Variant Rules for La Bataille Napoleonics Version 1.5

Geoffrey Phipps and Ed Bryan

1   History and Copyright

These rules are obviously based on the original rules for the *La Bataille* series from *Clash of Arms*. The command rules are based on the command rules in the *Napoleonic Battle Series* from *The Gamers*. Certain tables from the latter series have been copied. Copyright for both of those games belongs to the respective companies. *The Gamers* have given permission for their rules to be reproduced as part of these rules. *Clash of Arms* has also given their permission for these rules to be published. Copyright for these rules belongs to Geoffrey Phipps. They may be freely reproduced for non-commercial purposes provided that this copyright notice remains attached. Have fun and never launch a wimpy charge.

Version 1.5 fixes some minor problems with 1.4.1. All differences (except for typos) are marked with change bars.

2   Scale

2.1 Each turn is twenty minutes. Each hex is 120 metres. Each step of infantry is 100 men. Each cavalry step is 50 cavalry. Each artillery step is a section of artillery, the size of which varies between 2 and 4 guns, depending on the nationality.

3   Dice and Numbers

3.1 All fire, melee, and morale dice rolls are made using two six-sided dice, yielding a two digit base-6 number. This is called a base-6 percentile dice roll. One die is used for the tens, the other die is used for the units. For the mathematically pedantic, note that the digits run from 1 to 6, rather than the usual mathematical definition of base-6 arithmetic, where the digits run from 0 to 5. The only numbers in this game that are written in base-6 are morale values and dice rolls on the fire and melee tables. All other numbers (*including all dice roll modifiers*) are given in base-10 notation.

3.2 Many combat values are prorated. Fractions should be preserved. Rounding only occurs when the final odds ratio for fire or melee combat is computed, in which case the rounding is always in favour of the defender.

4   Fair Play

4.1 No set of rules can be watertight. The intent is that you should play according to the spirit of the historical period.

4.2 A unit cannot be affected by events that it cannot see. Here are some examples:

1. Cavalry may not charge things that they do have no knowledge of. For example, they cannot suddenly charge over a hill at unseen artillery units that have just limbered. They could move to the top of the hill, and on the following turn they could charge. They could charge straight over the top only by using general knowledge of the gun's disposition.

2. Routed units that are behind a forest are not required to leave their positions just because enemy units have approached the other side of the forest.

3. Units may not follow long and complicated assault paths that they could not see when they began their movement.

4.3 Strict time limits apply to the friendly movement phase. Each player has ten (10) minutes to move each French-sized corps or equivalent (approximately 30 infantry battalions, six cavalry units, and six artillery units). Each move is final. Warfare is not chess. Time limits force errors that so often happen in warfare.

5   Sequence of Play

5.1 Each game turn has three parts:

1. Corps Morale Phase:
    1. Calculate Major Morale Levels
    2. Reorganize Destroyed Batteries
2. French Player Turn
3. Enemies-of-the-French Player Turn

5.2 Each player turn consists of the following phases:

4. Local Initiative Phase:
    1. Initiative Attempts
    2. Attack Stoppage
5. Charge Phase:
    1. Charge Declaration
    2. Charge Execution:
        1. Movement to Contact
        2. Defensive Fire
        3. Melee and Pursuit

4. Retreat

5. Bounce

6. Fatigue

6. Movement Phase

7. Defensive Fire Phase:

    1. Declaration of Assault on Squares

    2. Fire Declaration

    3. Fire Execution

8. Offensive Fire Phase:

    1. Fire Declaration

    2. Fire Execution

9. Assault Phase:

    1. Assault Declaration

    2. Assault Execution:

        1. Optional Withdrawal

        2. Defender's Morale Check

        3. Attacker's Morale Check

        4. Melee

        5. Retreat

        6. Advance

10. Rally and Resupply

11. Army Orders Phase:

    1. Order Issue and Movement

    2. Order Delay Reduction

    3. Order Acceptance

6   Counters

6.1   Counters are either:

    1. Combat units, or

    2. Leaders, or

    3. Information markers (e.g., loss markers).

6.2   Combat units and leaders are printed on both sides. The two types of counters have similar faces, but may be distinguished by the number of steps. All leaders have zero (0) steps, whereas all combat units have more than zero steps.

6.3   Only the front of a leader or combat unit counter may be examined by the opposing players (exception: unlimbered artillery and skirmishers).

7   Combat Units

7.1   Combat units are usually placed face up on the map. The only units placed face down on the map are infantry and cavalry deployed in skirmish order, and unlimbered artillery.

7.2   Front

7.2.1   The front of the counter has the following information:

    1. Unit Badge,

    2. Branch of Service:
        Infantry, Cavalry, or Artillery.

    3. Organizational Size:
        Regiment, Battalion, Squadron, Battery, or Company.

    4. Unit Name (Short Form),

    5. Parent Unit Information,

    6. Number of Steps, and

    7. Movement Rate.
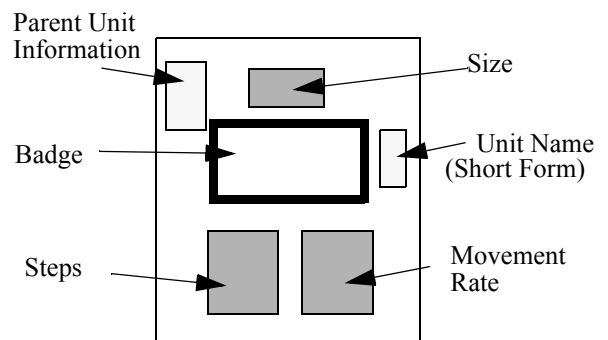
7.2.2 Branch of Service

7.2.2.1   Unfortunately the branch of service of unit is not indicated by an unambiguous symbol. There are some conventions which are almost always followed, but there are exceptions. The back of the counter always unambiguously determines the branch of service, see Case 7.3.2. The unit name will also usually determine its branch, as will the movement rate.

7.2.2.2   Infantry units usually have a cross or the regimental number as their badge. Infantry movement rates are typically less than ten (10), although certain skirmisher companies have a movement rate of ten (10).

7.2.2.3   Sappers, Engineers, Pioneers, Gendarmes, and Marines are infantry units.

7.2.2.4   Cavalry units have the greatest variety of badges, although the particular types of cavalry (for example, all
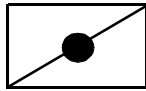
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Hussars) tend to have consistent badges. All cavalry have a movement rate of ten (10) or more.

7.2.2.5 Foot artillery units usually have an artillery badge, horse artillery units also have an overlying cavalry slash:
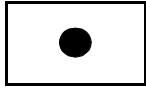
Foot Artillery   Horse Artillery

7.2.2.6 Horse artillery and Foot artillery differ only in their movement rates, limbering chances, and ability to move through enemy zones of influence. In all other respects they are treated identically.

7.2.3 Organizational Size

7.2.3.1 The Organizational Size symbols for the various branches of service are shown in Table 1.

Table 1: Organization Symbols

Symbol	Infantry	Cavalry	Artillery
●●●	Regiment	Regiment	-
●●	Battalion	-	-
●	Company	Squadron	Battery

7.2.3.2 Organizational size is only important for units that are capable of breaking down.

7.2.3.3 Some cavalry regiments do not have the regimental symbol on them.

7.2.4 Movement Rate and Steps

7.2.4.1 The movement rate region contains the unit's movement rate (number of movement points per movement phase).

7.2.4.2 The steps region shows the number of steps with which the unit begins the game.

7.2.5 Parent Unit Information

7.2.5.1 The parent unit information varies according to the size and nationality of the unit. In general there is a short name for the unit on the right hand side of the counter, and information about its parent unit(s) on the left hand side of the counter. For example, an infantry regiment will have its regimental number on the right, and its parent corps and parent division number on the left. For a long discussion see the Section 22.

7.3 Back

7.3.1 The back of a combat unit's counter contains its fire, melee, morale and range values. Not all units have all these values. Morale values are in base 6, all other values are in base 10. A unit that has a morale of '~' (tilde) has a morale value of '06.'

7.3.2 The values on the back of a counter always indicate the branch of service of the unit. Artillery counters have six numbers on their back; cavalry and infantry units have fewer than six. All infantry units have an non-parenthesized fire value. Cavalry units either have no fire value, or a parenthesized fire value.

7.3.3 Infantry Units

7.3.3.1 The back of an infantry unit has the name of the unit, and three or four numbers. Regular infantry have three numbers. Infantry capable of skirmishing have a fourth number (range). Here are some examples:

Regular   Skirmisher   Range
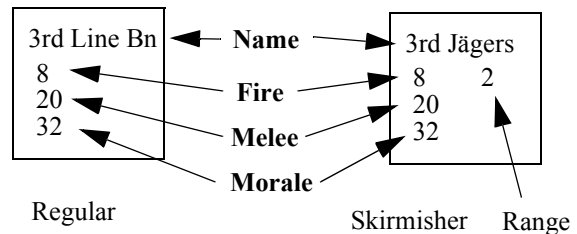
7.3.4 Cavalry Units

7.3.4.1 The back of a cavalry unit has the name of the unit, and two or three numbers. The numbers are generally in the same position as the numbers for infantry. All cavalry units have melee and morale values. In addition, cavalry that can skirmish have a fire value in parentheses. Lancers have a lance bonus, but no skirmish value. Here are some examples:


Melee Only   Can Skirmish and Melee

Lancer
(Melee Only)
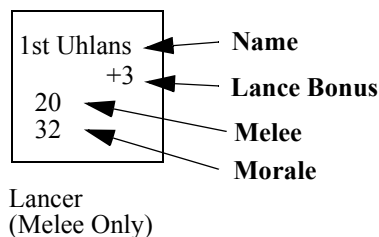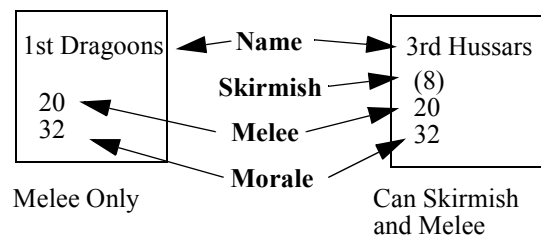
7.3.4.2 Cavalry units are classed as either light, heavy, or super-heavy. All cavalry units with a movement rate of 13

or greater are light. Cavalry units with a movement rate of 11 or 12 are heavy. Cavalry units with a movement rate of 10 are super-heavy. Note that Prussian landwehr cavalry that have a movement rate of 12 are usually classed as light cavalry, see the scenario rules. In general the rules that apply to heavy cavalry also apply to super-heavy cavalry, except where explicitly noted.

7.3.5 Artillery Units

7.3.5.1 The back of an artillery unit's counter has the name of the unit, and six numbers. The left-hand column gives the units fire values at short range (1 or 2 hexes), medium range (3, 4, or 5 hexes), and long range (6 or more hexes). The right hand column gives the unit's maximum range, morale, and melee values. Here is an example:
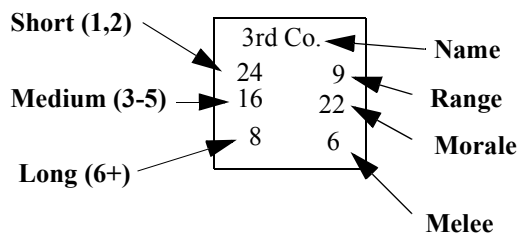
7.4 Combat Losses and Values

7.4.1 The movement rate of a unit is never changed by step losses.

7.4.2 The *printed* fire value of an infantry unit is unchanged until there is only one step remaining in the unit, when the fire value is halved. The printed fire value is used for infantry units in column, general order, and disorder (but halved for disordered units). The fire multiplier used for line and skirmish combat is not changed by step losses, although the number of steps eligible to fire will probably change.

7.4.3 Artillery units always fire using the printed fire value appropriate for the range. The printed fire value is reduced in proportion to the unit's step losses. The artillery unit's melee value is also reduced in proportion to losses, but range and morale values are constant.

7.4.4 The melee value of a unit is reduced proportionally for each step loss. For example, if a unit that begins the game with 17 steps loses five steps, then it will have 12/17 of its original melee value.

7.4.5 The skirmish value of cavalry is reduced by one (1) for every three (3) step losses, but it is never reduced below one (1).

7.4.6 The lance bonus for lancers is reduced by one (1) for every three (3) step losses, although it is never reduced below one (1).

7.4.7 The morale value of a unit is increased by six (i.e., 6 for the worse) when it has lost 50% or more of its steps.

Exceptions: units that have a printed morale of 16 or less, companies, and batteries.

8 Leader Counters

8.1 Leader counters represent particular people. As such they always have zero steps. They are used to affect combat units and to issue orders. ADCs are leaders.

8.2 The front of a leader counter has the leader's badge, number of steps (always zero), and movement rate. The badge is purely decorative. The front of the counter is laid out in the same pattern as combat units.

8.3 The back of a leader counter details the leader's effect on combat units. The top left number is the die roll modifier for melees involving friendly infantry. This modifier is sometimes split into a separate attacking and defending modifiers, separated by a slash. The bottom left number is the modifier for cavalry melee. The top right number is the modifier to be used for artillery fire rolls, (See also Case 16.8). The bottom right hand number is the morale modifier, used for all morale dice rolls for all units. Note that the other three modifiers effect melee and fire rolls, whereas this number modifies morale rolls For example the following diagram shows the back of the counter for General Smith, commander of third corps. When stacked with infantry units, he modifies all melee dice rolls by 4 when the stack is assaulting, and by 6 when the stack is defending against assault. When stacked with cavalry, he modifies all assault (attack and defence) rolls by 8. When stacked with artillery, he modifies all artillery
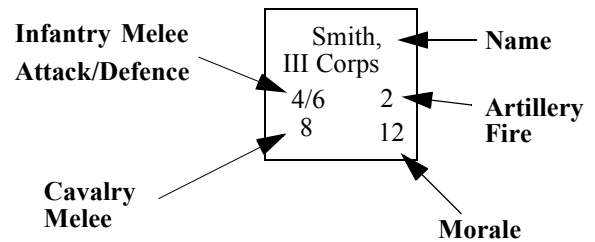
fire attacks by 2. When stacked with any unit, he modifies all morale rolls by 12 (base 10) for the better. Remember that all dice roll modifiers are given in base 10.

8.4 Some leaders have negative values. Many leaders have a tilde for certain values. A tilde means that the leader has no effect on such dice rolls.

8.5 Some leaders (notably Napoleon) have an 'A' for their morale value. This indicates automatic success for all morale rolls.

8.6 Some leaders are **Cavalry Leaders of Special Ability**, or **Artillery Leaders of Special Ability**. Such leaders are noted in the scenario rules.

8.7 Leaders also have a **Command Rating**, which is listed in the scenario rules.

9 Command

9.1 Every army is divided into **Command Elements**. The French use corps, as do the post-1812 Prussians, whereas everyone else uses divisions. Command elements might also have sub-elements. For example, a French corps has divisional sub-elements. Army organisation is described in Section 22. Each Army has an **Army Commander**, who issues **Army Orders** to the command elements. Command elements act upon these orders. Some scenarios have additional commanders who can sometimes issue army orders through **Royal Initiative**. Both of these orders take time to reach their destination and might be delayed or ignored by receiving commanders. Local commanders can try for **Local Initiative** in order to override their army orders. These orders are executed immediately but only apply to the element or subelement. Note that Local Initiative occurs during the Local Initiative Phase, whereas all other orders are issued during the Army Orders Phase. Command elements can conduct an **Emergency Retreat,** but gain a morale level (see Section 9.11).

9.2 Each command element has an **HQ** counter, distinct from the element's commander (use a spare counter). This counter represents the ordered centre of the element. The HQ can only move as a result of an order to move, attack, or conduct an emergency retreat. The HQ stops when it reaches its destination, and cannot move until a new order is received. An HQ unit has fourteen (14) movement points, and moves as a leader unit. It has no effect on friendly stacking. When the element receives a new order, the element commander must return as quickly as possible to the element HQ before the new order can be implemented.

9.3 HQ's are not affected by fire combat or morale checks. If an HQ is stacked with units that retreat, it may choose to accompany them. If an HQ is successfully assaulted, then it retreats to the nearest stack of units from that element. Enemy units can freely stack with a friendly HQ. In all three cases that element must conduct an Emergency Retreat (see Section 9.11) on the following turn.

9.4 An HQ has no zone of influence.

9.5 The subelements of a command element normally follow the orders of their parent element. The subelements can be given their own orders, or can be attached to other command elements (as per scenario setup). These orders are known as **subgoals**. A subelement that has a subgoal does not need to stay in the command radius of the Corps HQ. Subgoals can set explicitly as a separate order from the Army Commander, or they can be produced through local initiative by either the element or subelement commander.

9.6 The Army Commander can detach a subelement from one element and attach it to another, subject to scenario limits. This action requires an order.

9.7 If a commanding leader is killed or captured, then he must be replaced by the senior officer in that command element. ADCs have the lowest rank. In addition, the French player may send an Imperial ADC to replace any missing leader, in place of the next ranking commander. If there is no eligible replacement leader, then use a spare counter with zero (0) rating for all its leader abilities, except that it has a command rating of one (1).

