

Napoleonic Battle Series

SERIES RULES v 3.0

1.0 Introduction

Welcome to the **Napoleonic Battle Series**.

It is said that winning a war is all about being first at the right place with the most troops. The same school of reasoning easily boils down the art of running an army to phrases such as “maintenance of aim” and “economy of force”. And that sounds pretty simple, doesn’t it? Sitting in front of the fireplace in our studies we are all world-class economic aim-maintainers.

If that sounds a bit theoretical for your taste? Welcome to the **Napoleonic Battle Series**. Our goal is to run you out of your study and put you in charge of an army. We will give you a taste of what it was like to run armies before there were such things as radios, satellites and telephones. And to keep you focused we will take you away from the intricate workings of early 19th century tactics. **You** will be the one to decide who and when your troopers will fight. The commander. Your army has droves of officers to straighten lines and rally hussars, to aim guns and to decide which battalion should go first up the hill. But there is only one of you, the man who for bad or good decides which hill to go up in the first place. The commander. You will make the decisions that others will implement. And you will soon discover that there is a bit more to economic aim-maintenance than reaching for your brandy tumbler.

Welcome to the **Napoleonic Battle Series**. You are in command!

2.0 Game Components

2.1 The Game Map

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

2.1.1 Hex Numbering System.

Every hex on the game map is identified by a hex number (e.g. 29.17). The digits before the decimal point (29.xx) indicate the vertical hex column, reading along the map from left to right. The digits after the decimal point (xx.17) identify the exact hex in the column, reading from bottom to top. To reduce map clutter, hex numbers are printed only on every fifth row of hexes (xx.05, xx.10, xx.15). To find hex 29.17, for example, follow the xx.15 row until you find the 29.xx column, then count up two hexes to 29.17. If the game uses more than one map, any reference to a hex number will include the appropriate map letter, as in B29.17.

2.1.2 Map Edge Hexes.

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

2.1.3 Turn Record Track.

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

2.1.4 Entry Hexes.

These hexes show where reinforcements arrive.

2.2 The Rules

Every MMP/The Gamers’ brand game contains separate Series and Game rulebooks. The Series rulebook contains the rules generally applicable to all the games in the series. Where necessary, the rules will have special instructions for how to convert older games to the latest series rules. The Game rulebook gives the details needed for a specific game, including any special rules, scenarios, and set up information.

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This project has been brewing for almost a decade and people from all over the world were involved. Some have left and some have joined us during the journey. If I have forgotten to mention anyone, please accept our apologies.

We are online

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OLDER GAMES

These rules are tested with the older games in the series. In cases in which these rules and the rules of the pre-3.0 games conflict boxes such as this one will help you out.

2.3 The Counters

The playing pieces represent both the units that actually fought in the battle and “markers” which display information. They can be divided into the following:

2.3.1 Combat Units.

These units represent combat formations of infantry, cavalry, artillery, and Skirmishers. Each has a facing and one or more formations available. Skirmishers are not considered infantry units for the purpose of these rules.

2.3.2 Commanders and Headquarters (HQ).

These units represent individual Commanders (named on the counter) and a small staff escort. Commanders and HQs fulfill important command and morale functions. They have no facing or formation and do not count for stacking in any way.

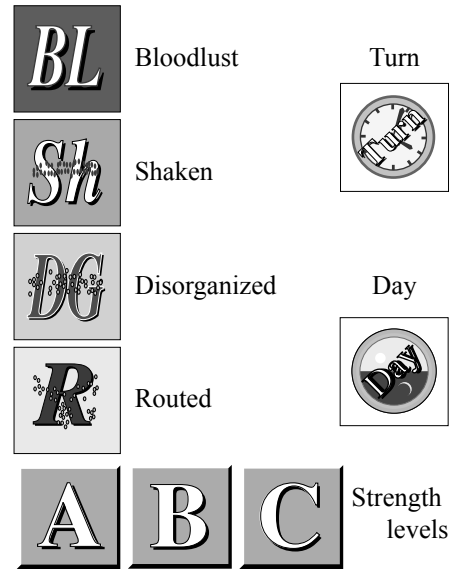
2.3.3 Line Extensions and Detached Artillery.

These represent the expansion of troop units to take up more ground space. Unless otherwise noted, these counters are treated as combat units for all game purposes.

2.3.5 Markers.

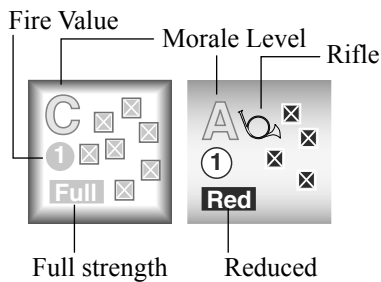
Markers are used to indicate specific unit conditions, such as Morale States and strength levels, or specialist formations such as squares. The B/C markers can be used to mark unit strength if players wish, but they are only really needed to keep track of extender strength for an AAB size unit with two Line Extenders.

Morale states

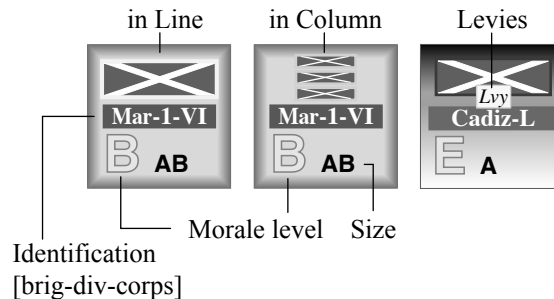


Combat Units

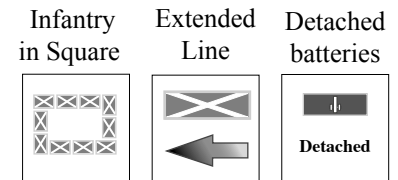
Skirmisher



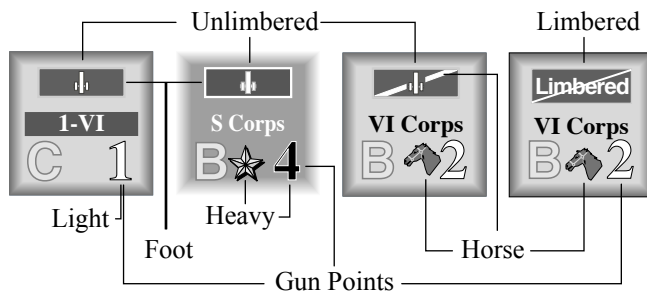
Infantry



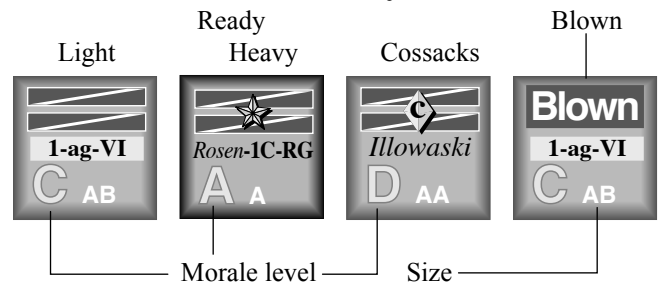
Formations



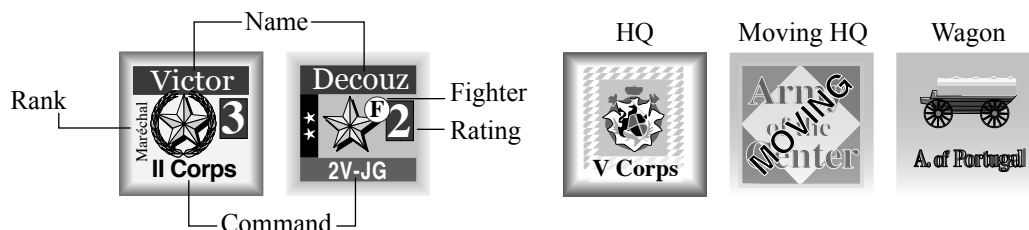
Artillery



Cavalry



Commanders & HQ



3.0 Game Concepts And Definitions

3.1 Scale

- Each hex equals 180-200 meters.
- Each day-time turn represents 30 minutes, each night turn one hour.
- The vertical scale between contours is 9-10 meters.
- A strength point of infantry represents 150 men.
- A cavalry strength point is 100 men.
- A gun point of artillery is roughly 3 cannons.

Throughout these rules, the term “Brigade” is used for all kinds of infantry and cavalry units, even though they may have been called *demi-brigades* or *regiments* in real life. Artillery units are similarly known as “batteries” - regardless of size.

3.2 11..66 Dice Rolls

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

3.3 Set Up Notes

Aside from any special notes in the game rules concerning set up, the following apply:

1. “w/i X” means to set up a given unit at or within X hexes of the hex listed.
2. Unless explicitly stated otherwise, Commanders set up with any subordinate unit.
3. Units set up in any desired formation and facing.
4. Units may never start over-stacked.
5. Units generally start at full strength. Some scenarios list pre-scenario losses that must be taken by the appropriate units.
6. Skirmishers may be deployed within 2 hexes of their parent unit.
7. A unit ID notation followed by a “b”—as in RWb—means an artillery battery of that ID. Furthermore, artillery is further classified by type—either heavy or light—and mobility class—foot or horse. The type and mobility class are given in parentheses following the notation. Thus, a RWb (Lh) would be a Right Wing light horse battery, while a RWb (Hf) would be a Right Wing heavy foot battery. Unless otherwise noted, artillery units have 5 gun points. Should a battery of lesser strength be called for, its notation would read: RWb (3Hh), being a Right Wing heavy horse 3 gun point battery.
8. A hex notation of (hex 1) ex (hex 2) means the unit is in hex 1 and has a Line Extension in hex 2. Likewise, (hex 1) ex (hex 2), (hex 3) means that the unit in hex 1 has Line Extensions in hexes 2 and 3.

3.4 Rounding

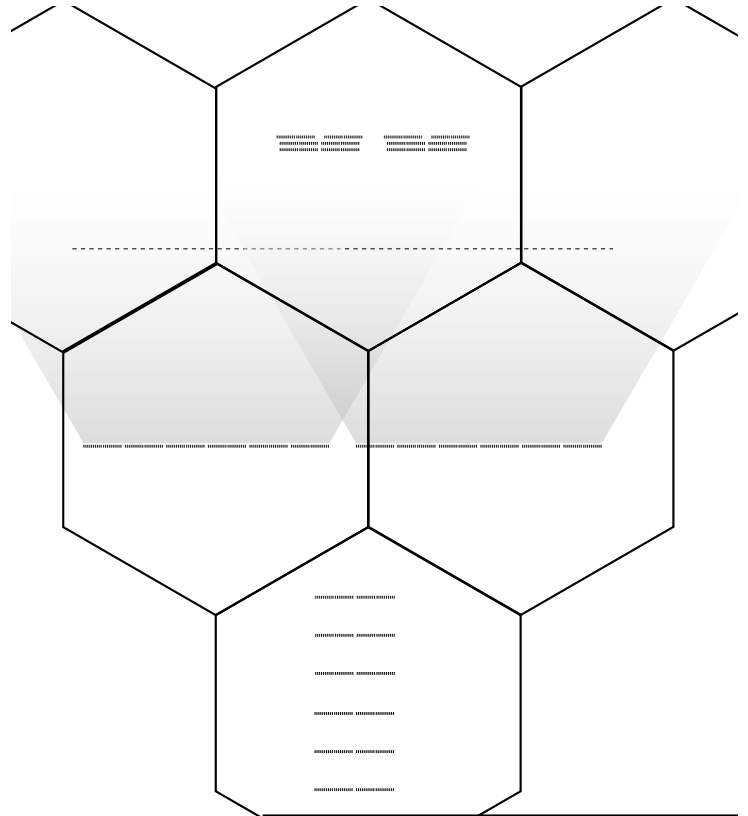
Unless specifically noted otherwise in the rules, retain fractions.

3.5 Excess Results

If a modified die-roll result is outside the listed table intervals, treat it as the nearest listed result.

3.6 Retreat vs Withdrawal

Throughout the rules, the terms **retreat** and **withdrawal** are used. They are not interchangeable. A retreat is an uncontrolled retrograde movement, while a withdrawal is considered regular movement. A withdrawing unit is subject to both Reaction Charges and Opportunity Fire, a retreating unit can be Reaction Charged, but not the target of Opportunity Fire.



Some math that might be of interest. One hundred and fifty men in a three rank (standard Napoleonic infantry) formation has a frontage of slightly less than 35 meters. This means - as a note for future discussions - that it would take less than six of these 150 man-blocks to fill out one of our 200 meter hexes. Less than 900 men. A large battalion. More people there will just get in other people's way or have to file in behind the first line. It might also be worth noting here that the third rank in these formations did not usually fire as it was too dangerous for the men in front.

Example: A unit in Line formation with 5 Movement Points (MP) left becomes Disorganized (DG). Since Disorganized units have their remaining MPs halved, it now has 2.5 MPs left.

Example: You roll a 6 with a +3 modifier, becoming a 9. If the table only goes to 7, read from that row to get the result.

3.7 Hindering, Blocking and Fortified Terrain

The rules use the terms Hindering, Blocking and Fortified terrain from time to time.

3.7.1 Hindering and Blocking terrain types are defined on the Movement Table.

Hindering terrain is everything that costs more than 1 MP to enter or cross. It prevents Cavalry Charges into it and gives benefits to Skirmishers.

Blocking terrain blocks line of sight by adding elevation to the hex.

3.7.2 Fortified terrain is man-made obstacles which give a strong advantage to the defender in combat. Examples are redoubts, city walls, sunken roads and walled farms. Fortified terrain give some important modifiers on the combat tables. It is also automatically Hindering. Since the types are so varied, the game specific rules list which terrain is fortified and the movement cost for such terrain. Note that villages are NOT fortified. See 19.0.

4.0 Fog of War

Players can only examine enemy stacks at or within 12 hexes of a friendly Commander and within that Commander's LOS.

To increase the reality of the simulation, keep the following secret:

- 1) Casualties, Stragglers and Wrecked conditions.
- 2) Orders, order delivery, or plans.

There is also an optional rule for Concealed Forces at the end of these rules.

5.0 Turn Sequence

A game turn consist of two player turns; the First player turn and the Second player turn. Unless specified otherwise in the game specific rules the French player is always the First player. An outline Sequence of Play is provided in the charts.

5.1 Narrative Sequence of Play

First Player Turn

Command Phase

Random Events (Optional)

Roll a die. On a 1, a Random Event has occurred. Check the Random Events Tables. (29.0).

Discover Distorted Orders

Roll a die for each Distorted Order. On a 5 or 6 the problem is discovered and new orders can be issued. (6.5.3).

Order Issue

The Phasing Player generates orders, paying for each with his available Command Points. He then logs these orders on the Order Log Sheet and notes their arrival times. (6.0).

Local Initiative

The Phasing Player can roll for his units that wish to obtain Initiative Orders. Any Default Defenses and Emergency Withdrawals are declared. (6.6)

Attack Stoppage Checks

Any of the Phasing Player's commands that will be under Engage Orders in the current turn must check Attack Stoppage. (6.7).

Delay Reduction

Check any orders in Delay to see if their delay ends. (6.5.2).

New Order Acceptance

Roll to see if orders delivered this turn are Accepted, Delayed or Distorted. (6.5).

Phasing Fire Phase

The Phasing Player fires with his artillery units (17.0) and Skirmishers (18.0).

Movement Phase

Phasing units can move based on their movement abilities, formations, and order restrictions. Infantry units can enter enemy-occupied hexes to fight in the Close Combat Phase. Skirmishers can be released and recovered. Cavalry Charges (16.0) are resolved. Reaction Charges (16.5) and Opportunity Fire (17.4) can occur. The Command Status of the Phasing Players units is checked (6.11).

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Austerlitz: The Santon Redoubt and the Sokolnitz castle are Fortified terrain. Treat as Town/Villages for movement (but not combat).

Marengo: The Tête de Pont hexsides are Fortified.

Aspern-Essling: The Flood Dyke hexsides are Fortified. The Grainary and the Great Garden are Fortified and are treated as Town/Villages for movement (but not combat) purposes.

Non-Phasing Fire Phase.

The Non-Phasing Player fires with his artillery units (17.0) and Skirmishers (18.0).

Close Combat Phase (15.0)

Resolve Close Combat in the hexes where friendly and enemy units are stacked together.

Rally Phase

Straggler Recovery

Units can attempt to recover Stragglers (20.3.2). Erase recovered Stragglers from the Loss Chart.

Rally and Rout Retreat

The Phasing Player checks to see which Shaken (Sh) units return to Normal, Disorganized (DG) units to Shaken, and Routed (R) units to DG, or if Blood Lusted (BL) units revert to Normal. The player can choose to not rally Routed units if he desires.

Cavalry Recovery Segment

The Phasing player can attempt to recover cavalry which has become "Blown.". (22.2.3).

Second Player Turn

The Second Player repeats the above with the roles reversed.

Game Turn End Phase

Game Turn Marker Advance. (2.1.3).

5.2 Close Combat Subsequence

During the Movement Phase

- 1) Attacker enters the enemy occupied hex at the cost of movement into the hex plus an additional 2 MP cost. Defending Squares change formation to Column and have their Morale State reduced by 1.
- 2) Defending artillery performs Opportunity Fire.

During the Close Combat Phase

- 3) Check to Stand. See 15.2.1 for the order.
- 4) Check the outcome (defender Rout, attacker repulsed or Firefight) and roll on the appropriate tables to determine the result.
- 5) Loser (attacker in a Firefight) Retreats.

5.3 Cavalry Charge Subsequence: Against Infantry/ Artillery

- 1) Attacker announces charging stack and target hex.
- 2) Units in the target hex can choose to form Square. This can trigger Opportunity Fire and Morale Degradation.
- 3) The attacker moves into the target hex. This can trigger Opportunity Fire or Reaction Charges along the way.
- 4) The defender checks to stand. If successful, go to 6, otherwise, continue.
- 5) The Charge is successful. Roll for Opportunity Fire from defending artillery in the target hex. Check the combat result on the appropriate tables. The defender is Routed and retreats out of the hex. Follow-up charges are possible. Otherwise, the charge ends. Go to 9.
- 6) The attacking cavalry attempts Breakoff. If it fails, go to 8, otherwise continue.
- 7) Determine Breakoff effect. The Charge ends. Go to 9.
- 8) The Cavalry Charge is repulsed. Roll for Opportunity Fire from defending artillery in the target hex. Check the combat result on the appropriate tables. The Charge ends. Go to 9.
- 9) The attacker retreats 6-12 hexes and then becomes Blown.

5.4 Cavalry Charge Subsequence: Against Other Cavalry

- 1) Attacker announces charging stack and target hex.
- 2) The attacker moves into the target hex. This can trigger Opportunity Fire or Reaction Charges along the way.
- 3) Check to Stand. See 16.4.1.1 for the order.
- 4) Determine the combat result on the appropriate tables.
- 5) The charge ends. Both sides retreat 6-12 hexes and then become Blown.

6.0 Command and Control

To simulate the lack of intelligence and inertia of the battlefield, units need to follow written instructions, orders, to perform actions. These are either issued by the Army Commander through a formal procedure with a certain amount of delay, or through Local Initiative, which can sometimes go awry.

6.1 Command and Control Hierarchy.

Armies have a hierarchical structure. From lowest to highest, the basic combat units are brigades. Divisions are collections of brigades with a Divisional Commander representing its administrative center. Corps are a collection of divisions with a Corps HQ as the administrative hub and a Corps Commander receiving orders and giving morale support. At the top of the command structure is the Army HQ and its Commander.

In the ideal case, each side of a game consists of one army of several corps, each corps having a number of divisions consisting of a number of brigades. Ideal cases were rare in this era, however, and in the games you will find all sorts of exceptions, armies consisting of just divisions, or a mix of divisions and corps, brigades directly under a corps without a division to report to, or even directly under the army. There are also other types of formations, such as advance guards, wings and columns, which are usually treated either as divisions or corps, respectively. These rules cover all the main cases, with exceptions covered by game specific rules.

A corps, division or brigade acting on its own orders is simply called a **Command** in these rules. The divisions and brigades belonging to a command are called **Sub-units**.

6.2 What is an Order?

Orders are written instructions to the commands describing what they are to do. An order is not a hex by hex movement record. It is a general instruction to a command as to what its objectives are and how it is to achieve them. An attack order would typically have a geographic objective to be captured and a route of advance. A defense order has an area to defend, and perhaps a line of withdrawal to fall back along if things become too hot. An order can have several parts of different character, such as take an objective and defend it against counterattacks.

It cannot be overstated that orders must be followed as originally intended, even though game circumstances may change. They represent wartime orders in an era influenced by notions of glory and honor which seem quaint today. Players should never rethink their orders to find loopholes which allow them to “get away with” something. Orders can be followed with a modified degree of enthusiasm (so as to avoid disaster), but their intention, scope, or original purpose should not be altered.

6.2.1 To be acted on, an order must be **implemented**. An unimplemented order (in transit or delay) has not yet become active, and the command is still executing its old order (if any). More on that below.

6.2.2 Pre-Set Orders.

The scenario instructions usually specify the orders for each command at the start of a scenario. These orders represent the Commander’s initial plan of action for the battle. Unless otherwise specified, these orders are accepted before the game begins. Players can change pre-set orders if they agree to do so, but at their own risk. Be aware that you’re acting with hindsight, and this can seriously upset the balance of a given scenario.

6.3 Order Types

The written instructions of an order can either be of **Engage** or **General** character, and a unit will be under either type of orders, or in **No Orders Status**, at any given time. Engage Orders are required for a command to attack, but it must check for Attack Stoppage. General Orders let a unit defend, maneuver and recover Stragglers, but it can not attack. Units in No Orders Status are considered to be in reserve, and are very restricted in their abilities, but will react more quickly to new orders.

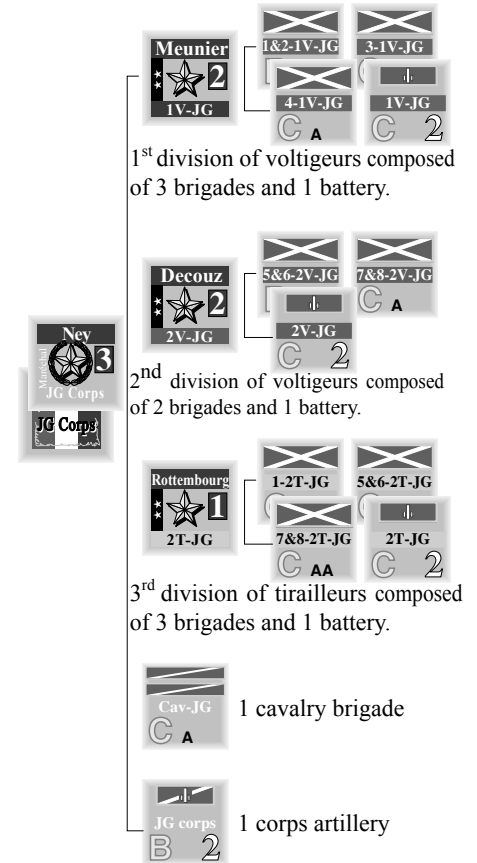
6.3.1 Engage Orders.

An order that allows for movement to, into, or around areas of enemy control or tacit control (e.g. a gap) EVEN IF it will NOT require combat, is an Engage Order. Engage Orders allow offensive combat.

- A command under Engage Orders must check for Attack Stoppage each turn (6.7).
- A unit under Engage Orders can not recover Stragglers (20.3.2).

THIS IS THE HEAVY BIT!

Have patience and some faith as this somewhat lengthy chapter is what makes these games truly unique.



Real Orders

“The Heavy Cavalry will as soon as it arrives take up position as reserve behind the Imperial Guard.”

“The Duke will march on Eckmühl with his three divisions and surround the enemy.”

“Push forward your cavalry and horse artillery to Memmingen, which you must reach with your leading division before 0900 hours.”

“In the direction of my butt; attack!”

“Proceed to Apolda in order to fall on the rear of the enemy army.”

“Attack whatever that is in front of you and drive it back vigorously.”

“Move as to fall on either Prince Karl’s rear or on the column between Freising and Moosburg.”

“Drive them off the hill.”

6.3.2 General Orders

A General Order is one that does not fit the conditions of an Engage Order, and thus does not allow for offensive combat. Defending in place is allowed in General Orders, as well as local counterattacks, slowly falling back along a pre-defined line, and moving behind well defined friendly frontlines.

- A unit under General Orders can recover Stragglers.
- A Command under General Orders can achieve Initiative Orders more easily.
- A command marching (i.e. moving longer than just redeploying within a defended area) under General Orders that comes into contact with enemy units must either accept a Default Defense (6.6.2), or enter No Orders Status (6.3.4).

6.3.3 Complex Orders

A single order can contain stages of both General and Engage Order type, such as marching to a staging area and attacking from there. The stage the command is about to execute the current turn defines what type of order it is under for the purpose of Attack Stoppage, the chances of getting Initiative, etc. When a new order is sent, it is considered to be an Engage Order for the purposes of order cost, etc, if any part of it is akin to an Engage Order.

6.3.4 No Orders Status

A unit not currently under any orders is considered to be in No Orders Status, and is severely limited in its ability to act. On the positive side, it accepts new orders and recovers Stragglers more easily.

