

La Bataille Revised Infantry Assault and Charge Sequence

The reasons for changing the mêlée sequence have been discussed on CSW. It is my view that historically assaults would often degenerate into inconclusive firefights despite the best efforts of their officers to prevent it. Please refer to the first 6 or 7 pages of chapter 11 of Nosworthy's *With Musket, Cannon and Sword*.

In a Napoleonic assault there were three possible outcomes: attacker retreat, firefight and defender retreat. The chance of a firefight was higher and the range at which they occurred was longer than in the SYW, but it is difficult to determine exactly how much so. Once in a firefight, it is difficult for the officers to regain control of the men and get them to stop firing. A firefight could be resolved by one of three things: an external event would drive one side off (another assault or a charge), one side would run away, or one side got going and advanced with lowered bayonets. Once a firefight started it could last anywhere from a few minutes to several hours. Firefights should generally be over in under an hour.

The mêlée system presented here attempts to capture these dynamics. In addition, the mêlée system should emphasize the importance of using columns. At the same time it should not prohibit tactics that have become associated with the British, but were essentially part of the doctrine of all armies prior to the SYW. And that is to open fire at very close range and then charge in with the bayonet. This applied equally to offense and defense. The Mêlée system should also take into account the effectiveness of offensive and defensive fire. If the officers lost control of the unit and muskets were discharged prematurely it might result in a ragged fire or it might result in fire being started at too long a range. Troop quality should be a factor in determining the effectiveness of this fire. Finally, friction is always present in war and I've injected some randomness to prevent an attacker from "choosing" his odds. Hopefully, what I'm about to describe will capture this.

Infantry Assault and Mêlée Procedure:

During the Maneuver Segment units that wish to Assault declare their intention to do so. The units move adjacent to their Target(s) and are marked with an Assault Marker with the arrows indicating the Target. In addition a Number Marker is placed on top of the stack to indicate their distance from the Target when the intention to Assault was declared. Friendly skirmishers that are adjacent to the Target can be displaced by assaulting stacks (Pas de Charge rule). The Skirmishers are displaced into the hex the assaulting units came from and become Disordered. This displacement is considered Involuntary Maneuver and does not trigger Opportunity Reactions.

Assaulting units and their Targets do not fire in the Fire Segment.

During the Mêlée Segment:

Each Infantry Assault is resolved to completion one at time. The player with the most Assaults chooses first. Players alternate choosing the next Assault thereafter.

1. **Retreat Before Assault (15.4):** Units that are eligible to Retreat Before Assault do so.
 - a. Retreat Before Assault is executed. Retreat Before Assault may trigger Opportunity Reactions.
 - b. Assaulting units must advance into the vacated hex(es) (15.8) and may declare an Assault on any units in its front orientation. This advance may trigger Opportunity Reactions. If a new Assault is not declared the Assault is finished.
2. **Unsupplied Artillery (17.7):** Artillery that does not have a supply of ammunition Routs if it is not stacked with infantry or other supplied artillery. Assaulting units must advance into the Target hex(es) (15.8). This advance may trigger Opportunity Reactions. The Assault is finished.
3. **Attacker and Defender Morale Checks (15.5):** Attackers and defenders take simultaneous Morale Checks for each stack. Consult the Attacker and Defender Morale Check Modifiers Charts for adjustments to Morale Check dice rolls.
 - a. Attacker Morale Check
 - i. Pass - Passing stacks multiply their Offensive Fire by 2.
 - ii. Fail - Failing stacks Disorder or Rout if already Disordered. If all Assaulting units Rout the Assault is finished.

NOTE: Units that were locked in a Firefight from a previous result do not apply Distance modifiers from the Attacker Morale Check Modifiers Chart. However, if there are new participants in the Assault the Distance modifiers will apply to them.