9.8 Command Radius

9.8.1 All units must remain within the command radius of their immediate HQ or commander (but see the exceptions that follow). A unit that is out of command radius can only fire defensively and opportunely, and cannot assault or charge (except that it can counter-charge). It must attempt to move back into command radius, but is not forced to commit immediate suicide to do so. Units may not voluntarily exceed their command radius.

9.8.2 Command radius is counted in movement points (**MPs**) from the commanding unit to the commanded unit. Movement point costs are calculated as per a leader unit, and therefore may not cross impassable terrain or enemy units (but may cross zones of influence).

9.8.3 For the purposes of these rules, Prussian brigades are considered to be divisions.

9.8.4 For an army that uses corps organization, all divisional (brigade for the Prussians) commanders must be within twelve (12) MPs of the corps HQ. A divisional commander that is out of command radius must attempt to move back into command radius. The units of a divisional commander that are out of command are not affected by their leader being out of command, but they will probably be forced to move to follow him back to the Corps.

9.8.5 The standard infantry units of a division of any army must be within six (6) MPs of the divisional commander. Skirmishing infantry have a command radius of eight (8) MPs.

9.8.6 For an army that uses corps-level organization, artillery (and the cavalry of an infantry corps) are in command if they are within command radius of the Corps HQ, or any commander of any subelement. For armies that use divisional organization, artillery must be attached to specific divisions, or be part of a grand battery. They use the infantry command radius of six (6).

9.8.7 Cavalry have a command radius of twelve (12) MPs. Cavalry that charge are exempt from command radius rules for the turn that they charge. After the charge they must move back into command radius.

9.8.8 Any unit in a special structure is in command.

9.8.9 Routing units move using the standard rout rules. They do not need to stay within command radius. After they rally, they must attempt to rejoin their command element.

9.8.10 Artillery can be detached from a command element and formed into a grand battery, if the grand battery is commanded by an artillery leader of special ability. The grand battery is now a new command element.

9.8.11 Similarly, a cavalry commander of special ability can form an ad hoc cavalry-only command element using any cavalry units.

9.8.12 Specific scenarios may have other ad-hoc command elements (such as the French light cavalry at Eylau).

9.9 Orders

9.9.1 Army Orders are issued by the Army Commander during the Army Orders Phase. Certain leaders can also issue Army Orders in that phase using Royal Initiative (see scenario). Local initiative orders and emergency retreats occur during the Local Initiative Phase.

9.9.2 Each Army Commander has a command rating (see scenario). An Army Commander can issue that number of **Normal Orders** per turn, or twice that number of **Hurried Orders**.

9.9.3 Army Orders move from the Army Commander towards the appropriate element HQ at the rate of fifteen (15) movement points per turn, moving as a leader unit. Round up fractional turns. The path is calculated when the order is issued. The path cannot cross enemy units or impassable terrain, but it can cross enemy zones of influence. Make a note of when the order will arrive. Orders cannot be captured or destroyed.

9.9.4 Each element has one order at a time. The possible order types are:

Attack: The target specified is either a terrain feature, or a body of enemy troops. Such troops must be visible. The HQ moves until it reaches the terrain feature, or pursues the enemy troops until a pre-set limit is reached, or the command element fails an Attack Stoppage Check (see Section 9.12). After a successful attack order, the element assumes a defend order.

Move: Allows movement, but the element will stop and assume a defend order as soon as it encounters any amount of non-routed enemy troops. When the HQ reaches the terrain feature, it assumes a defend order.

Defend: The HQ is bolted to the ground at its current location.

No Current Orders: The HQ is bolted to the ground, and no unit in that element can assault, charge, or fire offensively. Cavalry may counter-charge, and all units may fire defensively and opportunely. When an element loses its current orders, then it has "no current orders."

9.9.5 The scope of an order reflects the size of the receiving command element. A corps can be given an order that covers a large area of ground, such as 'attack the ridge between La Haye Sainte and Hougemont'. A division will be given a much smaller objective, e.g., 'attack Hougemont'. Orders are given to attack or defend specific areas of the map, or to attack enemy forces in a (somewhat larger) area. They might be triggered by events (e.g., shelter behind the ridge, but attack any French units that appear on the ridge). Note that the command radius of the receiving element effectively defines the geographic scope of the order.

9.9.6 An order can only specify one objective. Some legal orders are: "Attack La Haye Sainte", or "Defend La Haye Sainte." It is illegal to write an order with a series of objectives, for example: "Attack the crossroads, then turn right and attack along the ridge."

9.9.7 When the order arrives, check for order acceptance. Add the Command Ratings of the Army Commander and the receiving commander. Other additions:

> +1 if the element has no current orders.
>
> +1 if all the infantry battalions in the element are in regimental mode.
>
> +3 if the leaders are stacked together.
>
> -2 for attacking orders.
>
> -1 if the element conducted melee or defensive or opportunity fire during the last player turn.
>
> -3 for hurried orders.

9.9.8 Find the appropriate column on the Order Acceptance Table and roll base-six percentile dice. The result will either be order acceptance, delay, or distortion. Accepted orders must be implemented at once. Ignored orders are thrown away. Delayed orders have a delay reduction number. A die is rolled during the Order Delay Reduction phase during each game turn. If the delay number or higher is rolled, then the order is immediately accepted.

9.9.9 Once an order has been accepted, it can be implemented as soon as the element's commander reaches the element's HQ counter. The commander must return as soon as possible, no hiding from bad orders!

9.9.10 Accepted orders must be implemented immediately. Varying amounts of enthusiasm can be show. For example, an attack could be preceded by a forty minute bombardment. However the order must be obeyed.

9.9.11 An Army Commander can issue any number of orders before the battle. All such orders have been accepted when the battle begins.

9.10 Local Initiative

9.10.1 A commander of a command element or sub-element can attempt to issue his own order by rolling 2d6 on the Local Initiative Table (see Table 2). Use the leader's Command Rating. Adjust for any anti-initiative value for that nationality. If the leader succeeds, then they can immediately issue an order for their command element. The order arrives immediately and is automatically accepted. If the dice roll is a natural 2, then the leader has become a loose cannon, and the opponent gets to issue an order for that element that lasts for one turn. The command element loses any other accepted orders.

Table 2: Local Initiative Table

Initiative Rating	0	1, 2	3	4
Roll to Equal or Exceed	12	11	10	9

9.10.2 Local initiative can be used to give orders to a subelement. If the initiative roll produces a loose cannon result, then the loose cannon order only applies to the subelement.

9.10.3 Certain leaders other than the Army Commander can issue orders by using Royal Initiative. They also use the Local Initiative Table, but if they succeed, then they issue orders in the same manner as the Army Commander. The order moves at 15 hexes per turn, and is subject to Acceptance Rolls (treat as Normal, not Hurried, Orders). Leaders who have this ability are listed in the scenario rules.

9.11 Emergency Retreat

9.11.1 A command element (but not a subelement) can always conduct an Emergency Retreat without waiting for orders or attempting local initiative.

9.11.2 An element is forced to conduct an emergency retreat if it's HQ retreats after melee, or is stacked with enemy units.

9.11.3 An element that executes an emergency retreat must move its HQ six (6) to fourteen (14) movement points away from the enemy.

9.11.4 After the retreat, the element gains one major morale level. This extra level lasts for one hour, and is in addition to any major morale levels. If the element was already at Morale Level 3, then all the units must make a morale check. Make a morale check for each stack, applying the appropriate disorders and routs. Note that only the units in the retreating element suffer the morale level increase, the other units in the Major Morale Organization do not have their morale increased.

9.11.5 An element that executes an emergency retreat loses its current orders.

9.12 Attack Stoppage

9.12.1 An attacking command element must make an Attack Stoppage Check during each friendly Local Initiative Phase, beginning with the first such phase after it receives infantry fire, or artillery fire at short range, or is charged by enemy cavalry. Use the Attack Stoppage Table

Table 3: Attack Stoppage

Moral Level		0	1	2	3
Leader Rating	0	4	7	10	12
	1	3	6	10	12
	2	3	6	9	11
	3	3	5	9	11
	4	3	5	8	10

(see Table 3). Cross reference the morale level of the element's Major Morale Organization, and the Command Rating of the element's commander. Roll 2d6. If the roll equals or exceeds the required number, then the element passes the check. If not, then the element loses its attack order, and can conduct an emergency retreat without any morale penalties. It loses its current orders. Its units must pull back to at least a three hex range from the enemy, if possible. Units that were occupying special structures at the beginning of the attack do not need to retreat. If the element passes the check, then there are no ill effects.

9.12.2 The check is made by the command element, or by each subelement if the subelements have subgoals. Subelements use their own commander's rating.

9.12.3 An element continues to make one attack stoppage check each friendly Local Initiative Phase until the element either fails the check, or it has completed its attack order.

10 Balance

10.1 Non-British, Non-French

10.1.1 These rules in this Section only apply to Russian, Prussian (post 1812), Spanish, and Austrian (post 1812) units. The counters are currently biased towards French and British troops. This inflation was caused by lack of command rules.

10.1.2 All printed morale values worse than 21 are improved by three (3). However, no morale value is improved beyond 21.

10.1.3 Units that are incapable of forming line (such as the Prussian Landwehr) can form line, and have a fire multiplier of two (2).

10.2 French

10.2.1 The infantry units of the French Imperial Guard cannot be used until they are **committed**. If the Guard Corps is committed, then the French must win a major victory within two hours, or all French corps immediately go to morale level 3. Commitment means "accept an attack order." They may receive move orders as long as this order does not place them in the front line. They can be given orders to defend positions behind the front line. There are four exceptions to this rule:

1. The Guard can be committed if all other French corps are at morale level 2 or higher.

2. One infantry battalion per hour can be released and assigned to another corps.

3. The Guard artillery and cavalry are always free to move and attack where ever they like.

4. The Guard can be committed without penalty if it is attacked by the enemy.

10.2.2 The Emperor's escort and duty squadrons must stay within 6 hexes of the Emperor. They may be released to protect other Imperial ADC's, or to escort captured prisoners, or to attack troops directly threatening the Emperor's person or baggage. Certain scenarios may have additional Imperial escorts, for example the 18th Regiment of line at Eylau.

11 Formations and Facing

11.1 Units do not simply sit on the map, they must be in a formation, and must be facing in a chosen direction. The formation and facing of a unit will in general affect its movement rate, fire value, and melee value. Units change formation and facing during their movement phase, with some exceptions (disorder, rout, advance after combat, contracting due to losses, and forming square during cavalry charges).

11.2 Leaders do not have formations.

11.3 The following list shows all the formations, and which units may form such formations.

Line: All units in good order in clear terrain.

Column: All units in good order in clear terrain

Square: Infantry (and stacked artillery) in good order in clear terrain.

Road Order: All units in good order on roads and trails in any terrain.

General Order: Automatically assumed by all units in good order that are in non-clear terrain and are not in skirmish formation

Skirmish Order: Assumable in any terrain by infantry units in good order with a 2-hex fire range value, and in clear terrain by cavalry units in good order with a skirmish value.

Disorder: The formation automatically assumed by units in disorder. This is the only formation that disordered units can assume.

Rout: The formation automatically assumed by routed units. This is the only formation that routed units can assume.

11.4 A unit will typically have some front, some flank, and some rear hexsides. The exact pattern depends on the formation, for example see Case 11.15.2.

11.5 A unit may only fire and assault through its front hexsides, and its zone of influence only extends through the front hexsides.

11.6 A unit has 360 degree vision, see Section 15.

11.7 The formation that a unit is in at the beginning of the phase determines its movement rate for that phase. Exception, coming out of square, see Case 14.12.6.2.

11.8 A unit that assaults the flank of a unit has its melee value doubled. A unit that assaults the rear of a unit has its melee valued multiplied by one and a half (1.5).

11.9 If a line formation is fired through at least one flank hexside, or if it has six (6) or more steps per hex, then it has the fire defence of a column.

11.10 A unit can voluntarily change its formation during the movement phase, provided that it has sufficient movement points. The cost of formation change depends on the branch of service

1. Infantry spend 1 Movement Point to change formation,

2. Artillery spend 2 Movement Points,

3. Cavalry spend 3 Movement Points.

Exceptions: multi-hex formations, Case 11.11; general order, Case 11.19.3; rout and disorder, Case 11.14; square collapse, Case 11.17.3; and road order, Case 11.18.5.

11.11 A unit entering or exiting a line or skirmish formation that occupies more than one hex must pay one extra movement point for each hex occupied beyond the first. This extra cost simulates the time spent marching the troops out to either flank. For example, an infantry unit forming two hex line would spend two movement points for the formation change.

11.12 If a unit spends movement points to change formation in the zone of influence of an enemy unit, then it triggers opportunity fire. The unit receives the fire in its original formation. Such a moving unit may also trigger opportunity charge, see Section 19.12. In general, only voluntary changes of formation trigger opportunity fire or charge.

11.13 A change in Organizational Mode (see Section 11.22) is considered a formation change, and costs the appropriate number of movement points, and may trigger opportunity fire or charge. The unit(s) receive fire in their original organizational mode.

11.14 When a unit becomes disordered, it automatically assumes disordered formation. This change may occur in any phase, and costs no movement points. The change does not trigger opportunity fire or charge. Similarly, a unit that routs automatically assumes rout formation without spending any movement points, and without triggering opportunity fire or charge. In both cases the unit then retreats, see Case 20.7.1.

11.15 Column

11.15.1 Column formation is used for speed and assault. Columns have high movement and melee values, but bad fire and fire defence values.

11.15.2 A unit in column occupies one hex and faces a hexside. It has three front, two flank, and one rear hexsides:
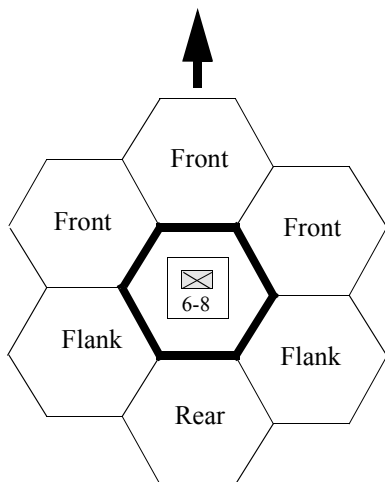

Figure 1: Column Facing

11.15.3 Exception: Light cavalry units in column have five front and one rear hexsides:

11.15.4 Units in column use their printed movement rates.

11.15.5 Only the top infantry battalion or regiment (or top two infantry companies) in a column may fire, and for infantry units the printed fire value on the back of the counter is used (but see Case 7.4.2) If the top unit is an artillery unit, then only it may fire.

11.15.6 For both attack and defence in melee, all the steps in the hex are included for pre-melee morale checks, and all the melee strengths of all units are added to determine the melee combat odds.
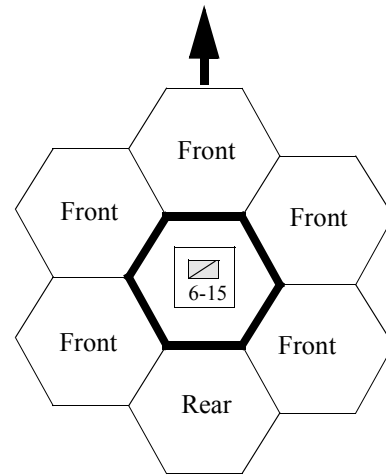

Figure 2: Light Cavalry Column Facing

11.16 Line

11.16.1 Line formation is slower than column formation, but has better firepower and fire defence. Large units can form line formations that cover more than one hex, see Case 11.16.12.

11.16.2 A stack of units in line face a hexpoint. They have two front, two flank, and two rear hexsides:
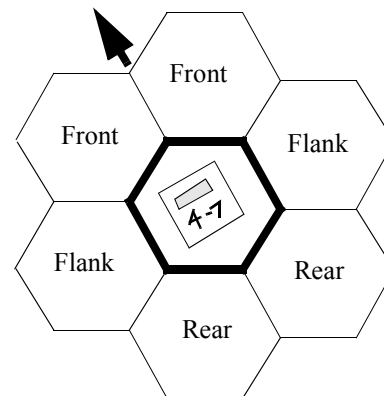

Figure 3: Line Facing

11.16.3 A unit in line has its movement rate reduced by two (2).

11.16.4 In addition to changing facing after entering a hex, a unit in line formation may do an 'about face' (turn 180 degrees) before moving its first hex. This costs no movement points, rather than the usual one movement point.

11.16.5 A unit in line may march through a flank hex, without changing its facing or expending extra movement points. In effect, the men turn in one direction, march, then turn back to face the front.

11.16.6 Only the top four (4) steps in a hex of infantry in line may fire. This might be more than one unit if the top unit has fewer than four steps. The fire value is equal to the

number of eligible steps times the fire multiplier given in the Fire Effects Table in the scenario rules. If infantry in line is stacked with artillery, then one battery per hex may fire in addition to these four steps of infantry, but the artillery unit cannot fire at a different target to the infantry. If the infantry unit fires at several targets, then the artillery unit may shoot at any one of these targets.

