the LOS of the cavalry’s hex. A reaction charge can occur (at the charging player’s discretion) whenever an enemy unit attempts to exit

any of these hexes (whether to leave the zone OR to move from hex to hex within it). Execute the Reaction Charge in the hex the unit is attempting to leave—not in its destination. However, regardless of the number of applicable hexes triggering Reaction Charges exited during a Cavalry Charge execution, **only one hex** of the charge which fulfills the above can trigger a Reaction Charge. (In other words, a Cavalry Charge can only have **one** Reaction Charge made against it during its run in.) A Reaction Charge **cannot** be launched against an enemy Reaction Charge.

15.2b Units and leaders which wish to conduct a Reaction Charge together must be stacked together when the trigger occurs. The Reaction Charging stack must pass a Morale Check (normal result or better, using the top Reaction Charging unit's morale) if it is to conduct a Reaction Charge outside its frontal arc. No such Morale Check is required if the Reaction Charge is in the stack's frontal arc.

15.2c All other regular Cavalry Charge rules apply to Reaction Charges as well—including the full Cavalry Charge Procedure (24.1) (with the exception of Recall attempts—Reaction charges cannot be recalled). The facing restrictions for charges are loosened up so that every hex in the Normal Charge Zone can have a Reaction Charge applied against it.

15.2d Opportunity Fires (15.1) can be applied against a Reaction Charge.

15.2e After resolving a Reaction Charge, the originally moving unit can continue to move or charge (if able to do so) with any remaining MPs it might have. The resolution of the charge does not expend any of the moving unit's MA—except that points might need to be expended to change formation back from Square...

Important: While the execution of a Reaction Charge uses the full Cavalry Charge Procedure (as per 15.2c), the following is true: The Reaction Charging Cavalry **must** become blown at the end of the procedure, but if the target is regularly charging cavalry, the target becomes blown only if it has a morale result of DG (or worse) applied to it because of the Reaction Charge—otherwise, the original charge continues. Note that even during the resolution of a Reaction Charge against a charging cavalry target, the Reaction Cavalry is the “attacker.” The original charging cavalry becomes the “attacker” once more after the conclusion of the Reaction Charge—provided the charge did not end.

15.2f Facing change, alone, never generates a Reaction Charge.

15.2g Cavalry which conducts a Reaction Charge vs. a Skirmisher unit which retreats as per 11.5e is placed back into its original hex and is **not** blown. A cavalry unit can execute any number of Reaction Charges of this sort in a single phase and never become blown because of them.

16.0 Movement

During each Movement Phase, the phasing player can move his units. Each unit can move as many or as few hexes as desired within the unit's movement allowance and other restrictions.

Procedure:

Move each unit individually or as part of a stack maintaining its running movement point allowance as it expends movement points. Movement must follow a contiguous path through the hex grid. Units may move in any direction or set of directions, but must always be in only one hex at a time.

16.1 How to Move Units

16.1a During his Movement Phase, a player can move all, some, or none of his units as desired.

16.1b Use Movement Points to calculate movement. Each unit expends movement points for each hex entered or hexside crossed according to the Movement Chart. Keep a running total of movement points a unit expends while moving. If a unit's movement allowance changes according to formation, calculate movement point expenditures proportionally and round fractions of .5 or more up, round fractions of .49 or less down.

16.1c Each unit has a Movement Allowance (MA), based on unit type and formation, given on the Movement Chart. This is the number of movement points available to the unit in one phase. EXCEPTION: Cavalry units can expend their entire MA and still complete a three hex Cavalry Charge.

16.1d Movement allowances are completely independent of each other and expenditures of one unit do not affect others. Movement points and allowances cannot be transferred from unit to unit or saved for future use.

16.1e A unit starting the movement phase with movement points but having insufficient MPs to enter *any* adjacent hex can always move **one** hex. This move must not be into or through prohibitive terrain, or into a Close Combat.

16.2 Terrain Effects on Movement

As per the Movement Chart, each hex and hexside feature in the game costs a varying number of movement points. A moving unit must pay the total cost unless using the “one hex movement” exception in 16.1e.

16.2a A moving unit can use roads only when following the road's path. The unit pays the road movement cost and **ignores** other features in the hex or hexside crossed.

16.2b A hexside feature that must be crossed adds its cost to that of the hex being entered.

16.2c Units cannot enter or cross prohibited hexes or hexsides. Units forced to do so are destroyed.

16.2d Forest hexes affect movement if they contain forest symbols any part of the hex.

16.2e A unit crossing a hexside which is both an elevation change and a slope or extreme slope pays the movement point cost of the most expensive of these features. They are not cumulative.

16.2f Tree Borders have no effect on movement costs. They exist only for LOS purposes.

16.3 Restrictions on Movement

16.3a Units may not enter enemy-occupied hexes except to resolve Close Combats or Cavalry Charges.

16.3b Only friendly units may move during the friendly Movement Phase. Enemy units could be forced to retreat as a combat result or might conduct a Reaction Charge; this is not movement *per se* and is resolved immediately.

16.3c See 13.2 for the effects of Facing on Movement.

16.4 Reinforcements

Reinforcements arrive at the time and entry area listed in the arrival schedule during the player's Movement Phase. Players cannot delay, ignore, or redirect reinforcements in any way. They can arrive in any formation.

Move reinforcements onto the map as if they were in a long column extending off the map from the entry hex out.

Should an entry hex be blocked by enemy units, reinforcements enter according to 1.1e.

17.0 Extensions

“Extension” enables large infantry units to bring more firepower to bear by deploying battalions into adjacent hexes. Extension markers **literally** move out from their parent unit (or back again). Extensions behave **exactly** as any other combat unit *except* that at the end of every phase they must be adjacent to their parent with their arrow identifying the parent.



17.0a Extensions have the same facing, formation, movement, morale, rally, combat ability and target characteristics of any other unit. An Extension has the same Morale Rating and Wrecked status as its parent. As long as both players understand which Extension belongs to which parent, the “arrow restriction” does not affect the facing of an Extension *in any way*.

17.0b Extensions must have the same formation as the parent (exception: each part of a multiple hex unit can independently be in Square). Extensions are created with the same facing and remaining MA as the parent, but thereafter keep track of these items independently.

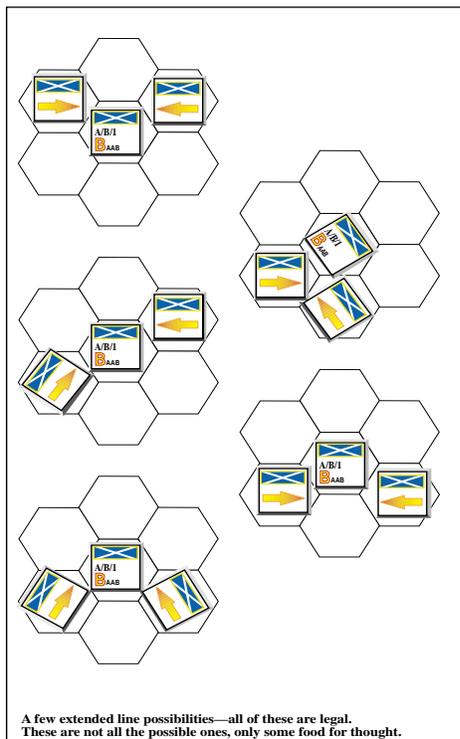
17.0c Generate Extensions at any time during the Movement Phase and do so within the parent’s hex—it is up to the Extension to have enough MPs remaining to be able to move out from that hex.