- b. Defender Morale Check
 - i. Pass - Passing stacks multiply their Defensive Fire by 2. And a die is rolled to determine the number of **left** column shifts on the Assault et Mêlée Chart.
{1-2: 0 shifts, 3-4: 1 shift, 5-6: 2 shifts}
 - ii. Fail - Failing stacks Disorder or Rout if already Disordered. If all Target units Routed the Assaulting units advance into the target hex(es), displacing if overstacked. This advance may trigger Opportunity Reactions. The Assault is complete.
- NOTE: Assuming facing and ammunition allow defending stacks containing artillery has its fire shifted **right** two columns on the Fire Chart for firing canister at an adjacent target (17.10) in addition to any fire benefits it may receive from passing the Defender Morale Check.
4. **Offensive and Defensive Fire (15.6):** Offensive and Defensive Fire is conducted simultaneously.
 - a. For each casualty inflicted by the defenders the Mêlée resolution die roll is modified by -3.
 - b. For each casualty inflicted by the attackers the Mêlée resolution die roll is modified by +3.

NOTE: Units involved in the Assault do not take Morale Checks from casualties resulting from Offensive and Defensive fire.
 5. **British Huzzah (15.9):** If this is the first turn of a Mêlée (i.e. not a Firefight) British and KGL defenders which passed their Defender Morale Check may turn the tables on the attackers. The British or KGL units may then Assault any units in their front orientation which were formerly assaulting them.
 - a. Each formerly attacking stack that is now the target of the Huzzah takes a second Morale Check. Apply applicable modifiers from the Defender Morale Check Modifiers Chart.
 - i. All stacks Pass - Huzzah is not successful and Mêlée is resolved with the originally Assaulting units as the attackers in Step 6.
 - ii. Some stacks Fail - Failing stacks Disorder or Rout if already Disordered. Mêlée is resolved with the originally Assaulting units as the attackers in Step 6.
 - iii. All stacks Fail - Failing stacks Disorder or Rout if already Disordered. The British or KGL units now become the attacker for the remainder of this Mêlée. Any shifts granted the British in Step 3 now become **right** column shifts in favor of the British on the Assault et Mêlée Chart.
 6. **Calculate the Mêlée Odds (15.7):** The odds are calculated as a ratio of Attacker Mêlée Value to Defender Mêlée Value. Consult the Mêlée Modifiers for Infantry and Artillery Chart. Shift the odds according to the number of shifts obtained in Step 3 and 5.
 7. **Mêlée Resolution (15.7):** Roll dice, add modifiers from Step 4 and Leader Mêlée modifiers, if any, and consult the Assault et Mêlée Chart.
 - a. AS - Attackers Surrender. Remove all attacking units from play. Defending units do not Advance after Mêlée.
 - b. AR - Attacking units Rout. Defending units do not Advance after Mêlée. Each Routing stack loses one increment for each Zone of Influence retreated from.
 - c. Blank - Firefight. Leave the Assault marker in place, remove Number Markers indicating distance from the Target and add a Firefight Marker or a blank marker on top of all units involved in the Mêlée. In succeeding Mêlée Segments the Mêlée sequence will be repeated for units involved in a Firefight except this time the Firefight column is used on the Assault et Mêlée Chart. In addition British and KGL units cannot conduct a Huzzah. Skip Step 5.
 - d. DR# - Defending units Rout. The # indicates the number of hexes of attacker advance after the initial Advance after Mêlée hex. Each Routing stack loses one increment for each Zone of Influence retreated from.
 - e. DS# - Defenders Surrender. Remove all defenders from play. The # indicates the number of hexes of attacker advance after the initial Advance after Mêlée hex.
 8. **Advance after Mêlée (15.8):** If any of the defending hexes were vacated, attacking units must advance into the vacant hex(es) and become Disordered. If already Disordered they remain Disordered, but do not Rout. If the hex is overstacked, sufficient units must be displaced back to the hexes where they advanced from until the stacking limit is satisfied (10.1.4, 10.1.6). Advance after Mêlée may trigger Opportunity Reactions. Any such reactions occur after the attackers initial hex of advance and become Disordered due to Advance after Mêlée.