11.16.7 If a line is fired at through at least one flank hexside, then it has the fire defence of a column.

11.16.8 If a line has more than six (6) steps per hex, then it has the fire defence of a column.

11.16.9 Only four (4) steps per hex of line are counted for pre-melee morale checks, but the entire current melee value is used (but see Case 11.16.12.7) to determine the melee odds.

11.16.10 Heavy cavalry in line have their melee values halved.

11.16.11 Lancers in line have their lance bonus doubled and added to their melee value in each hex that they are deployed in. For example, a lancer unit with a lance bonus of 3 would have 6 additional melee points per hex when deployed in line. The lance bonus is not thirded when meleeing a square.

11.16.12 Multi-hex Line Units

11.16.12.1 Infantry and cavalry units with at least five steps may form line in two hexes, having three front, four flank, and one rear hexsides:
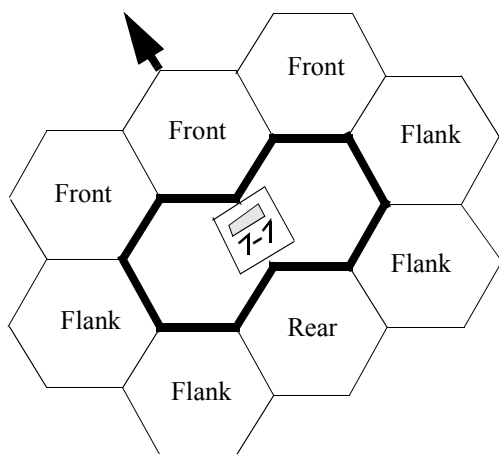

Figure 4: Two Hex Line Facing

11.16.12.2 Cavalry units with at least eight (8) steps can be deployed in as many contiguous, colinear hexes as possible, providing that there is a minimum of four (4) steps deployed in each hex. Extended line markers are used to mark the unit. The steps are spread as evenly

between all hexes: In the example below, the cavalry unit occupies four hexes and has 4.5 steps per hex:
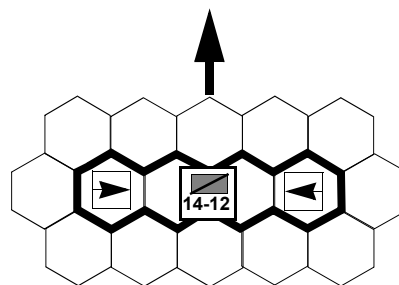

Figure 5: Long Line Facing

11.16.12.3 There is an extra cost involved when changing into a multi-hex line formation, see Case 11.10.

11.16.12.4 A multi-hex line unit always pays the cost of the most expensive terrain that any one of its hexes that it is about to enter.

11.16.12.5 A multi-hex line turns by wheeling about one end. The unit spends a number of movement points equal to the cost of moving the moving (wheeling) end of the unit. The inner hex of the unit does not leave its hex, but rotates in place.

11.16.12.6 Each hex of a two hex infantry line formation can fire, so eight steps (and possibly two batteries) can fire in total. They need not all fire at the same target.

11.16.12.7 A multi-hex unit can assault several different hexes, the entire combat being combined into one. Four steps per adjacent hex are counted towards the pre-melee morale checks, and the prorated melee value is added for each line hex that is adjacent to the enemy units being assaulted.

11.16.12.8 Multi-hex units can be assaulted, and the entire combat is combined into one assault and melee. Each enemy stack that is assaulting the multi-hex unit is counted for the pre-melee morale checks and the final melee value. Each assaulted hex of the multi-hex unit is similarly included in the pre-melee morale checks (maximum four steps per hex) and the final total melee value (use the pro-rated value per hex).

11.16.12.9 A multi-hex line advances and retreats as one entity.

11.16.12.10 A multi-hex unit that advances after an assault must enter all the hexes occupied by the defending units. It will also enter other adjacent hexes so as to form a continuous line. The advancing unit remains in line formation. If the distance from the left-most defender's hex to the right-most defender's hex is less than the length of the attacking unit, then the attacking line shrinks by up to one hex at either end. If the distance is greater, then the advancing line expands. Note that this might stretch the line beyond its allowable length (see Case 11.16.12.2). If that occurs, then the line must move during the next

movement phase so as to attain its correct length, or face a morale check for overstacking (no modifier).

11.16.12.11 It is possible to create extremely confusing situations when a multi-hex unit assaults into several different terrain types. If advance after combat would require the line to change into several different formations because of terrain, then the unit does not advance. If the unit would be stacked with some other non-compatible formation (such as another unit in column), then the line unit advances and all the other offending unit(s) must make a morale check for overstacking.

11.16.12.12 A multi-hex unit that disorders or routs consolidates into one hex when it assumes disorder or rout formation. The hex for consolidation should be as centrally located as possible. If there are two central hexes, then choose randomly.

11.16.12.13 A multi-hex unit that loses steps and no longer has enough steps to occupy its current number of hexes will shrink away from the vent that caused the loss of steps. If there is no obvious direction, then a random choice is made.

11.16.13 Supported Flanks

11.16.13.1 Warfare is not constrained to a hex grid, and players will often notice that they wish to create lines that are not aligned to the hex grid. The result is that one of the units in the line is forced to either expose a flank, or be in column formation. Hence this rule for supported flanks. If unit 'A' is in line, and another friendly unit 'B' can fire into a hex 'H' that would normally be considered a flank hex of unit A, then no enemy unit occupying hex H can cause flank fire against unit A. Hex H is said to be a '*supported flank*'. Unit B must fire on hex H for the flank to be supported. An example is shown in Figure 6.
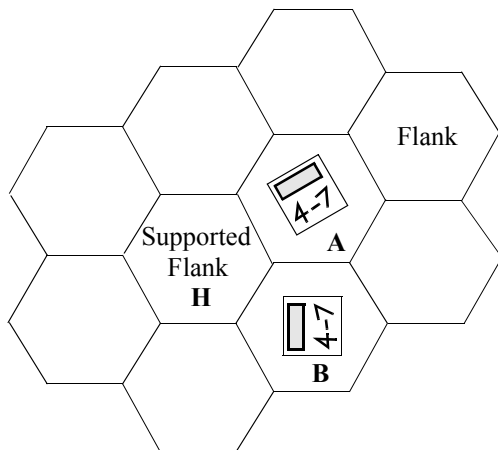

Figure 6: Supported Flank

11.16.13.2 A unit cannot support another unit's flank if the first unit is itself fired on through a flank or rear hexside.

11.17   Square

11.17.1 Square is formed by infantry (and perhaps some stacked artillery) in clear terrain as a defence against cavalry.

11.17.2 A square has six (6) front hexes, and no flank or rear hexes. The zone of influence of a square is weaker than usual, see Case 13.4.2.

11.17.3 A square must have at least three (3) infantry steps. If the square is reduced to fewer than three infantry steps, then it instantly forms column, the facing being chosen by the owning player. This formation change costs no movement points, and does not trigger opportunity fire or charge.

11.17.4 Square is the only good order formation that can be voluntarily formed outside of the normal movement phase. Square can be formed by infantry and stacked artillery units during the enemy Charge Movement Phase. Note that squares can also be formed voluntarily during the friendly movement phase, just like any other formation.

11.17.5 Artillery may stack with infantry in a square, in which case each artillery step counts as four (4) infantry steps for computing stacking density. Note that artillery cannot form square on their own, there must be at least three infantry steps present also in square. Both limbered and unlimbered artillery can form square with infantry. Limbered artillery cannot fire, but they are protected from enemy units

11.17.6 A square has a movement rate of one (1), but see the next two cases.

11.17.7 French Imperial Guard units with a printed morale of 14 or less have a square movement rate of four (4) less than their printed movement rate.

11.17.8 If the first action of a square is to change out of square, then the units may use the rest of the new formation's movement rate, minus the cost of the initial formation change. However, the unit cannot reform square during the same movement phase, even in the face of an opportunity charge.

11.17.9 Squares and Fire

11.17.9.1 Units in a square *that is not being assaulted* may fire into three adjacent hexes that are not adjacent to each other (see Figure 7). The three hexes chosen can vary from phase to phase.

11.17.9.2 One third of the steps in a square may fire into each of the three hexes. One unlimbered artillery battery may combine its fire with the infantry unit(s). One third of its fire value is added to the infantry's fire on each hex.

11.17.9.3 If cavalry ride over a square (see Case 12.6), then the square has an opportunity fire against the charging cavalry when it leaves the square's hex. In this case, two-
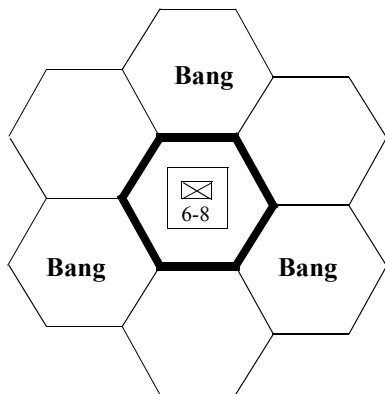
Figure 7: Fire Pattern of Squares

thirds (2/3) of the steps in the square can fire on the cavalry. Exception: massive charge Case 19.13.7.

11.17.9.4 A unit that wishes to assault a square must declare this at the beginning of the Defensive Fire phase. Only one stack of units can assault a square.

11.17.9.5 Units in a square *that is being assaulted* can only fire at the assaulting units. Cavalry that assaults a square can be fired upon by all the steps in the square. Infantry that assaults a square can be fired upon by one-third of the steps in the square.

11.17.9.6 If a square is being assaulted, then only the top assaulting unit or top four steps (depending on formation) may fire at the square, all other adjacent units have their line of fire blocked by the assault.

11.17.10 Squares and Assault

11.17.10.1 Cavalry that assault a square have their melee valued multiplied by one-third, and their melee value is not doubled for charging the last three hexes in a straight line.

11.17.10.2 Infantry that attempt to form square in the face of a Massive Charge add six (6) to their dice roll.

11.17.10.3 Infantry that assault a square have their melee values multiplied by one and a half (1.5).

11.17.10.4 Units in square have their morale improved by six (6), i.e. six is subtracted from their current morale value.

11.17.10.5 Units in square cannot assault, but they may defend against assault. All the steps in the square are used for the pre-melee morale checks, and all the melee values are added together for the melee combat odds.

11.17.10.6 Units in square that rout as a result of melee lose two steps per enemy zone of influence hex exited during the rout retreat, see Case 18.13.1.

11.18   Road Order

11.18.1 Road order is used to march quickly on roads and bridges. It is a terrible combat formation.

11.18.2 Infantry and cavalry can form road order in any terrain. Use a road order information counter.

11.18.3 Limbered artillery always gains the movement benefits of road order and does not need to specifically form road order. However, some games in the series (notably Mont St. Jean) have lower stacking densities for artillery using road order. For example, nine steps of artillery can stack in the clear, but only two steps may stack when using road order.

11.18.4 A unit must be in its smallest organizational mode in order to form road order.

11.18.5 Up to four steps can occupy each hex of a road order formation. Large units will therefore occupy several hexes. Obviously the hexes must be continuous and form a single chain. When a unit changes formation out of road order, the unit must wait the extra movement points for the tail of the column to reach the final hex.

11.18.6 Units in road order face a hexside. Units in road order have one front hexside, one rear hexside, and all the remaining hexsides are flank hexsides, see Figure 7.
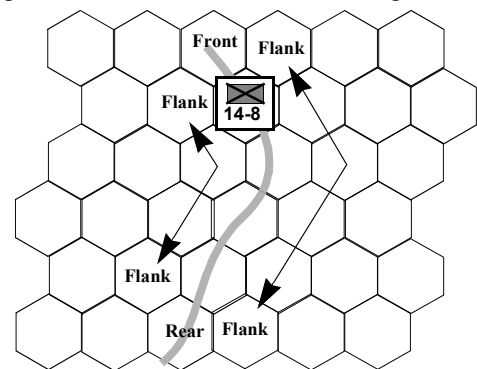

Figure 8: Facing of Road Order

11.18.7 Units in road order cannot force march.

11.18.8 Units in road order cannot fire or assault.

11.18.9 A unit in road order that is assaulted has its morale degraded by six (6). A unit that in road order that is charged has its morale degraded by twelve (12). Exception: Limbered artillery automatically rout if they are assaulted or if charging cavalry moves adjacent to them.

11.18.10 A unit in road order that does not rout has its melee valued halved and then prorated amongst it hexes. For example, a 12-step unit with a melee value of 24 would occupy three hexes when in road order, and would have 4 melee points per hex.

11.19   General Order

11.19.1 General order is assumed by all formations in good order in non-clear terrain that are not in skirmish formation. Units in disorder or rout do not form general order.

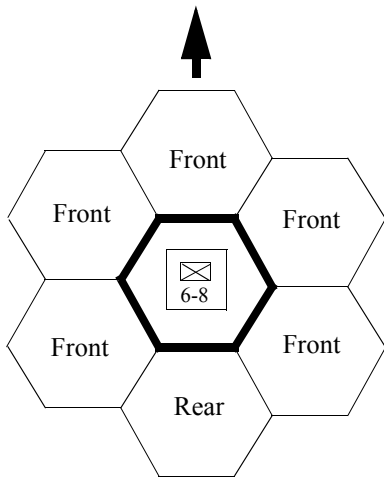**11.19.2** A unit in general order has five front and one rear hexside:

Figure 9: Facing of General Order

11.19.3 General order is automatically assumed by any unit in good order not in skirmish formation that enters non-clear terrain, and this formation change costs no movement points and does not trigger opportunity fire or charge. A unit in general order automatically forms column formation when it re-enters clear terrain. Once again this formation change costs no movement points and does not trigger opportunity fire or charge. Exception: charging out of general order, Case 19.9.6.

11.19.4 A unit in general order uses its printed fire value, reduced as per Case 7.4.2.

11.19.5 A unit in general order that defends against assault *does not* make a pre-melee morale check. A unit in general order that assaults *does* make a pre-melee morale check. Units in general order use all of their steps for (attacking) pre-melee morale checks, and use their current melee value.

11.20   Skirmish Order

11.20.1 Skirmish formation is a cloud of men having very little rigid structure. It is used to harass the enemy. Skirmishers have good fire values and fire defence, but low melee values. They tend to be destroyed by cavalry charges because they cannot form square when charged.

11.20.2 Only infantry units with a range of two (2), and cavalry units with a skirmish value (see Case 7.3.3.1, and Case 7.3.4.1) can form skirmish order. Units in skirmish formation are deployed face down on the map. Units in skirmish formation can move freely, and are not forced to form general order when they enter non-clear terrain.

11.20.3 Skirmishers do not block line of sight, but they do block fire.

11.20.4 Infantry Skirmishers

11.20.4.1 If an infantry unit has three or fewer steps, then it forms skirmish formation in one hex. It has four front, two flank, and no rear hexes: (see Figure 10).
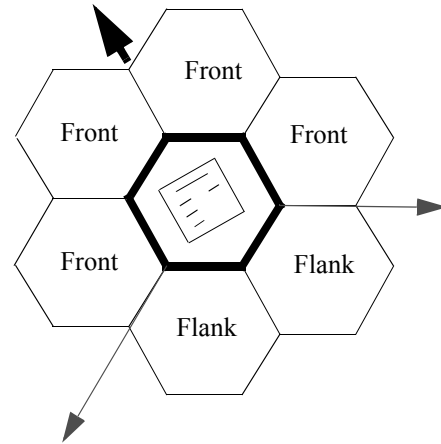

Figure 10: One Hex Skirmisher

11.20.4.2 Infantry units with four or more steps form skirmish formation in two hexes, as shown in Figure 11.
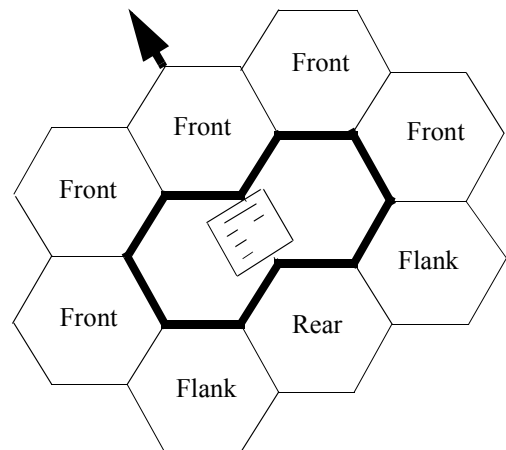
Figure 11: Two Hex Skirmisher

11.20.4.3 Infantry skirmishers can move in any direction, including directly backwards.

11.20.4.4 Skirmishers always face a hexpoint.

11.20.4.5 Up to three steps of infantry skirmishers may fire from each hex of a skirmish formation. They may fire at one or two hex range. Their fire value is halved at two hex range unless they are armed with rifles. The scenario rules will list the units that have rifles. Note that opportunity fire and fire during the defensive fire phase can only be directed at adjacent units (i.e. range one).

11.20.4.6 The melee value of skirmishes is halved, and is prorated per hex if in two hexes. Skirmishers can assault if they so choose.