17.1 Restrictions on Extensions

Only infantry units with at least a B fire level can generate Extensions. Skirmish, Cavalry, and Artillery units cannot do so. Large units can generate two Extensions. No unit can ever have more than two. Extension markers can never extend or stack with other Extensions. Fire levels must be evenly divided between the parent and any Extensions—with any excess in the parent’s hex. No Extension marker may ever exist without at least a C fire level. With the exception of Squares, Extensions must have the same formation as the parent.

17.2 Effects of Extensions

17.2a Morale results affect only the unit or Extension actually checking morale. If any part of an extended unit is routed, the entire unit must collapse into the parent’s hex and the entire stack is routed. When Extensions are reabsorbed, follow the usual rules regarding stacking of units with different morale states (see 12.4).



A few extended line possibilities—all of these are legal. These are not all the possible ones, only some food for thought.

17.2b When two-hex retreat results separate an Extension from its parent, the unit’s non-retreating portion (to include all units in that stack) **must** also displace far enough (usually one hex) to maintain contact with the retreating part. The displaced unit has its morale state worsened by one level. The Extension cannot “circle” the parent to avoid causing displacement. Artillery under the unit forced to displace has no effect on this requirement. Artillery in the displacing unit’s original hex must Limber and displace with the rest of the stack.

17.2c After subtracting losses, apply any required reduction in fire levels to the unit as a whole, and divide remaining fire levels evenly among the parent and its Extensions. If the unit no longer has enough strength to support the Extensions it has, eliminate one or more Extensions until the unit can support the remainder.

18.0 Forced March

Forced March is a method of increasing unit speeds; the cost is in additional stragglers.

18.0a Only infantry in column and not DG’d or Routed can Force March. Units must follow roads for the entire Movement Phase in which they use this rule.

18.0b For one set of three (3) extra movement points, make one roll on the Straggler Table. After taking any straggler

losses, the brigade can use the extra MPs.

18.0c To gain a second set of three MPs, roll on the Straggler Table again. No unit may gain more than this total of six MPs by Forced Marching.

19.0 Line of Sight (LOS)

Line of Sight (LOS) determines whether two units can see one another. In response to player feedback, the LOS rules presented here are both very simple and very abstract. For that reason, if you prefer a more detailed LOS rule, feel free to embellish these rules as desired.

19.1 General Rule

The map’s hexes are color coded by elevation level. A hex’s level represents the hex’s center elevation. Determine LOS from one hex’s center to that of another. Features under this line could block LOS; features not under it will not. The elevation of a hexside is midway between that of the hexes it connects, if they are different.

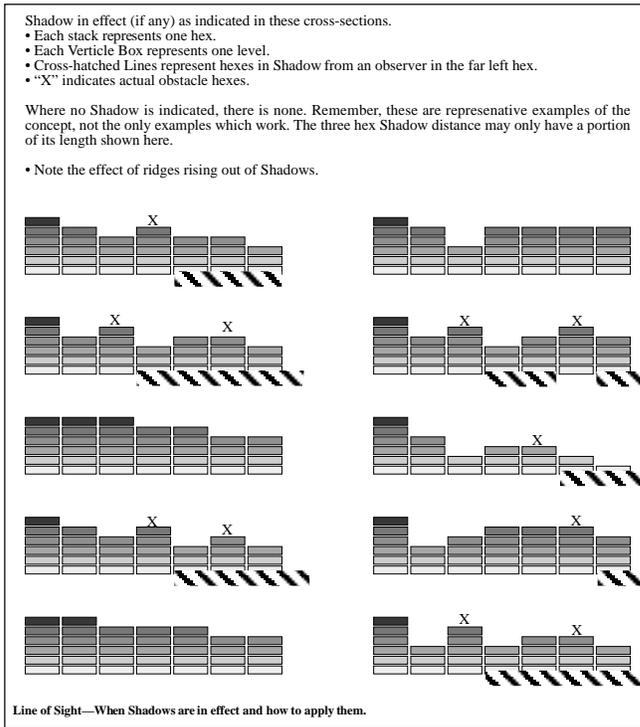
19.2 Determining LOS—Three Cases

19.2a Case 1: Always UnBlocked. If all terrain between the firer and target hexes is at the **same or lower** elevations than the higher of the two—and the qualifications for Shadows (19.2c) are not met—then the LOS is UnBlocked.

19.2b Case 2: Always Blocked. If **any** terrain between the firer and target hexes is at a **higher** elevation than the higher of the two, then the LOS is Blocked.

19.2c Case 3: LOS Shadows. This case only exists when the conditions in the diagram on page 16 are met. It is the case which occurs when a high endpoint attempts to peer over an intervening obstacle in order to see a lower hex (or the inverse). Note that the elevation level must **drop** to a lower level (than the obstacle, that is) between the obstacle and the high end point for these conditions to exist. If these conditions exist, use the effects listed in 19.2d. Otherwise the LOS is UnBlocked.

19.2d Effects of Shadows. Each obstacle gives a LOS Shadow of three hexes. If the lower end point hex is at or within three hexes of the obstacle (count hexes beginning with the first hex **after** the obstacle which would be the first hex of elevation drop connected to the obstacle—as per the Shadows Diagram, below), then that hex is within the Shadow and the LOS is Blocked (regardless of the direction of the LOS).



Design Note: This is an admitted simplification. Players can make use of the two endpoint elevations, the obstacle elevation, and the distances involved to generate a more accurate Shadow distance. The above is an easy-to-use approximation, but given different elevation differences and assorted distances it might be too small or large for a specific circumstance.

19.3 Effects and Restrictions

19.3a LOS is always either blocked or not. Blocked LOSs do not allow fire combat to occur between the endpoint hexes. Unblocked LOSs allow fire combat in both directions. LOS has no other effects.

19.3b Units are always considered to be at the unmodified “ground” level. Modifications (as per 19.3c) only affect potential LOS blockages.

19.3c Certain terrain features add 1/2 to the hex’s level. These are Forest, Vineyard, Orchard, Walled Farm, and Town/Village hexes. In the case of forest or orchard, the symbol itself must lie under the LOS trace. Town/Village and Walled Farm hexes add if the LOS crosses **any** part of the hex (including its hexsides). These do *not* add to the unit elevations in a hex. Individual buildings and other minor features of historical interest never affect LOS.