9. **Assault Impetus:** The attacking units that advanced into the target hex must then advance the number of hexes indicated by the Assault et Mêlée Chart or until they enter an enemy Zone of Influence. This advance must follow the exact path of retreat of the defenders. If there are multiple paths of retreat then the attacker may choose. If the defenders surrendered or were eliminated then the attackers may advance anyway they see fit, stopping if they enter an enemy Zone of Influence. Assault Impetus may cause Opportunity Reactions.

Notes on Firefights:

- When a Blank result is obtained on the Assault et Mêlée Chart attackers and defenders are locked in a Firefight and must re-fight the Mêlée next turn as a Firefight.
- Firefights use the Firefight column on the Assault et Mêlée Chart.
- Distance Modifiers from the Attacker Morale Check Modifiers Chart do not apply unless new units join the Firefight. See below.
- British and KGL units involved in a Firefight may not conduct a Huzzah.
- Old Guard units involved in a Firefight may not conduct an Old Guard Charge. However, they may enter a Firefight as new units and declare an Old Guard Charge.
- If new units join a Firefight, the Assault is resolved as if it was a new Mêlée (i.e. calculate the actual odds for the Assault et Mêlée Chart). If new units join the Assault on the defending side, but not on the attacking side then the role of attacker and defender is switched. Move the Assault Marker to the defending units to indicate that they are now the attackers. If new units join on the attacking side then the role of attacker and defender is not switched regardless of the defender's actions.
- Units involved in a Firefight do not apply Distance modifiers from the Attacker Morale Check Modifiers Chart. New units joining a Firefight this turn do apply Distance modifiers regardless of their role as attacker or defender.

Old Guard Charge and Mêlée Procedure:

During the Maneuver Segment Old Guard units that wish to Old Guard Charge declare their intention to do so. The units move adjacent to their Target(s) and are marked with an Assault Marker with the arrows indicating the Target. In addition a Number Marker is placed on top of the stack to indicate their distance from the Target when the intention to Assault was declared. Friendly skirmishers that are adjacent to the Target can be displaced by the Charging stacks (Pas de Charge rule). The Skirmishers are displaced into the hex the assaulting units came from and become Disordered. This displacement is considered Involuntary Maneuver and does not trigger Opportunity Reactions.

The Old Guard Charge is resolved immediately before moving any more units.

1. **Retreat Before Assault (15.4):** Units that are eligible to Retreat Before Assault do so.
 - a. Retreat Before Assault is executed. Retreat Before Assault may trigger Opportunity Reactions.
 - b. Assaulting units must advance into the vacated hex(es) (15.8) and may declare an Assault on any units in its front orientation. This advance may trigger Opportunity Reactions. If a new Assault was not declared proceed to Step 10.
2. **Unsupplied Artillery (17.7):** Artillery that does not have a supply of ammunition Routs if it is not stacked with infantry or other supplied artillery. Charging units must advance into the Target hex(es) (15.8). This advance may trigger Opportunity Reactions. Proceed to Step 10.
3. **Attacker and Defender Morale Checks (15.5):** Attackers and defenders take simultaneous Morale Checks for each stack. Consult the Attacker and Defender Morale Check Modifiers Charts for adjustments to Morale Check dice rolls.
 - a. Attacker Morale Check
 - i. Pass - Passing stacks multiply their Offensive Fire by 2.
 - ii. Fail - Failing stacks Disorder or Rout if already Disordered. If all Charging units Rout the Old Guard Charge is finished.

NOTE: Units that were locked in a Firefight from a previous result do not apply Distance modifiers from the Attacker Morale Check Modifiers Chart. However, if there are new participants in the Assault the Distance modifiers will apply to them.
 - b. Defender Morale Check
 - i. Pass - Passing stacks multiply their Defensive Fire by 2. And a die is rolled to determine the number of **left** column shifts there will be on the Assault et Mêlée Chart.
{ 1-2: 0 shifts, 3-4: 1 shift, 5-6: 2 shifts }
 - ii. Fail - Failing stacks Disorder or Rout if already Disordered. If all Target units Routed the Charging units advance into the target hex(es), displacing if overstacked. This advance may trigger Opportunity Reactions. If all Targets Routed proceed to Step 10.