11.20.4.7 Skirmishers can always withdraw (see Section 18.11) before infantry assault The withdrawing skirmisher can spend up to one-half of its movement rate, but must

stop in the first hex free of enemy zones of influence and/or friendly units. If the skirmisher cannot satisfy those condition then it may continue to move up to its full movement rate and becomes disordered at the end of its withdrawal. There is no extra retreat movement for this disordering. If the skirmisher is still in an enemy zone of influence, or it is still stacked with friendly units then it routs (and moves the remaining movement points). The withdrawal can trigger opportunity fire, but not opportunity charge.

11.20.4.8   If a skirmisher decides to withdraw before melee, then the assaulting units may occupy the newly vacated hex providing that they pass their pre-melee morale check. The check is performed as if the skirmish unit still occupied the original hex (see also Case 18.11.5).

11.20.4.9   Infantry in skirmish formation cannot form square or stand during an enemy charge. They may, however, withdraw one hex in the face of the charge if the hex they withdraw into contains woods, dwellings, swamps, or friendly units in good order (but not also in skirmish formation). The withdrawal occurs the moment that the cavalry become adjacent. If the cavalry wish to follow the skirmishers, then the skirmishers receive the charge in the new hex (note the melee modifier in Case 18.13.4.10). If skirmishers withdraw into a hex containing friendly units, then they assume the same formation as those units and are placed at the bottom of the stack. If this withdrawal would cause overstacking, then the skirmishers rout.

11.20.5 Cavalry Skirmishers

11.20.5.1   Cavalry that can skirmish always skirmish in a two-hex formation, as per the diagram in Case 11.20.4.1.

11.20.5.2   Cavalry skirmishers can move in any direction, including directly backwards.

11.20.5.3   Cavalry skirmishers can fire at all units in their front hexes. *The cavalry unit uses is full skirmish value for each attack.* Cavalry skirmishers cannot fire at two hex range.

11.20.5.4   Cavalry in skirmish formation cannot charge. Their melee values are halved, and prorated per hex (for a final total of one-quarter of the current melee value per hex).

11.20.5.5   If a non-charging enemy unit moves adjacent to a skirmishing cavalry unit, then the skirmishers can fire at the enemy unit during the defensive fire phase, and then immediately withdraw one hex before the offensive fire phase. Exception: They may not do this if all the enemy units are also cavalry skirmishers.

11.20.5.6   Cavalry skirmishers may withdraw (see Section 18.11) before a charge if they are not exhausted and their movement rate is greater than the normal (non-charging) movement rate of the charging cavalry. The skirmishers receive a bonus five (5) movement points for this

withdrawal. The withdrawal begins the instant that the charging cavalry moves adjacent. The skirmisher expends one *movement point*, and the charging cavalry then expend one movement point. This point-for-point movement continues until either the chargers have no more movement points left, or the charging unit is no longer adjacent to the skirmishers, or the skirmishers encounter terrain that causes them to slow down and allows the pursuers to catch them. In this latter case the skirmishers are destroyed. If skirmishers withdraw more than one half of their movement rate, then they become tired at the end of the withdrawal.

11.20.5.7   Cavalry skirmishers that cannot withdraw before a charge (see Case 11.20.5.6), immediately rout. The charging cavalry may pursue and destroy skirmisher steps, as per Section 19.10.6. The skirmishers will be pursued until either the chargers run out of movement points and so break contact, or the skirmishers are destroyed, or the skirmishers encounter terrain that causes them to slow down and allow the pursuers to catch them. In this latter case the skirmishers are destroyed. In any case, if the skirmishers are pursued for more than half of their movement rate, then they will gain one level of tiredness after any melee.

11.20.5.8 Cavalry skirmishers cause enemy infantry units to spend extra movement points to enter hexes within a two hex range as shown in Figure 10. This effect disappears as soon as enemy light cavalry move adjacent to the cavalry skirmisher.
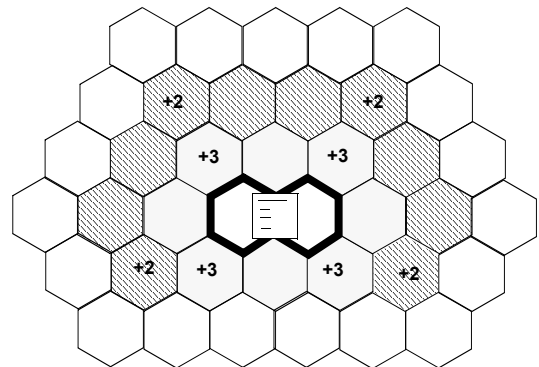
Figure 12: Cavalry Skirmishers

11.21   Rout and Disorder

11.21.1   Disordered formation is a formation automatically and instantaneously assumed by disordered units. This formation change costs no movement points and does not trigger opportunity fire or charge.

11.21.2 Disordered units have six front hexsides. Their morale is degraded by three, and their printed fire, melee and moment values are halved. Disordered units can be moved freely by their owning player.

11.21.3 Rout formation is the formation automatically and instantaneously adopted by routed units. This formation

change costs no movement points and does not trigger opportunity fire or charge.

11.21.4 Routed units have six front hexsides. They cannot fire, cannot assault, and defend with one-third of their melee value. Their morale is degraded by six (6), and their movement rate is increased by 50% (except for exhausted cavalry, see Case 19.10.9.7). Routed units are moved under semi-automatic control, see Case 20.7.10.

11.22   Organizational Mode

11.22.1 Some units can be deployed on the map as several different collections of counters. For example, French infantry units can be on the map either as a single regimental counter, or as several separate battalion and/or company counters.

11.22.2 The Army Organizational Chart for each game shows which units are capable of appearing in different modes.

11.22.3 Changing the organizational mode of a unit is a formation change. It therefore costs movement points and triggers opportunity fire or charge (Exception: breakdown due to losses Case 11.22.6).

11.22.4 A large unit breaks down into its smaller units by simply replacing the single large counter by the many smaller counters. A large unit is reformed from its smaller units by assembling all the surviving small units in one hex, and then replacing the multiple counters by the single large counter.

11.22.5 When a large unit is broken down into its smaller constituent units, then the step losses of the large units must be distributed among the smaller units. Similarly, when a large unit is re-formed from its smaller units, then the losses of the smaller units are added and applied to the larger unit.

11.22.6 The organizational mode of a unit is chosen by the player, except that a unit that has taken 50% or greater step losses must break down into smaller units if it is capable of doing so. This change is automatic, occurs immediately regardless of the phase, costs no movement points, and does not trigger opportunity fire or charge.

12   Stacking

12.1 In general more than one unit can occupy a hex, although there are certain restrictions. The top unit on a stack is considered to be the front unit, the bottom unit is the rear unit.

12.2 Enemy and friendly units may never stack together, nor move through each other, except when cavalry ride over a square, seeCase 12.6.

12.3 All the units in a hex must have the same formation and facing, otherwise it is overstacked (see cases below).

12.4 The maximum number of steps that can occupy a hex depends on the terrain in the hex, the branch of service of the steps, and their formation. There are two types of stacked hexes: normal and **overstacked**.

12.5 The following defines a normally stacked hex:

1. All units are of the same branch of service.

2. All units have the same formation.

3. The maximum number of steps for this formation in this terrain type has not been exceeded.

4. All units are either in good order, or they all became disordered or routed as a result of the same morale check.

12.6 Exceptions: The following units and formation types may safely coexist:

1. Infantry (and artillery) in square with any other unit(s) in good order.

2. Infantry-skirmishers and any other unit(s) in good order.

3. Limbered artillery and any other unit(s) in good order.

4. Unlimbered artillery and infantry in good order.

5. Enemy Cavalry may charge through a hex occupied by a friendly square. This is known as **Riding over a square.**

12.7 Leaders never cause overstacking and may freely stack with other friendly units or leaders. They are not required to stack with friendly units.

12.8 If a hex is stacked normally, then there are no ill effects. If a hex is overstacked, then all units in the overstacked hex must immediately make a morale check the instant that overstacking occurs, with the modifiers coming from the Stacking Modifiers Table in the scenario rules. Modifiers are not cumulative. If units begin a friendly movement phase in an overstacked condition and do not rectify this during the movement phase, then they must make an overstacked morale check at the end of the movement phase.

12.9 If a moving, withdrawing, charging or retreating unit causes an overstacking, and passes the morale check, but has insufficient movement points left to leave the hex, and it is still causing overstacking, then the units will displace back to the hex from which they came. Exception: If the moving unit was a retreating disordered unit, then it routs.

12.10 If a unit disorders or routs because of an overstacking morale check, then it does not cause another morale check on the other units in that hex.

12.11 When artillery are stacked with infantry, then the stacking limits of infantry apply. Each step of artillery occupies the space of four (4) infantry steps for this rule. Note that some armies (e.g. the Russians) have very large

batteries, which makes it impossible for them to stack artillery with infantry.

13   Zone of Influence

13.1 Each unit exerts a zone of influence into the hexes that touch its *front* hexsides. Exceptions:

1. Limbered artillery does not have a zone of influence.

2. Squares have a limited zone of influence, see Case 13.4.2.

13.2 Infantry and artillery units can fire upon enemy units in their zone of influence during the defensive fire phase. See also the special rule for cavalry skirmishers, Case 11.20.5.5.

13.3 Enemy units that expend movement points in the zone of influence of friendly units will trigger opportunity fire, see Section 16.10.

13.4   Effect on Movement

13.4.1 Units may be required to stop when they enter the zone of influence of an enemy unit.

13.4.2 Infantry and limbered foot artillery must stop whenever they enter the zone of influence of enemy infantry or unlimbered artillery. Limbered artillery may unlimber in an enemy zone of influence, but will trigger opportunity fire if they do so. They will receive such fire in their limbered state. Exception: Infantry and limbered artillery are not forced to stop movement by the zone of influence of an enemy square, but if they leave or change formation in such hexes then they will trigger opportunity fire.

13.4.3 Infantry and limbered foot artillery can only leave an enemy zone of influence at the beginning of a Friendly Movement Phase. They may enter other zones of influence in the same phase, but will be subject to the usual stoppage rules (see Case 13.4.2).

13.4.4 Cavalry and limbered horse artillery may move through the zone of influences of enemy units, but will trigger opportunity fire each time they exit the zone of influence of an enemy infantry or unlimbered artillery unit.

14   Movement

14.1 During each movement phase, a unit can spend a number of movement points equal to or less than its movement rate. Each hex entered costs a certain number of movement points, depending on the terrain in that hex. In addition, certain hexsides cost additional movement points

to cross. The movement points are considered to have been spent in the hex that the unit is leaving.

14.2 A unit cannot enter a hex if it has insufficient movement points to do so.

14.3 Units may be required to stop when they enter the zone of influence of an enemy unit, see Case 13.4.2.

14.4 Movement only occurs in the movement phase, except for:

1. Charge movement.

2. Withdrawal before melee, and retreat and advance as a result of melee.

3. Retreat as a result of becoming disordered or routed.

4. Forming square during the enemy Charge Movement Phase.

5. Shrinkage due to losses.

14.5 Units can change their formation and organizational mode during the movement phase, provided that they have sufficient movement points to do so (see Case 11.10)

14.6 Units in disorder move at half speed (see Case 20.7.8), but can be moved as the player wishes. Routed units must move according to strict rules, see Case 20.7.7 and Case 20.7.10.

14.7 A unit moves through its front, except for lines (see Case 14.12.4.2 and Case 11.16.5), and skirmishers (see Case 11.20.4.3 and Case 11.20.5.2). In other words, a unit can only enter hexes that touch its front hexsides.

14.8 A unit can change its facing immediately after entering a hex provided that it has movement points remaining. The unit can turn to face any desired direction, and the turn requires no movement points (Exception: see cavalry charge movement, Case 19.9.8; units in line, Case 14.12.4.2; and multi-hex lines, Case 14.12.5.2).

14.9 A unit can change facing within its own hex for a cost of one movement point (Exception: units in line, Case 14.12.4.2). This change of facing triggers opportunity fire or charge (but only once, see Case 16.10, point 3).

14.10 Unlimbered artillery cannot move, except to limber. They may also change facing within their hex without limbering and unlimbering. This is the unit's entire move, and it can trigger opportunity fire or charge.

14.11 A unit that moves or retreats off the map cannot re-enter.

14.12   Formation and Movement

14.12.1 Certain formations affect the general rules for movement.

14.12.2 The formation of the unit at the beginning of the movement phase determines the unit's movement rate for that phase (Exception: leaving square, Case 14.12.6.2).

14.12.3 Column Movement

14.12.3.1 Column formation has no special effect on movement. Units in column use their printed movement rate.

14.12.4 Line Movement

14.12.4.1 Units that begin the movement phase in line subtract two (2) from their printed movement rates.

14.12.4.2 In addition to changing facing after entering a hex, a unit in line formation may do an 'about face' (turn 180 degrees) before moving its first hex, and after its last hex. This costs no movement points, rather than the usual one movement point.

14.12.4.3 A unit in line may march through a flank hex, without changing its facing or expending extra movement points. In effect, the men turn in one direction, march, then turn back to face the front.

14.12.5 Multi-hex Line Movement

14.12.5.1 A multi-hex line unit always pays the cost of the most expensive terrain that any one of its hexes is about to enter.

14.12.5.2 A multi-hex line turns by wheeling about one end. The unit spends a number of movement points equal to the cost of moving the moving (wheeling) end of the unit.

14.12.6 Square Movement

14.12.6.1 A square has a movement rate of one (1). Exception: French Imperial Guard units with a printed morale of 14 or less have a square movement rate of four (4) less than their printed movement rate.

14.12.6.2 If the first action of a square is to change out of square, then the units may use the rest of the new formation's movement rate, minus the cost of the initial formation change. However, the unit cannot re-form square during that movement phase, even in the face of an opportunity charge.

14.12.7 Artillery Limbering

14.12.7.1 It is a formation change (two movement points) for artillery to limber or unlimber.

14.12.7.2 Unlimbering is automatic, but limbering requires a die roll. The scenario rules will specify the die roll required.

14.12.7.3 Unlimbered artillery can change their facing without limbering. This takes their entire move, and may trigger opportunity fire or charge.

14.12.8 Disordered Movement

14.12.8.1 Units in disorder have their movement rate halved. They do not form general order when they enter non-clear terrain. Disordered units move away from their disordering event at half their movement rate at the instant that they become disordered (see Case 20.7.1). Otherwise disordered units move like units in column.

14.12.9 Rout Movement

14.12.9.1 Routed units move at one and half times their printed movement rates (except for exhausted cavalry, see Case 19.10.9.7). They do not form general order when they enter non-clear terrain. The instant that a unit routs it must move a full rout move away from the routing event. Routed units must follow strict rules, see Case 20.7.10.

14.12.10 Skirmisher movement

14.12.10.1 Both infantry and cavalry skirmishers can move in any direction, they are not limited to moving through their front hexsides.

14.13 Force March

14.13.1 Force March is a procedure whereby entire infantry divisions (or entire Prussian Brigades) can move across country at double speed for limited periods of time.

14.13.2 The division must belong to a Major Morale Organization with a morale level of zero (see Section 20.9). All the currently surviving units of the division must:

1. Attempt to force march, and

2. Be in good order, and

3. Be within two (2) hexes of the divisional commander, and

4. Be in column formation, and

5. Be in clear terrain, and

6. Remain in column formation and clear terrain for as long as they force march.

14.13.3 A single morale check is made for the entire division, modified by the usual modifiers, except that the divisional commander's morale rating is used, and no other leader's rating is used. Note the additional six (6) degradation for force marching. If a unit passes this morale check, then it can move at twice its normal movement rate. If a unit fails the check, then it moves at normal speed and is disordered at the end of the move. Failing units do not execute the usual immediate retreat as a result of becoming disordered.

14.13.4 For each subsequent turn that a division force marches, an additional three (3) is subtracted from the morale roll (e.g., the modifier goes as 6, 9, 12, etc.).

14.13.5 A unit that is force marching adds six (6) to any square formation roll.

15 Line of Sight

15.1 A unit has a line of sight to another unit if it can see the other unit. A unit has a **Line of Fire** to another unit if it can fire upon the other unit. The line of sight rules are a little more lenient, in that it is possible for a unit to see a unit that it cannot fire upon (the reverse is not true, except for artillery ricochet at medium and long range). The rules for line of fire are identical to line of sight, except where noted.

15.2 Line of sight is always symmetrical, in that if A can see B, then B can see A. Line of fire is usually symmetric, but see bouncing cannon balls, Case 15.9.

15.3 A unit has an all round line of sight, whereas line of fire only passes through its front hexes.

15.4 A line of sight is calculated from the centre of the observer's hex to the centre of the target hex. The line is blocked if it intersects a hex containing blocking terrain. If the line passes exactly down a hexside, then it is blocked only if both hexes contain blocking terrain.

15.5 The following hexes are blocking terrain:

1. Any type of dwelling hex,

2. Woods,

3. Non-routed units not in skirmish formation, and

4. Elevated terrain (See Case 15.7 and on).

15.6 A line of fire is blocked by the above cases, and also by skirmishers and routed units.

15.7 A hex that is higher than the hex occupied by the higher of the two units blocks line of sight.

15.8 A hex that is higher than the lower unit blocks line of sight if it is closer to the lower unit than to the higher unit. If the hex is equidistant between the two units, then the LOS is not blocked. Similarly, an intervening unit does not block line of sight if it is at least as close to the higher unit than to the lower unit.