19.3d Units can always fire into or out of—**but not through**—Forest, Orchard, and Town/Village/Walled Farm hexes.

19.3e Units them-selves add 1/2 to the level of their hex and hexsides.

19.3f Units always have an unblocked LOS into adjacent hexes.

19.4 Visibility

Visibility is given on the Turn Record Track. It is in effect for that turn only and is the maximum range in hexes any LOS can extend. If no number is given, visibility is unlimited. Visibility numbers are inclusive: a five hex visibility allows ranges **up to** and **including** five hexes.

20.0 Fire Combat

Fire combat recreates battle between opposing units. Fire occurs during the Fire Phases and can be initiated during movement by Close Combats, Cavalry Charges, or Opportunity Fires. In your Fire Phase, you can fire any of your units, individually or in groups, as permitted by the fire combat, range, formation, unit type, morale, and LOS rules.

Procedure:

For each target hex, identify all firing units. On the Fire Point Tables (above the Fire Table), cross reference each firing unit’s current fire level or gun points with the range to the target using the table applicable to the unit’s formation to find the *fire points* each firing unit generates individually. Total the fire points for all units firing onto the same target. Locate

this fire point total along the Fire Table’s top and modify it based on the Combat Table Modifiers list (total all modifiers *before* applying them). The net modifier adjusts the Fire Table column used, not the dice roll. The table is restricted to the columns shown—fires shifted beyond the table are resolved on the last available column. Resolve the fire combat on the resulting column. Roll two dice. The cross-index between this column and the dice roll is the combat result. Execute this result and make any required Morale checks.

Detailed Procedure Steps:

1. Total the Fire Points applied to the target using the Small Arms and/or Artillery range tables.
2. Find the Fire Table’s column containing the resulting fire point total. Modify this column according to any applicable Fire Table modifiers.
3. Roll two dice as an 11..66 roll.
4. Determine the result by cross-indexing the dice roll with the final column.
5. Mark the unit’s Loss Chart for losses or stragglers incurred.
6. On a roll of **55** or **66**, one leader in the target stack must be killed. No leader is killed if there are none in the hex; randomly determine the casualty if there is more than one leader present in the hex.
7. Make any required Morale Check on the Morale Table. Execute the result.
8. Change the target’s fire level, if necessary, based on casualties and stragglers incurred.

20.1 Fire Points

Fire points represent the volume of fire generated. Determine a unit’s fire points using the Small Arms and Artillery Fire Point Tables located with the Fire Table. Total the points for all units firing at a given target.

Disorganized units fire at half strength. Halve the total fire points of all disorganized firers and round them **down**.

20.2 Restrictions on Fire Combat

20.2a You can split fire from a hex into as many targets as desired provided no more than one A level (Or one full-strength Skirmisher), and 5 gun points fire out of each hex.

20.2b Each of a unit’s fire levels can fire only once per Fire Phase. Any number of eligible units can fire in one phase. There is no limit on the number of units or fire levels that can engage one hex, given 20.2a above. Units which fire in the resolution of Close Combats or Cavalry Charges can fire normally in the regular Fire Phases as well.

20.2c Units can fire freely out to their maximum range, given LOS and visibility. The max range is 1 hex for small arms and 8 hexes for artillery.

20.2d A given hex can be targeted up to *twice* in one fire phase—once against its artillery (if any) and once against the top non-artillery unit (if any).

20.2e Units can split their fires into more than one combat, but splitting must occur along fire level and gun point lines. For instance, an A could split fire as two B's.

20.2f Resolve fractional fire point values on the "Less than 1" column even if they would technically round to zero. Fires of zero fire points (before rounding) have no effect.

20.2g Artillery units can selectively target **artillery** units regardless of the target's position in its stack.

Important: Artillery which selectively fires upon enemy artillery (which is not on the top of its stack) has its fire points **halved**.

20.3 Terrain Effects on Fire Combat

20.3a Those terrain types affecting combat are shown on the Combat Table Modifiers list.

20.3b A single line of the Combat Table Modifiers list can apply only once per combat.

20.3c A slope affects a combat if all fires in that combat cross slope hexsides. If any fire comes into the target hex via a non-slope hexside, do not apply the slope benefit. This rule also applies to extreme slopes, sunken road hexsides, and redoubts.

20.4 Combat Results

After determining the fire points and applying modifiers, roll two dice (11..66 roll) to determine the combat result.

20.4a Morale Checks. Certain results call for a Morale Check only (no casualties or stragglers). Roll on the Morale Table for the top unit. "Up One" or "Up Two" specifies additional Morale Table shifts required.

20.4b Straggler Losses. Some combat results give step losses due to stragglers. Apply these only to units which can incur stragglers (namely infantry units). Record these on the Loss Charts.

20.4c Step Losses. Some combat results give hard casualty step losses. These losses are permanent and (except for artillery losses) must be recorded on the Loss Charts.

20.4d Leader Losses. On a roll of 55 or 66, one leader in the target hex (if any) must become a casualty. If more than one leader is present in the target hex, select the unlucky one at random.

Example: Use of Fire Points and the Fire Table

In this first example, two Infantry brigades in line are firing from two separate hexes at the same target at range 1. All infantry brigades have a strength greater than the A fire level, so the fire can be calculated as two As firing at range 1.

The Small Arms Chart tells us that an A at range 1 provides 2 fire points, or a total of 4 for the two firers. Identify the 4 fire point column on the Fire Table. Read down the list of Fire Table Modifiers—Regular Firers and determine if any apply. None of the modifiers apply. On the 4 column, the firing player rolls two dice and gets a 46 which gives a "1, (1)" result. He records one casualty and one straggler on his Loss Chart, and makes a Morale Check. That ends this fire combat.

In the second example, a French player is firing the following: From hex #1, an A in line formation at range one; from hex #2, an A in column and 4 gun points (any type) at range 1; from hex #3, a battery of 5 heavy gun points at range 6; and from hex #4 a battery of 5 light gun points at range 8. The player gets the following fire points for each of these: 2, 6, 1, and 1/2 respectively for a total of 9 1/2 or 10 (after rounding). This places the initial Fire Table column at the 10 column.

In this case, however, one of the firers has a flank shot. This adds +3 to the fire combat. The combat is resolved on the 13 column.

The player rolls 2 dice getting an 65. The result is a "3, (2)", giving three casualties and 2 stragglers. The player then moves on to conduct the Morale Check against the stack, ending this fire combat.

20.5 Step Losses

Record infantry and cavalry step losses on the Loss Charts. Mark off these losses as they occur and adjust fire levels accordingly. Artillery units have no loss charts, but instead use gun point markers under the unit counter. For artillery, a given casualty loss is the number of gun points destroyed.

20.6 Marking Losses and Stragglers

Each brigade has a row on the Loss Chart. Mark casualties with X's and stragglers with /'s. Keep casualties to the left of stragglers. Remember, only infantry units lose steps to stragglers—other unit types ignore these losses.