6.3.4.1 A command will enter No Orders Status:

- after executing an Emergency Withdrawal.
- when accepting an order to enter No Orders Status.
- when marching under General Orders and coming into enemy contact.
- the turn after a Loose Cannon result.
- when an order can be considered completed.

Other than these situations, a unit can not voluntarily enter No Orders Status. In the last two cases, the player has a choice of accepting a Default Defense (6.6.2) or entering No Orders Status, which one is most advantageous depends on the situation.

6.3.4.2 If a corps is without orders, the Corps HQ is “bolted to the ground” and cannot be moved until it accepts new orders or executes an Emergency Withdrawal. Subordinate Divisional Commanders and brigades are free to move around as long as they stay within Command Range.

6.3.4.3 If an independent division is without orders, its Divisional Commander has to stay in its current hex until it accepts new orders or executes an Emergency Withdrawal, but the brigades can move around within Command Range.

6.3.4.4 An independent brigade in No Orders Status must remain in its hex, but can change facing.

6.3.4.5 Units in No Orders Status have limitations on what they can do. See the box to the right.

6.3.5 Actions Which Do Not Require Orders

Many game functions do not require, or need to be mentioned in, orders. See the box to the right. The order status of the unit may still put limits on functions like Straggler Recovery.

Complex Orders are very useful if one wants to avoid having to check for Attack Stoppage during a march to a deployment area. Of course at the risk of having the command failing its orders if something unexpected happens en route, but that is just how things work in real life.

There is no “reserve order status” in the system. Rather we have decided that commanders having no orders are more likely to accept a new order than some poor guy fighting for his life. Hence your best reserves are not the guys doubling as defenders. People will also notice that it is easier to get the initiative while under General Orders, the rationale behind this being that people that are in on the current situation but not in the middle of a fire-fight are the ones that will have the easiest time adopting to new developments.

Units in No Orders Status

- have their Command Ranges halved (6.11)
- cannot fire in Fire Phases (artillery can still Opportunity Fire)
- cannot initiate Close Combat (except against Skirmishers)
- cannot initiate Cavalry Charges (with the exception of Reaction Charges)
- cannot adopt Default Defense (6.6.2)
- recover Stragglers more easily
- get a bonus on Order Acceptance

Actions Which Do Not Require Orders

- Army and Corps Commander movement and functions (Divisional Commander and HQ movement, however, is bound by the limits of their orders).
- Fire Combat, Close Combat and Cavalry Charges (regular or Reaction) .
- Movement, facing changes and formation functions within Command Range and the broad limits of an order.
- Straggler Recovery, and Rally.
- Skirmisher release and reattachment.
- Creating and disbanding detached artillery.

Even though they do not exist as a special category, defensive orders are here to stay. This is because even though individual Napoleonic units may be set up for defense in minutes, slinging out a whole division takes a while longer, especially if you want to get the best out of your guns and horsemen. Hence defense just does not happen. It has to be ordered. The concept also forces you to think in terms of mission and purpose just like a real officer would. Is the third division meant to just hang around the village or are they to defend it as a part of your plan?

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Previous versions of the rules did not distinguish between having No Orders or Defending in Place. In **Austerlitz**, **Marengo** and **Aspern-Essling**, when a command is listed as having no orders, it can be considered to either have orders to defend in place, or be in No Orders Status, at the player’s choice.

6.4 Issuing Orders

The Army Commander has a specific number of Command Points available each turn. The player uses these points to pay for orders he writes. The cost of orders varies depending on their type and delivery method. Write the order on scratch paper (the order sheet) and record it on the Order Log (a sheet of lined notebook paper). The player calculates the arrival turn, according to the distance from the Army Commander to the recipient, and records it on the Order Log. The recipient can be a Corps HQ, Army HQ, Divisional Commander or specific brigade (see box). On the arrival turn, the player checks the order for acceptance. Once accepted, the orders are implemented instantly. If a Corps Commander is away from his HQ when an order is accepted, the order is implemented the instant the Corps Commander reenters his HQ's hex.

Remember that it is good form to write your orders in slightly flowery and over-polite late 18th century prose. Use "My Dear..." a lot and do not be ashamed of speaking of yourself in third person.

6.4.1 Order Costs.

Players write orders using Command Points. Each Army Commander possesses a certain number of Command Points based on his Command rating (given on the Command Points Table). Order costs appear on the Order Costs portion of the Command Points Chart. Determine the method of delivery and type of an order and sum up the cost. Command Points cannot be saved from turn to turn and are wasted if unused. A player can not write an order if he does not have sufficient Command Points available to pay the cost of the order.

6.4.2 Order Type.

Each order must be classified as either an Engage or a General Order. If any part of an order's instructions are Engage type, it is considered an Engage Order.

6.4.3 Order Delivery Method.

The Army Commander has the choice of three different methods of order delivery: Aide Oral, Aide Written, and In-person (oral). With the first two methods, the Army Commander gives the order to an aide de camp for delivery to the recipient. Aide Oral delivery requires fewer Command Points than Aide Written orders, but also increases the risk of Delay or Distortion of the orders. In-person (oral) means the Army Commander issues the order directly to the recipient, without using an aide. This reduces both the cost and risk of delay. The Army Commander must be stacked with the recipient to issue an In-person order.

6.4.4 Order Format and Writing.

Write your orders in any manner you are comfortable with and understand. The order's written contents can be as detailed or brief as desired, provided the player can interpret his own orders. Engage Orders also require a general movement direction or path, and a reasonable limit to the operation. "Open-ended orders" (e.g. Attack west!) are not allowed: they are too vague.

6.4.5 Order Log.

Record orders on the Order Log (lined notebook paper). The Order Log's function is to remind the player when to check for acceptance and to give a concise listing of that order's acceptance variables. The log should include: order number, time sent, arrival time, sender, receiver, order, method, type, and order acceptance status. It should be a well-organized and efficient order record which can tell at a glance what orders are Accepted, Delayed, cancelled, or are on the way.

6.4.6 Order Delivery Restrictions.

The Army Commander must stay in touch with his staff at the Army HQ to keep appraised of the battlefield situation. To be able to send aide-delivered orders (written or oral), the Army Commander must be stacked with the Army HQ at the start of the Command Phase. In-person orders can be issued by the Army Commander while away from the HQ, but between each such order, the Army Commander must return to his Army HQ. He does not have to end his movement with the Army HQ, "touching base" by simply moving through the hex with the HQ is enough.

6.4.7 Order Delivery Time.

In-person orders are received the same turn they are sent. For aide-delivered orders, calculate the number of Movement Points a Commander would expend travelling between the Army Commander and the recipient. Divide this number by 10 and round up any fractions. The result is the number of turns the order will take in transit. Add this number of turns to the current turn to determine the time the order will arrive. The turn a new order arrives at the recipient, any pending orders (D4, D5, D6) are discarded, but previously accepted orders remain in place until the new order is accepted.

Order Recipient (6.4)

The recipient of an order is the staff of the recipient unit. To be more specific:

Army HQ: The recipient is the HQ itself, and the Army Commander must issue the order In-person. The Army HQ is considered to have a Command Rating of 3 for this purpose.

Corps: The recipient is the Corps HQ, UNLESS the Corps Commander is stacked with the Army Commander, in which case the Army Commander can deliver the order In-person. Regardless of the delivery method, use the corps Commander's Command Rating. The corps Commander must at least momentarily enter his corps HQ's hex before the order can be implemented. Upon accepting an order, the Commander must make his way to his HQ to implement it, no feet dragging is allowed.

Division: The recipient is the Division Commander.

Brigade: The recipient is the brigade itself, which is considered to have a Command Rating of 2 for this purpose.

The "touching base at HQ" requirement shows the commander's need to go to where all messengers go to check on what is happening outside of his own line of sight.

Note that these rules mercifully save you from one of a commander's hardest tasks in pre-radio days: keeping track of where people are - now and in two hours from now - and at the same time keeping these people informed of where you are and where you intend to be in two hours.

Furthermore, it might upset some people that orders carried by mounted messengers travel at a meek 8 km/h. But this speed represents a good deal of back and forth-traffic as well as the fact that navigating a battlefield always takes more time than the armchair experts think.

6.5 Order Acceptance

The turn the order arrives at the recipient, an Acceptance Check is performed. Acceptance is a measure of how quickly the receiving Commander reacts to the new orders. To conduct an Acceptance Check consult the New Order Acceptance Table. Calculate the Acceptance Number according to the formula given at the top of the table. Locate the column on the table corresponding to the Acceptance Number and roll two dice as an 11..66 roll. The result is the order's acceptance state; record this on the Order Log. Do not forget that orders using conditions or stages (if... then, or when... then...) get the Complex modifier when checking for acceptance. The possible outcomes of this check are Accepted (A), Delayed (D4, D5 or D6), or Distorted (Dt).

6.5.1 Accepted.

The order is instantly Accepted, and must be acted on from this turn on. (For corps orders, even if the order is instantly Accepted, it does not become implemented and usable until the receiving Corps Commander is in his HQ's hex.)

6.5.2 Delay.

A delayed order is subject to some hesitation or preparation before action. Once delayed, an order becomes Accepted by rolling one die per turn. The Phasing Player makes this "Delay Reduction Roll" starting on the turn after the Acceptance Check produced the Delay result. Three types of delay are possible: D4, D5, and D6. To remove the Delay, one must roll equal to or greater than the number of the Delay. The turn the Delay is removed, the order is Accepted. Alternatively, Initiative or the receipt of another order can cancel a Delayed order. Resending the same order (by Initiative Orders or a normally issued order) to "improve" the acceptance result is NOT allowed.

6.5.3 Distortion.

Distorted orders are completely misunderstood or ignored, and are discarded. Before the command that suffered a Distortion result can be issued another order, the Army Commander must "discover" the debacle. Roll a die for the command at the beginning of each friendly Command Phase following the Distortion result. On a roll of 5 or 6 the Army Commander realizes that his order has been misunderstood and may issue a new order to that command. The command suffering from this calamity can still roll for Initiative Orders (6.6.1).

6.6 Local Initiative

In addition to the order issuing procedure described above, Commanders on the spot can exercise Local Initiative. There are three types of Local Initiative: Initiative Orders, Default Defenses and Emergency Withdrawals. Initiative Orders require a die roll to succeed, Default Defenses and Emergency Withdrawals are automatic. Local Initiative is exercised in the Local Initiative Phase. A command can only use one of the three types of Local Initiative each turn.

6.6.1 Initiative Orders

Commanders can issue Initiative Orders to their commands or sub-units of their commands. The player handles Initiative Orders like any other, except that the acceptance procedure is different.

6.6.1.1 Corps Commanders, Divisional Commanders and cavalry brigades can attempt to issue Initiative Orders. Initiative Orders can be issued to the entire command, or to one of its sub-units. Army Commanders never issue Initiative Orders. Game-specific rules may limit or expand this capability.

6.6.1.2 In one turn, only one Commander can attempt Initiative for a given command, or one of its sub-units. Therefore, if a Divisional Commander rolls for Initiative and fails, the Corps Commander can roll only for one of his other divisions, and not the parent corps.

6.6.1.3 Getting Initiative.

Determine the Commander's Command Rating. Independent brigades are considered to have a Command Rating of 2. Use this to determine which column to use on the Initiative Table. Roll two dice as an 11..66 roll. The table provides ranges that result in Initiative or Loose Cannon. If a die-roll does not fall in one of these ranges, nothing happens. If a command becomes a Loose Cannon, see 6.6.1.6 below.

6.6.1.4 Effects of Initiative.

When a command successfully gets Initiative, immediately write a new order for it. The order does not cost Command Points to create, does not need to be delivered, and will be automatically Accepted in the upcoming New Order Acceptance Phase. Corps Commanders must still make a trip to their HQ to implement these orders. Any orders currently Accepted or in Delay are discarded. An aide-delivered order in transit that will arrive in a future turn will still do so, but orders arriving in the same Orders Phase are discarded.

Order Writing Example

You have the 3rd Division in Hall and you would very much like it to defend Kümla village instead. A simple order would then go something like:

"3rd Div: march to Kümla and defend."

If you like you can develop this further:

"3rd Div: march over Hinzeberg to Kümla and defend."

"3rd Div: march to Kümla and defend it from attacks from the north."

You can add a condition or an alternative:

"3rd Div: march to Kümla the instant 4th Division arrives at your location."

"3rd Div: march to Kümla and defend. If the enemy holds Kümla stop in Kirseberg and defend the bridge there."

(Both these orders are Complex.)

If you feel more aggressive try telling 2nd Division to capture Hall. Like this:

"2nd Div: capture Hall."

"2nd Div: attack and capture Hall from the direction of Säter."

"2nd Div: attack up the Säter road and capture Hall."

(These are all Engage orders.)

Or you can be even more pretentious:

"2nd Div: march over Hinzeberg to Viskan Stream. Cross the stream and capture Hall."

"2nd Div: capture Hall and then deploy to defend against attacks from the east."

"2nd Div: cross Viskan and capture Hall. Continue your attack up the Hinzeberg road and if possible capture Säter."

(All these orders are Complex. In the first case you will only begin checking for Attack Stoppage once the actual attack begins.)

It is convenient to precede any order with a brief code of your own design for arrival time, order type & delivery method.

See 30.0 for more on this subject.

Initiative represent local commander trying to run things themselves. This might be a good thing if the "local commander" is someone like Davout, but most of the time he will be elsewhere and you will be coping with a lot of wasted time and things happening that you did not want to happen. You will soon realize that the best way to save you the risks of over-creative underlings and avoid the lottery of rolling for initiative and risking loose canon results is to either make sure that nobody tries to do anything OR to take command and give good orders.

6.6.1.5 Initiative-Based Orders.

Like any other order, players must record and faithfully follow Initiative-based orders. Initiative cannot be used to re-issue orders which have not yet arrived or which are in a delay status—only for different orders. Any attempt to consciously circumvent this is cheating.

6.6.1.6 Loose Cannon.

If a command rolls for Initiative Orders and the result falls into the Loose Cannon range, the opposing player must issue an order to the affected command for them to move and/or attack for one turn (only). After this one turn, the unit enters No Orders Status. The owning player conducts the actual movement, but must follow the order issued by the enemy. This order cancels any orders the command might have had. The movement can be an attack, withdrawal, or any other type of activity. The command suffering under a Loose Cannon is not required to wreck itself in futile Close Combats, etc., but a reasonable effort should be made to follow the orders.

6.6.2 Default Defense

A formation currently under orders may throw away its order and instead adopt a “Defend in Place” order. This is automatically successful, and does not require an Initiative roll. The order requires, however, that the command hub of the Command (Corps HQ, Divisional Commander or brigade) is frozen in place in the hex it is currently in. To move, it requires new orders or an Emergency Withdrawal.

6.6.2.1 Units in No Orders Status (6.3.4) can not adopt a Default Defense.

6.6.2.2 Any current orders or orders awaiting acceptance are discarded by a Default Defense. An aide-delivered order in transit that will arrive in a future turn will still do so.

6.6.2.3 A unit moving under General Orders that comes into contact with the enemy (6.3.2) or a unit that can be considered to have finished its current orders must either adopt a Default Defense or enter No Orders Status (6.3.4).

6.6.3 Emergency Withdrawal

A command can, regardless of its orders status, execute an Emergency Withdrawal, thereby cancelling its current orders and causing it to fall back. The command must be under a threat of being decimated or destroyed, due to being under heavy attack, about to be surrounded or attacking into murderous fire. The judgment of when this is appropriate is in the owning player’s hands. A command might also be forced to execute an Emergency Withdrawal.

6.6.3.1 Units executing an Emergency Withdrawal immediately accept an order lasting one turn to withdraw away from the threat.

6.6.3.2 During the Movement Phase, the Commander of the withdrawing command (or Corps HQ for a corps) must withdraw at least 6 hexes, but can move up to its full Movement Allowance if the owning player wishes.

6.6.3.3 Units in the command must try to get back within Command Range (remember command radii will be halved since the command enters No Orders Status after an Emergency Withdrawal). Units out of Command Range cannot remain in place per 6.11.4.

6.6.3.4 A brigade on Independent Orders simply withdraws its full Movement Allowance.

6.6.3.5 The direction of an Emergency Withdrawal is not affected by the standard Retreat rules (21.4) since it is a voluntary movement. The withdrawing command must do its best to try to get away from the threat that caused the withdrawal, however.

6.6.3.6 At the conclusion of the move, all infantry units of the withdrawing command must make a Morale Check (21.2). A failed check means the unit takes one Straggler.

6.6.3.7 Upon completion of this (one turn) movement, the command enters No Orders Status (6.3.4). Any orders it had (Accepted or in Delay) when the Withdrawal was called for are lost. An aide-delivered order due to arrive that turn is also lost, but an order in transit that will arrive in a future turn will still do so.

6.6.3.8 Further Emergency Withdrawals can be conducted if the command’s safety is again threatened, with repeated Straggler checks being the only penalty.

6.6.3.9 A command that fails its Attack Stoppage roll (6.7) must execute an involuntary Emergency Withdrawal.

6.6.3.10 A corps that has its HQ overrun has an Emergency Withdrawal forced upon it.

6.7 Attack Stoppage

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

6.7.1 If a command will execute Engage Orders during the current turn, it must make an Attack Stoppage check in the Command Phase. Check for Attack Stoppage for the command executing the order as a whole, not for each sub-unit (example: if a corps has an order to attack, the corps checks for stoppage, not each subordinate division). A player can never voluntarily fail an Attack Stoppage roll.

While these rules will leave it to you, the player, to mass things up at the top, loose cannon results represent the help you just might get from your subordinates as they try to think for themselves.

When they happen in the game loose cannon results may be hard to explain and rationalize and “he would never do such a stupid thing anyway”. But rest assured that even careful and rock-solid officers such as Wellington and Davout did get things wrong from time to time.

A good order can answer four questions. WHEN and WHERE is WHOM supposed to do WHAT. If your order can - at least in your own mind - answer the question WHY as well, you are pretty much in business.

Yes, the withdrawal can be half a map along a Road.

Example: A corps composed of 3 divisions is under an Engage Order. In the Command Phase, the owning player has to check for Attack Stoppage. He checks the Attack Stoppage table: the corps has 3 sub-units (divisions) one of which is wrecked.

# of Sub-Units in Command		10	9	8	7	6	5	4	3	2	1
Commander is lost	0	1	1	1	1	1	1	1	1	1	1
	1	1	1	1	1	1	2	2	2	3	4
	2	1	1	2	2	2	2	2	3	4	5
	3	2	2	2	2	2	2	3	4	5	6

The first table gives us a 2. That is the row to use on the second table. And the rating of the Corps Commander gives the column. (The Corps Commander rating is 4.)

Commander's Rating (2 for Independent Brigades)		0	1,2	3,4
Command	4	3	2	1
	1	1	1	1
	2	2	2	3
	2	2	3	4

The final result is 5. The player now rolls two dice and has to roll at least a 5, else a Corps Attack Stoppage will happen.

6.7.2 Procedure.

Consult the Attack Stoppage Table. Cross index the number of Wrecked (21.6) sub-units in the command against the total number of sub-units currently in it (i.e. count attached units, but not units under Independent Orders). This number indicates the row to use on the smaller table. Cross index this number with the force Commander's Command Rating (independent brigades have a Command Rating of 2). The number found is the minimum roll on two dice needed to pass the check. If the command passes the check, it continues to attack. If it fails, the command must stop the attack and execute an Emergency Withdrawal (6.6.3).

6.7.3 Divisions and brigades of a corps operating on the map before the arrival of their Corps HQ make Corps Attack Stoppage checks as a corps, except that corps size is determined using only those sub-units actually on the map. A reinforcing command that has yet to enter the map never has to roll for Attack Stoppage, regardless of its orders.

6.8 Independent Orders

A sub-unit of a larger command may be given an Independent Order. An Independent Order is a separate set of instructions for that sub-unit that detaches it from its parent command, making that sub-unit a command of its own. Once the sub-unit is detached, it is free from any Command Range restrictions (6.11) of its former parent command.

6.8.1 Divisions belonging to a corps, and brigades not otherwise belonging to a division, can be given Independent Orders this way. In addition, cavalry brigades can be given Independent Orders even if they do belong to a division. Unless specified in the game specific rules, other sub-units may not be given Independent Orders.

6.8.2 An Independent Order is written down exactly as a normal order, directed specifically at a sub-unit of a command. A sub-unit receiving Independent Orders is considered a separate command from the moment the order is accepted, following its own orders. It is unaffected by orders given to its former parent command and vice versa. It checks for Attack Stoppage, makes Emergency Withdrawals, etc, on its own. The only way it can rejoin its parent command is by Sub-unit transfer (6.9).

6.8.3 A sub-unit can receive Independent Orders either by normal orders or Initiative. Normal orders can be issued directly from the Army Commander or as part of an order issued to its parent command. Such orders must go through the normal acceptance procedure, and until implemented the sub-unit remains under the orders of its parent command. Initiative orders are implemented immediately as usual. Sub-units can roll for Initiative themselves or have a superior Commander (Corps Commander for divisions, Corps or Division Commander for brigades) roll for Initiative to give them Independent Orders.

6.9 Sub-Unit Transfers

Sub-units may be transferred between commands. (Sub unit? See box to the right.) Divisions or brigades can be transferred between corps, brigades between divisions, or independent units could be transferred to a parent command. Only sub-units that start independent, or would otherwise be allowed to receive Independent Orders are allowed to transfer. To transfer a sub-unit, an order must be issued (by the Army Commander or by Initiative) to the sub-unit being transferred, stating simply what command it is to join. When the order is implemented, the sub-unit is considered to have orders to move to its new parent formation. Once within the Command Range of its new commander, the formation functions normally as a sub-unit of the new parent command (division of a corps, brigade of a division etc.) to which it is assigned.

Note: Due to the fact that Acceptance comes after the Attack Stoppage check in the sequence, a command never checks for stoppage the first turn under new orders.

It is perfectly legal to give each division of a corps separate instructions and axis of advance WITHOUT these divisions becoming independent commands. Sub-units with special instructions, but without Independent Orders, would still be part of their parent corps and would have to trace command to the corps HQ as usual. If a sub-unit receives an Independent Order as part of an order to its parent command, this should be clearly stated in the order.

Sub-Unit Definitions (6.7)

Corps: Each division (and brigade not otherwise belonging to a division) counts as one sub-unit. The original Corps Commander, if killed, wounded, or reassigned to a higher command during the game, counts as an additional Wrecked sub-unit.

Division: Each brigade counts as a sub-unit. If the Divisional Commander is killed, wounded or reassigned to a higher command, he counts as an additional Wrecked sub-unit for that order only. Once the Division suffers Attack Stoppage or receives new orders, the replacement Commander is treated as being the "original" division Commander for all purposes.

Brigade: A brigade is considered to have only one sub-unit (itself), and if Wrecked counts as having 1 of 1 units Wrecked.

Artillery is never counted for sub-unit calculations.

6.10 HQ Units

HQ units represent the staff of a corps or army. They have the same movement characteristics as Commanders, do not count for stacking, can not be targeted for fire, and remain unaffected by morale results. HQs in a stack which retreats can do so with it at the owning player's discretion. Divisions and independent brigades do not have HQs.

6.10.1 HQ Movement

HQs without specific orders to move are "bolted to the ground". They remain in their hex unless ordered to move, retreat or are overrun. Corps HQ movement is dependent on their corps' orders. If a corps has orders to move, the HQ can move freely within the limits of them, otherwise the Corps HQ must remain in its hex. An Army HQ needs a specific order directed to it to move. A move order to an Army HQ must be issued In-person, and is considered a General Order (The HQ has a Command Rating of 3.). Written orders cannot be issued from a moving Army HQ until it arrives at its final destination, but otherwise it functions normally.

6.10.2 HQ overrun.

Corps HQs which are not stacked with one or more Combat Units and have enemy units enter their hex displace to the nearest friendly stack. In the following turn, the entire command must execute an Emergency Withdrawal. An Army HQs that is overrun must withdraw at least 6 hexes, but can move up to its full Movement Allowance if the owning player wishes, and it loses any order it had to move awaiting acceptance. This does not cause an Emergency Withdrawal to the army, just embarrassment.

6.11 Sub-Unit Command and Control

Sub-units of a command must generally remain within the Command Range of their Division Commander and/or Corps HQ. Units within these ranges are In Command, units outside are Out of Command. A unit which is In Command can move and fight as desired within the spirit of their orders.

6.11.1 Command Range.

Command radius is checked at the end of the Movement Phase. During the Movement Phase, all Commanders and units of a formation must move so that they end up within these ranges (with the exception noted in 6.11.4). Calculate Command Range distances in hexes. Steep Slope, Woods and Swamp hexes count as two hexes, unless negated by Roads. See box to the right for exact ranges.

6.11.2 Units are always In Command if in the same hex or adjacent to their Commander unless separated by an impassable hexside of some kind.

6.11.3 If a command is in No Orders Status, all Command Ranges are halved. Command Ranges are also different at night (27.2.1).