15.9 As an exception to the preceding case, a lower unit does not have a line of fire to a higher unit if there is another unit immediately in front of the proposed (higher) target unit. This rule accounts for the practise of bouncing cannon shots immediately in front of a unit so as to cause injuries from flying debris.

15.10 If an artillery unit is unable to fire at an enemy unit *A* because there is a friendly unit *F* immediately in front of *A*, and the artillery unit is unable to fire at another enemy unit *B* immediately to *A*'s rear because A blocks the line of fire to *B*, then the artillery unit can fire at *B*. See Figure 13
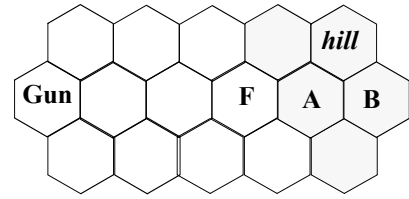

Figure 13: Complex Line of Fire

15.11 The fire arcs of artillery units is shown Figure 13 and Figure 15.
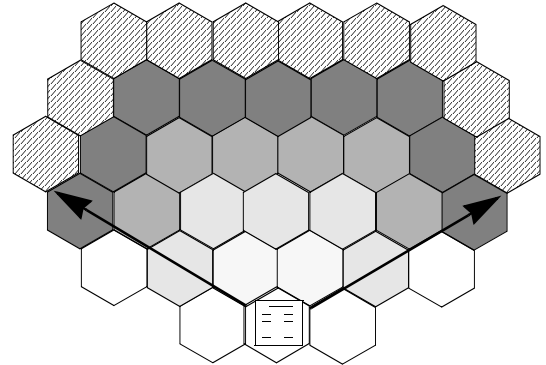
Figure 14: Artillery in Line
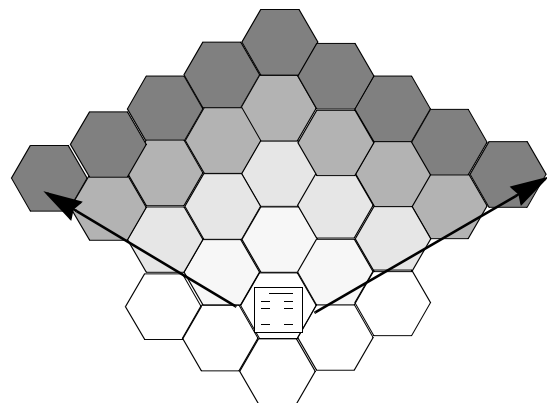
Figure 15: Artillery in Column

15.12 Artillery units in square have three fire arcs of 120 degrees each. Use the column arc superimposed on the three target hexes in the diagram in Case 11.17.9.1.

16 Fire Combat

16.1 During the defensive fire phase, enemy units may fire once at adjacent friendly units. *Remember that artillery units and skirmishers can only fire at adjacent targets in this phase!*

16.2 During the offensive fire phase, friendly units may fire once at any enemy unit within range and line of fire.

Exception: artillery must always fire at an adjacent target in preference to a non-adjacent target.

16.3 Opportunity fire (see Case 16.10) occurs during the Movement and Charge Phases against moving units. It is directed against the moving units only.

16.4 Defensive and offensive Fire is directed against a hex, rather than against a unit.

16.5 A hex may only be fired at once during a fire phase, except that **Opportunity fire** occurs each time that it is triggered, see Section 16.10.

16.6 Multiple friendly infantry units can combine their fire on a single enemy hex.

16.7 Multiple hexes of infantry and/or any amount of artillery can combine their fire against a hex if all the firing hexes are adjacent to the target hex. Note that they cannot combine fire if the infantry is adjacent to the enemy, but the artillery is some distance away. The rationalization for this is that the infantry's fire produces too much smoke for safe firing by the artillery.

16.8 In addition, two adjacent hexes of artillery can combine their fire if there is a leader with an artillery bonus stacked with the artillery. Three adjacent hexes can fire on a single enemy hex if there is an Artillery Leader of Special Ability stacked with, or adjacent to all three stacks. Special leaders are listed in the scenario rules.

16.9 Artillery must always fire at an adjacent target in preference to a non-adjacent target.

16.10   Opportunity Fire

16.10.1 Opportunity fire occurs whenever an enemy unit exits the zone of influence of a friendly infantry or unlimbered artillery unit. Opportunity fire also occurs whenever an enemy unit expends movement points to change formation, changes organizational mode, or changes facing in the zone of influence of friendly infantry or artillery units. Automatic formation changes do not trigger opportunity fire, see Case 11.19.3, Case 11.21.1, Case 11.21.3, and Case 11.22.6. The target unit always receives the fire in the original hex and in its initial formation and mode. Opportunity fire is conducted in the same way as normal fire combat, with the following four exceptions:

1. Other enemy units in the target hex are unaffected by the opportunity fire. For example, any leaders in that hex that are not associated with the moving stack are unaffected by the opportunity fire.

2. A hex may be the target of several different opportunity fires in one movement phase. This is the only time that a hex can be the target of more than one friendly fire during a Player Turn (excluding multiple ricochets onto one hex, see Section 17.9).

3. A stack can only receive one opportunity fire per hex per phase. For example, if a column changes facing, then exits a hex, it will only receive one opportunity fire for the two triggering events.

4. An enemy leader moving by itself can be fired on, but the only affect can be a leader casualty (caused by natural 65 or 66). An enemy leader moving with a stack that triggers opportunity fire is affected by that opportunity fire.

16.10.2 Exception: Opportunity fire cannot occur during melee (or during post melee retreat) across a hexside that an assaulting unit is crossing (or just crossed).

16.11   Fire Values

16.11.1 The fire value of a hex depends on the formation of the units in the hex, see Section 11. Briefly:

1. The top battalion or regiment, (or top two infantry companies) in a column or general order stack uses its (their) printed value (but see Case 7.4.2).

2. The top four steps in a line stack are multiplied by the appropriate fire multiplier.

3. The top three steps of skirmishers are multiplied by the appropriate fire multiplier.

4. One third of the steps in a square are multiplied by the appropriate fire multiplier, but see Section 11.17.9.

5. Nine steps of artillery may fire in an artillery-only stack in clear terrain. Each unit uses its printed fire value, reduced proportionally for losses. Include a one-column shift for canister against adjacent targets (see Case 17.6).

6. If artillery is stacked with infantry in line, then one battery per hex can fire in concert with the infantry. The artillery unit's fire value is calculated as in point 5.

7. If artillery is stacked with infantry in column, then only the top-most unit can fire. Fire value is calculated as in point 1 or point 5.

8. If artillery is stacked with infantry in square, then *all* batteries can fire in concert with the infantry. The fire value of the artillery is calculated as in point 5, and then thirded, and applied to each hex fired upon (see the fire pattern in Case 11.17.9.1).

9. The top unit (or top two companies) in a disordered infantry stack uses half its printed value, but see Case 7.4.2.

10. Routed units cannot fire.

11. Units in road order cannot fire.

16.12   Fire Defence

16.12.1   The fire defence of a hex depends on the formation and branch of service of the units in the target hex. Consult the fire Defence Table. If several values apply, then use the worst for the defender.

16.12.2   Infantry and artillery that are stacked together in column or line use the 'Artillery with Infantry' fire defence. They will receive any normal fire defence benefits (such as hedges, cultivated ground, prone markers).

16.12.3   If the target hex contains more than nine (9) steps, then it is a **Massed Target.** One (1) is added to the dice roll for each step above nine (9).

16.12.4   Line formations with more than six (6) steps per hex have the fire defence of a column.

16.12.5   Line formations fired at through a flank hexside by at least one unit also have the fire defence of a column.

16.13   Fire Resolution

16.13.1   After the total fire value has been computed, divide it by the fire defence value, and find the appropriate column on the fire chart (rounding down). Roll base-6 percentile dice to find the number of steps destroyed. If the roll is an unmodified 65 or 66, then a leader casualty occurs (see Case 21.3).

16.13.2   If the final fire odds are greater than 10:1 after rounding down to the nearest whole number, then a +11 (base 10) bonus is added to the fire dice for each odds-step in excess of 10. For example, if the final values were 46 to 4, i.e. 11.5:1, rounded to 11:1, then the 10:1 column would be used with a +11 modifier.

16.13.3   Losses are always applied to the top unit of a stack, except when a pure artillery force fires at artillery:

1. If the target hex is a mixed unlimbered artillery and infantry stack, then the odd losses are applied to the infantry, and the even losses are applied to the artillery. For example, a result or '3' will give two infantry hits and one artillery hit.

2. If the target is an unlimbered artillery-only hex, then only the even numbered losses apply. For example, a result of '3' is only one hit.

3. If target contains unlimbered artillery, and the fire roll is a natural 65 or 66, then the target artillery's caissons have exploded and the target artillery are destroyed.

16.13.4   If a multi-hex unit receives a step loss, then the step loss occurs in the hex which took the fire. If this causes the multi-hex unit to shrink a hex because it no longer has sufficient steps, then it will shrink away from the fire.

17   Special Artillery Rules

17.1 Limbered artillery can move but not fire. Unlimbered artillery can fire but not move, except to change facing (see Case 14.10). It is a formation change (two movement points) for artillery to limber or unlimber.

17.2 Unlimbering is automatic, but limbering requires a die roll. The scenario rules will specify the die roll required.

17.3   Limbered artillery always gains the movement benefits of road order and does not need to specifically form road order.

17.4   Limbered artillery that are assaulted or become adjacent to charging enemy cavalry automatically rout.

17.5   Unlimbered artillery that rout or disorder are destroyed, follow the procedure in Section 17.8.

17.6   Artillery firing at adjacent targets receive a one-column shift to the right on the fire table for using canister.

17.7   Artillery must always fire at an adjacent target in preference to a target at longer range.

17.8   Destroyed Artillery Batteries

17.8.1 Whenever an artillery battery is destroyed, replace it by a destroyed guns marker. The friendly player can attempt to reorganize/repair a proportion of the guns in the battery.

17.8.2   If the friendly player occupies the destroyed guns hex for two consecutive player turns, then the guns have been dragged to safety. Remove the destroyed gun counter. Place the destroyed battery in the "Destroyed batteries" box. The guns are also recovered safely if the enemy player destroyed the battery during his player turn, and does not occupy the hex during that player turn, or if they were destroyed by the enemy during the friendly player turn, and the enemy does not occupy that hex before the end of his next enemy player turn.

17.8.3   If an enemy unit occupies the destroyed guns hex, then it can spike (destroy) the guns. An enemy unit automatically destroy the guns after occupying the hex for two complete player turns. Remove the guns, and do not put the destroyed battery in the destroyed battery box. Charging enemy cavalry can attempt to spike the guns as they pass over the destroyed marker, but must roll a 1. Each charging stack can roll to spike the guns.

17.8.4 No use can ever be made of enemy guns during a battle, they can only be spiked. Sometimes they count for victory.

17.8.5 During each Corps Morale Phase, batteries in the destroyed battery box can be reorganized. For each two batteries of the same type, one battery can be returned to play, and the other scrapped (remove them from the box). The returned battery appears as a reinforcement on the

map edge, on a road leading from a friendly depot. The returned battery has an ammunition level equal to the current average ammunition level for that player.

17.9 Artillery Ricochet

17.9.1 Artillery fire at medium and long range can bounce into the two hexes in a direct line behind the original target hex. Bounces cannot occur beyond the artillery unit's maximum range. Cannon balls bounce into (and attack any units in) blocking terrain, but do not bounce out of blocking terrain. There need not be a line of fire to the bouncing hexes. Cannon balls know no allegiance, and will attack whatever they bounce into. After computing the damage for the original attack, recompute the odds for an attack on the hex lying immediately behind the target hex. Modify by minus 12 if the original attack was at medium range. After this attack, it can bounce in to a third clear hex, with a modifier of minus 24.

17.10 Artillery Ammunition

17.10.1 Artillery units have a limited supply of ammunition. Foot batteries begin the game with six (6) points of ammunition, horse batteries begin the game with eight (8) points.

17.10.2 Each time that a battery fires during the *offensive* fire phase, it consumes one ammunition point. Defensive and opportunity fire does not consume ammunition. When a battery is out of ammunition, it cannot fire offensively, defensively, or opportunely.

17.10.3 Batteries can be resupplied during a friendly Rally and Resupply phase. Each battery that is with in five (5) artillery movement points of a road that is friendly controlled that leads off the map to a friendly depot can be resupplied. The road is cut if any hex of it is within the zone of influence of, or occupied by, an enemy unit before it reaches the map edge. The five movement points are counted from the road to the artillery unit. They spend movement points as an artillery unit. A die is rolled. On a five (5) or six (6), the battery is resupplied back to its original number of ammunition points.

18 Assault and Melee

18.1 The word *melee* is used to refer to the actual combat dice roll on the melee table. The word *assault* is used to refer to the entire process, including morale checks, advances, and retreats.

18.2 The following units can declare an assault (i.e., attack):

1. Non-routed infantry not in square, and

2. Cavalry that charge.

18.3 The following units cannot declare an assault:

1. Artillery,

2. Squares,

3. Infantry and cavalry together,

4. Routed units.

18.4 Units can only assault through their front hexsides.

18.5 A unit cannot fire upon one hex in the offensive fire phase and then assault a different hex (Exception: advancing after withdrawal, Case 18.11.5).

18.6 Cavalry that counter-changed or opportunity charge must assault, otherwise assault is not mandatory.

18.7 The active player defines each assault and resolves it before defining the next assault. The active player chooses the order of assaults. The sequence for an assault is:

1. Definition of the assault.

2. Optional withdrawal before melee for certain units, with an optional advance by the attackers.

3. Defender's pre-melee morale check, possibly causing disorderly retreat and an optional advance.

4. Attacker's pre-melee morale check.

5. Melee dice roll and resolution.

6. Possible retreat and advance.

18.8 An assault is defined by stating which units which attack which hex(es). Only multi-hex units may assault more than one hex, although for the sake of player's sanity it is recommended that multi-hex assaults be avoided. Multi-hex combats are described in Case 11.16.12.7 and Case 11.16.12.8.

18.9 Important Exception: An assault on a square must be declared at the beginning of the defensive fire phase, because it affects the square's fire (see Section 11.17.9).

18.10 If an enemy unit vacates a hex due to offensive fire combat, or is completely destroyed in that Fire Combat Phase, then friendly units may assault that hex in the immediately following Melee Phase. The assaulting units merely declare the assault, and then execute advance after combat.

18.11 Withdrawal Before Melee

18.11.1 After an assault is defined, certain types of defending units can exercise an optional withdrawal before melee. These units are:

1. Skirmishers, see Case 11.20.4.7.

2. Cavalry and limbered horse artillery being assaulted by infantry, providing that the cavalry is not exhausted.

3. Cavalry skirmishers, see Case 11.20.5.6.

4. Leaders, see Case 21.10 and on.

18.11.2 Withdrawal is a disciplined and planned movement, not to be confused with the retreat of disordered and routed units

18.11.3 The path of withdrawal for non-skirmishers must be free of enemy units and their zones of influence.

18.11.4 As with opportunity fire during retreats (see Case 20.7.3), the withdrawing unit does not receive opportunity fire from the units that caused the withdrawal.

18.11.5 If the hex is vacated due to a withdrawal, then the attacking units may enter this hex and declare another assault on a different hex, without receiving defensive fire or triggering opportunity fire or charge. Advancing units must consolidate, as per Section 18.14. If the new target also withdraws, then the attacker may advance, but no further assaults are allowed.

18.12   Pre-Melee Morale Checks

18.12.1 The defending units must make a morale check in order to stand and receive the assault. **Important Exceptions:** The following units do not need to make a pre-melee check, they automatically stand: Cavalry, units *defending* in general order, and units that successfully formed square during a cavalry charge. For units in square, see Case 19.9.15.3.

18.12.2 Pre-melee morale rolls are modified by the usual morale modifiers (see Section 20.6.5 and Section 20.6.6), plus they are modified by the ratio of attacking steps to defending steps according to the Assault Morale Table. The type of formation of each unit determines how many steps of that unit are counted in the step ratio:

1. Units not in line count all their steps.

2. Units in line count at most four (4) steps per hex. For example, if a 8 step unit in line assaulted a 3 step unit in column, the step ratio would only be 4 to 3, i.e. one to one on the table.

18.12.3 Defending units that fail the pre-melee morale check become disordered and immediately execute a retreat as per Case 20.7.1. **Important Note**: Unlike retreat after melee (see Case 18.13.1), no steps are lost for exiting enemy zones of influence during this retreat.

18.12.4 If all the defenders leave the hex, the attacking units can optionally advance in to this hex, but they cannot then launch another assault on a new hex (unlike Case 18.11.5). Advancing units must consolidate, as per Section 18.14.

18.12.5 Players should note that it is often better to pray that one's units fail to stand and so conduct a disorderly retreat, rather than stand, lose the melee, and lose extra steps for retreating after the melee (see below). Load the dice accordingly.