20.6a When all the squares to the left of the "wrecked mark" are filled with

casualties and stragglers, the unit is wrecked. Mark a line through the unit's identification on the Loss Chart and mark one of the Division's squares.

20.6b When all the squares to the left of a division's wrecked line are marked, the division is wrecked. Circle the division's identification on the chart.

Example: Use of Loss Charts

The following example shows the use of Loss charts. Below is an example brigade and division set of Loss Chart boxes. At full strength, the brigade is an A fire level unit.

Brigade A □ B □□/□ C□□□
Division □/□

After a turn of combat, the brigade takes one casualty and one straggler. This is marked as:

Brigade A + B ■□/□ C□□□
Division □/□

Note that the casualty (the cross) is placed to the left, the straggler (the bar) is placed to the right. The brigade is now a B fire level unit and should be marked as such on the game map. In the following turn, the brigade suffers another casualty. This is marked as:

Brigade A + B + ■/□ C□□□
Division □/□

Note that the casualty forces the straggler to shift to the right. The combination of casualties and stragglers touches the brigade's wrecked mark. The brigade is now wrecked and a box is to be marked off the division's set, which causes the division to become wrecked as well. This is shown as:

Brigade A + B + ■/□ C□□□
Division + /□

The additional marks are made to alert the player as to the wrecked condition of this unit.

21.0 Stragglers

Stragglers are troops temporarily lost from their units through combat stress and exertion. Unlike permanent battle casualties, stragglers can be recovered to rebuild a unit's strength.

21.0a IMPORTANT: Only **Infantry** units suffer straggler losses. Artillery, Cavalry, and Skirmisher units never suffer loss due to stragglers. When a stack uses a

top unit which is not susceptible to stragglers to absorb casualties in a fire combat result, the topmost infantry unit in the stack (if any) must take the straggler losses called for in the result.

21.0b Stragglers incurred during a Cavalry Charge resolution are recorded as permanent casualties.

21.1 The Straggler Table

The Straggler Table is only used for Forced March attempts and Emergency Corps Retreats—the Fire and Morale Tables inflict their own straggler losses directly and do not require a roll on this table. To use the table, make one modified roll on one die for each unit according to its morale. Mark any straggler losses.

21.2 Straggler Recovery

Units can attempt to recover stragglers on any turn. Units that fulfill the following conditions can attempt to do so:

- a. The unit is at least 4 hexes away from all enemy units. At night, two hexes is sufficient.
- b. The unit must have a morale state of normal or Blood Lust.
- c. The unit must be within command radius. Divisional Goals do not negate this requirement.
- d. The unit must both be capable of losing stragglers and have lost one or more of them.
- e. The unit has not expended any MPs in the current turn.
- f. The unit has not fired or been fired upon.

Eliminated units can re-enter play through straggler recovery. Roll for recovery and if the unit returns to play, place it in any hex which fulfills the above..

Procedure:

Roll on the Straggler Recovery Table using the row applicable to the unit's morale rating. Erase recovered stragglers from the loss chart.

Brigades may only recover stragglers they themselves have lost. Stragglers cannot be combined between brigades.

22.0 Wrecked Brigades and Divisions

Losses (casualty and straggler) can cause a unit to reach or surpass its Loss Chart's wrecked limit. A unit can become un-wrecked

by the recovery of stragglers. Divisions become wrecked because of wrecked units in them. Recovery of brigades can eventually un-wreck their division.

A wrecked brigade differs from other units in that additional modifiers apply to it. **Wrecked brigades cannot make Cavalry Charge Attacks (Reaction or regular)**. Wrecked divisions affect Corps Attack Stoppage.

23.0 Close Combat

Close Combat is combined fire and movement. Units desiring to conduct Close Combat move adjacent to their target, expend two MPs plus the target hex's cost, enter that hex, and then resolve the combat as follows.

Procedure:

- A) Attacker enters the enemy occupied hex at the cost of movement into the hex plus an additional 2 MP cost.
- B) Defender Fires, apply losses and stragglers to the attacking units. Make no Morale Checks now and ignore morale modifiers from the Fire Table result.
- C) Attacker Fires, apply losses and stragglers to the defending units. Make no Morale Checks now and ignore morale modifiers from the Fire Table result.
- D) Attacker Checks Morale, if required to retreat combat ends.
- E) Defender checks morale, if required to retreat combat ends.
- F) Use the Odds Table if the above does not end the combat. The loser from this table must retreat one hex.

One side or the other will always end up alone in the hex. Regardless of any remaining MPs, the Attacking unit must cease movement after conducting a Close Combat. Retreats caused by Close Combat do not expend movement points.

23.1 Restrictions

A unit can **only** conduct **one** Close Combat in a given phase given the conditions below.

23.1a Attacking units **must** be either in BL or Normal Morale. They must enter their target hex via the attacking stack's center frontal hexside.

23.1b Attackers cannot violate command radius (including the target hex). Close Combats cannot be conducted into hexes which have a terrain MP cost of "all" (but see 23.1n regarding the use of bridges).

23.1c Close Combat attackers cannot be Cavalry, Artillery, or consist entirely of Skirmish units. Wrecked infantry units can conduct Close Combat.

23.1d Any number of Close Combats can be inflicted upon a defending hex or unit during a phase. The defender must accept Close Combat attacks (Exception: see 11.5e).

23.1e Resolve each Close Combat before conducting other movement. Units wishing to conduct a Close Combat together must start the phase stacked together (except for leaders, who can come from anywhere).

23.1f No unit can participate in a Close Combat unless it is actually in the combat's hex.

23.1g Calculate stacking and fire limits for each side separately.

23.1h Calculate fire points in Close Combats using the "Close Combat" range on the Firepower Tables.

23.1i When the attacker enters Close Combat through a unit's rear or flank hexsides, the defender fires with an additional modifier.

23.1j Unit size greater than "AA" has no additional effect on the Close Combat Odds Table.

23.1k If the attacker must retreat, the first retreat hex must be the one from which the attack began. The defender's first retreat hex must be opposite the attacker's entry point, or as close as possible given any enemy units or prohibited terrain.

23.1l If fire combat in the Close Combat procedure eliminates the defending units, the attacker must *still* conduct his Morale Check (with the Close Combat modifiers).

23.1m BL units are not *required* to make Close Combat attacks.

23.1n Units in column can conduct Close Combat into an enemy hex by attack across a bridge. Resolve the combat normally, except that the attacking column **cannot** fire and will automatically lose the combat should the Odds Table be used. Even though the attacker doesn't fire during the combat resolution, the defender's morale check occurs normally.

23.1o Both the attacker and defender can freely adjust the facing of units involved in a Close Combat after the completion of the combat.

Example: Close Combat Sequence

This example narrates a Close Combat to show the procedure. The details of fire combat and morale checks have been omitted.