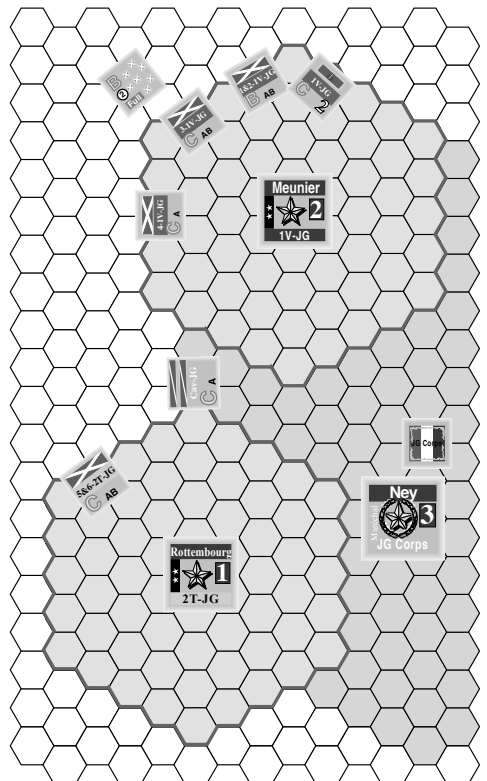
6.11.4 A unit that is not in command at the start of its movement must either spend all its Movement Points trying to get back into Command Range or remain in place during the entire Movement Phase. The choice can change from turn to turn, but must be within the guidelines of the unit's current orders. If moving, the unit has to take the shortest route, but not the fastest formation to get back within range. There is no requirement to form March Column and turn your rear to the enemy when a Line Backstep would be safer.

6.11.5 Cavalry units can violate the rules for Command Range when executing a Cavalry Charge. See 16.1.5 for the details.

6.11.6 Artillery units Out of Command may only Opportunity Fire, they may not conduct Fire Combat in the Fire Combat Phases.

If you find this easier to remember, trace the range in Commander MPs, counting Roads as 1 instead of 1/2. The result is the same

In this day and age staff organizations were not the least set. A staff could be anything from the commander's best drinking buddy and a couple of orderlies to a small movable town complete with cooks and grooms and mistresses as well as portable libraries and a semaphore station. Napoleon's Imperial HQ was a large apparatus, but it was dwarfed by the massive affair that travelled on Schwarzenberg's heels in 1813 that included a couple of royal courts and half the blue bloods in Europe.



Corps Commander with two Divisions.

Command Ranges (6.11.1)

The distances allowed for Command Range depend on the echelon of commands involved.

Brigade: Brigades belonging to a division must be within 4 hexes of their Divisional Commander. For a brigade with Line Extensions, only one hex of the brigade line must be within range. Brigades attached directly to a corps without belonging to a division must be within 8 hexes of the Corps HQ.

Division: Commanders of divisions belonging to a corps must be within 8 hexes of the Corps HQ. This means the Command Range could extend 8 hexes between a Corps HQ and a Divisional Commander and then a further 4 hexes to a brigade from that Divisional Commander.

Artillery: Artillery units assigned to a division must be within 4 hexes of that Divisional Commander. Artillery belonging to a corps must be either within 4 hexes of any Division Commander of that corps, or within 8 hexes of the Corps HQ. Artillery assigned directly to an army must be within 4 hexes of any Division Commander of the army, within 8 hexes of any Corps HQ, or within 8 hexes of the Army HQ.

7.0 Unit Sizes

Infantry and cavalry units measure their size in strength levels, ranging from C (smallest) to AAA. Artillery units measure their size in gun points ranging from 1 to 5. Skirmishers are either full or reduced strength. Commanders and HQs do not worry about size.

7.1 Infantry and Cavalry Strength Levels

Infantry and cavalry unit size is measured in levels of A, B and C. An A level unit has roughly 1500 men if infantry or 1000 men if cavalry. Strength level B is half the size of strength level A and strength level C is half the size of strength level B. Above strength level A, a unit can be AB, AA, AAB and AAA (the largest). The Strength level can be considered the “significant digit” of unit size, the exact size is kept track of on the Loss Charts. To the left of each set of squares is the unit’s current strength level.

7.1.1 One A=2Bs, one B=2Cs and one A=4Cs. Therefore, a strength level AB unit with Line Extensions in two different hexes would have a B in each of the three occupied hexes. Also, a stack of two strength level B units would have a total strength of A. Note that a B strength and a C strength unit stacked together still has a total strength of B, since there is no intermediate strength between A and B.

7.1.2 Those who wish may use strength level markers to mark strength levels under the unit counter when units are below A strength level—any unit without a strength level marker is assumed to be at least A strength level. The strength level markers, marked B and C, serve a function similar to numeric step markers used in other games. The current strength level can also be found on the Loss Charts.

7.1.3 A unit’s starting full strength appears on its counter. In some games, specific scenarios may call for units to start with reduced strengths. In those cases, find the unit’s starting strength on the Loss Charts after marking off the indicated Permanent Casualties and/or Stragglers.

7.2 Artillery Gun Points

Artillery units measure their size in gun points, each point representing roughly 3 guns (depending on calibre). An artillery unit can have from 1 to 5 gun points. The full strength of an artillery unit is printed on its counter. If the strength is reduced from combat or detached batteries, mark it with a gun point marker equal to the number of gun points remaining in the unit.

7.3 Skirmisher Strength

Skirmisher units have two strength levels, full and reduced. The front side of a Skirmisher shows it at full strength, the back at reduced strength.

7.4 Comparing Size

Close Combat and Cavalry Charges require that you compare the size of the attacker and the defender. Use the strength levels, not the actual number of boxes on the Loss Charts when comparing, so that a strength AB unit is bigger than a strength A unit, and a strength AA unit is twice as big as a strength A unit. Stacks are added together as per 7.1.1. Artillery (any size) and Skirmishers (both full and reduced), or any combination of these stacked together, are considered to be size C.

Strength levels are relevant in close combat, where there is a modifier for being double the size of your opponent: every other strength level is (at least) twice the size of a C unit, any strength level that starts with an A is (at least) twice the size of a B unit. AAA, AAB and AA units are (at least) twice the size of an A unit, and only AAA units are twice the size of an AB unit. Got it?

8.0 Formations

Combat units can have different formations, each with its own unique advantages and disadvantages. Terrain movement costs and combat characteristics are different for the various formations. The various charts give the specifics.

8.1 Available Formations

No unit can ever be in more than one formation at a time, see the box to the right. Most formations are shown by the facing side of the counter (Column vs. Line, Limbered vs. Unlimbered, Ready vs. Blown, etc.). Some formations, such as Square and Routed, require an additional marker to designate them.

8.2 Changing Formation

Units normally change formation by spending the required Movement Points to do so during the Movement Phase. Formation Change costs are given on the Movement Cost Chart.

8.2.1 Formation Changes can trigger Opportunity Fire (17.4). While technically Formation Changes, rallying a Routed unit to Disorganized status, recovering a Blown cavalry unit to Ready formation, or having a Square change formation in Close Combat does not trigger Opportunity Fire.

Available Formations (8.1)

Infantry units can adopt Line, March Column, Combat Column, and Square formations.

Skirmish units are always in “Skirmish” formation (except when Routed).

Cavalry is either in Ready or Blown formation.

Artillery can be in Limbered or Unlimbered formation.

All of these unit types can be in Routed formation, which is also a Morale State (21.1).

8.2.2 When a unit changes formation, it must normally retain its facing. Limbering and Unlimbering artillery can freely rotate facing 180 degrees at no additional MP cost. Units with all-around frontal or rear facing (Squares and Routed units) can choose any facing when they enter a formation where they no longer have all-around facing.

8.2.3 A unit in Line with Line Extensions (13.0) that wishes to change formation to Column must retract its extensions before it can change formation.

8.3 Squares

Infantry units can form Squares to protect themselves against cavalry. Only infantry units in Line or Column, and their extensions can form Square. Line Extensions form Square independently of their parent. All infantry units in a stack must enter Square if one wishes to do so.

8.3.1 Entering Square

Units can enter Square formation when they are in the target hex of a Cavalry Charge (regular or Reaction), or as a regular Formation Change during movement.

8.3.1.1 Infantry units entering Square as part of movement spend the MP cost for a Formation Change as usual. Units forming Square in a Cavalry Charge do so automatically, without spending any MP, but this ends the units move.

8.3.1.2 DG and Routed units cannot form Square, but units can stay in Square if they become DG while in Square. Squares that become Routed of course enter Routed formation instead.

8.3.2 Square Movement

Units in Square formation can move a single hex in any direction if they start the Movement Phase in Square, but must pass a Morale Check (21.2) to do so. If the stack passes the check, move it one hex. If the stack fails the check, the units attempting to move becomes DG and enters Column formation. A unit moving this way is considered to have spent all its Movement Points, and can not move further. This movement can only be into Clear terrain and may never be used to enter Close Combat.

8.3.3 Exiting Square

Units can voluntarily exit Square formation during movement by making a normal Formation Change.

8.3.4 A unit in Square that is attacked in Close Combat automatically changes formation to Column (or Line in the case of a unit with Line Extensions) and has its Morale State reduced 1 level. See 15.4.5 for the details.

8.4 Combat and March Columns

There are two different types of Column formation in the game, March Columns and Combat Columns. March Columns are severely handicapped in Close Combat, while Combat Columns offer some combat advantages compared to Lines. Some nations use March Columns, while others use Combat Columns instead. No units may use both formations, it is either/or. The game specific rules will list which units use Combat Columns, all others use March Columns.

8.4.1 When a rule refers only to Column, it applies equally to Combat and March Columns. A unit in Column formation, is always considered to be in the type of Column its nationality uses.

Exception 1: Units in Combat Column that move across a Bridge directly into Close Combat are considered to be in March Column during Close Combat. A unit in Combat Column that has just crossed a Bridge is considered to be in March Column for the purpose of Cavalry Reaction Charges.

Exception 2: In Village Fighting March Columns are treated as Combat Columns, see 19.4.

8.4.2 If a March Column is the leading unit in Close Combat or Cavalry Charge, the opponent ignores any Permanent Casualties or Stragglers resulting from the combat, only the morale result is implemented. Units in March Column can still initiate Close Combat, but this is recommended only as a desperate measure (getting across a defended Bridge, for example).

Contrary to what some wargames might make you believe, squares did move on the battlefield. Moving such a massive block of people around was not done while under attack and with one side of the square moving backwards like some surreal 1600-legged crab. Instead everybody faced in the same direction and moved a short distances between halts for dressing the ranks.

OLDER GAMES

Austerlitz & Marengo: Only French units use Combat Column.

Aspern-Essling: The French use Combat Column. The Austrians use Combat Column, but Austrian units in Combat Column have 7 MPs instead of 8, except when using Road Movement (this rule replaces the Massed Column rule in the game specific rules). Don't keep track of fractional MPs when changing formation, simply keep moving until you've used the maximum for the formation you are currently in.

9.0 Stacking

Stacking is placing more than one unit in a hex. Stacking primarily effects which unit takes losses first in combat. Stacks can be rearranged at any time during a player's Movement Phase.

9.1 No more than three A strength levels, 10 gun points, and one full strength Skirmisher can be in a hex at one time. The stacking limits apply to each category separately. Stacking limits are checked at the end of any phase in which movement or retreats are possible. Units may temporarily over-stack during movement. During the conduct of Close Combat and Cavalry Charges, each side can stack up to the stacking limit in the hex.

9.2 If an over-stacked hex is discovered, the stack has its Morale State reduced by 1. Over-stacked hexes must be broken up in the next available friendly Movement Phase. Routed units may move one hex to accomplish this. Repeat as needed.

9.3 Units may move as a stack as long as each unit's Movement Allowance is not exceeded. MP spent remain independent for each unit in a stack. Stacking and unstacking have no effect on movement or MP costs, except for Road Movement (12.5).

9.4 Stacks can have but one Morale State marked with a morale marker atop of it. When units in different Morale States stack at the end of movement or retreat, they adopt the worst Morale State of the new stack.

Note: infantry and cavalry can stack freely.

This means that you can crowd 4500 soldiers thirty guns with teams, crews, limbers and back-up wagons as well as another 100-200 riflemen with cool hats into one 200 x 200 meter square. It will not be practical, but it will work. Sort of.

10.0 Facing

All units must be aligned to "face" a hex corner. All units in a hex must face the same direction, with the exception of units with all-around frontal or rear facing. Facing defines the unit's front, flank and rear, which affects movement and combat. See the box to the right.

10.1 Changing Facing

10.1.1 During movement, units must pay 1 MP to change facing from one corner to an adjacent corner.

10.1.2 A unit (any type or formation) can rotate 180 degrees at the cost of 1 MP.

10.1.3 Facing can be changed at will at the end of any required retreat with no MP cost. Units of both players executing a Close Combat or a Cavalry Charge can change facing freely at the end of that action.

10.1.4 Units with all-around frontal facing never spend MPs to change facing. Lines entering a Town/Village hex change to all-around frontal facing without paying any MPs to do so (it's included in the MP cost for the terrain). Lines exiting such hexes face in the direction they moved.

Facings (10.0)

The following units have the **standard** facing:

Line
Column,
Cavalry (Ready and Blown),
Artillery (Limbered as well as Unlimbered).

all-around frontal facing:

Infantry in Line in a Town/Village hex,
Skirmishers,
Squares.

all-around rear facing:

Routed units.

no facing:

Commanders, HQs.

11.0 Zones of Influence

Infantry units (only) exert a Zone of Influence (or ZoI) into hexes adjacent to their frontal hexsides. In these hexes, they have a limited ability to affect enemy operations beyond the level represented by Close Combat. Cavalry and artillery units have their own way of reacting to enemy movement within 3 hexes. See Reaction Charges (16.5) and Opportunity Fire (17.4).

11.1 Limits to ZoI

Zones of Influence do not extend into or across Prohibited terrain, into Fortified Terrain, into Town/Village hexes or into hexes occupied by other friendly units.

11.2 Lack of ZoI

Infantry units in March Column, Disorganized and Routed units do not have a ZoI.

11.3 Morale Degradation

A unit trying to conduct operations in an enemy Zone of Influence can have its Morale State reduced.

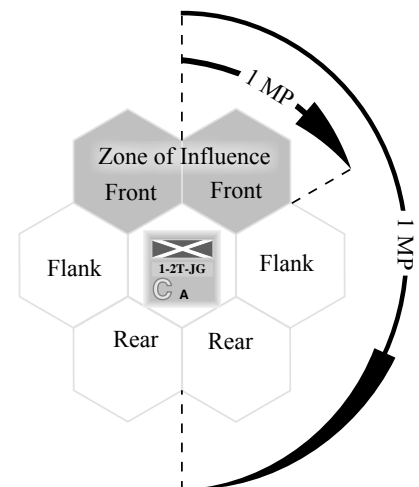
11.3.1 Morale Degradation occurs when

- A unit attempts to move directly from one enemy Zone of Influence hex to another.
- A unit changes formation in a Zone of Influence (including Square formation in reaction to a Cavalry Charge).
- A unit retreats from one ZoI hex directly into another.

11.3.2 A unit suffering Morale Degradation has its Morale State lowered by one (Blood-Lusted units become Normal, Normal units become Shaken etc). If this causes a moving unit to become DG, it has its remaining Movement Points halved. If the moving unit Routs, its movement stops, and it is retreated per 21.4.

11.4 Rally

Units in an enemy ZoI are not allowed to Rally (21.5).



The ZoI represents rolling volleys and similar techniques used by infantry, as well as the threat of an attack. It is not that much to worry about, but you want to keep your distance just to be safe. There was no such thing as "pinning" or "suppressing" infantry fire during this period. To "pin" formed infantry - keeping it busy -you had to charge it.

12.0 Movement

During each Movement Phase, the Phasing Player may move his units. Each unit is moved individually or as part of a stack keeping track of each unit's remaining MP. Movement must follow a contiguous path through the hex grid, one hex at a time.

12.1 How to Move Units

The Phasing Player can move all, some, or none of his units as desired.

12.1.1 Units can only enter frontal hexes during movement. Units with all-around frontal facing can enter any hex, and pay the normal MP cost to do so. (Exception: Squares can only move a single hex. See 8.3.2.)

12.1.2 Use Movement Points to calculate movement. Each unit expends MPs for each hex entered or hexside crossed according to the Movement Table. Keep a running total of the Movement Points a unit expends while moving. If a unit becomes Disorganized for whatever reason during movement, halve the remaining Movement Points.

12.1.3 Each unit has a Movement Allowance, based on unit type and formation, given on the Movement Table. This is the number of Movement Points the unit may spend in the Movement Phase.

12.1.4 Movement Allowances are completely independent for each unit and expenditures by one unit do not affect others. Movement points cannot be saved for future use.

12.1.5 A unit that has not spent any Movement Points this Movement Phase, but still has insufficient Movement Points to enter an adjacent hex, can always move one hex (unless it is Unlimbered artillery or Routed). This move may not be into or through Prohibited terrain and uses up the entire Movement Allowance of the unit. A unit moving this way reduces its Morale State by 1 (Normal to Shaken etc). Units can enter Close Combat this way.

12.2 Terrain Effects on Movement

As per the Movement Table, each hex and hexside feature in the game costs a varying number of Movement Points to enter or cross. A moving unit must pay the total cost unless using the "one hex movement" exception in 12.1.5.

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

12.2.2 Units cannot enter or cross Prohibited hexes or hexsides.

12.2.3 Forest hexes affect movement if they contain forest symbols in any part of the hex.

12.2.4 No unit can move, charge or retreat out of terrain it would not be able to move or charge into. For example, a cavalry unit cannot enter a Swamp hex by Road and then move/charge out of that hex "off-road" through the swampy hex-edges.

12.2.5 Some terrain types can cause a unit to become Shaken or Disorganized as indicated on the Movement Table. These results are only implemented if the unit is currently in a better Morale State. If at the same or worse Morale State, the result has no additional effect. If such movement would cause a unit to also suffer a Morale Degradation (for example when moving across a Tributary while moving in a ZoI) implement the Morale Degradation first.

12.2.6 The number of elevation levels in a hex determines the steepness of a Slope. A hex with two elevation levels is a Slope. A hex with three elevation levels is a Moderate Slope hex. A hex with four elevation levels is a Steep Slope. A hex with five elevation levels is an Impassable Slope - Prohibited terrain. Terrain cost for Slopes is in addition to other terrain costs, and is paid regardless of which direction the unit entered the hex from.

12.3 Restrictions on Movement

12.3.1 Units may not enter enemy-occupied hexes except to resolve Close Combats (15.1.4) or Cavalry Charges (16.1).

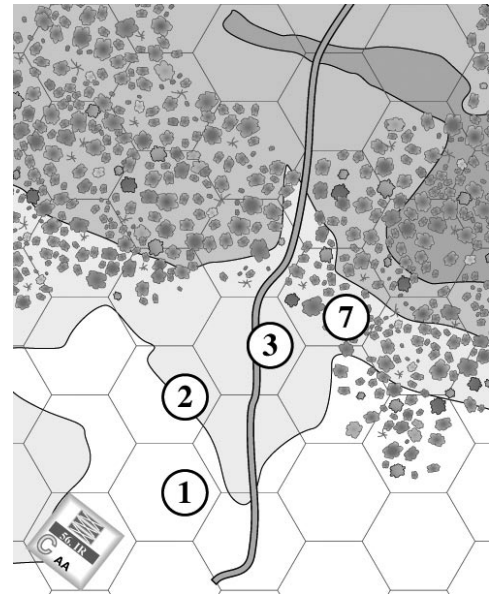
12.3.2 Only friendly units may move during the friendly Movement Phase. Enemy units could be forced to retreat as a combat result or might conduct a Reaction Charge; this is not movement per se.

12.3.3 A unit or stack cannot move into a hex if it does not have enough MPs to reface the same direction as the rest of the units there. The player must reface the final stack so as to make sure all units face the same way. Units with all-around frontal facing are ignored for this rule. Rule 12.1.5 can be used to reface in case there isn't enough MPs for the move and reface.

12.3.4 Unless otherwise specified in the game specific rules, units cannot exit the game map. Infantry units forced to exit the map have all their remaining strength boxes on the Loss Charts marked off as Stragglers. Other units are eliminated.

12.3.5 Unlimbered batteries cannot move, but can expend MPs to change formation or facing.

12.3.6 Routed units have a Movement Allowance of zero, and can only move by retreating.



Infantry in column take to the hills.

Note: Cavalry units can expend their entire MA and still complete a three-hex Cavalry Charge.

OLDER GAMES

Austerlitz uses a different, "layer cake" model for portraying elevation. Elevation changes, Slopes and Steep Slopes are marked hexside features. Pay the cost for crossing the hexside, in addition to the hex terrain. Always use the worst type of terrain in case a hexside is both an elevation change and a Slope.

If you think it's strange that moving sideways along a hillside is as expensive as moving uphill, remember that these units move in huge formations, and keeping the formation while moving sideways on a slope is even harder than going up- or downhill. Furthermore it might be worth noting - just for comparison - that a Steep Slope hex would be hard to cross even with a modern four-wheel drive car or a tracked vehicle.

12.4 Special Movement Types

12.4.1 Line Backstep

Infantry units in Line formation can "backstep" into any adjacent hex (including flank or rear) without changing facing, but this requires their entire Movement Allowance. This can not be combined with 12.1.5 (sorry, no backing into Close Combat).

12.4.2 Square Movement

Units in Square formation can move a single hex, See 8.3.2.

12.5 Road Movement

Units can gain movement benefits using Roads, though the necessity of maintaining combat formation in the vicinity of the enemy makes the benefits less than you might expect.

12.5.1 A unit uses Road Movement by following the Road's path. The unit pays the Road movement cost and ignores the MP cost of other features in the hex or hexside crossed. Facing change costs are ignored during Road Movement.

12.5.2 To use Road Movement, one of the unit's frontal hexes must face a hex side the Road goes through. When a unit wishes to begin Road Movement, it must spend MPs to face toward the next hex along the Road if it is not already doing so. When the unit finishes moving along a Road (either because it is finished moving or beginning off-road movement), automatically face the unit with one of its frontal hexes towards the next hex along the Road.

12.5.3 Units cannot use Road Movement to enter hexes containing infantry, cavalry, artillery units or wagons, they have to move off-road to do so. In addition, road moving units cannot move stacked with other units of these types.

12.5.4 Infantry units must be in Column to use Road Movement.

12.5.5 A unit cannot enter Close Combat or execute Cavalry Charges while it is using Road Movement.

12.5.6 Forced March

Forced March is a method of increasing unit speeds while using Road Movement; the cost is potential Stragglers.

12.5.6.1 Only infantry in Column and not Disorganized can Force March. Units performing Forced March must use Road Movement while doing so.

12.5.6.2 For one set of three (3) extra Movement Points, make a Morale Check (21.2). A failed check means the unit suffers a Straggler.

12.5.6.3 To gain a second set of three MPs, make a check for Stragglers as per above again. No unit may gain more than a total of six MPs using Forced March.

12.5.6.4 Skirmishers stacked with Forced Marching infantry units can move along the entire distance and remain stacked, even if this would exceed the Skirmisher's Movement Allowance. The Skirmishers must stay with the infantry unit for the entire movement to do this. The Skirmisher does not suffer any penalties for tagging along with a Forced March.

12.6 Reinforcements

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

12.6.1 Move reinforcements onto the map as if they were in a long column extending off the map from the Entry Hex. This means each successive unit entering the map has fewer MPs left to use than the one before it. Sometimes, it may take more than a single turn to enter a reinforcing column.

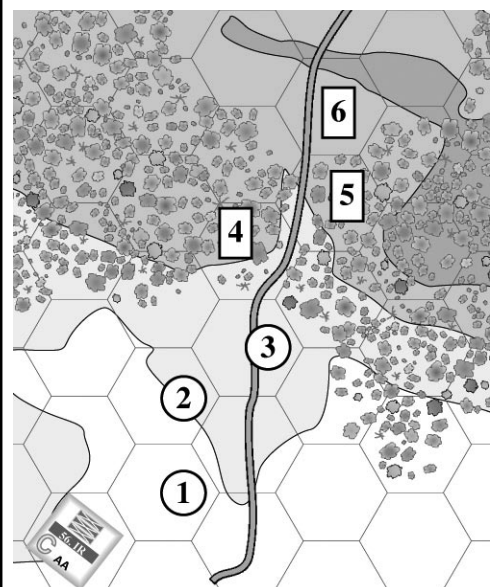
12.6.2 If enemy units block a specified Entry Hex, that unit is free to enter at any hex free of enemy units at or within 10 hexes of the scheduled Entry Hex along any map edge.

12.6.3 If a unit belonging to a larger formation is coming on as a reinforcement, it must maintain its current orders until it is within the Command Range of its parent formation—unless the orders are changed using Initiative or an order is Accepted from the Army Commander.

Infantry & cavalry does not move at "double road speed" because the roads are not wide enough for all the traffic you would like to use it for. Most of the time guns, ammunition carts and ambulances will monopolize the roads and tracks with the combat arms either marching parallel to the road or on it mixed up with the rest of the traffic.

Example: An infantry unit in line enters a clear hex featuring a road (cost 2 MP). As the player wishes to use the road he changes the unit's formation into column (1 MP, total 3 MP) and turns the unit to face down the road (1 MP, total 3 MP). The unit can now spend 4 MP on road movement.

Two skills was prized above all else in 19th century elite infantry. First and foremost was of course battlefield "steadfastness", the ability to stand absolutely still while being hammered by artillery. The second was the ability to make long (40 km) marches for days on end without losing any stragglers.



Infantry in column take the main road.

13.0 Line Extensions

Line Extensions enable large infantry units in Line formation to cover a greater area by deploying battalions into adjacent hexes. Line Extension markers literally move out from their parent unit (or back again). Line Extensions behave exactly as any other combat unit except that at the end of every phase they must be adjacent to their parent with their arrow identifying the parent if possible.