NOTE: Assuming facing and ammunition allow defending stacks containing artillery has its fire shifted **right** two columns on the Fire Chart for firing canister at an adjacent target (17.10) in addition to any fire benefits it may receive from passing the Defender Morale Check.
4. **Offensive and Defensive Fire (15.6):** Offensive and Defensive Fire is conducted simultaneously.
 - a. For each casualty inflicted by the defenders the Mêlée resolution die roll is modified by -3.
 - b. For each casualty inflicted by the attackers the Mêlée resolution die roll is modified by +3.

NOTE: Attacking and Defending units do not take Morale Checks from casualties resulting from Offensive and Defensive fire.
5. **British Huzzah (15.9):** British and KGL defenders which passed their Defender Morale Check may turn the tables on the attackers. The British or KGL units may then Assault any units in their front orientation which were formerly Charging them.
 - a. The formerly Charging stack that is now the target of the Huzzah takes a second Morale Check. Apply applicable modifiers from the Defender Morale Check Modifiers Chart.
 - i. Pass - Huzzah is not successful and Mêlée is resolved with the originally Assaulting units as the attackers in Step 6.
 - ii. Fail - Failing stack Disorder or Rout if already Disordered. The British or KGL units now become the attacker for the remainder of this Mêlée. Any shifts granted the British in Step 3 now become **right** column shifts in favor of the British on the Assault et Mêlée Chart.

6. **Calculate the Mêlée Odds (15.7):** The odds are calculated as a ratio of Attacker Mêlée Value to Defender Mêlée Value. Consult the Mêlée Modifiers for Infantry and Artillery Chart. Shift the odds according to the number of shifts obtained in Step 3 and 5.
7. **Mêlée Resolution (15.7):** Roll dice, add modifiers from Step 4 and Leader Mêlée modifiers, if any, and consult the Assault et Mêlée Chart.
 - a. AS - Attackers Surrender. Remove all attacking units from play. Defending units do not Advance after Mêlée.
 - b. AR – Attacking units Rout. Defending units do not Advance after Mêlée. Each Routing stack loses one increment for each Zone of Influence retreated from.
 - c. Blank - Firefight. Leave the Assault marker in place, remove the number markers indicating distance from the Target and add a Firefight marker or a blank marker on top of all units involved in the Mêlée. In succeeding Mêlée Segments, including the next one, the Mêlée sequence will be repeated for units involved in a Firefight except this time the Firefight column is used on the Assault et Mêlée Chart. In addition British and KGL units cannot conduct a Huzzah. Skip Step 5.
 - d. DR# - Defending units Rout. The # indicates the number of hexes of attacker advance after the initial Advance after Mêlée hex. Each Routing stack loses one increment for each Zone of Influence retreated from.
 - e. DS# - Defenders Surrender. Remove all defenders from play. The # indicates the number of hexes of attacker advance after the initial Advance after Mêlée hex.
8. **Advance after Mêlée (15.8):** If any of the defending hexes were vacated, attacking units must advance into the vacant hex(es) and become Disordered. If already Disordered they remain Disordered, but do not Rout. If the hex is overstacked, sufficient units must be displaced back to the hexes where they advanced from until the stacking limit is satisfied (10.1.4, 10.1.6). Advance after Mêlée may trigger Opportunity Reactions. Any such reactions occur after the attackers initial hex of advance and become Disordered due to Advance after Mêlée.
9. **Old Guard Charge Impetus:** The attacking units that advanced into the target hex must then advance the number of hexes indicated by the Assault et Mêlée Chart or until they enter an enemy Zone of Influence. This advance must follow the exact path of retreat of the defenders. If there are multiple paths of retreat then the attacker may choose. If the defenders surrendered or were eliminated then the attackers may advance anyway they see fit, stopping if they enter an enemy Zone of Influence. Old Guard Charge Impetus may cause Opportunity Reactions.
10. **Old Guard Charge Exploitation:** If the Old Guard units successfully advanced into or beyond the Target hex(es) they may continue moving with any remaining MPs, provided they are not currently in a Zone of Influence. They may declare a new Assault, even if Disordered, which is resolved as a normal Mêlée during the Mêlée Segment.