The attacker announces the Close Combat, pays the defender's hex movement point cost plus two, and enters the defender's hex. Any Skirmishers in either stack drop to the bottom of their respective stacks. The Defender fires first, then the Attacker. While the attacker is unable to bring any artillery along, the defender can use his (assuming it is unlimbered). The losses and stragglers are marked on both side's Loss Charts as each side fires. The attacker then checks his morale.

If he is forced to retreat, the combat ends and there are no other effects—the defender even manages to avoid the Morale Table.

Assuming the attacker survives his morale check, the defender must check morale. If he is forced to retreat, the combat ends and the attacking units can continue to move. While that attacking unit can no longer Close Combat (this or any other defender), other units of that side are free to Close Combat this hex as well.

Now let's assume the defender also survives. The combat is completed using the Odds Table. Convert the unit strength for each side using the Point Value Chart, keeping in mind that strength over the AA fire level is irrelevant, and determine the odds. Roll one die on the table making any applicable die roll modifiers. The Odds Table result will generate a winner and a loser. Execute the result. The loser from the Odds Table result must retreat one hex.

24.0 Cavalry



Unlike its cousin 50 years later in the American Civil War, Napoleonic cavalry was a potent combat arm, albeit one that was fragile and easy to misuse.



Cavalry does not “fire” in the normal sense. Cavalry attacks using Cavalry Charges: the mounted equivalent of Close Combat. When using cavalry defenders in addition to regular firers, use the Regular Fire Modifiers for the Fire Table.

Unless negated by a road, certain terrain features (listed on the Movement Chart) cause cavalry to automatically become DG. If a unit is already DG, there is no additional effect.

24.0a Heavy vs. Light Cavalry. Cavalry is differentiated into Light and Heavy classes. The class of a cavalry unit is shown on the counter. These are indicated on the counter with the same symbology as Light vs. Heavy artillery (one or two triangles respectively) and have assorted movement, combat, and morale modifiers and effects. For owners of the game **Austerlitz**, here are the Heavy Cavalry units for that game (all others are considered Light):

French: 1-1HC-C, 2-1HC-C, 3-1HC-C, 1-2HC-C, 2-2HC-C, 1c-IG
 Allied: 2b-Gd, 3-Rgt, 1,2-1-Cv

24.1 Cavalry Charges

Cavalry Charges occur during the Movement Phase and can be integrated into the Movement Phase at any time the player chooses. Specialized Cavalry Charges (Reaction

Charges) can also occur during the enemy’s Movement Phase.

→ → In the following rules, the term “Cavalry Charge” refers to **both** regular Cavalry Charges as well as Reaction Charges.

→ → Remember, Cavalry units do not suffer Straggler losses.

Cavalry Charge Procedure:

A) Attacker announces charging stack and target hex.

B) Units in or adjacent to the target hex can attempt to form Square as desired. If the target hex’s stack must retreat because of a failed Morale Check, shift the Target hex of the charge automatically to the new hex (ignore distance issues).

C) Recall Attempt: If the charging player decides to attempt to call off the charge, he can attempt to do so at this point using the Recall Attempt Table. If successful, end the charge and go to step **I**, otherwise the charge continues with step **D**.

D) Move the charging cavalry one hex at a time until it enters the target’s hex. Execute any Reaction Charge that occurs on the way before moving on—go to step **E** when and if the Charging Cavalry makes it to the original target hex.

E) First the defender rolls for fire combat or cavalry attack. Apply losses. Then the Attacker does the same against the defender.

F) The Defending hex checks morale, if forced to retreat, execute the retreat and the charge continues with step **H**. Otherwise, go to step **G**.

G) The Attacking stack checks morale, if forced to retreat, the charge ends. Go to step **I**.

H) Follow-on Attack: If **any** enemy occupied hex is at or within 2 hexes of the Charging Cavalry’s current hex (whose terrain allows Cavalry charges), the attacker

can decide to attack that hex as well (even if it contains the original target unit). Place the Charging Cavalry into that hex. The whole attacking stack must “Follow-on Attack” together—they cannot split up. The attacking stack can have its stacking order altered before making the Follow-on Attack. **Repeat** the steps from **E** through **G** again against the desired hex, if step **F** is again successful, repeat the Follow-on Attack process, which can be done up to three times. If the charging player chooses not to continue the attack, go to step **I** automatically.

I) Cavalry units involved in a Cavalry Charge (as attacker (in any case) or defender (if a DG or worse morale result occurs)) must become blown and withdraw 6 to 12 hexes (owning player’s choice of distance).

24.1a Blown, Wrecked, or Cavalry in a morale state other than Blood Lust or Normal cannot initiate Cavalry Charges.

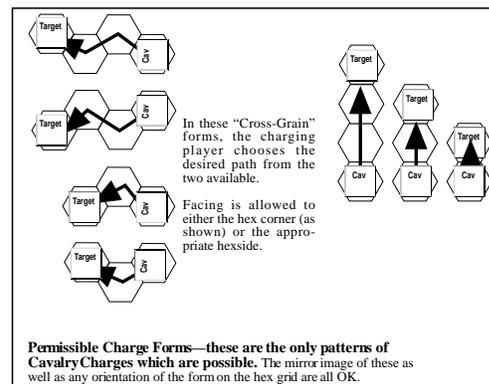
24.1b All charges **must** be one, two, or three hexes long—inclusive of the target hex—at the time the charge is announced (the charge’s length can increase due to retreats made by the target and these extra lengths are allowed) and be in one of the permissible charge forms as shown in the diagram on this page. The charge’s route and target hex **must** contain only hexes which cost **1 MP** to enter. During the actual charge movement, the Cavalry cannot use roads or bridges. The hexes of a Cavalry Charge *need not* be within the cavalry unit’s MA—a cavalry unit **can** move its full MA and **then** announce a charge. Cavalry units **cannot** move further after the charge’s completion (after the required withdrawal of 6 to 12 hexes) regardless of the number of MPs they have remaining (with the exception of any Follow-On Attack, see the Procedure above, step **H**).

24.1c There are two LOS conditions which **must both** be fulfilled to conduct a Cavalry Charge (**only** requirement **B** applies to Reaction Charges):

A) The Charging stack **must** either have an unblocked LOS to its target at the **beginning** of the Movement Phase **OR** it must be able to move through a hex 4 hexes from the intended target which does have an unblocked LOS into the target hex.

B) An unblocked LOS **must** also exist between the charging stack and the target hex when the charge itself is announced.

24.1d The hexes between the charging stack and the combat hex must be empty of all units—friendly and enemy.



24.1e To charge as a stack, cavalry units must begin the phase stacked together.

24.1f Wrecked Cavalry units cannot Charge.

24.1g Cavalry units can ignore command radius restrictions after announcing a charge.

24.1h A hex or unit can be charged any number of times in a phase.

24.1i No unit may add its fires to a Cavalry Charge combat resolution unless it is actually in the resolution hex. Combat in Cavalry Charges occurs at Close Combat range.

24.1j Record any straggler losses inflicted by a Cavalry Charge's resolution as casualties instead. These include all stragglers from both the Morale and Fire Tables, including those resulting from Square Check attempts.