13.1 General Rules

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

13.1.2 When created, Line Extensions begin with the same facing, remaining Movement Points, and Morale State as their parent. After their creation, however, they keep track of these independently.

13.1.3 Generating Line Extensions

Line Extensions can be generated at any time during movement, as long as the parent unit has sufficient Movement Points left to do so. Place the Line Extension in a hex adjacent to the parent unit, facing the same direction, and spend 1 MP for both the parent and extension. The extension must also spend the MP cost of the hex the extension is placed in and any hexside terrain cost between it and the parent unit’s hex. This is considered movement by the Line Extension for all purposes (such as Morale Degradation in a ZoI, Reaction Charges and rule 12.1.5).

13.1.4 Removing Line Extensions

At any time during movement, a Line Extension can be removed by paying the cost of the parent unit’s hex (plus the cost of any hexside terrain between the parent and Line Extension) +1 MP. If the extension had fewer MPs left than the parent, use the Line Extension’s remaining MPs for the parent. Two Line Extensions may rejoin the same parent unit simultaneously for this +1MP cost. If the parent and extension are in the same hex, do not pay any terrain cost, only the +1 MP.

13.2 Restrictions on Line Extensions

Only infantry units in Line formation with at least a B strength level can generate Line Extensions. Skirmisher, cavalry, and artillery units cannot generate Line Extensions. Large units (A size or greater) can generate two Line Extensions. No unit can ever have more than two Line Extensions. Line Extension markers can never stack with other Line Extensions. Strength levels must be evenly divided between the parent and Line Extensions—with any excess in the parent’s hex. An Extension must be at least of C strength.

13.2.1 A Line Extension can never be in Column formation and the parent unit can never change formation to Column while it has Line Extensions. Line Extensions CAN form Square as a reaction to Cavalry Charges.

13.3 Effects of Line Extensions

13.3.1 Morale results affect only the parent or Line Extension actually taking the result. Exception - If any part of an extended unit is Routed., the entire unit must collapse into the parent’s hex and the entire stack is Routed (and retreated, 21.4). When Line Extensions rejoin their parent unit, the stack adopts the worst Morale State and fewest Movement Points remaining of the rejoining Line Extensions and parent unit.

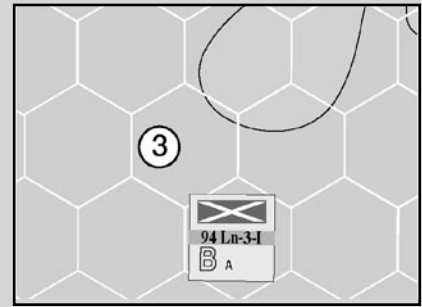
13.3.2 When subtracting losses, apply any required reduction in strength level to the unit as a whole, and redistribute the strength levels evenly among the parent and its Line Extensions. If the unit no longer has enough strength to support its Line Extensions, eliminate one or more Line Extensions until the unit can support the remainder.

13.3.3 It is possible that a Line Extension could suffer an adverse combat result due to Opportunity Fire (17.4) or Reaction Charge (16.5) that would end its movement and potentially cause it to retreat. If the parent unit has not moved yet, it must end its movement adjacent to the Line Extension if possible. If the parent has already moved (or the parent unit failed to move adjacent to the Line Extension), the Line Extension is placed in a hex adjacent to the parent unit in its current Morale State at the end of the Movement Phase. If the Line Extension is Routed, it is treated as per 13.3.1.

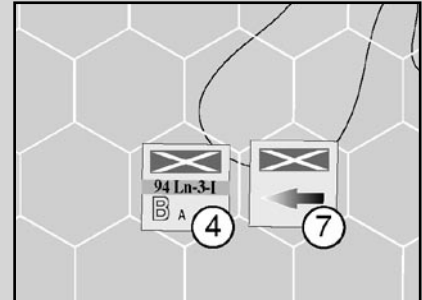
13.3.4 Exotic situations.

It is conceivable that Line Extensions can end up in illegal positions in ways not covered here. If so, place the illegal Line Extension adjacent to the parent unit and reduce its Morale State by one. If there is no parent unit on the map, declare one of the Line Extensions the new parent unit, then do the above.

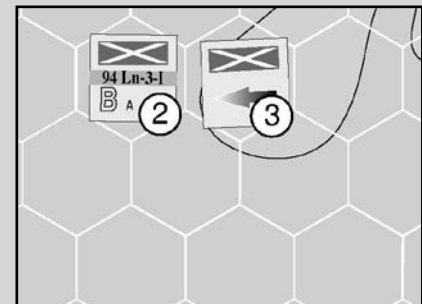
Example



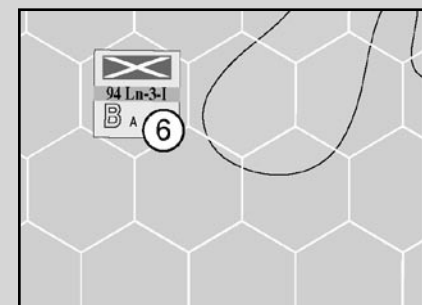
The 94 Ln-3-I is moving in line. To enter the elevated hex costs 2+1 = 3 Movement Points.



94 Ln-3-I places an extension on its right. This costs 1 MP to the parent unit (that now has spent 4) and 2+1 (line and slope) +1 (to be “born”) = 4. The extension has thus spent 3+4 = 7 MP and may not move further. The parent unit may continue to move, but must stay adjacent to its extension.



The following turn, the parent unit moves one hex (cost 2) and so does the extension (2+1 (slope) = 3 MP).



Removing the extension costs 1 MP to the parent unit and 1+2 = 3 to the extension. So the parent unit has spent 3 MP and the extension 6. The parent unit is now considered to have spent 6 MP.

14.0 General Combat Rules

Each unit type has its own type of combat associated with it. Infantry units attack by entering hexes with enemy units, initiating Close Combat. Cavalry attacks by executing Cavalry Charges. Artillery and Skirmishers can fire in Fire Phases. Skirmishers can also attack in Close Combat under certain circumstances. Each type of combat is treated separately below, but some rules apply to more than one type of combat.

14.1 Line of Sight (LOS)

Line of Sight (LOS) determines whether two units can see one another. A LOS is important mainly for Artillery Fire Combat and Cavalry Charges, which can not take place without an LOS.

14.1.1 General Rules

Units have a LOS to each other (LOS is unblocked) unless terrain or units in an intervening hex block it. A LOS is blocked by hexes containing terrain such as Woods and Towns/Villages (listed as Blocking terrain on the Movement Table), certain types of combat units, and hexes with elevation levels too high to see across.

14.1.1.1 Units always have an unblocked LOS into adjacent hexes. Features in the sighting or target hexes never affect LOS.

14.1.2 Determining LOS

Determine LOS by drawing a straight line from the center of the sighting unit's hex to the center of the target hex. Features in hexes passed through by the straight line could block LOS. If the line passes exactly along a hex side, features in either hex may block LOS.

14.1.2.1 The map uses contour lines which follow the actual terrain rather than the hex grid. For LOS purposes, units and terrain are always considered to occupy the highest elevation level in the hex.

14.1.2.2 Blocking terrain (as listed on the Movement Table) adds one elevation level to a hex's height. If the LOS passes through any part of the hex, not just the symbol, these features may block the LOS. Individual buildings and other minor features not classified as Blocking terrain never affect LOS.

14.1.2.3 Units between the firing and target units (except Skirmishers, which do not block LOS) add one elevation level to the hex's height. Skirmishers never block LOS, but they can prevent Artillery Fire Combat, see 24.2.4.

14.1.2.4 When in doubt, LOS is blocked.

14.1.3 Detailed LOS Procedure

14.1.3.1 Sighting and target units on same elevation level: If all elevation levels or terrain features between the sighting and target hexes are at the same or lower elevations, then the LOS is unblocked. If any elevation level or terrain feature between the sighting and target hexes is at a higher elevation, then the LOS is blocked.

14.1.3.2 Sighting and target units on different elevation levels: If any elevation level or terrain feature between the firing and target hexes is at a higher elevation than both the firing and target hexes, then the LOS is blocked.

14.1.3.3 Sighting and target units on different elevation levels - smooth slopes: If the sighting and target units are on different elevations, but the elevation lines between them are one or more hexes apart and evenly spaced (bring out a ruler if you can not agree), the slope itself will not block LOS. Any of the blocking terrain listed in the Movement Table will still block LOS.

14.1.3.4 Sighting and target unit on different elevation levels - curved slopes: For any other situation where the sighting and target units are on different elevations and one player believes that LOS is blocked, go through the following procedure (once you have done this a couple of times, you will get a feel for when an LOS is definitely clear or blocked, and will only have to use this procedure for trickier cases):

- 1) Find the elevation level of the sighting and target hex, as well as the distance between them in hexes. Always use the highest elevation level present in the hexes, regardless where it is in the hex. Plot the sighting and target hex at the correct elevation levels and distance on the graph provided with the rules or just use regular graph paper.
- 2) The owner of the target unit gets to choose one hex along the LOS which he thinks might block the LOS. This hex is called the hex of contention.
- 3) Find the elevation level of the hex of contention as well as the distance between the higher hex and the hex of contention. Plot the hex of contention at the right distance and elevation level in the graph.
- 4) Draw a straight line between the sighting and target hexes on the graph. If the hex of contention is on or above the line, the LOS is blocked. If the hex of contention is below the line, the LOS is unblocked. In case of doubt, the LOS is blocked.

It might be worth remembering, that all line of sight issues in this game should be viewed with two things in mind. First, Napoleonic battlefields were covered in smoke - a lot of it. Countless officers got themselves killed trying to figure out what was behind this or that smoke screen. Second, we are not trying to pick out a line of fire for a high-velocity anti-tank weapon here. We are trying to find an avenue for eight smooth-bore guns to bombard a 100-meter wide wall of soldiers dressed in white and wearing plumes on their heads; or we are trying to make sure that the route of our cavalry charge is ravine-free. It is quite a different matter.

OLDER GAMES

Austerlitz uses a different model for terrain, with only one level per hex. Still, these LOS rules will work fine in that game too.

14.1.4 LOS Formula (optional)

For those who prefer to use a mathematical formula to calculate LOS, rather than drawing a graph, here's the formula:

$$d(H-L)/D + L$$

where...

d = The distance from the hex of contention to the lower hex.

H = The elevation of the higher hex.

L = The elevation of the lower hex.

D = The distance from the higher hex to the lower hex.

If the elevation of the selected hex of contention is greater than or equal to the result, the LOS is blocked. Otherwise, the LOS is not blocked.

14.1.5 Visibility

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

14.2 Lead Units

If a stack of more than one unit is engaged in combat, one unit of the stack must be the Lead Unit. The Lead Unit is used to determine combat and morale modifiers, and is the unit that will incur losses. In Artillery and Skirmisher Fire Combat, only the defending stack needs a Lead Unit. In Close Combat and Cavalry Charges, both sides need Lead Units.

14.2.1 Normally, the stack's top non-Skirmisher unit is the Lead Unit. A Skirmisher can only be a Lead Unit if alone in a hex.

14.2.2 When artillery performs Opportunity Fire (17.4), the unit that actually triggers the fire is the Lead Unit. If a stack triggered Opportunity Fire, use 14.2.1 to determine which unit in that stack is the Lead Unit.

14.2.3 If the Lead Unit is eliminated during combat resolution, immediately determine a new Lead Unit using the priorities above. The new Lead Unit is used for the rest of the combat resolution.

14.2.4 Artillery and Skirmisher units can engage enemy artillery selectively regardless of the target's position in a stack. In that case, that artillery unit is the Lead Unit (but see 17.1.7 for artillery stacked with high-morale units).

14.3 Reading the Combat Tables

Combat can result in Permanent Casualties, Stragglers and Morale Change. These are explained in 20.0. In the combat tables, the results are expressed as a number, a number in parenthesis and an M followed by a positive or negative number. The first is the number of Permanent Casualties, the second the number of Stragglers and the third the Morale Change. If a combat table modifier refers to the condition of a unit or stack, it is the status of the checking player's units that matter, unless the modifier specifically mentions the other player's units.

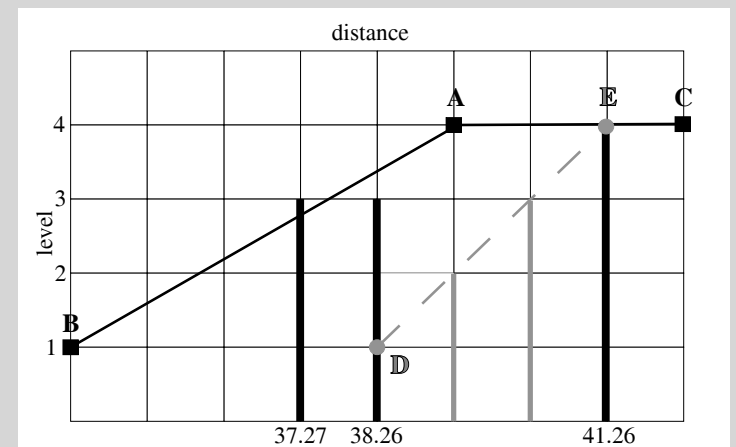
Example



An artillery unit in hex A wants to fire at hex C. Hexes A and C are at level 4. The hexes in the LOS (41.26) are also at level 4, so according to 14.1.3.1 LOS is not blocked between A and C.

To illustrate 14.1.3.4, A wants to fire at B. B is at level 1, with a distance of 5 hexes between them. Hexes 37.27 and 38.26 are possibly hexes of contention. They are drawn both at level 3, at the correct distances from A and B. The graph shows that hex 38.26 doesn't block LOS, while hex 37.27 does.

Between D and E the elevations are evenly spaced (1 level per hex). The graph (in gray) illustrates rule 14.1.3.3



Example: Two weak infantry units and a reduced skirmisher suffer a staggering 3 (8) result after losing a close combat. The lead infantry unit can only take five casualties so 3 Permanent Casualties plus 2 Stragglers eliminates it. The second infantry unit now becomes the lead unit and as it can take seven casualties it with minimal margin survives suffering 6 stragglers. The skirmisher could have been selected for absorbing the 2nd Permanent Casualty, but in this case the player decided to keep his light bobs alive.

15.0 Close Combat

Close Combat is the mode of attack for infantry. Musket firing, rushing the enemy and the very rare bayonet fight are all covered by this process. It is initiated in the Movement Phase by entering an enemy-occupied hex. In the Close Combat Phase, the initiated Close Combats are resolved one at a time in any order the attacker chooses.

Basic Procedure: During the Movement Phase, infantry units and Skirmishers initiate Close Combat by entering an enemy-occupied hex, paying the MP cost of the hex +2 MP and ending their move. Artillery in the defending hex can Opportunity Fire if it has not already done so against the moving stack. Both players check to see if their troops stand. The result will either be an Attacker Win, a Defender Win, or if both sides stand, a Firefight. Each result has its appropriate loss tables for the attacker and defender. Losses are expressed as Permanent Casualties, Stragglers and Morale Change. The loser (or the attacker, in case of a Firefight) then retreats out of the hex and the Close Combat ends.

15.1 Initiating Close Combat

Only infantry (and Skirmishers under certain conditions, see 15.4.4) can initiate Close Combat. All units in the defending stack participate in the defense and suffer the results of combat.

15.1.1 All units wishing to conduct a Close Combat together must start the Movement Phase stacked together. Commanders can join a Close Combat without having started stacked.

15.1.2 Only one Close Combat may be initiated against a given hex each player turn.

15.1.3 Attacking units can be Wrecked and/or in any Morale State except Routed when initiating Close Combat.

15.1.4 The movement cost to initiate Close Combat is the cost of movement into the hex plus an additional 2 MP. The Road rate can not be used to enter Close Combat. A unit that has insufficient MPs to Close Combat a hex it starts adjacent to can still do so per 12.1.5, as long as it is not entering and/or crossing a Prohibited terrain feature.

15.1.5 Initiating Close Combat ends a stack's movement (exceptions listed in 15.1.7 and 15.1.8 below). The attacker must ensure that the attacking stack will be In Command (6.11), at the beginning of the Close Combat Phase. If this can not be assured, Close Combat is not allowed.

15.1.6 Units that have initiated Close Combat may not be the targets of Fire Combat in the following Non-phasing Fire Phase.

15.1.7 Skirmishers alone in a hex (and not attacked by Skirmishers only) may retreat before Close Combat. This is done in the Movement Phase. If in Hindering terrain, the Skirmisher has the choice of retreating or not, otherwise it must retreat. The retreat may not be to or adjacent to the hex the attacker came from. If the Skirmisher retreats, the attacking unit MAY continue to move (and may initiate another Close Combat, if it has sufficient MPs to do so), but the +2 MP cost to initiate Close Combat is still spent. A Skirmisher can not retreat into a hex containing an enemy stack.

15.1.8 Cavalry must withdraw 6-12 hexes if Close Combat is initiated against it (see 22.1). The attacking stack may continue to move, but still spends the +2 MP cost to initiate Close Combat.

15.2 Check to Stand

To determine the outcome of the Close Combat, each side determines if it stands, one player before the other. Compare the Lead Unit's Morale Rating with the Check to Stand table. Roll a die. If the result is equal to or greater than the number given in the table, the unit stands, otherwise it fails to stand. If the first checking player fails his check, the other player automatically passes his check, no roll is required.

15.2.1 Checking Order

The Check to Stand order is determined by the list to the right. Lower numbered cases take priority over higher numbered cases.

The lack of rules for infantry fire might surprise some people. We took it away as the old rules led to three-hour firefights and carefree advances to musketry range with no higher purpose than "let's see what happens".

The model was wrong on two levels, both scale and doctrine-wise. As for scale, even the longest musketry duels were over in less than one NBS-turn and took place at less than 75 meters. Formed infantry did not advance into musketry range unless they had the intent of closing with the enemy. Though, infantry melees using cold steel did not take place often in the Napoleonic era. At least not as long the side that folded first had a chance to get away, something that was hard only inside forts and villages. In most cases either the attacker stopped at long musketry range and could not get going again or the defender broke when it became clear that the attacker would not stop. When neither side felt like giving up the attacker would halt at point blank range and start firing. The sheer brutality of these fire-fights in our rules may surprise some people. But these shoot-outs (often at absurdly short ranges) were very destructive and the better the units involved in an exchange, the more appalling the carnage would be as neither side would have the sense to flinch before running out of ammo.

Based on these things the decision that all serious fighting should be treated as close combats (and all pot-shots ignored) came quite naturally. Players will probably also be delighted to find that this speeds up play considerably.

Checking Order

- 1) If the Close Combat takes place in or across Fortified Terrain, the attacker checks first.
- 2) If the attacker entered from a hex that had a higher elevation (See 14.1.2.1) than the combat hex, the defender checks first. If the attacker entered from a hex with a lower top elevation than the combat hex, the attacker checks first.
- 3) The side which has the smallest stack (7.4) checks first.
- 4) The attacker checks first.

Note: The most common case - outside of Spain - will be "smallest checks first".

15.2.2 Die Roll modifiers

The checking unit rolls against its Check to Stand number. The die-roll is modified by the die-roll modifiers from the Close Combat and All Cases portions of the Check to Stand Table. The die roll can be modified a maximum of +/- 4. Most of the modifiers are self-explanatory. Those which require further explanation are listed in the box to the right.

15.2.3 Check To Stand Outcome

If the checking unit rolls equal to or higher than the given value, it stands. If it rolls lower, it fails, and the other side has won the combat.

15.2.3.1 A Check to Stand roll of 6 is always a successful stand, regardless of die-roll modifiers. There is no automatic failure result, which means in some cases the stand is automatically successful.

15.2.3.2 If the first side to check fails its roll, the other side automatically stands, no die-roll is required. This means it is impossible for both sides to fail.

15.2.3.3 If the defender failed its Check to Stand, the result is Attacker Won. If the attacker failed it is a Defender Won result. If both sides pass their Check to Stand, the result is a Firefight.

15.3 Close Combat Results

After determining who won the combat, check the tables to determine the casualties. There are separate tables for attacker and defender if one side won. Each player rolls one die, modifies the result and compares it to the Morale Rating of the Lead Unit. If the result was a Firefight, see 15.3.3.

15.3.1 The winner in a Close Combat never loses more Permanent Casualties than the loser. Excess losses are ignored (they do not convert to Stragglers).

Exception: winners in March Column always take their full losses. This rule does not apply to Firefights.

15.3.2 Defenders that lose Close Combat are automatically Routed, as listed on the Attacker Won table.

15.3.3 Firefight. In a Firefight, both players check their losses on the Firefight Table. Use the Column corresponding to the opponent's size and formation.

15.3.3.1 The "opponents at different levels" modifier is used for both sides in a Firefight, if the hex the attacker came from has a different top elevation than the Close Combat hex.

15.3.4 Large stacks (AA+) treat negative Morale Change results as one level less than that stated. M-2 becomes M-1, M-1 is negated, etc. Losing defenders are still Routed. This rule does not apply to Firefights.

15.3.5 On tables marked with a bullet, an unmodified 1 causes an M+2 instead of the printed morale result to A, B and some C-morale units. See Blood Lust results, 21.3.3. Any listed Permanent Casualties or Stragglers still apply.

15.3.6 If the stack taking losses has a total size of B or C both the Permanent Casualties and Straggler results are halved, rounding down, but never below 1. In a Firefight, only C-sized stacks halve their losses this way.

15.3.7 At night, 1 is added to the Straggler result. If the Straggler result was 0, it is still treated as 1 Straggler. All positive Morale Change results are ignored at night.

15.3.8 Retreat

After determining the result, the losing stack retreats one hex (unless it was Routed, in which case it retreats 6 hexes away from the enemy, see 21.4). In the case of a Firefight, the attacker retreats. If the attacking stack has to retreat, it retreats to the hex it entered from. A defender's retreat may not be to, or adjacent to, the hex the attacker came from. This retreat must be carried out even if the opponent was completely eliminated in the Close Combat.

15.3.9 Both the attacker and defender can freely adjust facing of units involved in Close Combat after the completion of the Close Combat. In addition, attacking French Combat Columns may change formation to Line if they win the combat (26.5).

Commander Advantage: If there is a Commander Advantage: If at least one of the sides has a Commander in the Close Combat, the side with the highest rated Commander has Commander Advantage. Exception: If one side has a 0 rated Commander, and the other side has no Commander, the side without a Commander has Commander Advantage.

Skirmisher Disadvantage: If at least one side has Skirmishers in the combat, compare the Skirmisher Fire Point Values on the counters. The side with the lower Skirmisher Fire Point Value has Skirmisher Disadvantage. If the Skirmisher Fire Point Values are equal, neither side has Skirmisher Disadvantage. Disorganized Skirmishers are considered to have a Fire Point Value of 0.

Opponent x2 or More Size: Use the size of the entire stack (7.4), not just the Lead Unit.

Example: AB-sized unit suffers a 1(3) result. The 3 Stragglers become 1.5, rounded down to 1. The 1 Permanent Casualty becomes 0.5, rounded to 1.

Example: Bailén is under attack. The Valencia Lt-3 attacks and routs the 3 Lgn Res-1. First, the extension collapses on the parent unit (13.3.1) and then, the whole unit retreats 6 hexes. The first hex of retreat can not be an hex adjacent to the hex the attacker came from (21.4.1), nor can the routed unit get closer to the enemy (unless at more than 6 hexes 21.4.1). These forbidden hexes are marked by crosses.

In hex 1, the routed unit can't be fired at by the artillery because it is a required retreat (17.4.5) but it can be reaction charged by the Santiago cavalry unit (16.5.3). In hex 3, the router causes the skirmishers to be Shaken (morale down one). The rout then continues down Bailén Main Street.



15.4 Close Combat Special Cases

15.4.1 Routed Units.

If the defender starts the Close Combat in a Routed status, it automatically fails its Check to Stand, and the attacker automatically passes the check. Check losses normally. If the attacker is Routed before checking to stand (due to artillery Opportunity Fire), the attacker immediately retreats out of the hex and the Close Combat ends. Units Routed when applying Close Combat results are treated normally, and it is entirely possible that both the attacker and the defender will be Routed as a result of Close Combat. Routed units retreat 6 hexes away from the nearest enemy, per 21.4.

15.4.2 Line Extensions

An attacking or defending unit with Line Extensions might be involved in more than one Close Combat. If this happens, resolve all Close Combats with that unit before applying any results. This means that a reduction in size or a Rout result on one part of the extended unit will not affect the other Close Combats. After all Close Combats involving the extended unit are resolved, the losses are added together, and the size and number of Line Extensions adjusted accordingly. If any part of the unit was Routed it collapses into its parent hex (see 13.3.1); otherwise apply Morale Change results to each part of the unit separately. If the unit was Wrecked (21.6) in the combat, all parts of the unit suffer the additional Morale Change penalty.

15.4.3 Artillery in Close Combat

When the attacker initiates Close Combat against a hex containing artillery, the artillery gets to Opportunity Fire (if it hasn't done so already) using Cannister (17.4.9). After that, the artillery unit has no effect on the Close Combat resolution, except for possibly adding its size to the defending total.