Cavalry Charge Summary:

1. During the Maneuver Segment the phasing player may at any time move cavalry units of an active MU and place a Charge Marker on them to indicate that they intend to Charge.
2. At any time during the movement, including Charge movement, of the phasing player's cavalry, the reacting player may attempt to form Square or Rallying Square if the phasing cavalry moves within 4 hexes of the checking stack and they have a clear Line of Sight to the cavalry. If a cavalry stack starts within 4 hexes of an infantry unit they may attempt to form Square or Rallying Square as soon as the cavalry begins to move or a Charge marker is placed on the cavalry stack. A stack may attempt to form Square once per triggering event. A Grand Charge is considered a single Charge for these purposes. To form Square or Rallying Square consult the Square (Carré) Realization Chart, roll the dice, apply modifiers and execute the result. If Square is successfully formed the cavalry may attempt to Recall. If the stack was the declared target of the Charge the cavalry must Charge the Square if it fails to Recall. If the cavalry Recalls they may choose a new target or end the Charge.
3. Once, all desired movement for the MU is complete the Charges are executed up to the point where Mêlée would take place. Each Charge is executed one at a time in any order the phasing player desires. Leave the Charge Marker in the hex to mark where the Charge started. Charging units have 5 MPs to conduct their Charge movement. When within two hexes of a potential target the charging cavalry must declare whether or not that stack is the target of the Charge. If the cavalry fails to move adjacent to a declared target by the time it has expended its 5 MPs it is Disordered and the charge is finished. Charge movement may trigger Opportunity Fire and Reaction Charges, but not Opportunity Charges. Light cavalry may attempt to Recall at any time during Charge movement.
4. At any time during Charge movement the reacting player may attempt to Reaction Charge as long as the reacting cavalry is in Good Order, is not Exhausted and the Reaction Zone and Charge Zones intersect. Each eligible reacting stack may make a Reaction Charge attempt once per Charge. For these purposes a Grand Charge is considered one Charge.

Reaction Charge Sequence:

- a. Reacting cavalry takes a Morale Check apply all applicable Morale Check modifiers.
 - i. Pass – The reacting cavalry and charging cavalry are brought face to face, altering face if necessary, midway between the two stacks. The charging cavalry moves one more hex than the reacting cavalry if the intervening number of hexes is odd. The reacting cavalry now becomes the attacker for the remainder of this Charge. Place an appropriately colored Charge Marker on top of the reacting cavalry to indicate the reacting player is now the attacker. If the Charge is a Grand Charge at least one Charging cavalry unit must accept the Reaction Charge.
 - ii. Fail – The reacting cavalry remains place, but does not Disorder. The charging cavalry continues its movement.
 - b. Proceed to next Charge.
5. At any time during Charge movement reacting cavalry in Skirmish Order and in the Charge Zone may attempt to Form Up and Stand. Or when the charging cavalry moves adjacent they may Retreat Before Charge if eligible.
 6. When all Charges are complete resolve any Mêlée's.
 - a. If the target is PGD use the Cavalry Charge vs. PGD Mêlée procedure.
 - b. If the target is Infantry or Artillery use the Cavalry Charge vs. Infantry and Artillery Mêlée procedure.
 - c. If the target is Cavalry use the Cavalry Charge vs. Cavalry Mêlée procedure.