24.1k Leaders can accompany a charge. Unlike Close Combat, leaders **must** start the phase with the charging units to be able to participate.

24.1L When cavalry must execute a Morale Table result during a cavalry charge resolution, execute that result first and then conduct the 6 to 12 hex and become Blown withdrawal.

24.1m Note that unless the attacking cavalry falls out of the charge due to a Morale Table result requiring a retreat, one follow-on attack is allowed. That is even if the attacking cavalry has become Shaken or wrecked.

Example: Cavalry Charge Sequence

This example narrates a Cavalry Charge to demonstrate the procedure involved. The details of the fire combats, straggler checks and morale checks have been omitted except where helpful to illustrate the effects of the charge.

A stack of cavalry is moving along. At a point four hexes from an potential target, the moving player announces his ability to spot a particular hex (which allows him to think about charging that hex, but does not commit him to that action). He continues to move the cavalry until he is in a possible charge location 3 hexes or less away from the target.

The moving player then announces a charge against the hex. The units in that hex (and those adjacent to it) can attempt to form square—he chooses not to bother. The charging player announces that he is not going to attempt to recall the charge.

The charging cavalry is moved one hex at a time toward the target (to give the defending player a chance to do his one Reaction Charge, if he can). In this case, if a reaction charge does occur, execute that charge immediately at this point.

If no Reaction Charge occurs or the one that does fails to give the charging cavalry a DG or worse morale result, place the attacking cavalry into the target hex and exchange fires as one would in a close combat. Have the defending hex check morale followed by the attacking cavalry morale check.

If the attacker succeeds, he can conduct up to three Follow-On attacks against any hex at or within 2 of the original target.

After the Follow-on attack (if any), the attacking cavalry must withdraw and become Blown.

24.2 Blown Cavalry



Once committed, cavalry units need time to regain their composure (one does need to be properly composed to bring dignity to what would otherwise be an unsightly brawl...) and organization. Cavalry completing a Charge as the attacker (regular or Reaction) or as the defender (when a DG or worse Morale result is inflicted on them) automatically becomes Blown. Cavalry which successfully recalls from a charge ALSO becomes Blown.

24.2a Converting to Blown Status.

When a unit becomes Blown, flip the unit (so the Blown side is face-up), and retreat the unit 6 to 12 hexes (not movement points). This retreat cannot pass through or cross impassable hexes or hexsides. Bridges are usable.

24.2b Restrictions on Blown Units.

Blown Cavalry cannot Charge, and has a different movement allowance. Blown Cavalry **cannot** execute a Cavalry Withdrawal.

24.2c Recovery from Blown Status.

Blown cavalry units with a **normal or better** Morale State can attempt to recover during the Rally Phase's Cavalry Recovery Segment. Even Cavalry which became Blown in the same turn as the Rally Phase can attempt to recover. Only Phasing cavalry units may attempt recovery. Individually roll one die for each Blown unit on the Blown Recovery Table. If the unit recovers, flip it back to its non-Blown side. Otherwise, there is no effect and the unit remains Blown.

25.0 Morale

Morale determines how well a unit withstands the shock of combat. Each unit has a morale rating printed on it. This rating is permanent and does not change during the game. Units are rated A through E, from best to worst.

25.1 Morale States

Unlike morale ratings, *morale states* represent temporary conditions of confusion, fear, or anger. A stack can have only one morale state at a time. A morale state inflicted on a stack affects all units in it. Place a Morale Marker atop a stack to show its morale state (normal has no marker). Morale states are, in order of increasingly poor performance:



Blood Lust—A temporary state of high excitement.



Normal—The unit's usual state.

Shaken—A mild increase in confusion and increased caution.



Disorganized—A partial command breakdown.



Rout—A collapse of command.

25.1a Each morale state has its own effects, as given on the Morale Effects Table.

25.1b Routed units cannot move voluntarily during the Movement Phase. They must retreat, however, if they fail to rally (or if the player chooses not to try to Rally them) during the friendly Rally Phase and are **less than** 6 hexes from an enemy unit. Retreat the unit immediately until it is 6 or more hexes away from all enemy units. If a routed unit is unable to do so because of impassable terrain or enemy units, mark off all remaining strength as casualties (not stragglers) and eliminate the unit. This "rout movement" is not inhibited by command radius restrictions.

25.2 Morale Checks

Make morale checks when called for by the Fire Table, during the Close Combat sequence, and during a Square Check. Follow this procedure for making the check (see 25.2c for Blood Lust units):

- A. Find the unit's morale level on the Morale Table's left side.
- B. Total all applicable modifiers.
- C. Modify the row by the total modifier, with "+" being up and "-" being down.
- D. Roll two dice as an 11..66 roll. Find the column along the modified row which contains the dice roll and read up to the result.
- E. Apply the column heading result.

25.2a The top non-Skirmisher, non-artillery unit in a stack (if any) gives the stack's morale rating. Also if artillery units are selectively fired upon in the hex, the top non-Skirmisher, non-artillery unit *still* makes the morale check.

25.2b Artillery and Skirmisher units are given morale ratings on the Generic Morale Values Chart. (Use these ratings only when such units are alone in their hex.)

25.2c Units that are in *Blood Lust* do not make morale checks like other units. Instead, roll two dice on the Blood Lust Morale Check Table. The **only** possible results are no effect and removal of blood lust. No modifiers apply to this roll.

25.2d Remove units destroyed due to the Morale Table result from play before executing any retreat.

25.2e All losses from the Morale Table come in the form of stragglers, which are applicable only to infantry units (record these as casualties during Cavalry Charges).

Example: Complete Fire Combat Procedure
What follows is a complete fire combat.

An A-strength non-French column firer takes a shot at our brigade in square formation from range one. This is resolved on the 4 Fire Table column because of the applicable +3 modifier. An 12 is rolled which generates an Morale Check result, requiring a morale check. Our brigade is a C morale unit and gets a +1 modifier for being in Square. The B row is used (C row shifted up one) and a 56 is rolled. Our brigade is now shaken. The Shaken is removed in the owning player's subsequent Rally Phase.

In the next fire phase, the enemies of our brigade have become more numerous. A total of 7 fire points are applied against the brigade, now in line formation, which includes a flank shot. The fire is resolved on the 10 column of the Fire Table. The firing player rolls a 44 which generates a 2, (1) result. This generates two casualties and one straggler and is marked as follows:

Brigade A + B +
Division +

Note that the brigade and the division are now wrecked and that the brigade has a fire level strength of B. The owning player moves to the Morale Table. This time he begins at the C morale row and makes the following adjustments: -3 for being a flank target and -3 for being a wrecked brigade of a wrecked division. Dropping 6 rows from the C row gives the table's bottom row. To top off what has already been a very bad day, the player rolls a 66 for his morale roll which gives a result of Routed, retreat 2, lose 4 SPs to stragglers. This is marked as follows, destroying the unit.