15.4.3.1 If an artillery unit is defending alone in a hex, it is treated as a size C unit and checks to stand normally. The attacker does not roll for losses in the Close Combat, regardless of the result. The artillery unit, if forced to retreat, rolls on the Gun Loss Table instead of the Combat Losses Tables. Limbered artillery alone in a hex automatically fails its Check to Stand.

15.4.4 Skirmishers in Close Combat

Skirmishers stacked with other units may participate in Close Combat both as attackers and defenders. Skirmishers alone may only initiate Close Combat against other Skirmishers. Skirmishers may sometimes retreat before Close Combat, see 15.1.7. If a Skirmisher can and chooses to stay and fight, treat it as a C-size Line.

15.4.4.1 Skirmisher vs Skirmisher fights

In a Skirmisher vs Skirmisher fight, Check to Stand normally. A full Skirmisher is twice the size of a reduced Skirmisher, for size comparison. Skirmisher vs Skirmisher fights do not use the Combat Losses Tables. Instead, the loser suffers an M-2 Morale Change and rolls a die. If the roll is a 1, it is reduced (already reduced Skirmishers are eliminated). The winner, or both sides in a Firefight, suffers no ill effect. Retreats are handled normally (15.3.8) unless the result was a Firefight. In this case, the side that had the lowest modified Check to Stand roll retreats (attacker retreats if the modified Check to Stand rolls were equal).

15.4.4.2 Skirmisher/Artillery Combo

Skirmishers and artillery stacked together without infantry execute Close Combat as usual. They are considered to have a combined size of C, the artillery is the Lead Unit, and the Skirmisher can absorb every other loss as usual. In the case of a Firefight, the Skirmisher fires as a C-size Line unit (whether full or reduced size).

15.4.5 Square

Defending units in Square automatically change formation to Column and have their Morale State reduced by 1 when Close Combat is initiated. This does NOT trigger Opportunity Fire. Exception: If the unit in Square has or is a Line Extension, it changes formation to Line instead, since a unit with Line Extensions can never be in Column formation. This Morale Change can never cause the unit to become worse than DG.

15.4.6 March Column

If a unit is in March Column in a Close Combat, the opponent ignores any Permanent Casualties or Stragglers resulting from the combat, only the morale result is implemented.

15.4.7 Village Fighting

See 19.0.

In real life skirmishers did rush artillery from time to time. But most of the time they preferred to stay at a distance and shoot the gunners instead.

16.0 Cavalry Charges

Cavalry Charges are the cavalry equivalent of Close Combat. It is more reliant on shock and less on fire than infantry Close Combat, and the results tend to be more spectacular; either brilliant successes or total disasters. Cavalry Charges are resolved in the Movement Phase. Cavalry Charges against infantry/artillery and against cavalry use different procedures. The Lead Unit in the defending stack determines which procedure to use.

16.1 Initiating Cavalry Charges

To initiate a charge, a cavalry stack announces a target stack that is both within 1-3 hexes and within its frontal arc. The charge's route and target hex must be free of Hindering terrain (but it may start from Hindering terrain, see the Movement Table). The path of a charge must be in as straight a line as the hex grain allows. Charging cavalry cannot use Roads or Bridges. Hexes entered during a cavalry charge do not consume a unit's MA--a cavalry unit can move its full MA and then announce a charge.

16.1.1 Blown, Wrecked, or cavalry in a Morale State other than BL or Normal may not initiate Cavalry Charges.

16.1.2 An unblocked LOS must exist between the charging stack and the target hex when the charge is announced.

16.1.3 The hexes between the charging stack and the target hex must be empty of all units—friendly and enemy.

Exception: You ARE allowed to charge through Skirmishers, even friendly Skirmishers (see 16.3.3.2). The target hex may not contain an initiated Close Combat.

16.1.4 To charge as a stack, cavalry units must begin the Movement Phase stacked together. Commanders can join a charge without having started stacked.

16.1.5 Charging cavalry units must be In Command when the charge is announced. They are allowed to END the Movement Phase outside Command Range. A Divisional Commander accompanying a Cavalry Charge may end up far away from the rest of his division. In this case, the Commander is obliged to get back to a position in line with his orders as soon as possible.

16.1.6 A hex or stack can be charged any number of times in a phase.

16.1.7 Artillery in the defending hex can Opportunity Fire, if it has not already done so, against charging cavalry that enters the hex. For cavalry charges against infantry, this same hex opportunity fire is not resolved until after the result of the charge is known; in the case of the cavalry breaking off, the ability to OF is determined by a die roll on the Breakoff table.

16.2 Cavalry Charges Against Infantry/Artillery

The attacker announces the target stack. The target stack may form Square. The attacking cavalry then moves into the hex of the target stack, possibly triggering Reaction Charges and/or Opportunity Fire along the way. The defender checks to stand. If the defender fails, the charge is successful, and Follow-on Charges are possible. If the defender stands, the attacker must attempt Breakoff. If successful, there is no charge. If the attacker fails, the cavalry is Repulsed, and the charge ends.

16.2.1 Forming Square

The defender has the choice of forming Square to meet the Cavalry Charge. Square forming is automatic (see 8.3), but may trigger Opportunity Fire from artillery.

16.2.2 Check to Stand

Only the defender checks to stand in a Cavalry Charge against an infantry/artillery stack. To Check to Stand the defender rolls a die and applies the appropriate modifiers from the Cavalry Charge portion of the Check to Stand Table. The Check to Stand roll can be modified by a maximum of +/- 4. Most of the modifiers are self-explanatory. Those which require further explanation are listed to the right.

Check to Stand outcome

If the defending unit rolls equal to or higher than the given value, the defender stands, and the cavalry must make a Breakoff Attempt (16.2.4). The result of the Breakoff Attempt will be either a Breakoff (16.2.5) or a Repulse (16.2.6). If the defender rolls lower, he fails, and the result is a Successful Charge. A Check to Stand roll of 6 is always a successful stand, regardless of die-roll modifiers.

Forming square is now automatic as it occurred historically. The cavalry versus infantry "chicken race" so popular in wargames is a misconception turned real life event. Forming square or bunching up in one the many kinds of closed columns available was not something that infantry did as an improvised last minute stunt, nor did cavalry attack infantry in the hope that the stunt would fail. Most of the time the infantry saw the cavalry approaching (at a walk) a couple hundred meters out and formed square in an orderly manner. The cavalry then slowed down and halted outside of musket range. This forced the infantry to halt and cease doing whatever they were bent on doing, which was the best result the cavalry could hope for under most circumstances. Solitary squares could sometimes be worn down by persistent cavalry charging in waves, but the best way to break a square was to just use the cavalry to keep it in place while you shot it to shreds with artillery.

Note: 17.4.2 still applies, so the artillery unit cannot fire Opportunity Fire both when the charging cavalry is doing its charge movement and during charge resolution. To do the latter, it must hold its fire.

Commander Advantage: If there is a Commander in the defending stack, and it is higher rated than any Commander in the attacking stack, the defender has Commander Advantage. Exception: If the defender has a 0 rated Commander, and the attacker has no Commander, the defender does not get the Commander Advantage.

Lines: If the Lead Unit is in Line formation it receives a negative modifier unless its flanks are secure. The flanks are considered secure if both flank hexes of the stack contain either Hindering terrain or other friendly infantry units in Line.

Opponent stack twice the size: Use the size of the entire stack (see 7.0), not just the Lead Unit when determining this.

16.2.3 Successful Charge

If the charge was successful, the defender is Routed (but does not execute its Rout Retreat until Follow-on Charges are resolved) and checks losses on the Defender's Losses portion of the Charge Successful Table. Roll one die, adjust the result by any of the applicable modifiers and cross reference the result with the size of the defending stack. The attacking cavalry checks losses on the Attacker's Losses column on the Charge Successful Table in a similar fashion. The attacking cavalry can get a Blood Lust result, see 21.3.3. Follow-on Charges may now be possible, see 16.2.7. If no Follow-on Charges are attempted the charge ends, see 16.2.8.

16.2.3.1 If there is defending artillery in the stack, roll for Opportunity Fire before rolling for the losses for either side.

16.2.4 Breakoff Attempt

If the defender made a successful stand, the attacking cavalry must make a Morale Check (21.2). If the unit passes the check, Breakoff occurs. If the check fails, the cavalry fails to Breakoff and the result is a Repulse, 16.2.6.

16.2.5 Breakoff

If there is a successful Breakoff, the attacker rolls a die and consults the Breakoff column of the Breakoff & Repulse Table. Modify the die by the Lead Unit's morale modifier as indicated on the table. The result will either be a Morale Change or an OF. An OF result means the attacker got so close that artillery in the defending hex got to Opportunity Fire (17.4). Resolve the Opportunity Fire as Cannister fire, (17.4.8.) The defender also rolls a die. If the result is odd, the defender suffers an M-1 Morale Change. The defender suffers no other effects. The charge now ends, see 16.2.8.

16.2.6 Repulse

If the attacker is Repulsed, roll for Opportunity Fire from any artillery in the defending hex. The attacker then checks his losses from the Repulse by making a die roll on the Breakoff & Repulse Table, using the Repulse column. Modify the die-roll as indicated. The defender also rolls a die. If the result is odd, the defender suffers an M-1 Morale Change. The defender suffers no other effects. The charge now ends, see 16.2.8.

16.2.7 Follow-on Charges

If the result was a Successful Charge, the attacking cavalry may make Follow-on Charges if desired. The target of a Follow-on Charge may either be the original target stack, or another hex within 2 hexes (subject to all the provisions and restrictions of initiating a charge), attacking player's choice. The attacking cavalry may target a different stack for each Follow-on Charge. Up to 3 Follow-on Charges are allowed. Cavalry stacks may not be the target of Follow-on Charges.

16.2.7.1 Follow-on Charges are allowed even if the attacking cavalry has become Shaken or Wrecked during the charge. DG or Routed stacks may not Follow-on Charge. Follow-on Charges are always voluntary.

16.2.7.2 If the charging cavalry decides to direct the Follow-on Charge against the current target stack, do not initiate a new Charge, just roll again on the Defender Losses portion of the Charge Successful Table. The charging cavalry takes no additional losses. Use the original size of the defending stack to determine the appropriate column of the table to use. The defending stack does not execute its Rout Retreat until all Follow-on Charges are resolved. No Reaction Charges are allowed in reaction to Follow-on Charges against the same target.

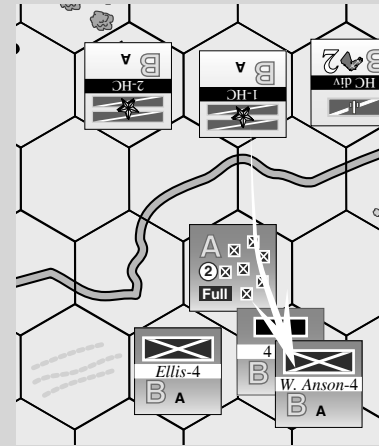
16.2.7.3 If the target is a different stack, the Routed defenders of the previous charge are retreated and the attacking stack is refaced so that the target hex is in the frontal arc of the charging stack. Resolve Follow-on Charges as regular charges.

16.2.7.4 If the target of the Follow-on Charge was adjacent to the original target, and the original target was able to form Square but choose not to, the follow-on target may not form Square either. Targets within one hex of the last target in subsequent Follow-on Charges may not form Square either. Targets 2 hexes away from an original or Follow-on target can form Square normally. If the original target did form Square, any follow on targets capable of forming Square may do so.

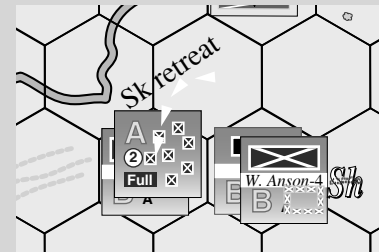
16.2.7.5 The whole attacking stack must Follow-on Charge together without splitting up. It may alter its stacking order before making the Follow-on Charge.

16.2.7.6 After resolving all Follow-on Charges, the Cavalry Charge ends.

The Big Charge Example

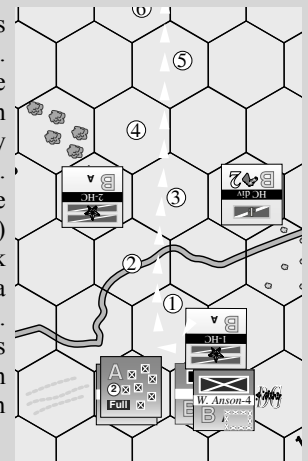


The French 1-HC cavalry is charging some British infantry and artillery. The charge runs straight through the Skirmishers.



The Skirmishers retreat out of the way without penalty. The targeted infantry forms Square (thus protecting the artillery). The French artillery Opportunity Fire against the formation change, shaking the Square.

The charging cavalry is placed in the target hex. (Note that in the case of cavalry the British artillery's Opportunity Fire is not resolved yet. The result of the charge will allow it to fire or not.) The target has to Check to Stand now: being a B morale it needs a 2. The following modifiers apply "SH -1" and "In Square +1". The British stand by rolling a 3.



The French cavalry now needs to pass a Morale Check to avoid a repulse. A 4 is needed and no modifiers apply. A 4 is rolled so Breakoff occurs. The French then roll 2 on the Breakoff result table, which became a 1 because of their B morale. This means that Opportunity Fire can now be resolved (the cavalry stopped so close to the enemy that it suffered some cannister fire). Surviving that the cavalry is Blown and retreats 6 hexes. Following this Breakoff, the defenders roll one die. A 3 (odd!) is rolled, which means a m-1: DG!

Continued on next page.

16.2.8 Charge End

After the charge and any Follow-on Charges are resolved, the charge ends. The attacking cavalry retreats 6-12 hexes (owners choice of distance, unless the stack is Routed, in which case it must be 6 hexes) and then becomes Blown. The cavalry stack cannot move any further in this Movement Phase. Defending stacks that were Routed due to Successful Charge results immediately retreat 6 hexes, if they have not done so already.

16.3 Cavalry Charge Special Cases

16.3.1 Routed Defenders

If the defender is in a Routed state at the start of a Cavalry Charge, it automatically fails its Check to Stand, and the charge is successful. The defender checks losses normally, the attacker takes no losses. If the defender manages to get himself Routed after the charge is announced, but before checking to stand (due to Opportunity Fire, for example), resolve as per this rule. (No, the defender doesn't get to retreat to safety before the charge hits).

16.3.2 Artillery.

If an artillery unit or stack is defending alone in a hex, it is treated like a size C unit and checks to stand normally. The attacker does not roll for losses in combat, regardless of the result. The artillery unit, if forced to retreat, rolls on the Gun Loss Table instead of the Charge Successful Table. Limbered artillery alone in the hex automatically fails its Check to Stand.

16.3.3 Skirmishers.

A Skirmisher alone in a hex and the target of a Cavalry Charge (regular or Reaction) must retreat one hex to escape, either into a hex the cavalry can not enter or to a hex with a friendly non-Skirmisher unit. If the Skirmisher retreats into a hex that cavalry can not charge into, or into a friendly occupied hex, then the cavalry is placed back into the hex from where it started the Cavalry Charge. It is not Blown, and it may initiate a new charge if it wishes. If the Skirmisher can not reach friends or cover, it is automatically eliminated and the Cavalry Charge ends the usual way, with the cavalry stack retreating and becoming Blown. It may not follow up. If the Skirmisher retreated due to a Reaction Charge, its movement is ended for that phase.

16.3.3.1 The Skirmisher can't retreat into a hex where Close Combat has been initiated.

16.3.3.2 Cavalry can choose to charge through a hex containing just Skirmishers (even friendly Skirmishers!). In this case the Skirmishers must move one hex "out of the way". If the Skirmishers can not move into a hex that isn't in the path of the charge, they are eliminated. Enemy Skirmishers (only) will also lose one step if the hex they moved into doesn't contain enemy non-Skirmishers or Hinder terrain.

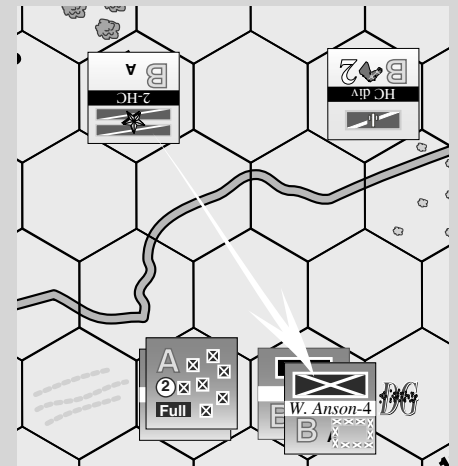
16.3.3.3 Skirmisher/artillery Combo. Skirmishers and artillery stacked together without infantry Check to Stand as usual (16.4.1). Their total size is C, the artillery is the Lead Unit, and if they fail to stand, they check losses on the Cavalry Charge Successful Table as usual. The Skirmisher can absorb every other loss. The attacker does not roll for losses in combat, regardless of the result (although any losses and/or Morale Change results suffered due to Opportunity Fire still apply).

16.3.4 March Column

If a defending Lead Unit is in March Column the charging cavalry ignores any Permanent Casualties resulting from the combat, only the morale result is implemented on the attacker.

From last page.

The second French Cavalry unit now charges the same target. Again, the British brigade has to check to stand. This time the modifiers are -2 for DG and +1 for Square. A 2 is rolled for a net result of 1. As the British rout, the charge is successful. Opportunity Fire is resolved against the French. The attacker also rolls on the successful charge 'Attacker's losses' table (2 is rolled, no loss). The British player rolls a 4 on the successful charge 'Defender's losses' table, which means 2 casualties for an A size unit. In addition, he rolls on the Gun Losses table because his artillery is routed (21.4.6). 6, with +2 because of an attack by cavalry, all guns are destroyed.



The British retreat is not conducted yet as the French cavalry can now continue to kill red-coats by making Follow-on Charges. Three Follow-on Charges are allowed. So Anson's brigade rolls again on the Defenders losses table, thrice..

FLOWCHART: Charging cavalry against infantry/artillery

- 1) Attacker announces charging stack and target hex.
- 2) Units in the target hex can choose to form Square. This can trigger Opportunity Fire and Morale Degradation if in a ZoI.
- 3) The attacker moves into the target hex. This can trigger Opportunity Fire from artillery units or Reaction Charges along the way.
- 4) The defender checks to stand. If successful, go to 6, otherwise, continue.
- 5) The charge is successful. Roll for Opportunity Fire from defending artillery in the target hex. The defender is Routed and checks losses on the Charge Successful Table. The attacking cavalry checks for losses on the Charge Successful Table. The defender is Routed. Follow-on Charges are possible. Otherwise, the charge ends. The defender is retreated 6 hexes. Go to 9.
- 6) The attacking cavalry attempts Breakoff by making a Morale Check. If it fails, go to 8, otherwise continue.
- 7) Breakoff successful. The attacker checks the Breakoff & Repulse Table for results. The defender rolls a die. Odd = M-1, otherwise no effect. The Charge ends. Go to 9.
- 8) The Cavalry Charge is repulsed. Roll for Opportunity Fire from defending artillery in the target hex. The attacker checks his losses on the Breakoff & Repulse Table, using the Repulse column. The defender rolls a die. Odd = M-1, otherwise no effect. The charge ends. Go to 9.
- 9) The attacker retreats 6-12 hexes and then becomes Blown.

16.4 Cavalry Charges Against Cavalry

If the Lead Unit in the target stack of a Cavalry Charge is a cavalry unit, the resolution procedure is, thankfully, simpler. The attacker announces the target hex, then moves into it, possibly triggering Reaction Charges and/or Opportunity Fire along the way. The target stack has the choice of reaction charging the attacking stack, turning the roles around. Both sides Check to Stand (usually the defender first) and the result will be a win for one side or a draw. Roll for the result on the appropriate column of the Cavalry vs. Cavalry Losses Table. The charge then ends.

16.4.1 Check to Stand

To determine the outcome of the Cavalry Charge, each side in turn makes a Check to Stand roll and applies the appropriate modifiers from the Cavalry Charge portion of the Check to Stand Table. (Those modifiers which require further explanation are listed to the right.) If the result is equal to or greater than the number given in the table, the unit stands, otherwise it fails to stand.

16.4.1.1 Checking order

The defender checks to stand first, followed by the attacker. Exception: If the defender is a charging cavalry stack being Reaction Charged (by a unit other than the original target), the defender can choose to check second, but automatically forfeits the original charge, retreats and is Blown after the charge resolution.

16.4.1.2 If the target unit chose to Reaction Charge the charging unit, the roles will be reversed, and the unit that started the fracas will be the defender.

16.4.1.3 If the first checking player fails the check, the other player automatically passes the check, no roll required.

16.4.1.4 The Check to Stand roll can be modified by a maximum of +/- 4. Most of the modifiers are self-explanatory. Those which require further explanation are listed to the right.

16.4.2 Cavalry Charge Results

The side that failed its Check to Stand loses the combat, the other side wins. If both sides stand the result is a draw. Both players roll on the Cavalry vs. Cavalry Losses Table, on the column corresponding to their result. There are no die-roll modifiers, but the losses may be adjusted up or down, depending on the size of the involved forces.

16.4.2.1 If the target hex contains other units than cavalry, these units become Routed and retreat 6 hexes (Unlimbered artillery rolls on the Gun Loss Table) if the defending cavalry lost, otherwise they are unaffected.

16.4.3 Charge End

After determining the result, the charge ends. No Follow-on Charges are allowed. Both sides now retreat 6-12 hexes (attacker first) and become Blown, with the exceptions below:

16.4.3.1 If the defender was a charging stack that did not forfeit its charge to Check to Stand second, and won the combat, the defender may continue the original charge.

16.4.3.2 If the defender was a stationary cavalry unit that did not choose to Reaction Charge and won the combat, the defender does not retreat or become Blown.

16.4.3.3 If a cavalry unit was Routed, it retreats 6 hexes, no choice of distance, and becomes Blown.

16.5 Reaction Charges

Reaction Charges can occur when units (including charging cavalry, retreating or withdrawing units, etc.) move in the "Reaction Zone" of enemy cavalry. Unless otherwise mentioned in these rules, a Reaction Charge is treated just like a regular charge. The triggers are listed to the right.

16.5.1 The Reaction Zone of a cavalry unit includes all hexes 1 to 3 hexes from the unit which are in any direction and in the LOS of the cavalry's hex. Hexes with terrain hindering Cavalry Charges and hexes outside of LOS are considered to be outside the zone.

16.5.2 Reaction Charges can occur in any phase, not just the Movement Phase. Routed units retreating in the various Combat or Rally Phases make excellent cavalry targets.

Most cavalry combats did not lead to actual fighting as lots of charges were unleashed just to keep other cavalry distracted. The moment you saw that your target had been lured away from doing what it had been ordered to do that was it. You slowed down, halted and exchanged a few unpleasentries before falling back to reform.

Commander Advantage: If at least one side has a Commander in the combat, the side with the highest rated Commander has Commander Advantage.

Exception: If one side has a 0 rated Commander, and the other side has no Commander, the side without Commander has Commander Advantage.

Heavy versus Light Cavalry: If one side has Heavy and the other Light cavalry as the Lead Units, the side with the Light cavalry gets a negative modifier.

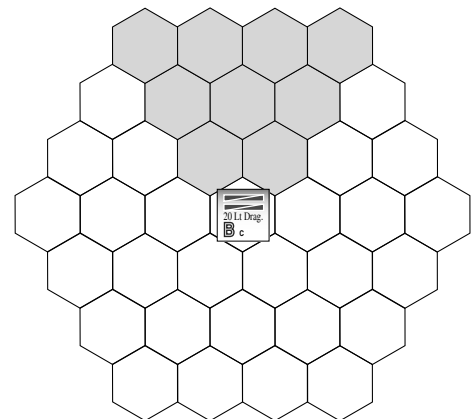
Stationary Cavalry: If the checking cavalry is stationary, that is, neither moving nor charging, it receives this modifier.

Opponent x2 or More Size: Use the size of the entire stack (7.0), not just the Lead Unit when determining this.

Reaction Charge Triggers

A Reaction Charge can occur (at the charging player's discretion) at the following triggers:

- When a unit enters a hex in the Reaction Zone. The charge takes place after the unit has entered the hex.
- When a unit changes formation in the Reaction Zone. The charge takes place after the Formation Change.
- When a unit attempts to move out of a Reaction Zone (including into Hinder terrain). The charge takes place before the unit leaves the triggering hex.
- After a unit has finished its move in the Reaction Zone.



All these hexes are the Reaction Charge zone (16.5.1). To react to a trigger occurring in the white hexes, a unit would need to pass a Morale Check (16.5.5).

16.5.3 A Cavalry Charge can only have one Reaction Charge made against it during its charge. You are allowed to initiate a Reaction Charge against another reaction charge, but ONLY if the initial Reaction Charge was triggered by a non-cavalry unit. These restrictions apply both to charge movement and the subsequent retreat of the charging unit. Reaction Charges are not allowed into the target hex of a charging cavalry.

16.5.4 No Follow-on Charges are allowed after Reaction Charges.

16.5.5 If the triggering unit started outside the frontal arc of the unit wanting to Reaction Charge, it must pass a Morale Check (21.2). If the reacting cavalry passes the check, reface the unit so that the target hex is in its frontal arc and execute the charge. If the unit fails the check, it keeps its original facing and cannot Reaction Charge the triggering unit. This still counts as a Reaction Charge for 16.5.3.