18.12.6 If there are still defenders left in the hex, then the attacking stacks each make a morale check, using the original step-ratio as calculated by the defender. Units that fail the check do not disorder, but they take no further part in the assault. Units that pass the check can participate in the melee.

18.13   Melee Resolution

18.13.1 After the morale checks, the melee odds are calculated. The current melee strengths of all the attacking units are added and compared to the total of all the defending units. In the case of a multi-hex assault, all the stacks are combined into one combat. Percentile dice are rolled, possibly modified by leaders. Results are explained in Section 18.13.5.

18.13.2 If the hex is vacated by the defending units as a result of the melee, then all attacking units that passed their morale checks and participated in the melee **must** advance into the hex and consolidate as per Section 18.14.

18.13.3 If a unit attacks a square and fails to rout or disorder the square, then the attacking unit becomes disordered after the melee.

18.13.4 Melee Value Modifiers

18.13.4.1 All modifiers are cumulative.

18.13.4.2 Units attacking the flank of an enemy formation have their melee values doubled. Units attacking the rear of an enemy stack have their melee values increased by 50%.

18.13.4.3 Multi-hex units have their melee value prorated per hex.

18.13.4.4 Skirmishers have their melee values halved.

18.13.4.5 Infantry attacking a square have their melee values increased by 50%.

18.13.4.6 Cavalry that are tired melee at half value.

18.13.4.7 Exhausted cavalry melee at one-third value.

18.13.4.8 Lancers in line have their lance bonus doubled and added to their melee value for each hex in which they are deployed and that contacts the enemy. This bonus only applies if the lancers are charging, and for assaults to or from the lancers' frontal hexes.

18.13.4.9 Cavalry in general order melee at one-third of their value.

18.13.4.10 Cavalry that are not in general order, but are assaulting a hex that would require them to enter general order, melee at one-half of their value.

18.13.4.11 Cavalry assaulting a square melee at one-third, although lance bonuses are not thirded. See also Case 18.13.4.14.

18.13.4.12 Heavy cavalry are doubled when attacking only light cavalry.

18.13.4.13 Heavy cavalry in line are halved.

18.13.4.14 Cavalry that charge infantry or artillery not in square have their melee values doubled if they charged the last three hexes in a straight line.

18.13.4.15 Cavalry that receive a charge, and are not themselves charging at some point during this charge phase, have their melee values halved. Therefore it is best to countercharge.

18.13.5 Melee Results

18.13.5.1 The possible results are:

Blank**:** No result, the units remain where they are.

AR (or DR)**:** The Attacker (or Defender) Routs, and each routing stack loses one step for each enemy zone of influence hex exited during the path of rout retreat (Case 20.7.1). Squares lose two steps per hex. Stacks that are completely surrounded by enemy zones of influence also lose two steps for exiting such hexes. Surrounded squares lose two (2) steps per hex, not four (4).

AD (or DD)**:** The Attacker (or Defender) Disorders, and as with AR/DR, one step is lost per stack per enemy zone of influence exited, squares and surrounded stacks losing double.

DS**:** Defending unit surrenders, remove any defending combat units, any leaders may be captured, see Case 21.9.

#/#**:** The Attacker/Defender lose the indicated number of steps. An asterisk indicates that a morale check must be made.

18.14 Consolidating after Advance

18.14.1 After any advance by assaulting units, the units which advance must form column, facing determined by the attacker, without triggering opportunity fire or charge. If there is a stacking violation (due to an excess of steps, or the presence of good order and disordered units), then a morale check must be made. Exception: Multi-hex lines Case 11.16.12.10, and skirmishers in two hexes that assault two hexes.

19 Charge

19.1 Cavalry must charge in order to assault.

19.2 Cavalry that charge do not move in the normal movement phase, and vice versa.

19.3 There are four types of cavalry charge:

    1. Normal Charge,

    2. Massive Charge,

    3. Counter Charge,

    4. Opportunity Charge.

19.4 For normal or massive charges, cavalry must be in good order, and neither tired nor exhausted. **Important Note:** Tired cavalry may counter charge and opportunity charge.

19.5 During normal, counter, and opportunity charges, only one stack may charge at a time. In a massive charge, several stacks of cavalry charge together. Normal and massive charges are made by friendly cavalry in the friendly Charge Phase. Counter charges are made by enemy cavalry in response to friendly charges (or perhaps by friendly cavalry in response to enemy counter charges, and so on). Opportunity charges are made by enemy cavalry in response to friendly movement in the friendly movement phase.

19.6 Charges are assumed to occur about five minutes apart.

19.7 The Charge Phase is organized as follows:

    1. Charge Declaration: The player announces all cavalry that will charge.

    2. Charge Execution: Consists of six sections, each charge is completed before the next is begun.

        1. Movement to Contact: The charging cavalry are moved. The enemy can attempt to form square, stand, or counter charge. Enemy units that disorder or rout are not moved yet.

        2. Defensive Fire: All enemy units adjacent to charging cavalry can fire defensively at the cavalry.

        3. Melee and Pursuit: Charging cavalry can pursue enemy units that disordered or routed. Enemy units that formed square or stood are assaulted, and then pursued if they lose the melee.

        4. Retreat: Units that routed or disordered but were not pursued now execute their automatic disorder or rout retreat.

        5. Bounce: Cavalry that failed to do any damage bounce and check for rout.

        6. Fatigue: Cavalry are marked as either tired or exhausted, as appropriate.

19.8 Charge Declaration

19.8.1 During the Charge Declaration Phase, the phasing player designates each stack of cavalry that will charge, and states whether they are executing a normal or massive

charge. Place a charge counter on top of each charging stack. Leaders that begin the phase stacked with charging cavalry can accompany the cavalry on their charge.

19.8.2 Opportunity charges follow the same procedure given above, but occur during the movement phase. When a unit moves into a hex and triggers an opportunity charge, then the movement phase is temporarily halted while all enemy opportunity charges occur.

19.8.3 Counter charges are described in Section 19.11.

19.8.4 Charging cavalry that fail to assault any enemy unit rout at the end of their movement (but before becoming tired, if appropriate). Exceptions: consolidation, Case 19.9.9; recall Case 19.9.14.2, and massive charge, Case 19.13.11.

19.9   Movement to Contact

19.9.1 A charge is defined to be either one stack of normally or counter or opportunity charging cavalry, or all the stacks in a massive charge.

19.9.2 Move the charge counter, rather than the cavalry stack. Replace the charge counter by the cavalry only after pursuit and rout have been completed. This will reduce the damage done by short stubby fingers, and aids in the counting of movement points during pursuit.

19.9.3 Cavalry that charge have a movement bonus of five (5) movement points. This bonus is also applied to any accompanying leaders.

19.9.4 Cavalry may not enter hexes or cross hexsides that block line of sight, except for slope hexsides. They may not assault into such hexes or across such hexsides. They may charge adjacent to such hexes and then assault them, see Case 18.13.4.10. Cavalry may not charge something that they could not reasonably know about (See Case 4.2).

19.9.5 Cavalry that charge may make only one formation change during the charge. This change must occur in the first hex entered, and costs twice the usual number of movement points (i.e. six (6)).

19.9.6 Cavalry may begin a charge in general order, providing that the first hex they enter is not also a general order hex. The cavalry unit must pay the cost of the formation change in this hex, i.e., six (6) movement points.

19.9.7 Charging cavalry in column may only enter the central front hex when moving. Exception: for every three consecutive hexes moved through the front, they may next enter either the right or left front hex. Cavalry charging in line can enter either of the two front hexes. Charging cavalry can assault or pursue through any of their front hexsides.

19.9.8 Charging cavalry must pay two (2) movement points every time that they change their facing by 60 degrees. Charging heavy cavalry may only make one 60 degree turn per hex entered, and charging light cavalry may make two such turns per hex entered.

19.9.9 Charging light cavalry in line may expand the length of their line by one hex for each hex entered. They can also shorten (consolidate) their line by one hex for each hex entered, but must make a morale check. If they pass the check, the charge continues. If they fail the check, then they do not rout, but instead they halt the charge in that hex. Apply any appropriate tired marker (see Section 19.10.9).

19.9.10 Whenever charging cavalry come within two (2) hexes of an enemy unit that has a line of sight to the cavalry, then the cavalry must declare if those enemy units are the target of the charge (but not in a massive charge, see Case 19.13.8). In addition, a cavalry unit must declare whether an enemy unit is its target the instant that the cavalry moves adjacent. A multi-hex line of cavalry may declare several targets. Cavalry must assault the declared target(s). If the enemy units are not the target of the charge, then the cavalry cannot assault them this game turn. Cavalry may only change targets by recalling (see Section 19.9.14).

19.9.11 Each stack of cavalry that charges normally must assault a different target. This restriction does not apply to the other three types of charge.

19.9.12 Whenever charging cavalry move within four hexes of an enemy infantry unit that has line of sight to the cavalry, then the infantry have the option of forming square (see Section 19.9.15). In addition, players are reminded that they may counter charge enemy cavalry (Section 19.11).

19.9.13 A charge can be made against an adjacent unit.

19.9.14 Cavalry Recall

19.9.14.1 Each stack of cavalry may make one recall attempt per charge, plus one recall attempt per declared target that forms square or disorders or routs after the cavalry declare it to be a target. (Exception: massive charges cannot be recalled.) The player is completely free to choose when (or if) to issue any recalls.

19.9.14.2 Consult the Cavalry Recall table in the scenario rules and roll a single die. If the attempt is successful, then the player can choose to either halt the charge, or pick a new target for the charge. If the charge is halted, then apply any appropriate tired markers (see Section 19.10.9). The cavalry units do not rout for having failed to contact the enemy. If the attempt is unsuccessful, then the unit must continue to charge and/or attack its designated target.

19.9.14.3 If cavalry successfully recall, then they may ride over a square rather than assault it.

19.9.15 Forming Square

19.9.15.1 Infantry in good order in clear terrain can form square whenever charging enemy cavalry move within

four (4) hexes of the infantry and the infantry have a line of sight to the cavalry (exception, coming out of square, see Case 14.12.6.2). Infantry in skirmish order, disordered infantry, and routed infantry cannot form square in the face of a charge.

19.9.15.2 The Square Formation Table (see scenario rules) is used. Cross index the infantry's nationality with the range to the charging cavalry. Roll the base-6 percentile dice, modified by the listed modifiers. The result will show whether they successfully formed square, or became disordered or routed. If the square formation is successful, then the infantry units (and any artillery stacked with them) form square. Do not execute any retreat due to disorder or rout until the Rout and Pursuit Section of the Charge Phase.

19.9.15.3 Units that successfully formed square do not need to make a pre-melee morale check if they are assaulted by any of the charging cavalry.

19.9.15.4 Infantry are not required to form square, but if they are the declared target of the cavalry charge, then they must decide whether they will form square or merely attempt to stand the instant that the cavalry move adjacent.

19.9.15.5 A unit that is force marching adds six (6) to the square formation roll.

19.9.15.6 A stack that attempts to form square during a Massive Charge adds six (6) to the square formation roll.

19.9.16 Standing

19.9.16.1 Defending cavalry that did not counter-charge, infantry that decided not to form square, and unaccompanied unlimbered artillery must attempt to stand when charging cavalry comes adjacent. Disordered infantry can elect to stand, but routed infantry cannot (they will automatically be pursued, at the charger's option). Unaccompanied limbered artillery automatically rout as soon as the cavalry move adjacent. Note that standing occurs during the Movement to Contact Section of the charge sequence, not the melee section. Hence it occurs before the cavalry elect to assault the stack, so if the stack breaks then the cavalry may recall and change targets.

19.9.16.2 Infantry skirmishers cannot stand in the face of a charge. They either withdraw as per Case 11.20.4.9, or they rout when the cavalry move adjacent.

19.9.16.3 Units that were already in square before the beginning of this Charge Phase (or Movement phase for opportunity charges) must also make a morale roll to stand.

19.9.16.4 The unit makes a standard pre-melee morale check (see Section 18.12), with the following additional modifiers (cumulative):

-12: Charged through flank

-6: Charged through rear

-6: Charged by super-heavy cavalry

-12: In road order

19.9.16.5 If the units fail to stand, then they become routed, but do not retreat at this point. They will retreat during the Melee and Pursuit section of the Charge Phase. The cavalry may elect to pursue them, or attempt to recall and change targets.

19.10   Charge Execution

19.10.1 During the Charge Execution Phase, the combat effects of each charge is resolved separately. A charge is defined to be either one stack of normally or counter or opportunity charging cavalry, or all the stacks in a massive charge. Each charge is executed before the next is resolved.

19.10.2 Defensive Fire

19.10.2.1 All enemy units adjacent to charging cavalry may execute defensive fire against the charging cavalry.

19.10.3 Pursuit and Melee

19.10.3.1 Charging cavalry that are adjacent to enemy units must assault their targets in this phase. If the target is disordered or routed, then the cavalry pursue (but see Case 19.10.6.1), otherwise it is a simple variation on the standard assault process.

19.10.3.2 Each stack of cavalry that charges normally must assault a different target. This restriction does not apply to the other three types of charge.

19.10.3.3 The assaults and pursuits are done one at a time, in any order chosen by the phasing player, but see Section 19.10.4.

19.10.4 Time Order of Counter Charges

19.10.4.1 Complicated situations can occur with counter-charges. The assaults are all separate, and must be resolved in the order in which contact occurred. Units do not advance after combat until all of the melees have been resolved. Retreats are executed after each individual melee. If an assaulting unit that is itself due to be assaulted fails in its assault and breaks, then it retreats and loses an extra step, and the assault upon it is automatically successful. For each melee, the attacker is the cavalry unit that caused the contact.

19.10.4.2 For example, French cavalry unit FC1 charges Prussian infantry unit PI1, and in turn is counter-charged by Prussian cavalry unit PC2, which is counter-charged by French cavalry unit FC3. Suppose that FC1 defeats PI1. Unit PI1 is retreated, but FC1 remains in place to be assaulted by PC2. Suppose that PC2 rolls badly and suffers an Attacker Disorders result. PC2 is retreated and loses an extra step because it was due to be assaulted by FC3. The final assault by FC3 upon PC2 is now automatically

successful. All the melees have been resolved, so FC1 and FC3 advance and consolidate.

19.10.5 Melee During Charge

19.10.5.1 No pre-melee morale checks are made. Assaulting cavalry never need too make such checks, and any other units that are still in good order will have either successfully stood, or formed square.

19.10.5.2 The melee value of all cavalry is affected by a number of modifiers, and they are all cumulative (see Section 18.13.4).

19.10.6 Pursuit

19.10.6.1 Cavalry may pursue (hack to pieces) any routed cavalry, or disordered or routed infantry, or disordered or routed limbered artillery units that they assault. Note that the limbered artillery will have automatically routed, see Case 11.18.9. Routed and disordered unlimbered artillery are automatically destroyed (see Case 20.4).

19.10.6.2 Cavalry pursue units by expending movement points. If the pursued unit routed or disordered due to a melee result, then the cavalry immediately spend movement points for the melee. The cost is seven (7), minus the tens die of the melee dice roll. Cavalry that are pursing units that were routed or disordered for other reasons (such as failure to stand, or form square) do not spend these extra movement points. Note that these extra movement points might prevent the cavalry from pursuing.

19.10.6.3 Move the pursued unit directly back one hex. Move the cavalry forward one hex. The cavalry expend movement points equal to the terrain cost of the hex, plus two (2) points if the pursued units are routed, or three (3) if the pursued are merely disordered. Destroy one step per stack of pursued units.

19.10.6.4 Pursuit continues until either:

1. The cavalry run out of movement points, or

2. The cavalry are recalled, or

3. The pursued are completely destroyed, or

4. The cavalry's movement is blocked by impassable terrain, or

5. The pursuing cavalry are counter-charged by other cavalry (conduct another melee).

19.10.6.5 If the pursued unit survives the pursuit, then they immediately conduct a retreat move of the appropriate length (see Case 20.7.1), subtracting off the distance that they have already retreated.

19.10.7 Final Retreats

19.10.7.1 After all pursuits and melees have been completed, units that routed or disordered in this charge phase but were neither pursued nor assaulted must execute their automatic retreat (see Case 20.7.1).

19.10.8 Cavalry Bounce

19.10.8.1 Cavalry that charged and did not recall and neither pursued nor assaulted automatically rout after all retreats.

19.10.8.2 Charging cavalry that assaulted and failed to either inflict casualties or cause or a morale check will immediately 'bounce'. The cavalry withdraw for one-third of their movement rate, and make a morale check. If they fail this check then they rout, and complete their rout retreat, using the remaining two-thirds (2/3) of their printed movement points.

19.10.9 Tired and Exhausted

19.10.9.1 Cavalry have three levels of fatigue: *Rested* (or normal), *Tired*, and *Exhausted*.

19.10.9.2 Cavalry that perform any type of charge will gain one level of tiredness if they charge (or charge and then rout) more than one half of their charge movement rate (normal movement rate plus five), as do cavalry skirmishers if they withdraw more than half their move before combat (see Case 11.20.5.6). Cavalry that rout gain one tiredness level, up to exhausted.