Cavalry Charge vs. PGD Mêlée Procedure:

1. **Pursuit (18.6):** The charging cavalry inflict Pursuit losses on the PGD units. Pursuit losses are calculated as the difference between the Printed Movement Potential of the cavalry and the number of MPs expended during the Charge divided by 3. Round down. If more than one cavalry unit participated in the Charge use unit with the highest Movement Potential to determine Pursuit losses. Each target stack loses a number of increments equal to the Pursuit loss. The PGD units Rout. Each Routing stack loses one increment for each Zone of Influence retreated from.
2. **Cavalry Regroup:** Charging units now move to their Regroup point. Each charging stack moves two hexes back along the exact path the Charge followed. If the hex is occupied by another unit, perhaps a Square or Skirmisher, displace them one hex further along their Charge path until they reach an unoccupied hex. The cavalry marked with a Tired Marker or an Exhausted Marker if they were already Tired. The charging units are then marked with an inverted Charge Marker to indicate that they charged this turn.

Cavalry Charge vs. Infantry and Artillery Mêlée Procedure:

1. **Retreat Before Charge (18.3):** Units that are eligible to Retreat Before Charge do so.
 - a. Retreat Before Charge is executed (18.3.1). Retreat Before Charge may trigger Opportunity Reactions.
 - b. Charging cavalry units may attempt to Recall. If the cavalry Recalls they may choose a new target or end the Charge. If they fail to Recall they must Pursue and Charge any unit that the Skirmishers retreated into or through.
2. **Unsupplied Artillery (17.7):** Artillery that does not have a supply of ammunition Routs if it is not stacked with infantry or other supplied artillery. Charging units advance into the target hex(es), displacing if overstacked. This advance may trigger Opportunity Reactions. Proceed to Step 9.
3. **Roll to Stand (15.5):** Each Target stack takes a Morale Checks. Consult the Roll to Stand vs. Cavalry Modifiers Charts for adjustments to these Morale Check dice rolls.
 - i. Pass - Passing stacks multiply their Defensive Fire by 2. And a die is rolled to determine the number of **left** column shifts there will be on the Assault et Mêlée Chart.
{ 1-2: 0 shifts, 3-4: 1 shift, 5-6: 2 shifts }
 - ii. Fail - Fail - Failing stacks Disorder or Rout if already Disordered. If all Target units Routed the Assaulting units advance into the target hex(es), displacing if overstacked. This advance may trigger Opportunity Reactions.

NOTE: Assuming facing and ammunition allow defending stacks containing artillery has its fire shifted **right** two columns on the Fire Chart for firing canister at an adjacent target (17.10) in addition to any fire benefits it may receive from passing the Roll to Stand.
4. **Defensive Fire (15.6):** Defensive Fire is conducted.
 - a. For each casualty inflicted by the defenders the Mêlée resolution die roll is modified by -3.

NOTE: Attacking units do not take Morale Checks from casualties resulting from Defensive fire.
5. **Calculate the Mêlée Odds (15.7):** The odds are calculated as a ratio of Attacker Mêlée Value to Defender Mêlée Value. Consult the Mêlée Modifiers for Cavalry Chart. Shift the odds according to the number of shifts obtained in Step 3.
6. **Mêlée Resolution (18.5):** Roll dice, add modifiers from Step 4 and Leader Mêlée modifiers, if any, and consult the Assault et Mêlée Chart.
 - a. AS - Attackers Surrender. Remove all attacking units from play. Defending units do not Advance after Mêlée.
 - b. AR - Attackers Rout. Defending units do not Advance after Mêlée.
 - c. Blank - Bounce. Cavalry units Bounce (15.11) and the Charge is finished.
 - d. DR# - Defenders Rout. Inflict Pursuit losses before Rout is executed. The # is ignored for Charge Mêlée resolution.
 - e. DS# - Defenders Surrender. Remove all defenders from play. The # is ignored for Charge Mêlée resolution.
7. **Advance after Mêlée (15.8):** If all of the defenders Routed or were eliminated, the attacking cavalry must advance into the vacant hex(es) and become Disordered. If already Disordered they remain Disordered, but do not Rout. If the hex is overstacked, sufficient units must be displaced back to the hexes where they advanced from until the stacking limit is satisfied (10.1.4, 10.1.6). Advance after Mêlée may trigger Opportunity Reactions. Any such reactions occur after the attackers become Disordered due to Advance after Mêlée.