Brigade A + B +
Division +

25.3 Retreats and Morale State Combination

25.3a The Morale Table gives retreats in *hexes*, not movement points. If a unit cannot retreat the required hexes, due to the enemy or terrain, the unit is automatically Routed. (For units unable to execute required Rout Movement, see 25.1b.)

25.3b All units in a stack suffering a retreat must retreat the same number of hexes. The owning player can retreat the stack as a whole or split it up as desired.

25.3c At the end of its movement or retreat (including momentary stacks generated **while** units move or retreat), a stack adopts the *worst* morale state in it. If such a stack then splits up, each portion of the stack carries the new morale state with it. Stacks cannot "sidestep" or displace out of the way of retreating units, they must share the morale state of any units which retreat and end up stacked with them (however momentarily).

25.3d If a stack formed by a retreat exceeds the stacking limit, automatically rout all units in the stack. The stack must be broken up in the first Movement Phase after it rallies to DG.

25.4 Additive Effects

Whenever a stack receives another morale result, the effects accumulate as follows:

- A. DG + DG = R
- B. DG + BL = Normal
- C. R + BL = SH
- D. SH + BL = BL
- E. On all other results, the stack is the **worse** of the two if the morale states are different (such as DG + SH = DG), **OR** there is no additional effect if both morale states are the same (as in SH + SH = SH).

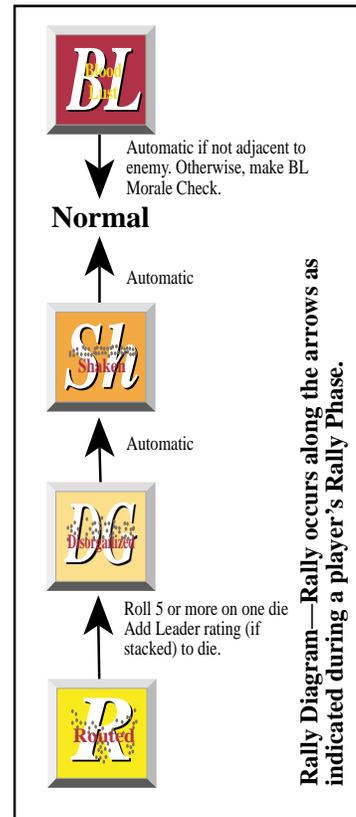
Additive effects **never** cause additional retreat or straggler loss.

25.5 Rally

During the player's Rally Phase, his units must attempt to rally if in any morale state other than normal. Use this sequence:

- A. Remove BL from all units not adjacent to the enemy.
- B. Roll for remaining BLs on the Blood Lust Morale Check Table and remove any BLs which fail the check.

- C. Remove all Shaken markers.
- D. Convert all Disorganized stacks to Shaken.
- E. Roll for Routed units, if desired. Roll one die for each stack; add the rating of any one leader in the hex to this roll. On a five or more, the stack becomes DG. Otherwise there is no effect. If any remaining Routed stacks are within 6 hexes of the enemy, retreat as in 25.1b.



25.6 Elite Divisions

Certain divisions (marked on the Loss Charts) are *Elite* divisions. Elite Divisions receive a number of Morale Table benefits. The player can use elite divisions as desired, but they are subject to the following should they become wrecked.

Each elite division has a morale value assigned to it in the Game rules. If the division is wrecked, **all** Morale Checks made by **any** friendly unit (including the elite division's units) have this morale value used as a Morale Table Modifier. The morale values of all wrecked elite divisions in an army are **cumulative**.

26.0 Leaders

Leaders represent divisional commanders and above. Leaders provide centers for command and a morale benefit for their stacks. Leaders move as any other unit, but have no fire combat ability. Leaders,

while not the target of fire combat, can become casualties when their hex receives fire. A player *could* fire upon a hex containing only leaders in an attempt to generate leader casualties.

Leader units have a leader rating. Use it for command, initiative, morale, and rally.

26.1 Effect on Stacking

Leaders do not count for stacking and any number can occupy a hex.

26.2 Effect on Movement

Leaders move as any unit. They have no facing or formation.

26.3 Effect on Fire Combat and Morale

Leaders have no effect on friendly fire combat and do not have a fire combat ability. Leaders do not suffer from morale effects or make morale checks.

26.3a Morale Table Effect. Use the leader rating in the checking hex as follows. Only the most *senior* leader in the hex (by rank, not rating) affects morale checks (owning player's choice when tied). No more than one leader ever affects one hex. Modify the Morale Check by *adding* (going up) rows equal to the leader's rating *minus one*. A zero leader gives a one row *down* modifier.

26.4 Leader Losses and Replacement



When a hex containing one or more leaders receives enemy fire and a 55 or 66 is rolled, one leader in the hex becomes a casualty. If more than one leader is in the hex, select the casualty at random. Remove leaders who become casualties from play permanently.



26.4a Replace all leader losses immediately. Replace Army and Corps commanders with their senior subordinate (owning player's choice in ties).

26.4b The backs of division commanders are printed with their generic replacements. Corps leaders have generic backs. If you promote a division commander to fill a vacancy, use the generic repl back of the corps leader to fill the divisional position.

26.4c When a division commander becomes a casualty, the divisional repl must appear in another stack of the division

(i.e. not in the same hex). If no such hex is available, the repl appears where the leader was lost.

26.4d If a leader's stack is destroyed, but he escapes unharmed, place him in the nearest stack of his command. If no such stack exists, remove the leader from play.

26.4e If enemy units enter a hex containing only leaders, those leaders automatically displace to the nearest stack of their commands. Enemy units never eliminate leaders by entering their hexes.

27.0 Artillery

There are two criteria to distinguish artillery: Light vs. Heavy firepower *Types*, and Foot vs. Horse mobility *Classes*.

Type: Light vs. Heavy. This designation only determines which Artillery Fire Point Table to use. Heavy guns are in the 12 Lbr (or more) category. Light guns are smaller. Light guns are shown with one white triangle with a red outline and a grey box around the Gun Point number. Heavy guns have a yellow triangle in addition to the white triangle and also have their Gun Points encased in a black box.



Class: Foot vs. Horse. This designation determines the unit's movement characteristics. Horse artillery has enough mounts for the entire crew to ride, foot artillery does not. Horse artillery is marked on their counter with the horsehead, foot artillery is not.



Beyond this level of detail, cannon are abstracted. Exact weapon and ammo concerns have been factored into the conversion from guns to fire points.

27.1 Gun Points

Artillery units have a number of "gun points" printed on them. Gun points are completely interchangeable within their Type and Class

The owning player can form detached batteries of up to 5 gun points by using detached markers and numeric gun point markers (placed below the detached battery marker). Detachment and reattachment of gun points does not cost MPs. These player-made artillery units function as any other and can reattach with any artillery unit of the **same type** and **class**, as long as the resulting battery contains no more than 5 gun points. Detached Unit counters are **not**

designated by type and class; players should make some kind of note of the kinds they make to avoid confusion.