19.10.9.3 Cavalry that melee (either in attack or defence), or pursue also gain one level of fatigue. Hence cavalry that charge for more than half their movement and assault or pursue will become exhausted. Cavalry that charge less than half their movement and then melee will merely be tired (or exhausted if already tired). Exception: Cavalry that melee and elect to only use one-third (1/3) of their melee value do not gain a level of fatigue. This multiplier is in addition to any other modifiers.

19.10.9.4 Tired and exhausted markers are placed at the end of the charge phase for normal, massive, and opportunity charge; and at the end of the movement phase for opportunity charges. Tired and exhausted makers caused by charging and melee are placed after the conclusion of all melees or pursuits engaged in by that cavalry, and any routs of that cavalry.

19.10.9.5 Cavalry that are tired have their melee values halved.

19.10.9.6 Cavalry that are exhausted have their movement rates and melee values thirded. Their morale is degraded by six (6).

19.10.9.7 Routed cavalry that are exhausted move at one third of their printed movement rate, not at 1/3*3/2 = 1/2 of their printed rate.

19.10.9.8 Cavalry may not perform an action which would take them beyond exhausted. (Exception: they may melee defensively).

19.10.9.9 Exhausted cavalry cannot conduct a withdrawal before melee, see Case 18.11.1.

19.10.9.10 Cavalry recover one level of fatigue if they do not charge, do not melee (attack or defence), and move less than half their eligible movement rate during the friendly player turn. They recover two levels if they do not charge, do not melee, and do not move at all. The fatigue levels are removed during the friendly Rally and Resupply Phase.

19.10.9.11 Leaders never become tired or exhausted.

19.11 Counter Charges

19.11.1 Counter-charges are charges made by cavalry against charging cavalry. Cavalry must be in good order, and either rested *or tired* in order to counter charge. Cavalry that have just been contacted by enemy charging cavalry may not counter-charge.

19.11.2 Light cavalry have a reaction zone that extends out six (6) hexes through their fronts, according to Figure 13. Heavy cavalry have a four (4) hex range. Whenever enemy cavalry charge through this zone the friendly cavalry have the option of counter-charging. This zone is fixed at the beginning of the Charge Phase, and cavalry may not counter-charge outside of this zone.
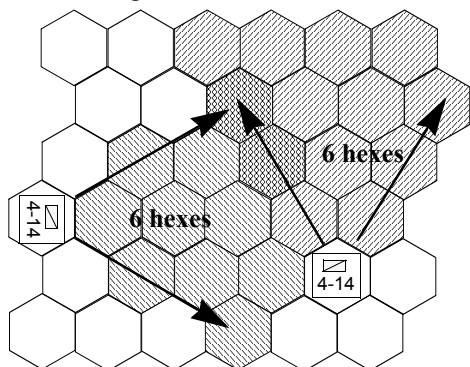

Figure 16: Counter-Charge Zones

19.11.3 The cavalry who wish to counter charge must make a morale check. If they fail, then they remain in place but do not rout. If they succeed, then they may counter-charge.

19.11.4 Counter-charges can trigger other counter charges.

19.11.5 Counter-charge can be triggered by pursuing cavalry.

19.11.6 Place a charge counter on top of the counter-charging stack. The charging cavalry and the counter-charging cavalry will alternate spending one movement point each, beginning with the counter-charging stack. Continue this movement until contact occurs, or the charging cavalry move outside of the original counter-charge zone. If the latter occurs, then the counter-charging cavalry must make a morale check for having failed to melee (see Case 19.8.4).

19.11.7 Counter charges can produce complex assaults, see Section 19.10.4

19.12 Opportunity Charges

19.12.1 Opportunity charges are executed by enemy cavalry during the friendly moving phase. Exception: friendly cavalry can charge enemy units which retreat during a melee phase, if the friendly cavalry did not charge in the immediately preceding charge phase.

19.12.2 Whenever a friendly unit moves *(not charges)* into (or expends movement points in) a hex that is within two (2) hexes of enemy cavalry that are not exhausted, and are in good order, then the enemy cavalry may opportunity charge the friendly unit. Note that this two-hex range covers 360 degrees, so cavalry may charge infantry that are sneaking up behind the cavalry.

19.12.3 The cavalry unit checks morale as per counter charges (Case 19.11.3). If it succeeds, then it must immediately charge the moving stack. All attempts to withdraw, stand, or form square are performed now. The moving units stop moving once the charging cavalry contact them and cannot expend any more movement points. If they were changing formation, then they are charged in their new formation. The resulting melee (or pursuit) is held over until the normal melee phase, and the charged units can fire at the cavalry unit(s) during the offensive fire phase.

19.12.4 Cavalry may attempt any number of opportunity charges until they succeed, but they may make only one attempt per stack that crosses its opportunity charge zone.

19.13 Massive Charges

19.13.1 A Massive (or *Bloody Great)* Charge occurs during the ordinary Charge Phase. Several stacks of friendly cavalry may charge together, provided that they are all adjacent to, or stacked with a **Cavalry Leader of Special Ability**. Such leaders are rare, and are listed in the scenario rules.

19.13.2 Massive charges follow the rules for normal charges, except as noted below.

19.13.3 All units in a massive charge receive the morale bonus of the special leader, but none of them receive his melee bonus.

19.13.4 All the stacks move as one group, but see Case 19.13.8. The entire group pays the movement point cost of the most expensive hex entered. No change of formation or direction are ever permitted.

19.13.5 A massive charge cannot recall.

19.13.6 A massive charge need not recall in order to ride over a square.

19.13.7 If a massive charge rides over a square, then the square can only give opportunity fire on the first stack of charging cavalry that rides over it, see Case 11.17.9.3.

19.13.8 A massive charge does not declare targets, they merely assault anything that they contact. Whenever a stack contacts an enemy unit, then the charging stack stops moving, while the rest of the charge continues. A charging stack that is behind a charging stack which has just contacted an enemy stack may sidestep the front stack and continue in the massive charge. In general, massively charging stacks are allowed to slip around other stacks of the same charge that have halted, no matter whether the halt is in contact with the enemy or for some other reason. Note that this slippage may cause over-stacking, which will cause a morale check.

19.13.9 Infantry that attempt to form square in the face of a massive charge add six (6) to their dice roll.

19.13.10 Units that attempt to stand in the face of a massive charge count all of the charging cavalry steps when determining the morale modifier due to the step-ratio in Section 18.12.

19.13.11 If at least one unit in a massive charge assaults the enemy, then other massively charging units do not rout if they fail to assault the enemy.

20 Morale

20.1 There are three morale states: *Good order* (best), *disorder*, and *rout* (worst).

20.2 Infantry and limbered artillery units are either in good order, disorder, or routed.

20.3 Cavalry units are either in good order or routed, but are never disordered. Cavalry in good order that fail a morale check become routed.

20.4 Unlimbered artillery that fails a morale check is destroyed (see Section 17.8), it does not rout or become disordered.

20.5 Units lose morale by failing morale checks, or as a result of melee. Disordered and routed units recover good order by rallying.

20.6 Morale Checks

20.6.1 Many events in the game will require a unit or stack of units to make a morale check. The base-6 percentile dice are thrown and all appropriate modifiers are included. One roll is made for each *stack* of units that must check their morale. The final modified value is compared against each of the units current morale value. If the result is greater than the units current morale value, then the unit passes the morale check. If the final result is equal to or less than the unit's current morale value, then the unit fails the morale check.

20.6.2 Morale checks are failed by rolling low, hence a low morale value is a good morale value. Whenever the rules say that morale is degraded by *N*, then *N* is subtracted from the morale dice roll.

20.6.3 Only one morale check is made per combat event, even if that combat event provides several reasons to check morale. For example, suppose a unit was fired upon, and lost half of its steps (causing a morale check), and a leader was killed as well (also causing a morale check). Only one morale check is actually made. Note that the morale check made by bouncing cavalry is a separate check to any check made during the melee. See also disorder and rout in the same hex, Case 12.10.

20.6.4 The following events require a unit to make a morale check. If the unit fails the check, it goes to the next worse morale state (except where noted).

1. Whenever a hex is overstacked. Note that this includes the case when ever routed or disordered units move or retreat through other units.

2. Whenever an infantry unit attempts to assault. Failure merely prevents the unit from attacking.

3. When infantry or artillery attempt to stand in the face of a cavalry charge (failure causes rout, not disorder)

4. Whenever infantry or artillery not in general order defend in melee.

5. When called for by the melee results chart.

6. Whenever cavalry bounce because they failed to inflict casualties in a melee.

7. Whenever cavalry attempt to reaction charge or opportunity charge (failure merely prevents the charge, no rout occurs).

8. Whenever light cavalry consolidate during a charge (failure does not cause rout, the charge merely halts).

9. Whenever a leader is killed in that hex.

10. Whenever the commanding leader withdraws before combat and leaves friendly units to face the assault.

11. Whenever a certain step level loss is reached, as specified in the scenario rules for each game.

12. Whenever cavalry loses a step to **fire**.

13. Whenever a unit loses 50% of its **remaining** steps to a single combat event (companies and batteries excepted).

14. Whenever a division attempts to force march.

20.6.5 Morale Check Modifiers - General

20.6.5.1 Units that have lost 50% or more of their initial number of steps have their morale values degraded (increased) by six (e.g. a 23 becomes a 33). Exception:

units with a printed morale of 16 or less, companies, and batteries are unaffected by this rule.

20.6.5.2 If infantry units from different Major Morale Organizations (see Section 20.9) are stacked together, then the units' morale is degraded by six (6).

20.6.5.3 If there are any leaders in the stack, then the commanding leader's (see Case 21.2) morale bonus (bottom right hand number) improves the stack's morale value. Note that some leaders have negative morale modifiers, so they actually degrade the stack's morale.

20.6.5.4 If a leader was killed in this hex during the combat event that caused this morale check, then the morale dice roll is degraded by the dead leader's morale bonus. Exception: Dead Leaders with negative morale bonuses do not improve a unit's morale value. There is no rejoicing over dead leaders, no matter how incompetent.

20.6.5.5 The modifier due to the morale level of the unit's Major Morale Organization also degrades the unit's morale, see scenario rules and Section 20.9.

20.6.5.6 Disorder units have their morale degraded by three (3). Routed units have their morale degraded by six (6).

20.6.5.7 Units in square have their morale improved by six (6).

20.6.5.8 Tired cavalry have their morale degraded by three (3).

20.6.5.9 Exhausted cavalry have their morale degraded by six (6).

20.6.5.10 A unit that is force marching has it morale degraded by six (6) on the first turn that it force marches. For each subsequent turn that it force marches, the degradation is increased by three (3) (see Case 14.13.3 and Case 14.13.4).

20.6.5.11 For every step beyond the first that a units loses due to fire combat, there is an additional morale roll degradation of three (3). This modifier only applies to a morale check caused by that fire combat.

20.6.6 Morale Check Modifiers - Melee only

20.6.6.1 The following modifiers only apply to both attacking and defending pre-melee morale checks.

20.6.6.2 Units assaulting uphill have their morale degraded by three (3).

20.6.6.3 Units defending against an up-slope attack have their morale improved by three (3).

20.6.6.4 Units assaulting town or woods have their morale degraded by three (3). Note that the defending units do not make a pre-melee morale check.

20.6.6.5 The attacker subtracts three (3) from the morale dice for each step lost to defensive fire.

20.6.6.6 Units in road order that are assaulted have their morale degraded by six (6). A unit in road order that is charged has its morale degraded by twelve (12).

20.6.6.7 The step-ratio modifier from the Assault Morale Table (described in Section 18.12) is also used, but see the note for massive charges in Case 19.13.10.

20.7   Rout and Disorder

20.7.1 The instant that a unit becomes disordered it must move away from the enemy for one-half (1/2) of its printed movement rate (Exception: withdrawing skirmishers, Case 11.20.4.7, and post-charge bounces, Section 19.10.8) The instant that a unit routs it must move away from the enemy for one and a half times it movement rate. Leaders that are currently with retreating or withdrawing units may move with the units. If they follow a routed unit, then the leader's movement rate is also increased by 50%.

20.7.2 If a multi-hex unit routs or disorders, then it consolidates away from the event which caused the morale failure (for example, it pulls away from fire).

20.7.3 The retreat can trigger opportunity fire, except that any enemy unit that directly caused the retreat cannot fire on the units. For example, suppose a unit disorders because of fire combat. It can be fired upon during its retreat by every eligible enemy unit *except* those units which fired upon it causing it to disorder.

20.7.4 The path that the routing or disordered unit follows is called the *path of retreat*. This path may never:

> 1. cross enemy units (except that cavalry can ride over squares), nor
>
> 2. cross prohibited terrain, nor
>
> 3. cross the same hex twice.

20.7.5 If the unit cannot retreat its full distance without violating the previous three conditions, then it immediately surrenders and is removed from play. Any leaders with the unit are captured.

20.7.6 If a routing unit cannot retreat its full distance because of overstacking as per Case 12.9, then it surrenders. Any leaders with the unit are captured. A disordered unit will merely rout.

20.7.7 The path of retreat must also follow the following priorities, ordered from most important to least important.

> 1. The path must contain the least number of enemy zones of influence.
>
> 2. The unit must not move closer to an enemy unit that it can see and that is within fifteen (15) hexes.
>
> 3. They must move through the most economical terrain possible.
>
> 4. They must not move through friendly units.

5. The path of retreat must not contain gratuitous wiggles.

6. They must retreat towards a friendly depot.

20.7.8 If disordered infantry or artillery ever retreat through the zone of influence of good order and unexhausted enemy cavalry, then the infantry unit instantly routs. It executes a rout retreat subtracting off the movement points already spent on the disordered retreat.

20.7.9 Disordered units move at half their normal speed, and their fire and melee values are halved. They cannot assault. Their morale is degraded by three (3). Except for the initial retreat, they are moved under the normal control of their player.

20.7.10 Routed units move at one and a half (1.5) times their normal speed, except for routed and exhausted cavalry, who move at one-third (1/3) of their movement rate. Routed units have no fire value, cannot declare an assault, melee at one-third (1/3) of their normal value, and have their morale degraded by six (6). Routed units must move until they are fifteen (15) hexes away from all enemy units, and then must seek to hide in woods or dwellings hexes that are also fifteen (15) hexes away from the enemy. They remain there until either they rally, or the enemy moves within fifteen hexes and the routed unit has a line of sight to the enemy units.

20.7.11 Units that rout off the map via a non-depot road hex continue to rout and may never rally, see Case 20.8.5.

20.8 Rallying

20.8.1 During the Rally and Resupply phase, all friendly disordered units must attempt to recover good order. A morale check is made applying all modifiers, including the three (3) degradation for being disordered. If the unit passes the check, then it assumes good order. If the unit fails the morale check then it instantly routs and performs a rout retreat.

20.8.2 During the same phase, all friendly routed units that fulfil at least one of the following conditions must attempt to rally:

1. Stacked with a friendly leader, or

2. Behind friendly lines, and in woods or dwellings hexes, and are fifteen or more hexes away from any enemy that they can see.

20.8.3 A morale check is made, applying all modifiers, including the six (6) degradation for being routed. If the units passes it morale check, then it instantly rallies and assumes good order. If the unit fails the check, then it remains routed.

20.8.4 Rallying units automatically form column if it is in terrain that will allow column, otherwise they form general order with any desired facing.

20.8.5 If a routed unit cannot move more than fifteen (15) hexes away from the enemy because it is up against the map edge, then it must rout off the map. If it exits within five (5) hexes of a friendly depot road, then it can attempt to rally off map one turn later, provided that it's major morale level is less than three (3). After a successful rally, it can re-enter as a reinforcement within five (5) hexes of the same depot road, but not adjacent to an enemy unit.

20.9 Major Morale Organization

20.9.1 Units within each army belong to a Major Morale Organization, as specified in each game's scenario rules. These organizations are typically corps or divisions. As the infantry in a morale organization are destroyed or routed, the remaining infantry units in that organization will experience negative morale effects.

20.9.2 Major bureaucratic organizations have four **Morale Levels**:

1. **Level Zero:** The organization has lost fewer than 20% of its infantry steps.

2. **Level One:** It has lost from 20% to less than 40% of its infantry steps.

3. **Level Two:** It has lost from 40% to less than 60% of its infantry steps.

4. **Level Three**: it has lost 60% or more of its infantry steps.

20.9.3 An infantry unit is counted as lost if it has been destroyed, or forced off the map and cannot rally, or is currently routed. As each step is destroyed, mark it down on the tally for that organization. When an infantry unit routs, mark down its current number of steps on the same tally. Remove that number when it rallies. Note that morale levels are computed during every turn during the Corps Morale Phase.

20.9.4 In the original *La Bataille* rules, major morale was base on the number of destroyed *battalions*, not *steps*. Levels were only calculated once per hour.

20.9.5 Emergency retreats can temporarily affect the morale level of parts of a major morale organization, see the Section 9.11.

20.9.6 Note that only infantry steps affect an organization's morale level, and only infantry units are affected by the organization's morale level.

20.9.7 The scenario rules for each game list the negative morale modifier to apply to the units in an organization that has reached an unfavourable morale level.