8. **Pursuit (18.6):** After the attackers advance into the target hex(es) they Pursue and inflict Pursuit losses on the defending units if any remain. Pursuit losses are calculated as the difference between the Printed Movement Potential of the cavalry and the number of MPs expended during the Charge divided by 3. Round down. If more than one cavalry unit participated in the Charge use unit with the highest Movement Potential to determine Pursuit losses. Each target stack loses a number of increments equal to the Pursuit loss. The defenders now complete their Rout movement. Each Routing stack loses one increment for each Zone of Influence retreated from.
9. **Cavalry Regroup:** Charging units now move to their Regroup point. Each charging stack moves two hexes back along the exact path the Charge followed. If the hex is occupied by another unit, perhaps a Square or Skirmisher, displace them one hex further along their Charge path until they reach an unoccupied hex. If the charging cavalry conducted Charge and Mêlée mark the cavalry with an Exhausted Marker. If the cavalry did not conduct Mêlée mark the cavalry with a Tired Marker. The charging units are then marked with an inverted Charge Marker to indicate that they charged this turn.

Cavalry Charge vs. Cavalry Mêlée Procedure:

Each Mêlée is resolved one at a time. Players alternate choosing which Cavalry vs. Cavalry Mêlée will be resolved.

1. **Retreat Before Charge (18.3):** Units that are eligible to Retreat Before Charge do so.
 - a. Retreat Before Charge is executed (18.3.1). Retreat Before Charge may trigger Opportunity Reactions.
 - b. Charging cavalry units may attempt to Recall. If the cavalry Recalls they may choose a new target or end the Charge. If they fail to Recall they must Pursue and Charge any units that the retreating cavalry may have retreated through.
2. **Calculate the Mêlée Odds (15.7):** The odds are calculated as a ratio of Attacker Mêlée Value to Defender Mêlée Value. Consult the Mêlée Modifiers for Cavalry Chart.
3. **Mêlée Resolution (18.5):** Roll dice, add Leader Mêlée modifiers, if any, and consult the Assault et Mêlée Chart.
 - a. AS - Attackers Surrender. Remove all attacking units from play. Defending units do not Advance after Mêlée.
 - b. AR - Attackers Rout. Defending units do not Advance after Mêlée.
 - c. Blank - Bounce. Attacking and defending cavalry units Bounce (15.11) and the Charge is finished.
 - d. DR# - Defenders Rout. There is no Pursuit of cavalry after Mêlée. The # is ignored for Charge Mêlée resolution.
 - e. DS# - Defenders Surrender. Remove all defenders from play. The # is ignored for Charge Mêlée resolution.
4. **Advance after Mêlée (15.8):** If all of the defenders Routed or were eliminated, the attacking cavalry must advance into the vacant hex(es) and become Disordered. If already Disordered they remain Disordered, but do not Rout. If the hex is overstacked, sufficient units must be displaced back to the hexes where they advanced from until the stacking limit is satisfied (10.1.4, 10.1.6). Advance after Mêlée may trigger Opportunity Reactions. Any such reactions occur after the attackers become Disordered due to Advance after Mêlée.
5. **Cavalry Regroup:** Charging units now move to their Regroup point. Each charging stack moves two hexes back along the exact path the Charge followed. If the hex is occupied by another unit, perhaps a Square or Skirmisher, displace them one hex further along their Charge path until they reach an unoccupied hex. If the charging cavalry conducted Charge and Mêlée mark the cavalry with an Exhausted Marker. If the cavalry did not conduct Mêlée mark the cavalry with a Tired Marker. The charging units are then marked with an inverted Charge Marker to indicate that they charged this turn.