Suggestion: Face the numeric Gun Point marker toward the front of the unit top to show Light, back 180 degrees to show Heavy (Heavy Points "lie down"). Also, left can be used for Light-Horse and right for Heavy-Horse.

27.2 Losses

When the Fire Table calls for losses, artillery units lose gun points as steps given on the Fire Table. Place under the artillery unit a gun point marker equal to the number of gun points remaining in the unit. Artillery never loses strength to stragglers.

27.3 Fire Combat and Artillery

Calculate gun points firing at a hex by totaling the number of points firing from each stack by type and applying the Artillery Fire Point Table. Total the results from all firing stacks to determine the final Fire Point total.

Example: If three batteries of 3 Heavy gun points each fire at a target 3 hexes away, the resulting fire point total is 6. Two batteries of 4 Heavy gun points firing at range 3 would be 4. Three Heavy gun points firing at range 4 and three Light gun points at range 5 would total only 1 point.

27.4 Morale and Artillery

Artillery must limber to retreat even one hex. Limbering during a Close Combat or Cavalry Charge requires a roll on the **Gun Loss Table**. The Gun Loss Table only affects artillery.

28.0 Night

Night actions, while rare, did occur. This series allows night actions but restricts them.

28.0a Turns at night represent one hour, instead of thirty minutes, giving away half the night to sleep behind the player's back.

28.0b Visibility at night is always one hex.

28.0c Cavalry cannot charge at night.

28.0d Several tables have night modifiers.

2nd edition Designer's Notes

These second edition revisions were made based upon player feedback after *Austerlitz* came out in 1993. Players expressed several common themes—generally the earlier (and very involved) cavalry charge and countercharge procedures were taken to task for being too cumbersome in use; others suggested that they would prefer more detail in the cavalry units themselves (specifically to differentiate between light and heavy cavalry). Personally, I wanted to streamline many of the systems in the first edition. I could see that the fire combat system could be tightened up, that the length of the rules suffered from some wordiness, and numerous minor procedures could be eliminated or streamlined. I shall try to address many of the items where work was done, but certainly be unable to address them all.

Orders System

Generally the Command system is as you have seen in v1.0 and in the *CWB* series. The changes here are more cosmetic than anything else (making Complex and Simple orders Attack and Non-Attack, for instance). I deleted the Force Level of orders (everyone I knew used max Force all the time and I could no longer see the point of worrying about it). The new Initiative Table came about to give more variability between leaders of different caliber—as well as to allow weaker leaders an even greater chance to become Loose Cannon.

The largest change to the Command system isn't really a change at all—the optional Defensive Orders rules are gone. I have seen too many players get into too many wasteful arguments with their opponents concerning what they could or could not do with a “defensive” order for me to think that the rules were adding all that much to the game. The system was originally designed to work with the “if you are within radius, do what you want” rule, and that is the way I think it plays best. Remember that a defensive order consists of something like “move to Hill X and function within radius” and that will work fine. I'd rather see players spend their time playing than arguing over whether a “defensive force” is allowed to counterattack to retake the hill they were defending, etc.

Movement, Facing and Formations

The Movement system itself is unchanged, but things like facing change costs and hex-corner facing have been added. Road column no longer exists as a formation (Napoleonic roads were none too good—relative to the flat ground around them—units moving along a road are freed from some facing change costs, and units rarely entered actual road column

on the field of battle where the games occur. Extensions replace Extended Lines (to eliminate the implied Line formation of the title). Non-French units can only adopt one formation for a unit and its Extensions, whereas French units can mix and match—this brings out a bit of the superior French tactical doctrine. Infantry can change formation at any time during movement (not just before expending MPs), but might incur the wrath of Opportunity Fire in the process. A hex can be hit any number of times during a phase with Close Combat (as before), but a given attacking stack can only engage in one Close Combat per turn.

Skirmisher and stack handling rules (courtesy of John Lynch) show some of the tactical issues involved in Skirmisher use. Skirmisher strength is “taken off the top” of infantry units (so that they are no longer punished for exercising their doctrine by moving closer to wrecked status when Skirmishers are sent out). Skirmishers recover only if full strength to eliminate some manpower handling problems.

Stacks no longer automatically share Morale effects when one stack retreats through another (they share only when the retreating stack ends its retreat) so as to clean up the Retreat rules. Because of this change, the rules for rout through displacement were no longer needed.

Fire Combat & LOS

The most major change to the Fire Combat system is the elimination of the Straggler Table and check from the combat routine. These have been integrated into the new Fire Combat and Morale Tables. Likewise the new Leader loss method eliminates another potential die roll from the combat process. Fire point values for the different formations have been revised to take into account frontages and some nationality effects. Some will note the lack of a British Two-Rank line table. The two-rank line will be dealt with separately in games which need that formation.

Opportunity Fire and Reaction Charges have been added to allow units to attack enemy units attempting to waltz across their field of fire. Reaction Charges also allowed the old Countercharge system to be dropped (as it did the same job).

All LOS formulas and algorithms have been dumped in favor of a much simplified abstract Shadow mechanic of three cases. If you want more accurate LOS calculations, be my guest—but remember, LOS is generally unblocked (in all games) more often than it should be.

Straggler recovery is every turn

and is handled in a way that eliminates the need for Straggler Recover Markers. The 2 SP minimum is gone—a unit with one straggler to recover can come back from the dead pile (although I can't say as to why anyone would bother...)

The simultaneous fire system in Close Combat and Cavalry Combat resolution has been eliminated in favor of a defender fires first system. Generally, this makes little actual difference, but it does keep players from wasting time deciding who will do their shots first and the fight to remember that so-and-so still fires as an AB. The “additional” morale checks for the defender in Close Combat are gone. Wrecked units can do Close Combats (these are better trained units than those in the *CWB*, remember) and Odds Table retreats are always one hex.

Lastly, supply is no longer a concern for either small arms or artillery. We have yet to uncover a Napoleonic battle where ammunition supply was a concern of anything more than a strictly local level. While armies had to continuously forage for food off the land, they habitually brought the ammunition with them needed for the entire campaign. Making players keep track of ammunition during the single day or so of battle did not seem worth it.

Cavalry

Aside from the differentiation of cavalry into Heavy and Light, the significant change to the game's cavalry is in where in the Turn Sequence charges occur. Instead of being in their own phase, they now occur during movement. This allows a more fluid look a Napoleonic combined arms. It is now possible to assault enemy infantry with infantry Close Combat and force them to break so that cavalry can storm down on the disrupted troops. Also cavalry can be used to force the enemy into square so that infantry and artillery can shred them.

One last point, for those looking for Lancer effects, these will be added on a battle by battle basis as Lancer units large enough to have an effect on the game are found.

Conclusion

I hope you enjoy this game as much as we did in playtesting. May many excellent Napoleonic grand tactical engagements await you in the future! Enjoy!

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