20.9.8 If infantry units from different major organizations stack together, then their morale is degraded by six (6).

21 Leaders

21.1 Leaders represent single people. They have no intrinsic combat or fire values, but affect the fire, melee and morale values of friendly units that they are stacked with. The layout and effect of leader units is shown in Case 8.3.

21.2 Only one leader (the commanding leader) in a hex has any affect. If several leaders are stacked, then the commanding leaders is the leader highest up in the army organization. If several leaders are tied, then non-ADCs have seniority over ADCs. If there is still a tie, then the leader with the highest morale bonus is the commander. If there is still a tie, then make a random choice.

21.3 Leaders can be killed or wounded in three ways:

1. Whenever a unit fires upon a hex containing a friendly leader, and an unmodified 65 or 66 is rolled, or

2. Whenever an assaulting enemy unit rolls an unmodified 64, 65, or 66, or

3. Whenever the leader participates in a friendly assault and an unmodified 11 or 12 is rolled.

21.4 If there are multiple leaders in a hex, then the commanding leader is hit.

21.5 Roll a single die to determine the type of wound:

1. Head (dead)

2. Torso (dead)

3. Leg (out of battle for 2d6 hours)

4. Arm (out of battle for 1d6 hours)

5. Stunned (out of battle for 1d6 *turns)*

6. Knocked his hat off (no effect)

21.6 If a leader is out of battle, he reappears at the appropriate time as a reinforcement on a map edge on a road leading from a friendly depot.

21.7 If a leader dies, then the stack must immediately check morale, reversing any positive morale effect of the recently deceased leader (see Case 20.6.5.4).

21.8 Leaders are captured whenever they are stacked with a unit that is completely destroyed, and the leader is completely surrounded by enemy units or enemy zones of influence unoccupied by friendly units. If at least one of the surrounding hexes is occupied by a friendly unit, then the leader automatically joins that unit.

21.9 Leaders are also captured if stacked with a unit that surrenders. In this case, the leader need not be surrounded.

21.10 Unaccompanied leaders automatically withdraw before assault, unless surrounded as per Case 21.8, in which case they are captured.

21.11 Unaccompanied leaders may withdraw one hex in the face of the charge, if they withdraw into a hex containing friendly units. If they are unable to withdraw then they are captured by the charging unit. The cavalry unit need not stop to capture the leader.

21.12 If the commanding leader in a stack withdraws before melee and leaves some friendly units to face the assault, then the remaining stack must make a morale check as if that leader had just been killed.

21.13 Captured leaders remain on the board and must be stacked with a guarding unit. If at any time they are not stacked with a guarding unit, then they become free and return to their normal duties.

21.14 Captured leaders may not be executed or accidentally shot.

21.15 Leaders never become tired or exhausted when stacked with cavalry. They are generals, so they can always borrow someone else's horse.

22 Army Organization

22.1 The different nationalities organized their armies along slightly different lines. These rules are a guide to the counters, but also define the command system used.

22.2 These notes only apply to the battles in this series, it is probable that the different nationalities used different organizations in other battles, although the differences were probably at the corps and higher level.

22.3 French

22.3.1 French armies are divided into a number of corps. Corps are either infantry corps, cavalry corps, or the Guard Corps. Infantry corps are identified by a roman numeral (e.g. IV corps), whereas cavalry corps are identified by roman numerals with a 'c' suffix (e.g. IVc Corps). The Guard Corps is identified as 'GD'. Each corps is commanded by a general and his ADC(s).

22.3.2 Each infantry corps is a command element. Its subelements are the infantry divisions. An infantry corps typically has three infantry divisions, one or two cavalry divisions, and about five artillery companies. The cavalry of the corps are in command if they are within twice the command radius of the Corps HQ, or any divisional commander. Artillery are in command if they are within the command radius of the Corps HQ or any divisional commander.
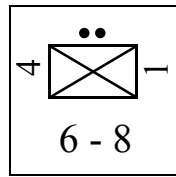
22.3.3 An infantry division typically has four infantry regiments and is commanded by a general. Often there are one or two Legere (skirmisher) infantry regiments, the remaining regiments being ordinary line infantry. Infantry regiments can typically be broken down in to two, three, or four battalions. Occasionally French infantry regiments will break down into two battalions and two companies.

Regimental counters include their parent division and corps. Battalion counters only show their parent regiment:
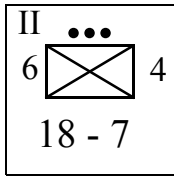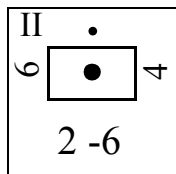

4th Regiment,
6th Division,
II Corps

1st Battalion,
4th Regiment

22.3.4 Cavalry corps are command elements. Each of the two or three cavalry divisions is a subelement. A cavalry division typically has four regiments of cavalry. All regiments are of light cavalry, or all are heavy. A horse artillery company might be attached. The division is commanded by a General, or possibly a corps level ADC. The parent unit information is shown in the same way as for infantry regiments. If a cavalry division is the only cavalry division within a corps, then typically only the corps number is shown on the cavalry regimental counters. The horse artillery are in command if they are within command radius of the Corps HQ, or any divisional leader.

22.3.5 Artillery units are either batteries, or (occasionally) half batteries. Batteries nominally belong to artillery regiments, but this parentage does not matter. Corps and regiment are shown on the left, battery on the right:

4th Battery,
6th Regiment,
II Corps

22.4   Russian

22.4.1 Russian army organization differs somewhat from French organization. Russian armies are typically broken down into a number of 'wings.' Each wing has several infantry divisions, a 'grand battery' for that wing, and the cavalry of that wing. In addition to the wings, there might be several detachments.

22.4.2 Each infantry division is a command element, as is the cavalry of each wing. Each grand battery is a command element. A stack of cavalry is a subelement. Wing commanders can make Royal Initiative attempts. If successful, then they can issue an order to a command element of their wing, in the same manner as the Army Commander.

22.4.3 A Russian infantry division contains about six infantry regiments, and some light artillery batteries. Each division is numbered.

22.4.4 Each infantry regiment can be broken down into three infantry battalions, typically one grenadier and two line battalions. Some regiments are skirmisher regiments. Each regiment has a name, usually long and unpronounceable. Regimental counters have the division number, and a short form of the regimental name. Infantry battalions have the regimental name and battalion name or number. The wing to which an infantry unit belongs is not shown.

22.4.5 Cavalry groups have no organization other than belonging to a particular wing. The wing is shown on the left of the counter, the regimental name on the right.

22.4.6 An artillery grand battery contains five or six heavy artillery companies, and perhaps some infantry. Artillery batteries have no names in these games.

22.4.7 A detachment could contain anything, but a typical mix is several infantry regiments, a couple of cavalry regiments, and some light artillery batteries.

22.5   Prussian

22.5.1 Prussia reorganized its forces in 1812. Prior to 1812, it used a divisional structure similar to the Russians and Austrians. After 1812 they used a Corps system reminiscent of the French. In the later scheme, a Prussian brigade is equivalent to a French division.

22.5.2 Pre-1812 Prussian

22.5.2.1 A Prussian army is divided into infantry divisions and cavalry groups. Detachments and advance guards could be mixed. An infantry division has from three to five regiments, each of two (perhaps three) battalions. Two or three artillery batteries are typically attached to each division. Cavalry groups could include horse artillery.

22.5.2.2 Each division is a command element, as is each detachment, and each cavalry group.

22.5.2.3 Prussian heavy artillery can form grand batteries, also a command element.

22.5.3 Post-1812 Prussian

22.5.3.1 Prussian Corps are command elements. The subelements are the infantry and cavalry brigades. There are no Prussian cavalry corps. A Prussian corps typically has three or four brigades of infantry, two or three brigades of cavalry, and about a dozen artillery companies. A corps is commanded by a General and an ADC.

22.5.3.2 Cavalry are in command if they are within a normal radius of the brigade HQ. The cavalry brigade commanders must remain within a cavalry radius of the Corps HQ (i.e., 12 hexes). Artillery are in command if they

are within the command radius of the corps HQ, or any divisional commander.

22.5.3.3 A Prussian infantry brigade typically has three infantry regiments, each consisting of three battalions and possibly a Jäger (skirmisher) company. Regular infantry regiments have a fusilier (often skirmisher) battalion, and two line battalions. Landwehr regiments have three Landwehr battalions. Prussian regiments do not have a regimental counter, only battalion and company counters. These counters show the corps, regiment, and battalion identifiers:
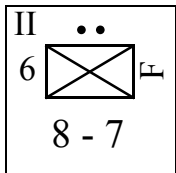
Fusilier Battalion,
6th Regiment,
II Corps
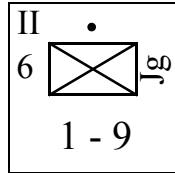
Jäger Company,
6th Regiment,
II Corps

22.5.3.4 A Prussian cavalry brigade has three cavalry regiments, usually a mixture of light and heavy cavalry. The brigade number is not shown on the counter, only the corps and regimental numbers.

22.5.3.5 Prussian artillery batteries do not belong to any regiment. The front of their counters only have corps and battery numbers.

22.6 British and Allies

22.6.1 British armies (when large enough) are organized into a number of corps.

22.6.2 British allies are either attached as divisions using the same organization as the British, or as national contingents with their own organization. British allies do not use the complex British system of regiments and battalions. Their infantry regiments usually have three identical battalions, with no regimental counter.

22.6.3 British infantry divisions are command elements, as are cavalry brigades. Historically they commanded by brigades, but the sheer numbers of brigades makes this impractical. British Corps commanders can try for local initiative. If successful then they can issue an order to a division of their corps. The order is handled in the same manner as an order from the Army commander.

22.6.4 There is one cavalry corps, all other corps are infantry corps. All cavalry is in the cavalry corps. The heavy cavalry division is a command element, and has two brigade subelements. Each light cavalry brigade can either act a command element, or can be attached to an infantry division.

22.6.5 An infantry corps contains two or three infantry divisions.

22.6.6 In Talavera, each division contains five infantry battalions. Each battalion consists of a battalion counter and its attached light company. Artillery at Talavera is attached to the corps.

22.6.7 At Quatre Bras and Waterloo, infantry divisions are split into two or more brigades. Each brigade had four battalions, each battalion having its associated light company. Two or more artillery batteries are attached to each brigade.

22.6.8 British infantry regiments have a strange organization. A regiment is really just an organizational shell. A typical regiment has two (sometimes more) battalions, but only one is a combat unit. The other battalion is a recruiting and training organization based in Britain. The two battalions take turns at being 'active' and 'depot.' For example, the first battalion might be on active service overseas, while the second battalion is at home. After several years they officially trade places, but many of the troops in the first battalion will move to the second battalion and vice versa. Hence a regiment really has only one battalion. Regiments are known by both an official number, and several official and unofficial names. For example, the 42nd Regiment of Foot is known as The Royal Highland Regiment, or as the Black Watch. The 1st Battalion, Royal Highland regiment would be written as 1/ 42nd. The fact that a Regiment has only one active battalion often causes people to confuse British battalions and regiments. To further confuse matters, some regiments (like the First Foot (or Life) Guards) *do* have several active battalions.
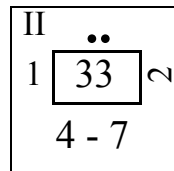
2nd Battalion,
33rd Regiment,
1st Division,
II Corps
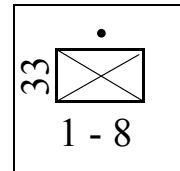
Light Company,
2nd Battalion,
33rd Regiment,
1st Division,
II Corps

22.6.9 British battalions have one special company of skirmishers, known as the light company. These companies are represented by their own counters. If there is only one battalion from a regiment present, then the light company has the regimental number of their parent battalion. Note that this is technically incorrect, as the light company belonged to the battalion, not to the regiment as a whole. If there are several battalions, then the light company displays the same order of battle information as its parent battalion. Light companies can be recognized by their company symbol and their small number of steps.

22.6.10 Infantry battalions display their corps, division and battalion numbers. In addition, the regimental number is given as the unit badge.

22.6.11 Cavalry regiments have an official number or name, and a less official name. For example, the 3rd Dragoon Guards are also known as the Prince of Wales Dragoons. Cavalry units show their cavalry affiliation, and the short form of their regimental name only.

22.6.12 Artillery batteries are known by the name of their commanding officer. Artillery of all type is in command if it is within the command radius of any HQ.

22.6.13 Horse artillery is usually attached to the cavalry.

22.7 Spanish

22.7.1 At Talavera the Spanish are organized into six infantry and two cavalry divisions. The divisions are numbered, except for the Vanguard Division.

22.7.2 Spanish infantry and cavalry divisions are command elements, although any player who believes that he can actually control Spanish troops has not played Talavera.

22.7.3 An infantry division has two or three line infantry regiments, and a couple of attached militia battalions. The line regiments break down into two or three battalions. Regiments show their division and short regimental name. Battalions show their short regimental name and battalion number.

22.7.4 Cavalry are organized into heterogeneous divisions. Cavalry regiments show their division number and short regimental name.

22.7.5 Artillery is attached to the army and the batteries are numbered sequentially. Artillery is in command if it is within the command radius of any HQ.

23 Glossary

ADC: Aide-de-camp, an assistant to a commander.

Carabiener: Heavy Dragoon.

Carré: French for square.

Chasseur: French for hunter. Used for elite infantry and cavalry skirmishing units, usually Guard units.

Cheval: French for Horse**.**

Cuirassiers: A type of super-heavy cavalry, named after the body armour (cuirass) which they wore. Not skirmishers.

Dragoon: A type of heavy cavalry, originally a form of mounted infantry. The British split dragoons into Heavy and Light (heavy and light cavalry respectively).

Foot: Infantry.

Foot Artillery: Artillery units that only had horses for the guns and ammunition.

Fusilier: Skirmishing Infantry. A Fusil is a short, light musket.

Fuss: German for foot, usually applied to artillery (Batterie a Fuss = Foot Artillery Battery).

Good order: The standard morale state of units.

Grenadiers: Originally these were specialist infantry who had the dangerous job of tossing grenades. Eventually it just meant 'elite infantry.'

Jägers: German for Hunters. Prussian skirmishers. Sometimes spelt 'Jaegers.'

Hussar: A form of light cavalry, able to skirmish. Only wore one sleeve of their jackets.

Horse Artillery: Artillery units where everyone was mounted, and hence the unit was very mobile. Foot artillery units only had horses to pull the guns and ammunition.

Kazakh Polk: Cossacks.

Landwehr: Prussian militia. Usually named for the region of Prussia from whence they came.

Legere: French light infantry, capable of skirmishing.

Limbered: Artillery that has been attached to its horses and is ready to move.

Line Infantry: Regular Infantry.

Pied: French for foot (and therefore infantry). 'Batterie a pied' = foot artillery.

Reitende: German for Riding (as in 'Reitende Batterie' = Horse Artillery battery).

Retreat: An involuntary movement, caused by disordering or routing.

Tirailleur: French for skirmisher.

Uhlans: A type of Prussian light cavalry, usually armed with lances.

Unlimbered: Artillery that is deployed for action, and cannot move. Note that unlimbered artillery can change its facing without limbering and unlimbering.

Withdrawal: A voluntary and orderly withdrawal in the face of the enemy. Compare with **Retreat.**

24 Design Notes

These rules were written by Geoffrey Phipps, with much help and numerous suggestions from Ed Bryan. Ray Harper and Chris Dodd helped with play testing. We wrote these rules because we were unsatisfied with the ambiguities and vagaries of the 3rd edition *La Bataille* rules. We also felt that the abilities of French units were over-rated.

Variant Rules for La Bataille, Version 1.5

Command rules are essential if Napoleonic battles are to be satisfyingly simulated. The French usually won because their command structure was more flexible, not because their troops could march faster, fire better, or melee better. Accordingly, the command rules favour the French, but there are balancing rules that cancel out much of the current pro-French bias in the troop values. We had played the *Civil War Brigade Series* from *The Gamers*, and liked the extra realism offered by an orders system. Grafting these rules onto our *La Bataille* rules allowed us to remove some of the pro-French balance of the individual units, without changing the overall balance. The current command rules are a simplification of the *NBS* system. In practise they have the same effect, with less complication.

These rules used the Third Edition as a starting point, and have only deviated where we thought it necessary. Other gamers have asked us why we have a certain rule, and the answer is often "because the Third Edition does". Our aim was not to write a Napoleonic rule set from scratch, we just wanted to use the maps and counters that we had.

We have used these rules to play *Quatre Bras*, *Auerstadt*, *Mont St. Jean*, and *Talavera*. We have not played *Ligny* with our rules, it was our experience of *Ligny* with the 3rd edition that prompted our rewrite.

After their release on the internet, theses rules have benefited by comments from Robert Brown, William Cooper, Nick van Diepen, Terry Doherty, Herbert Gratz, Kevin Graves, Nikolai Harder, John Herber, Mike Rizzo, Manfred Skazel, Charles Sutherland, and Richard Vohlers.

The Glossary was written as an introduction for non-Napoleonics gamers. I am sure that experts will quibble with parts of it. I welcome any corrections.