16.5.6 For non-cavalry units, after resolving a Reaction Charge, the originally moving unit can continue to move (if able to do so) with any remaining MPs it might have, unless it formed Square, in which case its movement ends. The resolution of the charge does not expend any of the moving unit's MA.

16.5.7 For cavalry charging other cavalry, the target cavalry unit does or does not become Blown and retreats as per 16.4.3.

16.5.8 A Square that attempts to move but fails its Morale Check (8.3.2) still counts as moving and can generate a Reaction Charge.

16.5.9 Facing changes, Routed units rallying, or Blown cavalry recovering never generate Reaction Charges.

16.5.10 Cavalry which conducts a Reaction Charge vs. a Skirmisher unit which retreats as per 16.3.3 is placed back into its original hex and is not Blown. A cavalry unit can execute any number of Reaction Charges of this sort in a single phase and never becomes Blown because of them.

17.0 Artillery Fire Combat

In the Fire Phases, Unlimbered artillery units can fire through their frontal hexes at one target within range and LOS. In addition friendly actions may trigger Opportunity Fire from enemy artillery in the Movement Phase.

Basic Procedure: To fire, determine the Artillery Fire Value on the Artillery Fire Values Table by cross referencing the number of guns and the range. If the unmodified number is 0, no Fire Combat is allowed. Modify the Artillery Fire Value based on the list of modifiers in the Artillery Fire Table and roll a die.

- If the result is higher than the modified Fire Value, no losses are taken by the target unit.
- If the roll is equal to the modified Fire Value, one Permanent Casualty is taken.
- If the result is less than the modified Fire Value, the difference is the total number of losses, with half being Stragglers and half being Permanent Casualties. Odd points are Permanent Casualties.
- If the die roll was odd, the target unit suffers a Morale Change, M-2 if losses were taken, otherwise M-1 (exception: see 17.1.7).

17.1 General Rules

17.1.1 Only Unlimbered artillery may fire. Disorganized and Routed artillery may not fire.

17.1.2 Artillery can target other artillery units, even if they are not the top units of a stack (See 14.2 for stacking order rules.). This can lead to two Artillery Fire Combats against the same hex, in which case a Grand Battery (17.3) is required.

17.1.3 Artillery may never fire through or over friendly units, including Skirmishers, regardless of LOS considerations.

17.1.4 Artillery units cannot fire through adjacent enemy Skirmishers, despite the fact that they do not block LOS (they are harassing the gunners). The hexes containing the harassing Skirmishers can be targeted by the artillery. Non-adjacent enemy Skirmishers do not block artillery fire.

FLOWCHART: Charging cavalry against cavalry

- 1) Attacker announces charging stack and target hex.
- 2) The attacker moves into the target hex. This can trigger Opportunity Fire or Reaction Charges (including from the target stack).
- 3) Check to Stand. The defender checks first.
- 4) The side that fails the Check to Stand loses, the other side wins. If both sides pass their checks, the result is a draw. Both players roll on the Cavalry vs. Cavalry Losses Table, on the column corresponding to their result.
- 5) The charge ends. Both sides retreat 6-12 hexes and then become Blown.

This is also expressed in the Artillery Fire Table, for those who find tables easier.

Example: An Austrian battery of 3 Light Gun Points is firing at a Shaken French B morale infantry unit in Column stacked with a Commander. The range is 2 hexes. 3 Light Gun Points at a range of 2 converts to 2 Fire Points. The French infantry is in Column, so there is a +1 modifier leading to the 3 FP column. The die roll is a 3, giving a result of 1M-2. B morale units get to reduce any morale result by 1, so the M-2 result becomes M-1, and the Shaken marker is flipped to Disorganised. 1 Permanent Casualty is marked off on the Loss Sheet. Finally, 2 dice are rolled for the Commander casualty, giving 9 (no effect).

17.1.5 Artillery units in a hex where Close Combat has been initiated can not fire in the Non-Phasing Fire Phase.

17.1.6 The Flanked Line modifier applies when the artillery fire enters the target hex from a hex in the flank of a target unit in Line formation.

17.1.7 Unwrecked A and B morale units as well as C morale units stacked with a Commander with a 1 or better Command Rating receive a morale bonus when fired at by artillery. Reduce any Morale Change result of Artillery Fire Combat against these units by 1, so that an M-2 becomes an M-1 and M-1 becomes no effect. This bonus also applies to artillery targeted separately, when stacked with these units. The morale bonus applies even if the unit was wrecked in the fire the morale result came from.

17.2 Artillery Fire Values

Cross reference the number and type of gun points firing with the distance to the target unit. If there is no value, the stack can not fire. Up to 5 points of artillery can fire out of a hex, any excess guns are ignored. Artillery units can use some of their gun points to fire against one target hex and then others to fire at another target hex, as long as no more than a total of 5 gun points fire out of any given hex.

Exception: Only 1 gun point may fire out of a Town/Village hex.

17.3 Grand Batteries

Unless stated otherwise below, an artillery unit may not fire at the same target hex as another artillery unit, even if the artillery units are stacked together, except when all firing artillery units are adjacent to the target, or in Close Combat. National exceptions are specified below.

17.3.1 France: In scenarios prior to 1805, French artillery units stacked with or adjacent to each other may fire at the same target hex. From 1805 and on, French artillery may fire without any of the limits above.

17.3.2 Russia: In scenarios taking place in 1807 or later, Russian artillery units may fire at the same target hex provided that all firing units are either stacked with or adjacent to each other.

17.3.3 Prussia: In scenarios taking place in 1813 or later, Prussian artillery units may fire at the same target hex provided that all firing units are either stacked with or adjacent to each other.

17.3.4 Austria: In scenarios taking place in 1809 or later, Austrian artillery units may fire at the same target hex provided that all firing units are either stacked with or adjacent to each other, and they belong to the same division. Corps artillery counts as belonging to its own division. From 1813 on, the division restriction is dropped.

17.3.5 British and Spanish units may never use Grand Batteries.

17.3.6 When more than one artillery unit fires at a target, sort the firing units by gun size (Light vs Heavy) and add up the gun points in each category. Determine the Artillery Fire Values from the Artillery Fire Values Table by cross referencing the number of each size of gun points and the longest distance for each size. Make separate die rolls for Light and Heavy artillery. Add the losses together, but apply only the worst Morale Change result. If a size has more than 5 gun points firing, execute separate Fire Combats of 5 points, with any remainder as its own Fire Combat. Modify each fire value separately.

17.4 Opportunity Fire

Unlimbered artillery units have an Opportunity Fire Zone that consists of those hexes in the unit's fire arc and LOS which are at or within 3 hexes. Artillery units can fire at units moving within this zone. The triggers are listed to the right.

17.4.1 Each artillery unit (or stack of artillery units) can only fire at a given unit once each Movement Phase. Given this, an artillery unit can Opportunity Fire any number of times. A single unit may only be fired at by one unit (or stack, if the Grand Battery restrictions allow it) per trigger.

17.4.2 Resolve Opportunity Fire as regular Artillery Fire Combat when it happens. Movement or Formation Change activities of a unit and its Line Extensions generate Opportunity Fire separately.

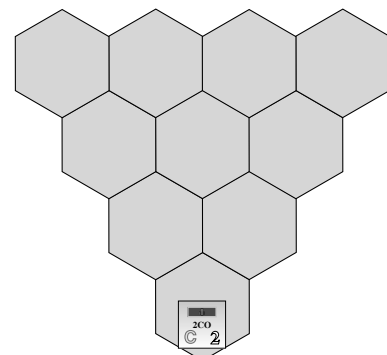
17.4.3 Opportunity Fire has no effect on the artillery unit's ability to fire in a later Fire Phase.

The greatest Napoleonic development in artillery tactics was the evolution of centralized control. While a typical late 18th century army had its guns dispersed out among individual battalions and effectively out of any higher commander's reach, the French way to do things was to mass the artillery and make sure that their fire was directed by senior officers that were in on the plan. The era saw these techniques escalate from Marmont's battery of 10-off guns at Marengo to the 100+ gun batteries repeatedly amassed in 1813. The rules now try to reflect how the concept of centralized fire control spread during that time.

Example: Two 4 point light artillery units fire at a cavalry unit three hexes distant. The fire is resolved as one Artillery Fire Value 5 attack (2 on the Artillery Fire Value table, modified to 3 for cavalry) and one Artillery Fire Value 3 attack (1 modified to 2).

Opportunity Fire Triggers

- 1) When a unit enters a hex in the Opportunity Fire Zone. The fire takes place after the unit has entered the hex.
- 2) When a unit enters the hex the artillery unit is in from the front or flank. The fire takes place after the unit has entered the hex (in a Cavalry Charge, it is not resolved immediately, see 16.0).
- 3) When a unit changes formation in the Opportunity Fire Zone. The fire is considered to take place before the Formation Change, but the firer gets to choose which of the two formations the unit is considered in (usually choosing the one with the best fire modifiers).
- 4) When a unit attempts to move out of an Opportunity Fire Zone (including out of LOS). The fire takes place before the unit can leave the hex.
- 5) After a unit has finished its move in the Opportunity Fire Zone.



Note that the Zone includes the artillery unit's own hex.

17.4.5 Units executing required retreats never trigger Opportunity Fire. This includes Routed units moving their required 6 hexes away from enemy units, Skirmishers retreating before Close Combat or Cavalry Charges, and cavalry retreating after charges at the end of a Cavalry Charge. Voluntary withdrawals DO trigger Opportunity Fire.

17.4.6 Entering Square formation during a Cavalry Charge or Reaction Charge will generate Opportunity Fire. If this occurs, momentarily interrupt the charge sequence, execute the Opportunity Fire, then follow through with the charge's completion. A unit Disorganized by Opportunity Fire does not form Square.

17.4.7 A Square that attempts to move but fails its Morale Check still counts as moving and can trigger Opportunity Fire.

17.4.8 Facing changes, Routed units rallying and Blown cavalry recovering never generate Opportunity Fires. Commanders moving alone do not trigger Opportunity Fire.

17.4.9 Cannister

Artillery units that Opportunity Fire at units entering their hex (to initiate Close Combat or during Cavalry Charges) fire Cannister. Units using Cannister roll twice using their range 1 Fire Value. Unlike with Grand Batteries, you DO add the Morale Change results of the rolls together. A and B (and C plus a 1-rated Commander) morale units reduce any Morale Change result on both rolls. If two 1 step losses are suffered from Cannister, the even loss can be taken by a Skirmisher.

17.4.9.1 For Cannister, ignore the +1 modifier for targets in Column or size AA+, as well as any terrain modifiers.

17.4.9.2 Cannister CAN be used if the attacker entered the artillery's hex from a flank hex, though it does so with a -1 modifier. Artillery can never fire against attackers entering the artillery's hex from the rear.

18.0 Skirmisher Fire Combat

Each Skirmisher may fire at one target stack per Fire Phase. Skirmishers can fire separately or together, but any one hex can only be the target of one Skirmisher Fire Combat per Fire Phase. To fire with Skirmishers, add the Fire Values of all the Skirmishers firing against a single target and subtract the Fire Value of any Skirmishers in the target hex. Modify the Fire Value by the modifiers listed for Skirmisher Fire in the tables and roll a die. If the result is equal to or lower than the modified Fire Value, the target hex takes a Hit, the result depending on the Lead Unit.

18.1 Skirmishers can fire at adjacent hexes only. Due to their all-around frontal facing, they can fire in any direction.

18.2 Calculate the Skirmisher Fire Value by adding together their printed Fire Values and round all fractions down, then add modifiers. If the sum is 1/2 or less before modifiers, the fire is ineffective and no roll is made.

18.3 If there are Skirmishers in the target hex, those Skirmishers' Fire Values are deducted from the firing side's Skirmisher Fire Value. Do not count Disorganized or Routed Skirmishers.

18.4 Skirmishers that are Disorganized, Routed or Out of Command (24.2.1) may not fire. Skirmishers in a hex where Close Combat has been initiated may not fire, nor can Skirmishers fire into a hex with an initiated Close Combat. No Skirmisher Fire may take place at night.

18.5 If over-stacked, a maximum of one full Skirmisher may fire out of a hex. Note that Skirmishers may never fire at other Skirmishers. They must use Close Combat to engage each other.

18.6 The result of a Hit depends on the Lead Unit type in the target hex:

- A Hit on cavalry causes an M-1 result and a Commander Loss Check (20.1.1).
- A Hit on infantry causes an M-1 result and one Straggler.
- A Hit on artillery causes an M-1 result and one gun point loss.

Note that Skirmishers can choose to target artillery separately, even if the artillery is not the top unit in the stack (14.2.4).

Note: Note the subtle differences between this and Reaction Charges. Artillery units are trying to conserve ammunition and won't be firing at fleeing units. Cavalry, on the other hand, sits around waiting just for these kinds of targets of opportunity.

Example: A C morale unit in Column enters Close Combat with a stack containing a Light 2 gun points battery. At that instant the defender chooses to fire Opportunity Fire (according to 17.4.2). This OF is a Cannister fire and is resolved at range 1 using a fire value of 2. Because it is a Cannister fire, the Column modifier doesn't apply. Nor does any terrain modifier. The defender rolls two dice and scores 1 and 5, leading to 1 M-2 and M-1. This combines in a net result of 1 M-3. The Column routs.

Note that if a 1-rated or better Commander was with the attacker, the result would only have been 1 M-1.

Most light troops in the Napoleonic wars only worked very closely with their parent units. These pickets and scouting parties are not included in this system. Rather a Skirmisher counter rather represent various kinds of self-supporting skirmisher lines with troopers moving back and forth between the firing and supporting lines and capable of handling more independent tactics. Also note that having a certain number of riflemen with this or that funky plume in one's ranks does not make a Skirmisher counter. What matters is training and the ability to sustain an effort.

Example: Two French Skirmishers with a total Fire Value of 4 fire at a Spanish unit stacked with a Skirmisher with a Fire Value of 1. The French Skirmishers will hit on a roll of 1-3.

19.0 Village Fighting

Fighting in towns and villages had a special dynamic during the Napoleonic Wars. In early battles, towns and villages were mostly ignored. Later on, as artillery became the dominant battlefield arm, infantry sought the protection of villages and Commanders became fixated on taking and maintaining possession of these now critical positions. There are numerous accounts of towns changing hands half a dozen times or more during a battle.

19.1 Town/Village hexes are Hindering terrain (so no Cavalry Charges), and offer positive modifiers against Fire Combat. ZoIs do not extend into Town/Village hexes.

19.2 As an exception to 17.2, only 1 gun point may fire from a Town/Village hex.

19.3 Infantry units in Line formation that move into Town/Village hexes automatically become DG. This takes place before Close Combat. However, infantry units in Town/Village hexes may only Rally (21.5) if in Line formation (BL can go away as normal). The attacker also gets a negative Check to Stand modifier if the defender is in Line.

19.4 As an exception to 8.4, a unit in March Column that attacks in Close Combat into a Town/Village hex is treated as a Combat Column, even if that nation is not normally allowed to use Combat Columns.

19.5 Close Combat in Town/Village hexes uses a different procedure than regular Close Combat. Only the attacker checks to stand, using the usual modifiers. If he fails, the result is a Defender Won result as usual. If he succeeds, the result is automatically an Attacker Won result. The defender never checks to stand in village fighting, and there are no Firefights. Unlike regular Close Combat, the attacker can not change facing after combat.

19.5.1 If the attacker won the Close Combat and is in Column formation, he may continue his mad rush through the streets. Immediately after resolving the Close Combat, the attacker may move into another frontal hex, if it is also a Town/Village hex. No facing change is allowed in this rush. If this hex contains enemy units, resolve another Close Combat as per above, otherwise, just move into the hex.

19.5.1.1 The attacking unit can continue to move and/or attack in this way as long as

- It does not Rout
- It stays within Command Range
- It stays in Town/Village hexes
- It does not enter a friendly occupied hex
- Rule 15.1.2 is not violated.

The attacker is never required to move into or attack another hex.

19.5.1.2 French columns can change formation per 26.5 at the end of the rush.

19.5.2 Skirmisher vs Skirmisher Close Combats do not use these rules, they resolve their Close Combats as per 15.4.4.1, even when in Town/Village hexes. A Skirmisher being attacked by Infantry DOES use these rules.

Fighting in villages and towns was a confused mess during this era. Troops trained in the 17th Century linear tradition avoided built-up areas. As artillery became more powerful, however, possession of villages became more and more crucial as they came to serve as bastions and screens. The trouble with villages was that while they offered good protection to dispersed troops, the same dispersed troops could not generate enough firepower to halt a determined attack. Hence, an attack on a village - by a battering-ram column - that was not stopped by walls or road blocks would invariably succeed and crash down the main street, flush out the dispersed defenders. Then, when the column came to a halt and the troops started to disperse in search of protection or to play hide and seek with what was left of the defenders, it turned into a mirror image of the enemy it had just defeated and became very vulnerable to a counter-attack.

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Marengo: Treat all the Walled Farm/Village hexes in Marengo as Town/Village hexes. None of them should be considered to be Fortified Terrain



Example: The French 6th Light attacks the lone Austrian Skirmishers in Casteggio. The French attack across a bridge, so they are in March Column, but March Columns are treated as Combat Columns in village fighting [19.4]. The attacker has to check to stand. The only modifier here is -1 for Skirmisher

disadvantage. The French player rolls a 4 -1 =3 and passes. The attackers - the French - have won. The Austrian player rolls 4 for losses and 2(7) becomes 1 (halved casualties for C size troops and Skirmishers ignore stragglers). The reduced Skirmisher routs 6 hexes away. The French losses are 1(3) M-1 (the roll is a 5).

The French are now Shaken but move forward to continue their rush for Casteggio. They now attack the Austrian Jägers, led by O'Reilly. The French player has to check to stand and this time, his men are Shaken (-1) his enemies are in Line (-1). The 6th Light's morale rating is B and it needs to roll at least 4 to pass, but it rolls a 3. The French fall back to the first village hex conquered.

The loss roll is a 1 (+1 for a Column attacking a Line) so the result is 1(2) M-1. But having rolled a 1 (before modification), they benefit from a Bloodlust result. The casualties are still 1(2), but their morale changes to BL (SH +2). The Austrian player rolls



a 3 and only suffers one straggler, but he rolls a 11 for the Commander losses. O'Reilly is killed! Although the French are now Bloodlusted, they can't attack again because of [15.1.2] and because they didn't win the Close Combat [19.5.1].

20.0 Combat Results

20.1 General

Combat can result in Stragglers, Permanent Casualties, Commander Losses, and Morale Changes. For the first two, see the separate rules sections below. For Morale Changes, see 21.3.

20.1.1 Commander Losses. Any time a stack with a Commander takes Permanent Casualties or Stragglers (excluding non-combat losses, see 20.3.1) as well as when cavalry is hit by Skirmisher fire, roll two dice for each Commander in the stack and read the result as “2 through 12”. If the result is 11 or 12, a Commander casualty has occurred. See 25.4.

20.2 Permanent Casualties

Permanent Casualties are non-recoverable step-losses to a unit. These are taken by the Lead Unit.

Exception: Skirmishers CAN be used to absorb losses, even when it is not the Lead Unit, at the owning player’s option. Only “even” casualties called for by the Combat Tables can be taken by Skirmishers (the first, third etc. loss must be taken by the Lead Unit). Take all Permanent Casualties before recording Stragglers.

20.2.1 Record infantry and cavalry Permanent Casualties on the Loss Charts. Mark off these losses as they occur and adjust strength levels accordingly. Artillery units use Gun Point markers placed under the unit counter. A given casualty is the number of Gun Points eliminated. A full strength Skirmisher takes a Permanent Casualty by flipping to its reduced side. A reduced Skirmisher is eliminated by a Permanent Casualty.

20.3 Stragglers

Stragglers are troops temporarily lost from their units through combat stress and exertion. Unlike Permanent Casualties, Stragglers can be recovered to rebuild a unit’s strength. Only infantry units suffer Straggler losses. Artillery, cavalry, and Skirmisher units never suffer losses due to Stragglers. Apply Straggler results to the top infantry unit of the stack, whether it was the Lead Unit or not. If there are no infantry units in the stack, the Straggler losses are ignored.

20.3.1 Stragglers from non-combat causes

In certain instances, infantry units can suffer Stragglers from non-combat causes. Infantry units retreating into Prohibited terrain lose all their remaining strength as Stragglers (21.4.2). In addition, units executing Emergency Withdrawals (6.6.3) or Forced Marches (12.5.6) must check for Straggler losses, by making a Morale Check (21.2). If the unit fails its check it suffers 1 Straggler loss.

20.3.2 Straggler Recovery

Units can attempt to recover Stragglers in the Rally Phase of each friendly Player Turn. Units that fulfill the conditions in the box to the right can attempt to do so:

Procedure: Make a Morale Check (21.2) subject to the modifiers listed in the Straggler Recovery portion of the Morale Check Table. If the unit passes the check, it recovers a Straggler. An A or B morale unit that rolls an unmodified 6 on a Straggler Recovery check recovers two Stragglers instead of one. Erase recovered Stragglers from the Loss Chart.

If a unit is completely eliminated, but part of its strength has been lost due to Stragglers, it can re-enter play through Straggler Recovery. When eliminated, place the unit 5 turns ahead of the current turn on the Turn Record Track. When the Turn Record Marker reaches that turn the player may begin attempting Straggler Recovery for the unit in the Rally Phase of each of the player turns. Once the unit recovers one of its Stragglers it is returned to play by placing it in any hex which fulfills the conditions for Straggler Recovery. If such a hex does not currently exist, Straggler Recovery can not be attempted by off-map units. See 25.4.6 for the applicability of Commander benefits to such units.

20.4 Marking Losses and Stragglers

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

Example: A stack of one Skirmisher and one infantry unit suffers 3 Permanent Casualties. The player options are: apply all casualties to the infantry unit or, apply one Permanent Casualty to the Skirmisher, and the rest to the infantry.

Stragglers represent men leaving formation for different reasons, be it fleeing in terror or to help a wounded friend to get to a dressing station. Given time most of them would find their way back to their units. (Elite troops tend to return to the flags quicker and find far fewer excuses to leave them. In effect these units suffer more “hard” casualties as the men don’t have the sense to stay out of harm’s way.) Artillery and cavalry do not suffer stragglers in these rules as a lot of the damage they suffer falls on animals that can not be coaxed back into action with “hey, it is just a flesh wound!”

Straggler Recovery Requirements (20.3.2)

- The unit is at least 4 hexes away from all enemy units. At night, two hexes is sufficient.
- The unit must have a Morale State of Normal or BL.
- The unit must be In Command per 6.11.
- The unit is not in a Command under Engage Orders.
- The unit has not expended any MPs in the current turn.
- The unit has not participated in any form of combat.

21.0 Morale

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

Note: We did away with the very detailed morale checks to save time. Your time. Fascinating as such a detailed model might be, it will still boil down to a “roll 1-2 to succeed” result most of the time.

21.1 Morale States

Unlike Morale Ratings, Morale States represent temporary conditions of confusion, fear, or anger. A stack can have only one Morale State at a time. A Morale Change result inflicted on a stack affects all units in it. Place a Morale State Marker atop a stack to show its Morale State (Normal has no marker). When units in different Morale States stack at the end of movement or retreat, the stack adopts the worst Morale State of the constituent units.

Morale States in order of increasingly poor performance are:

- **Blood Lust (BL)** - A state of high excitement.
- **Normal** - A unit's normal state.
- **Shaken (Sh)** - Some unease in the ranks.
- **Disorganized (DG)** - A partial breakdown of order.
- **Routed (R)** - A collapse of order.

21.2 Morale Checks

Some rules require that a unit or stack makes a Morale Check. Check the unit's Morale Rating on the Morale Check Table. To make a Morale Check, the unit (Lead Unit if a stack) rolls a die. If the result is equal to or higher than the number given by the table, the unit passes its check. If it is lower, it fails the check. The only modifier to a Morale Check roll is a +1 to the roll if the stack contains a Commander with a rating of 2 or better.

21.3 Morale Changes

Morale Changes occur as a result of combat and numerous other causes. Morale Changes are expressed as an M followed by a number (usually negative, but sometimes positive). The number is the number of shifts downwards (or upwards if positive) the unit suffers, per the Morale State order above.

21.3.1 Morale Changes that would shift the Morale State of a unit below Routed, or above Blood Lust have no additional effect.

21.3.2 A brigade that becomes Wrecked suffers an instant additional M-1 Morale Change. A Commander Loss also causes an M-1 result.

21.3.3 Blood Lust

Certain combat tables are marked with a bullet “•”. When an unmodified 1 is rolled on these tables the checking unit benefits from an M+2 Morale Change instead of the Morale Change Result the table indicates, if it is not Wrecked and has a Morale Rating of A or B. C morale units also get this benefit if stacked with a 1-rated or better Commander. This is called a Blood Lust result.

A **Routed** unit suffers under a number of restrictions.

- Routed is considered a formation (a mob of panicking men) in addition to being a Morale State. It is considered to have all-around rear facing.
- Rallying a Routed unit is voluntary. The owning player may prefer the unit to run away from the enemy instead of recovering to a Disorganized state in a tight spot.
- A Routed infantry or cavalry unit is considered Wrecked (21.6) and suffers the effects of that condition.
- A unit that becomes Routed, from whatever cause, is immediately retreated (exceptions: Cavalry Charges, 16.2.7.2, 16.3.1) 6 hexes away from the closest enemy unit. This retreat is not inhibited by Command Range restrictions.
- Routed units cannot move voluntarily during the Movement Phase. A Routed unit that is less than 6 hexes from any enemy units at the end of the friendly Rally Phase is immediately retreated until it is 6 hexes away from the closest enemy unit. Otherwise, it stays in place.

BLOOD LUST!!!

Unless the unit was Disorganized or worse, the +2 of a Blood Lust result will mean the unit becomes Blood Lust (BL) marked. BL gives you a bonus on Check to Stand, as well as providing you with a (temporary) additional step of morale reduction before you get to the bad parts (being Disorganized and Routed).

21.4 Retreats

At the end of a Close Combat or Cavalry Charge, one side or the other will always retreat. In addition, a unit that becomes Routed immediately retreats 6 hexes. (Exception: Follow-on Charges, see 16.2.7.2, and Skirmishers, see 16.3.3) Retreats are measured in hexes, not Movement Points.

21.4.1 The first two hexes of a retreat must be further away from the cause of the retreat, unless the cause was farther away than 2 hexes (i.e. artillery fire). In the case of a Close Combat, the first hex has to be the hex it came from for the attacker. For the defender, it must not be to, or adjacent to, the hex the attacker came from. No hex entered during the retreat may be closer to enemy combat units within 4 hexes than the previous hex.

21.4.2 If a unit cannot retreat the required number of hexes, due to the enemy or Prohibited terrain, it is removed. For infantry and cavalry units, the remainder of its strength is marked off as Permanent Casualties (exception: Infantry units that can trace a path through Prohibited terrain mark off the remainder as Stragglers instead). Infantry units may still come back per 20.3.2.

21.4.3 A stack suffering a retreat can retreat as a stack or split up as desired. Retreating units can end up stacked with other non-retreating units. The retreating unit is placed on top of the stack.

21.4.4 If a Routed stack retreats through (without ending stacked with) a hex containing another friendly stack, the stack being retreated through has its Morale State reduced by one. Other retreating units do not affect stationary units in the hexes they pass through.

Example: A unit in Blood Lust state suffers an M-3 result. Its Morale State is shifted downwards three steps, to Disorganized.

OLDER GAMES

Artillery and Skirmisher unit's Morale Ratings can be found on pages 36 & 37.

21.4.5 If a stack formed by a retreat exceeds the stacking limit of a hex, the stack has its Morale State reduced by 1. The stack must be broken up at the first opportunity (in the next Movement Phase, or during Rout Movement (21.4)).

21.4.6 Artillery units forced to retreat must limber to do so. If Unlimbered artillery is forced to retreat in Close Combat or a Cavalry Charge, it must roll on the Gun Loss Table to see if any additional Gun Points are lost. Roll once for the entire stack, not for each artillery unit.

21.4.7 A retreating unit that enters terrain that would cause it to become Shaken or DG suffers the effect just as a voluntarily moving unit would. See 12.2.5.

21.5 Rally

During the player's Rally Phase, friendly stacks attempt to Rally if in any Morale State other than Normal. Stacks in a ZoI (11.0) can not Rally. Infantry units in Town/Village hexes may only Rally if in Line formation. See the Rally Sequence to the right.

21.6 Wrecked Brigades and Divisions

After taking enough losses, or when Routed, a brigade becomes Wrecked. Wrecked brigades suffer negative modifiers on the combat tables and increase the chance of their formation suffering Attack Stoppage. Wrecked cavalry cannot execute Cavalry Charges (Reaction or regular). After enough of a division's brigades become Wrecked the division becomes Wrecked. Artillery units, HQs and Commanders never become Wrecked.

21.6.1 When a brigade has all the squares to the left of the "Wrecked" check mark on the Loss Chart filled with Permanent Casualties and Stragglers, the brigade is Wrecked. In addition, if a brigade is Routed, it is considered Wrecked as long as it is Routed. When a brigade becomes Wrecked, mark a line through the brigade's identification on the Loss Chart and mark one of the division's squares with an X. **When a brigade becomes Wrecked it suffers an additional M-1 Morale Change in addition to any Morale Change occurring at the same time from combat.**

21.6.2 When all the squares to the left of a division's Wrecked line on the Loss Chart are marked, the division is Wrecked. Circle the division's identification on the chart. Unwrecked brigades in the division are still considered unwrecked.

21.6.3 Wrecked brigades and divisions can recover from Wrecked status if brigades rally from being Routed or recover enough Stragglers. If this occurs, remove the Wrecked markings from the Loss Chart.

3-4 - Molitor (3)

37 Line-3-4 Viviez ☐ B A ☒ ☒ ☒ ☐ ☐ B ☐ ☒ ☐ ☐ C ☐ ☐ ☐

3-4 - Molitor (3)

37 Line-3-4 Viviez ☐ B A ☒ ☒ ☒ ☒ ☒ B ☒ ☒ ☐ ☐ C ☐ ☐ ☐

21.6.4 Brigades being sent on Independent Orders or Reattached between divisions may change the number of brigades in a division. This affects the number of brigades that must be Wrecked before the division is considered Wrecked, and is handled as follows:

For each brigade detached from a division, reduce the number of Wrecked brigades needed to wreck the division by one. For each additional brigade attached to a division, increase the number of brigades needed to wreck the division by one. If the attached brigade is Wrecked it is, of course, counted towards the total of Wrecked brigades.

Rally Sequence

- Remove BL markers from all stacks not adjacent to at least one enemy unit.
- For each remaining stack marked BL, roll one die. On a roll of 1-2 remove the BL counter, otherwise the unit remains Blood Lusted.
- Remove all Shaken markers from stacks not in enemy ZoI.
- Flip all DG markers to Shaken on stacks not in an enemy ZoI.
- If desired, make a Morale Check for Routed units not in an enemy ZoI. Use the Lead Unit to check. Stacks that pass the check remove their Routed markers and are marked with a DG counter. The units in the stack can adopt any allowed formation and facing (Exception: Cavalry is automatically Blown). The player can elect NOT to attempt to rally Routed stacks (since it might be a bad idea to recover to DG status close to the enemy).
- Any remaining Routed stacks that are within 6 hexes of enemy units, retreat as described in 21.4.

Example (left): Aspern is held by Molitor's division. The Austrian VI Corps attacks and is repulsed, but Molitor's 37th Line suffers 2 hard casualties and 1 Straggler (line one).

The I Austrian Corps now attacks. The assault is again repulsed but the 37th suffers another 2 Permanent Casualties and 1 Straggler (line two). The 37th Line is now Wrecked, but not permanently so, due to the possibility of recovering Stragglers.

Example: A three brigade division which will wreck when two of three brigades are Wrecked detaches a brigade on Independent Orders. The division now only needs to have one of the two remaining brigades Wrecked to be Wrecked itself. If the same division had instead been brought up to four brigade strength, it would take three Wrecked brigades to wreck the division.

22.0 Cavalry Special Rules

Cavalry is differentiated into Light and Heavy classes, which have different movement and combat capabilities. The class of a cavalry unit is shown on the counter. Heavy Cavalry is designated by a star in the center of its symbol.

22.1 Cavalry Withdrawal

If, during movement, an infantry and/or artillery stack moves adjacent to an enemy cavalry unit, that cavalry unit has the choice of immediately Reaction Charging the moving unit, or withdrawing 6-12 hexes (owner's choice of distance, the cavalry does not become Blown from the withdrawal). The cavalry unit can NOT choose to remain in its current hex. If the moving unit is in a flank or rear hex, and a Reaction Charging unit fails its Morale Check (16.5.5), the cavalry unit is forced to withdraw.

22.1.1 Blown, DG and Routed cavalry, or cavalry units that can not Reaction Charge for whatever reason are forced to withdraw.

22.1.2 If an infantry unit initiates Close Combat against a cavalry unit (that started the Movement Phase adjacent to the infantry) the cavalry must withdraw as per above. The attacking unit may continue to move, but must still spend the +2 MPs to initiate the Close Combat.

22.1.3 Limbered Horse Artillery is considered cavalry for this rule only, and thus must withdraw when enemy infantry or artillery moves adjacent.

22.2 Blown Cavalry

Once committed, cavalry units need time to regain their composure and organization. Cavalry becomes Blown after participating in a Cavalry Charge (exception: 16.3.3, 26.4.1 and 16.4.3.2), and when rallied from Routed Morale State.

22.2.1 When a unit becomes Blown, flip it (so the Blown side is face-up). Routed cavalry that rallies is automatically Blown. Note that except for British cavalry (26.4.1) and Cossacks (26.6.3), a cavalry unit becomes blown AFTER retreating at the end of a charge, not before the retreat.

22.2.2 Blown cavalry cannot Charge, and has a reduced Movement Allowance.

22.2.3 Blown cavalry units in a Normal or better Morale State can attempt to recover during the Rally Phase's Cavalry Recovery Segment. Even cavalry which became Blown in the same turn as the Rally Phase can attempt to recover. Only cavalry units belonging to the phasing player may attempt recovery. Individually make a Morale Check (21.2) for each Blown unit. If the result is a pass, the unit recovers, flip it back to its non-Blown side. Otherwise, there is no effect and the unit remains Blown.

23.0 Artillery Special Rules

Artillery is defined by type and mobility class. Artillery type is Light or Heavy. Heavy guns are 12 lb (or more). Light guns are everything smaller. Heavy artillery is designated with a black Gun Point number and Light artillery with a white Gun Point number. This designation is only used to determine which Artillery Fire Value Table to use for Fire Combat. Artillery mobility class is defined as Foot or Horse. This designation determines the unit's movement characteristics. Horse artillery moves faster than regular artillery, and can, when Limbered, execute Cavalry Withdrawal (22.1.3). Horse artillery is marked on their counter with the horse head, Foot artillery is not.

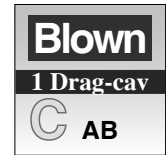
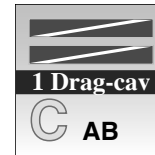
23.1 Limbered and Unlimbered Artillery

Artillery is severely limited in its ability to move and fire at the same time. This is shown by its two formations. Limbered artillery can not fire, while Unlimbered artillery can only change facing, not move.

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

23.1.2 At the moment of Formation Change, artillery can freely change facing 180 degrees (exactly, not up to 180 degrees) without additional MP costs. Unlimbered artillery can expend MPs only to change facing or to limber.

The Napoleonic Era is the last era in which cavalry was good for anything but scouting and looking cool, so enjoy the ride. Properly used shock cavalry could still ride down anything in its path, but most charges went down in clouds of cannister. Truly devastating charges, such as those at Albuera or Medelin, were rare and took both timing and luck to pull off. Note that cavalry being "heavy" has nothing to do with armor-plated chests. It is rather about tactical role, training and sheer balls. Heavy cavalry used big men on big horses and came on at a trot, slowly enough to give you time to think "they will ride me down" a lot of times.



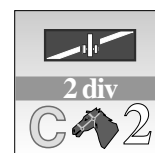
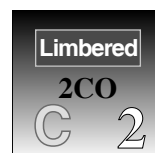
Example: A charge leaves a cavalry unit Blown and DG. At the end of that turn it recovers to being SH while remaining Blown. At the end of next turn it recovers from being SH and can then try to recover from being Blown.

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Austerlitz: The following units are Heavy Cavalry units (hence all others are considered Light!) French: 1-1HC-C, 2-1HC-C, 3-1HC-C, 1-2HC-C, 2-2HC-C, 1c-IG. Allied: 2b-Gd, 3-Rgt, 1,2-1-Cv

Marengo: Light Cavalry is designated by a single triangle, Heavy Cavalry by two triangles.

Horse artillery can move about and withdraw faster as it has enough mounts for the entire crew to ride. Beyond this level of detail cannon is abstracted, but things such as crew skill have been factored into the conversion from guns to Gun Points. In the case of very light pieces, a greater number of guns make up each gun point. "Battalion guns", light guns dragged along by individual battalions, are ignored in this system, as they were generally only useful for making encouraging noises.



23.2 Detached Batteries

Unless forbidden in the game specific rules, the owning player can form detached batteries of 1 or 2 Gun Points using Detached Artillery unit counters and numeric Gun Point markers. Detachment and reattachment of Gun Points does not cost MPs. These player-made artillery units function as any other and can reattach with any artillery unit of the same type and class, as long as the resulting battery contains no more than its original Gun Point value (or 2 for a Detached battery). Detached Artillery unit counters are not designated by type and class; players should make a note defining these units by Type, Mobility Class, and Morale Rating to avoid confusion.

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

24.0 Skirmishers

Infantry units in any formation that have uncrossed Skirmisher boxes can release Skirmishers before they move. Except when Routed, Skirmishers are always in Skirmish formation. There are three types of Skirmishers: Normal, Elite (all British and French Skirmishers, unless otherwise noted) and Rifles. Skirmishers have a full strength and reduced strength side. Their Morale Rating and Fire Value is printed on the counter.

24.1 Releasing Skirmishers

Unless Routed or Disorganized, units with one or more unmarked Skirmisher boxes on their Loss Chart can release Skirmishers. Skirmishers are released during the Movement Phase, before the parent unit moves. Place a Skirmisher unit in the same hex as the releasing unit, and mark off one of the unit's Skirmisher boxes. Once placed, the Skirmisher can move freely. Skirmisher release does not cost any Movement Points.

24.2 Skirmisher Movement

Skirmishers have all-around frontal facing. Skirmishers have a Movement Allowance of 6, but may exceed this MA if they move the entire phase stacked with an infantry unit in Column, “tagging along”. Skirmisher movement is severely restricted at night (see 27.1.5).

24.2.1 Normal and Elite Skirmishers can never voluntary move further than 2 hexes from a friendly non-Skirmisher unit. Rifle Skirmishers can move up to 3 hexes away from a friendly unit. The friendly unit does not have to be the unit that released the Skirmisher. The distance must be traced through hexes the Skirmisher could enter. Should a Skirmisher end up outside of this range, through retreats or eliminations, it must attempt to move back within range during the next friendly Movement Phase. Skirmishers are unhindered by Command Range limits.

24.2.2 Skirmishers may enter Close Combat as an attacker if: A) they are stacked with an infantry unit, or B) the defender is a lone Skirmisher (see 15.4.4.1).

24.2.3 Skirmishers may not move adjacent to cavalry unless the cavalry is Wrecked, Blown, Disorganized, Routed, or otherwise unable to charge into the hex entered.

24.2.4 Skirmishers adjacent to artillery block fire through the Skirmisher. See 17.1.4.

24.3 Skirmisher Casualties

If a Skirmisher takes a Casualty, flip the counter over to its reduced strength side. If it is already reduced, eliminate it. Skirmishers stacked with other units can not be the target unit for fire, but they CAN be used to absorb Permanent Casualties at the owning player's option. Only “even” casualties can be taken by Skirmishers (the first, third, etc. loss must be taken by the target unit of the hex).

24.4 Recovering Skirmishers

At the end of a friendly Movement Phase, a unit can recover a full strength Skirmisher or two reduced Skirmishers stacked with it, provided the recovering unit has at least one Skirmisher box crossed out. On recovery, remove the Skirmisher unit and erase the mark in the unit's Skirmish box on the Loss Charts. A single reduced Skirmisher can not be recovered by itself, it must pair up with another reduced Skirmisher to count as a single full Skirmisher.

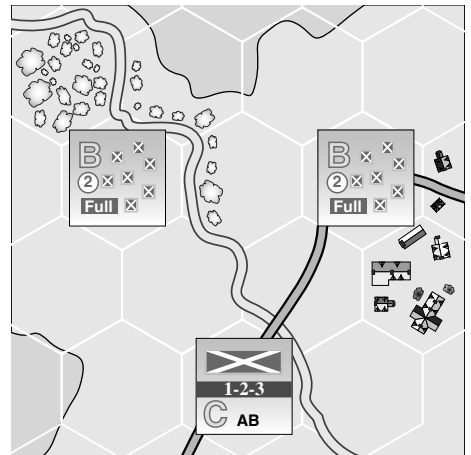
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All: Guards artillery units have an A Morale Rating, Horse artillery units a B Morale Rating and Foot artillery units a C Morale Rating.

Austerlitz: An L after the Gun Point number means the guns are Light, and H means Heavy guns.

Marengo: Light guns are shown with one white triangle with a red outline and a gray box around the Gun Point number. Heavy guns have a yellow triangle in addition to the white triangle and also have their Gun Points encased in a black box.

Skirmishers were a substantial threat to artillery as they were too dispersed to suffer much damage from the guns while they sniped away at gunners and team horses. To survive, the gunners needed either protection from skirmishers of their own or to deploy among formed troops. Cavalry, on the other hand, could always slaughter skirmishers if they could catch up with them.



Deployed Skirmishers.

Skirmishers can no longer out-shoot infantry as they could in the old rules. (Once, a raw Spanish division was Wrecked by Skirmishers alone, but that in an extreme case.) In real life, skirmishers could pester formed infantry forever, not to wreck it, but to keep it busy or slow it down. The skirmishers were in effect “the pinners” in the Napoleonic infantry equation as they could keep this low-intensity activity up for hours without being burned out. The most effective countermeasure against them was to have skirmishers of your own and as long as both sides' skirmishers were reasonably even in numbers and skill they could fight each other for hours.

24.4.1 Skirmishers as Line Companies

If the player wishes he may instead use a Skirmisher recovered per above to erase one Permanent Casualty from an infantry unit. However, this means that the Skirmisher can never be used again. Any infantry unit may do this, even one that didn't have any Skirmisher boxes to begin with.

If at the end of any friendly Movement Phase, a unit has taken Permanent Casualties and has unreleased Skirmishers, these Skirmishers can be "put in line" by crossing out a Skirmisher box on the Loss Chart and recovering one Permanent Casualty, without having to go through the process of releasing and reabsorbing the Skirmisher.

24.4.2 Skirmisher Combat

Skirmishers can fire in the Fire Phase (18.0), participate in Close Combat (15.4.4) and be bullied around by cavalry (16.3.3).

25.0 Commanders

Commanders represent Divisional and higher officers. Commanders provide Command and Morale benefits for their stacks. Commanders move as any other unit, but have no Combat ability. Commanders can become casualties when they are involved in combat. A player may conduct Artillery or Skirmisher Fire Combat on a hex containing only Commanders in an attempt to generate Commander Losses. Commanders have a Command Rating. They use it for Command functions, Initiative and Rally.

25.1 Effect on Stacking

Commanders do not count for stacking and any number can occupy a hex. A Commander stacked with a unit that retreats, for any reason, may choose to remain in the hex or retreat with the unit.

25.2 Effect on Movement

Commanders move as any unit. They have no facing or formation. If a Commander ends up alone in a hex with an enemy unit, he is immediately displaced to the hex with the nearest unit of his command. Enemy units never eliminate Commanders by entering their hexes.

25.3 Effects on Combat

In Close Combat and Cavalry Charges, participating Commanders usually provide positive modifiers to the Check to Stand rolls and Morale Checks. See 15.2.2, 16.2.4, 16.2.4 and 16.4.1.4.

25.4 Commander Loss and Replacement

When a Commander is stacked with a unit taking losses due to combat (Stragglers or Casualties) a Commander Loss Check must be performed. Roll two dice for each Commander in the stack and read the result as "2 through 12". On a roll of 11 or 12, that Commander is lost. Any units stacked with a Commander that is lost suffers an M-1 Morale Change result.

25.4.1 In Skirmisher Fire make a Commander Loss Check if the fire was a Hit on a cavalry unit, despite the fact that the cavalry unit does not take any losses.

25.4.2 Remove Commanders that become Casualties from play. (They may come back, though. See 25.4.7.)

25.4.3 Replace all Commander losses immediately. Replace Army and Corps Commanders with their senior subordinate (usually listed in the game specific rules, otherwise the Commander with the most stars, owner chooses in case of ties).

25.4.4 The backs of Division and Corps Commanders are printed with generic replacements. If you promote a Division Commander to fill a vacancy, use the generic replacement back of the Corps Commander to fill the divisional position.

25.4.5 When a Division Commander becomes a casualty, flip the counter to its replacement side and place it with another stack of the division (i.e. not in the same hex). If no such hex is available, the replacement appears where the Commander was lost.

25.4.6 If a Commander's stack is destroyed, but he escapes unharmed, place the Commander with the nearest stack of his command that doesn't contain an unresolved Close Combat. If no such stack exists, remove the Commander from play. If an eligible stack under his command should appear later, the Commander appears with the stack. If the stack reappeared due to Straggler Recovery, it DOES get the benefit of being stacked with the Commander for the Morale Check.

In the later part of the wars there were some developments in the use of dispersed infantry that are not covered by these rules. We will tackle them in the games they appear in.

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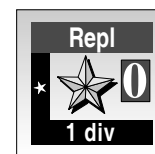
In Austerlitz, Marengo and Aspern-Essling, French Skirmishers are considered Elite, and have a B Morale Rating. All other Skirmishers are Normal Skirmishers with a C Morale Rating. Their Fire Values can be found on the Skirmisher Fire Table.

Note: Unlike earlier versions of the NBS-rules, Division Commanders are not required to stack with one of their brigades.

The rank-stars on the Commanders roughly translate as follows:

*One Star - Brigadier (General D'Brigade)
Two Stars - Major General (General D'Division)
Three Stars - Lieutenant General
Four Stars - Something very impressive.*

The commander casualties are indeed appalling. But during this era of Leadership by Heroic Example it was not uncommon for a division to lose its divisional commander and all its brigade and regimental commanders in one thirty minute engagement. It can actually be said that this brutal attrition cut short all chances of serious tactical developments during the era as too many mid level officers died before they could pass on any new ideas.



Most of these generals were tough customers. The worst lead-magnet of the era was probably Marshal Oudinot who was wounded over twenty times by bullets, shrapnel and even a collapsing roof. Another medical miracle was Katusov who managed to survive being shot through his head twice without dying.

25.4.7 Recovering from wounds (Multi-day scenarios only)

In scenarios stretching over more than one day, there is a chance that Commanders who have become Casualties may recover from their wounds and join the fighting again. During the Rally Phase of each 1 AM Player Turn, roll a die for each of the Phasing Players Commanders who are Casualties. On a roll of 1 or 2 the Commander has died and may not be rolled for again for obvious reasons. On a roll of 3-4, the Commander is still out of the game but may recover on subsequent nights. On a roll of 5-6 the Commander has recovered enough to join the fighting again. If the Commander is a Corps Commander he is placed on his HQ and his replacement can move back to his Division. If a Divisional Commander returns, he shows up with a unit of his division and his replacement is removed.

25.5 Fighters

Some Commanders, referred to as “Fighters”, have an F on their counter. Fighters are Commanders more at home leading from the front than handling staff-work. Fighters are considered to have a Command Rating 2 higher (but never higher than 4) than printed for the purposes of everything except Order Acceptance, Initiative and Attack Stoppage.

26.0 Special Units and National Characteristics

26.1 Levies

Some units that fought in Napoleonic battles had only been in existence for days and had minimal military training. These are designated as “Levies.” Levies are marked with “Lvy” on the counter as well as in the Loss Charts and suffer the following penalties:

- A. They may never form Square.
- B. They pay 4 MPs to change formation.

26.2 Wagons

Some scenarios include wagons that represent supply trains and such.

26.2.1 Wagons have a Movement Allowance of three and use the Foot artillery column on the Movement Table. They do not have a facing and do not count for stacking, but a hex can only contain one wagon at a time. A wagon unit cannot voluntarily enter a ZoI.

26.2.2 Skirmishers cannot enter hexes containing enemy wagons unless stacked with a non-Skirmisher unit. Road Movement (12.5) may not be used into or out of a hex containing a wagon unit.

26.2.3 Wagons are destroyed if an enemy non-Skirmisher unit ends its movement in its hex. This is an exception to the normal rule that you cannot enter a hex occupied by an enemy unit. Wagons are not affected by Artillery or Skirmisher Fire, and are unaffected by Morale States.

26.3 Rifles

A few Skirmishers were armed with rifles. Specified brigades (indicated by circular Skirmisher-boxes on the Loss Chart) may release special Skirmishers called “rifles”. These are indicated with a bugle printed on their counters. Only brigades that have Rifle boxes may release or recover them. Rifle Skirmishers get a -1 modifier on Skirmisher Fire die rolls.

26.4 British Cavalry

If British cavalry charges infantry and the infantry stands, the cavalry may not attempt to Breakoff unless stacked with a Commander, go directly to the cavalry Repulsed resolution. If stacked with a Commander, British cavalry checks for Breakoff normally, but ignores any bonus for being stacked with a Commander with a Command Rating of 2 or better.

26.4.1 British cavalry becomes blown BEFORE executing its 6-12 hex retreat after a Cavalry Charge (thus making them a tempting target for Reaction Charges during the retreat).

26.5 French Columns

If a French Combat Column wins a Close Combat, it may change formation to Line after resolving the combat. This Formation Change does NOT trigger Reaction Charges or Opportunity Fire.

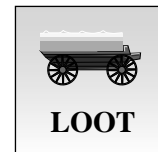
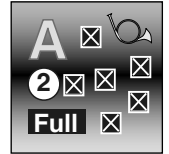


FIGHTERS IN OLDER GAMES

Austerlitz: Bagration, Friant, Katusov (0-side only), Konstantin, Kienmayer, Lannes, Murat, and Oudinot.

Marengo: Kaim, Hadik and O'Reilly.

Aspern-Essling (Note that their ratings are also changed a bit): Masséna (3F), Bessières (1F), Lasalle (2F), Mouton (3F) and Rapp (3F). For the Austrians, treat all 0 and 1 rated commanders as Fighters.



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Austerlitz: The ammunition wagons do not fall into the “wagon” category and should be removed from the game. They are a leftover from a rule that has since been removed.

Rifles are in the rules as a cosmetic detail to give some edge to elite British troops. They will be a super-weapon when someone can show us more than hazy anecdotal proof that people being shot at by rifles ever noticed the difference between rifled and regular skirmisher fire.

The whole “French Attack Column” –thing is a mess. The “ordre mixte” that pops up now and again in writings on Napoleonic tactics was rarely used. The basic French attack formation was instead a triple-deep line (or a 9-rank column... go figure) that in effect gave a French regiment a third of the frontage of a similar unit in a normal line. It also meant that each enemy battalion would be attacked by an entire regiment, giving an instant 3-1 advantage.

26.6 Cossacks and other Irregular Cavalry

Cossacks are marked with a C in the cavalry symbol.

26.6.1 Units marked as Cossacks may only charge (including Reaction Charge) target stacks that are Disorganized or Routed.

26.6.2 If a Cossack unit is targeted by a Cavalry Charge, it immediately retreats six hexes and then becomes Blown. The charging unit is not Blown, but may not move further or charge again this phase (except for Reaction Charges).

26.6.3 A Cossack unit becomes blown BEFORE executing its 6-12 hex retreat after a Cavalry Charge, not at the end of the retreat.

27.0 Night

While night actions did occur during the Napoleonic Wars, most resulted in spectacular failures. In the game, as in real life, nights are better used for rest and redeployment. Dawn and dusk turns are not considered “night” for the purposes of these rules, they only affect visibility.

27.1 General

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

27.1.2 Visibility at night is always one hex.

27.1.3 Cavalry cannot charge at night.

27.1.4 Skirmishers may not fire at night. Artillery can only fire Cannister as Opportunity Fire in Close Combat. This means there are no Fire Phases at night.

27.1.5 Skirmishers can only enter hexes that contain friendly non-Skirmisher units or Fortified terrain. If a Skirmisher starts a night turn outside such a hex, it must attempt to move to an allowed hex. Skirmishers can “tag along” with other friendly units that move at night.

27.1.6 Stragglers may be recovered 2 hexes away from enemy units (instead of 4).

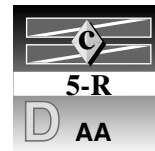
27.1.7 Several tables have night modifiers.

27.2 Night and Command

27.2.1 Command Radius (6.13.1) is halved at night for commands with General Orders. Commands with Engage Orders or in No Orders Status have their Command Ranges reduced to 1/4 instead of halved. Units (including entire divisions) caught Out of Command by nightfall may elect to remain where they are instead of trying to move back In Command. This decision is made once and may not be reversed. If a unit that elects to stay in place during the night has a retreat result inflicted on it, it has to try to get back In Command.

27.2.2 Any Engage Order that is to be implemented at night must be rewritten as a number of Independent Orders that must be accepted individually for each division in the corps (even if the corps in question is normally forbidden to use Independent Orders for its divisions).. These new orders must of course conform to the corps’ old order.

27.2.3 During the Command Phase of the last dusk turn any corps currently under Engage Orders must rewrite these as a number of instantly accepted Independent Orders for each division, conforming to the corps’ old order.

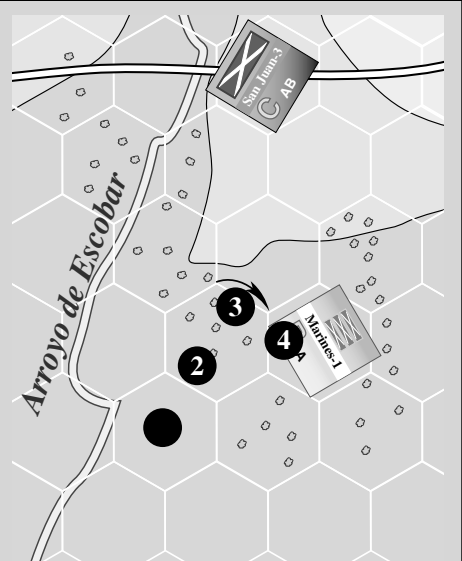
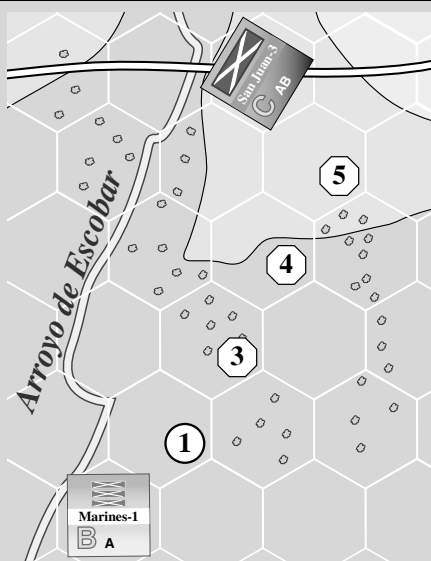


Cossacks were not keen on charging formed troops simply because they had no idea how to approach formations of that density. While we are at exotic cavalry, note that the lance was a trendy weapon handed out left and right to recruits who seldom got the time to learn how to handle it properly.

Anyone thinking these rules are to harsh or random has probably never been out in the country at night. There was no electricity in 1806 and unless you had the moon to help you find your way you had to torch things if you wanted to see anything. Still armies tried to fight in darkness, mostly in built-up areas and with rather mixed results. There are even cases of cavalry trying to charge in darkness but these are all spectacular failures.

EXAMPLE In the middle of the night, the French Marines try a surprise attack. They start their movement along the river (1 MP) and then spend 4 MP entering three risky hexes. Thus they arrive on the rear of the San Juan brigade with 3MPs remaining. This is enough to enter in Close Combat.

Now that they are adjacent to an enemy unit, the french player has to determine if the marines have become lost. As they have crossed three risky hexes he needs to roll 4 or more. He rolls a 2. The Marines have gone astray. The spanish player moves the marines back to the last non-risky hex and then moves them on a 4 MP detour. He leads them to the right so that, when the french player takes back control of his Marines, they cannot reach the San Juan regiment.



27.3 Night and Movement (Optional)

During night turns normal movement (including withdrawals, but not retreats) may only be carried out

- along any type of Road or watercourse (hex-edge or in-hex)
- into hexes containing any type of buildings (“points of interests”, smaller groups of buildings, will do).
- into hexes containing friendly units that do not move during the turn.

Any other kind of hex is considered a ‘Risky Hex’ for night-movement purposes.

27.3.1 Getting Lost

As soon as any unit, stack or Commander moving alone finishes moving through a series of Risky Hexes by re-entering non-risky terrain, it ends up adjacent to enemy units, or dawn breaks, roll one die. If the roll is less than or equal to the number of Risky Hexes traversed the unit has gone astray, otherwise the roll has no effect. Note that if the unit moves through Risky Terrain over several turns, you must keep track of where it started and how many MPs it spent in Risky Hexes.

A stack gone astray is returned to the last non-Risky Hex along its path and may then be moved by the opposing player. The opposing player may move the stack a number of MPs equal to the number of MPs expended moving through Risky Hexes. He may move the stack in any way he sees fit, except that he may not change the unit’s formation (except to limber and unlimber artillery), move the unit illegally, or change facing more than one hex-side before entering each new hex. He is allowed to move the unit Out of Command. Once the opposing player is done moving the unit the Phasing Player may continue moving the unit if it has any remaining MPs.

28.0 Concealed Forces (Optional)

For these rules one will need a set of “Concealment Markers”. Basically any kind of counters with numbers on one side will do. You will also need some numbered boxes to hide the units associated with each Concealment Marker.

28.1 Concepts

These rules are based on two concepts:

First, if all counters of a formation are out of enemy LOS it can be turned into a Concealed Force (CF) and be replaced by a single Concealment Marker. CFs in turn can breed Decoy CFs.

Second, it takes an unconcealed unit to reveal what is hidden in a CF.

28.2 Marking Concealed Forces

28.2.1 A Concealed Force (CF) is represented on the map by a Concealment Marker.

28.2.2 At the start of any friendly Movement Phase, a player may remove all units of one of his division from the map provided that all of the units are a) in Command and b) outside of enemy LOS and instead place a Concealment Marker on the map with the number down. These units are placed somewhere off the map and out of sight from the other player, preferably next to a number corresponding to the Concealment Marker used. Place the Concealment Marker in the hex where the Divisional Commander used to be.

Units directly subordinate to the concealed division’s corps (artillery units as well as the corps HQ and Commander) may conceal themselves in a division’s off-map stack at the time it conceals itself, provided they too were within Command Range of the Divisional Commander and outside of enemy LOS. Brigades on Independent Orders may be concealed on their own in this manner. Reinforcements may also enter play concealed if the entry hex fulfils the conditions above.

28.2.3 A CF may not move on the turn it is created unless it is a formation entering as a reinforcement. Otherwise a CF moves at the speed of the slowest unit in the concealed division paying MPs for facing changes and so on. (A Decoy CF may move at any speed the owning player chooses.) A CF may never enter the LOS of a non-CF enemy unit and must always maintain a three-hex distance between itself and any enemy CF or unconcealed enemy unit, regardless of LOS considerations. CFs may never stack with other friendly units or CFs except for Commanders and HQs. Retreating units do not ignore enemy CFs.

Note: These rules mess things up a lot. Use them only if you find chaos control enjoyable.

PDF files for Concealment Markers can be found in the NBS section of the MMP webpage. Go to: <http://www.gamersarchive.net/theGamers/archive/nbs.htm>

28.2.4 At the start of any friendly Movement Phase, before creating new CFs, the player may have his already existing CFs “breed” new Decoy CFs. A Concealment Marker not yet associated with any troops may be placed in each hex with a CF in it, and in the Movement Phase the dummy CF immediately start to behave as any other CF. It may in turn breed new Decoy CFs in the next turn.

28.2.5 A player may never use more Decoys than the number of divisions plus the number of independent cavalry brigades in his army. The number available at any given turn should reflect how many divisions the player has on the table at the moment.

28.3 Revealing Concealed Forces

28.3.1 If a non-CF unit moves into LOS or within two hexes of an enemy CF, the unit must stop while the CF force (if real) deploys according to 28.3.3. If the CF proves to be a Decoy, the Decoy is removed and is available for “breeding” again the next turn. Note that the revealed force may fire Opportunity Fire and conduct Reaction Charges from the instant it is placed on the map, including fire or charges against the very movement that triggered its disclosure. Remember that CFs can never cause enemy CFs to be revealed in this way.

28.2.2 A CF can voluntarily revert to real units only at the start of a friendly Movement Phase, before any movement has taken place. The units are deployed according to 28.3.3.

28.3.3 When, regardless of cause, a CF is revealed, the Concealment Marker is removed and the Commander is placed in the hex. His division then sets up in that and any adjacent hexes while observing the following rules.

- No unit may be placed across Prohibited terrain.
- If the CF moved in the turn before being revealed, infantry units must be in Column and artillery Limbered and as far as possible placed in Road hexes.
- If the CF did not move in the previous turn, its artillery may set up Unlimbered.

28.4 Scouts, Stragglers and Other Activities

28.4.1 At the start of any friendly movement phase a CF may release up to one cavalry unit and/or any number of Skirmishers from the Concealed Force, while the rest of the force remains concealed. CFs containing lone cavalry brigades or just Decoys may of course not do this. The revealed unit(s) are placed on top of the CF counter and may then move up to two hexes away from it, if Skirmishers, and four hexes away if cavalry. (Players may agree to use an anonymous counter to represent a released cavalry unit in order to prevent instant intelligence. The cavalry unit’s true identity should then be revealed only if it enters the LOS of an enemy non-CF unit. For those who want to explore these options there are scout counters on the Concealed Forces-PDF.)

28.4.2 Units in CFs may recover Stragglers as in any other situation, counting enemy CFs as enemy units when calculating the distance to enemy units. Commanders may affect up to AAA levels worth of units in the CF. If a CF force marches, either note the number of turns it does so and roll for Stragglers for all the marches the instant the force is revealed, or roll for Stragglers each turn. A force may not roll for Straggler recovery on the turn it conceals itself.

28.4.3 Commanders in CFs can of course roll for Initiative as usual. (This needs a bit of trust, so be sure to keep track of your actions.) A CF that suffers a Loose Cannon result is revealed, regardless of where it is on the map, but the enemy player must write the Loose Cannon order before the actual revealing takes place.

28.5 Visibility Conditions

28.5.1 When visibility changes for the better at dawn (or otherwise) the player who moves first has an obvious advantage as he will be able to react first to those units that have been revealed. Therefore we suggest that the mutual revealing should take place after the First Player’s Command Phase in order to cancel out the First Player’s advantage a bit.

28.5.2 At a certain range a Commander can no longer make out what is moving about in the distance. But while he would not have a chance to make out what or who is moving about out there he would be quite sure there is *something* there, as rumors don’t stir up dust the way 3000 marching troops do. Therefore CFs moving in enemy LOS beyond 15 hexes (2700 meters or 3000 yards) are revealed only if they are decoy CFs. CFs with real troops in them are not revealed. It should then be obvious to the Enemy Player that that particular CF is indeed something real and hostile.

Example: In Marengo the French Player starts the game with four decoys, as he starts with four divisions on the board. When Napoleon arrives this number is increased by two, one for Monnier’s Division and one for the Consular Guard cavalry.

These rules came up while discussing a Salamanca scenario for NBS. The problem with that battle is that it would most likely never have taken place had Wellington and Marmont had the same bird’s-eye view of the battlefield a wargamer has. The two generals based their decisions on what could be seen and heard from where they stood, and since the battle was fought over quite broken ground they accordingly suffered a lot from what wargame jargon calls “limited intelligence”. The same problem exists with Austerlitz, Gettysburg, and several other battles where crest lines and bad weather messed up visibility. And this problem is most apparent in low-level games, because in an operational/strategic game such as an Operational Combat Series scenario we work with half-week turns, ample time for intelligence to come up with fair ideas of what the enemy is up to, while in the twenty to thirty minutes of an NBS scenario, all this time might be spent staring at a pillar of dust and trying to figure out if it is Grouchy’s or someone else’s dust.

But we are talking about “limited intelligence” here, not “no intelligence”. Most Commanders have an idea of what is going on but lack the details or misinterpret them. But a lot of attempts to simulate these problems have gone too far into the other corner, making the players effectively blind. Instead of hovering around in the sky, the players suddenly perceive the world in snapshots every twentieth minute. Perhaps that approach would make a good simulation of a WW2 submarine captain’s war, but few Commanders ever rode around the battlefield with their eyes closed.

The rules are hopefully a happy compromise. They are meant to keep you guessing and bluffing. You can guess what is on the other side of the hill, but the only way to really find out is to get to the crest. Conversely you can behave very threateningly with very few troops and embarrass your opponent after the game. These rules also have the nice side-effect of reducing the number of counters you handle to about a sixth, so they speed up play considerably.

29.0 Random Events (Optional)

For those of you that think you can handle the uncertainty and frustration of odd things just happening, try these rules. At the start of each Player-Turn the player rolls one die. On a result of one a random event has occurred. Roll two dice and consult the table below. If a result is not applicable for any reason, treat it as No Event.

Standard Random Events Table

2	Loose Cannon
3	Game Table
4	Order Lost
5	Game Table
6	Delay Reinforcements
7	Cavalry Recovery
8	Advance Reinforcements
9	Game Table
10	Commander Loss
11	Artillery Accident
12	Loose Cannon

29.1 Standard Random Events

Advance Reinforcements

Move the next reinforcements the player awaits one turn nearer, regardless of when the reinforcement is due, i.e., if the reinforcements were to arrive the next turn, they will arrive this turn, and if they were to arrive at midnight, they will arrive at 2300. For variable reinforcements that require die-rolls to enter, roll twice. If reinforcements are due this turn, the reinforcements may force march without rolling for Straggler Losses this turn.

Artillery Accident

Randomly select one of the player's batteries. If Limbered, the battery has had a traffic accident. The battery is Disorganized and loses one gun point. If Unlimbered, the battery suffers an ammunition explosion. It must immediately fire Cannister against its own hex and the hex suffers Morale Change and all other effects accordingly.

Cavalry Recovery

For this turn only, roll for any (Blown or not) cavalry units that would otherwise qualify for Straggler Recovery as if they were infantry.

Commander Loss

One of the player's Commanders on the map, chosen at random, becomes a casualty. The Commander's current location does not matter. This event covers such things as friendly fire, sniping, accidents and stray cannonballs. If Napoleon, or any other victory-point-awarding Commander, suffers this result he is wounded and out of the game, but no victory points are awarded or lost.

Delay Reinforcements

Move the player's next reinforcements one turn further away, regardless of when the reinforcements are due, i.e., if the reinforcements were to arrive this turn, they will arrive next turn, and if they were to arrive at midnight they will arrive at 0100. Variable reinforcements requiring die-rolls to enter are not rolled for this turn.

Game Table

Roll on the special table for the particular game you are playing.

Loose Cannon

The Phasing Player must randomly select one of his commands. The selected command suffers a Loose Cannon result. It may not use Local Initiative this turn, and any orders due to arrive this turn are lost (discarded).

Order Lost

One randomly determined order currently in transit is for one reason or another lost and will not reach its destination. This must be "discovered" on a roll of 5 or 6 just as if the order had been Distorted.

29.2 Older Games

Game Table – Austerlitz

- 1 Allied: Lingerin Fog / Cold
French: Lingerin Fog / Cold
- 2 Allied: Katusov Wakes Up
French: Cautious Murat
- 3 Allied: Royal Inspiration
French: Napoleon Checks on Joseph
- 4 Allied: Royal Inspiration
French: Napoleon Shows Off
- 5 Allied: Division Gets Lost
French: "We are all grenadiers!"
- 6 Allied: Wing Commander Resurgent
French: Telepathy?

Lingerin Fog / Cold

If rolled before 10:00 the fog effects of the 9:30 turn will remain during the 10:00 turn as well. If rolled after 9:30, in the December cold all rolls for Straggler Recovery will suffer a -1 modifier during the current and next complete hour.

Katusov Wakes Up

Katusov decides that he cannot passively watch a disaster unfolding. He is flipped to his "3" side and remains that way until either the Kaiser or the Tsar rolls a Loose Cannon result, at which time Katusov reverts to his normal, disgusted, self. (Note that the random event "Royal Inspiration" is enough to make Katusov despair again.)

Cautious Murat

Having been chastised by the Emperor for his rash behavior during the previous week, Murat decides to adopt a cautious stance. He may not roll for Initiative during the rest of the game and his subordinates have their Commander ratings reduced by 1 when rolling for Initiative. If this event is rolled again, Murat reverts to his normal self.

Royal Inspiration

One of the Royals intervenes, roll one die to determine which one and then roll another die. On 1-3, the Regent in question must issue one Engage Order written by the French player. On 4-5 the Regent in question must issue one Engage Order written by the Allied player. On a 6 the Regent will stop either an order in transit or cause one unaccepted order to be thrown away. Choose one available order at random and remember that the Royals can only affect troops of their own nationality.

Napoleon Checks on Joseph

Joseph Bonaparte, the Emperor's not-so-martial brother, commanded the 4th Line Rgt in Vandamme's Division. When this event occurs, Napoleon decides to check on Joseph and must move right away to 2-1-4 and spend a complete Command Phase with it. Napoleon may not issue any orders while yelling at his brother.

Napoleon Shows Off

The Emperor thinks (more or less correctly) that he has things so perfectly under control that he does not need to issue any orders this turn. And so does the player. No new orders may be issued this turn. "We will wait another quarter of an hour."

Division Gets Lost

The confused Allied command structure made life miserable for the Divisional Commanders. When this event occurs one randomly determined division currently under Engage Orders may not move closer to the enemy (except to Reaction Charge) during this turn while the Commander tries to sort things out.

"We are all grenadiers!"

The French troops were confident, bordering on reckless, during the battle. When this event occurs the Allied player determines one French infantry brigade that must try to enter Close Combat with an eligible target during the next Movement Phase. It reverts to normal the next turn.

Napoleonic Battle Series

Wing Commander Resurgent

Katusov and the Allied wing Commanders try to take control of things. Roll one die: on 1-3 Katusov can give Buxhöwden an order as if the latter was a normal Corps Commander for all the left wing; on 4-5 Katusov can give Bagration an order for the right wing and one of the numbered Columns of the left wing which is attached to Bagration's command; on a 6 Katusov can give Kolowrath an order for the 1-C and 2-C together. All these arrangements are for the purpose of one order and one order only.

Telepathy?

During the battle Napoleon displayed an uncanny insight into the Allies intentions. When this event occurs the French player may ask the Allied player to reveal the orders of one of his formations.

Game Table – Marengo

- | | |
|-----|--------------------------------|
| 1 | Austrian: Divisional Stoppage |
| | French: Kellerman Rides Again |
| 2 | Austrian: Another Wing! |
| | French: Lapoype shows up |
| 3-4 | Austrian: Ott Hesitates |
| | French: Bad Ideas! |
| 5 | Austrian: Bring the Cavalry! |
| | French: Advance Reinforcements |
| 6 | Austrian: Melas Retires |
| | French: Delay Reinforcements |

Divisional Stoppage

The Austrian Divisions operated in a somewhat random fashion at Marengo. When this event occurs, one randomly determined Austrian division with an implemented order stops in its tracks, just as if it failed an Attack Stoppage check. Count Ott's wing as "a Division" for these purposes.

Kellerman Rides Again

Kellerman, who had his moment in history at Marengo, inspires his men to new heights. His brigade may erase one box of Permanent Casualties.

Another Wing

Melas figures that another Wing Commander may be a bright idea. He may immediately order Zach or O'Reilly to function as temporary Wing Commander (as per the optional rules) for the purpose of one order and one order only.

Lapoype shows up

Lapoype (La-Division) moves to the sound of the guns and shows up at 11:00 or later as per the optional rules (giving 1 VP to the Austrians if he actually arrives). He enters at area B with the order to move to Army HQ.

Ott Hesitates

Ott is unsure of Melas' intentions. He may not roll for Initiative or try to accept a new order this or the following turn. If currently under orders, neither Ott nor any Commander under his command may move this turn.

Bad Ideas!

If Napoleon has not entered the map yet, randomly determine which one of Lannes, Murat or Victor comes up with something a bit too clever and receives a Loose Cannon result.

Bring The Cavalry!

Melas figures his rear is safe and sends for the rest of Elsnitz's Division. The units will arrive at A in four turns and will move directly to join Elsnitz. (Give the French player 1 VP.)

Delay Reinforcements / Advance Reinforcements

As standard event.

Melas Retires

If the Austrians are 4 VP's ahead, the elderly Melas decides he has done enough and hands over command to Zach, who may not issue any orders this turn.

Game Table - Aspern-Essling

- | | |
|---|--------------------------------|
| 1 | Austrian: Hiller |
| | French: Train Catches Up |
| 2 | Austrian: Archducal Confidence |
| | French: Consolidation |
| 3 | Austrian: Personal Example |
| | French: Tempers! |
| 4 | Austrian: Grenadier Recovery |
| | French: Check the Bridges! |
| 5 | Austrian: Corps? - Column? |
| | French: Panic |
| 6 | Austrian: Rain |
| | French: Fire |

General Note: These are best used with the "Variable Interruption" variant and letting the French Player bring on Davout's corps if all other French units have entered. A French "Delay or Advance Reinforcements" Standard Event has no effect, as the arrival of reinforcements are already handled through the Bridge rules.

Hiller

Though one of the better Austrian Commanders, Hiller had strong opinions about orders he didn't agree with, an attitude that led to him leaving the Army due to an "illness" on the eve of Wagram. If this result is rolled and Hiller's Corps does not have Engage Orders, his rating drops to 0; and if it have his rating drops to 1. If this result is rolled again, Hiller calls in sick and leaves the battle as if he had become a casualty.

Train Catches Up

If rolled when the bridge is up this result means that the French Commanders waiting to cross allowed a few wagons loaded with cartridges to sneak past them. Roll for commands suffering ammunition shortage as in 2.1 (in the online Aspern-Essling update kit) until one succeeds or all fail (owner chooses the order). If rolled when the bridge is down a Commander cautiously restricts his troops. A command randomly chosen now suffers an ammunition shortage.

Archducal Confidence

Now Charles feels a bit more confident! If the VPs at the moment mean a Minor Austrian Victory or better (from the Austrian perspective), the Austrian player can choose to use option 3.8.1 (with the attendant VP loss).

Consolidation

The French player may dissolve all infantry units but the strongest in any division of either II or IV Corps that have no enemy adjacent and "hand over" the surviving boxes of those units (losing any stray Stragglers in the process) to the strongest unit, thereby allowing it to erase Permanent Casualties. The Division is permanently Wrecked.

Personal Example

The Archduke repeatedly took great personal risks during the battle, leading by example in a quite spectacular way. (The Archduke himself later pointed out that an anemic little fellow such as himself never could have dashed about waving huge infantry standards, but nevermind...) When this result is rolled, Charles must immediately dash off and either personally lead a charge into Close Combat or rally a Routed unit. He may not issue any orders before he has done one of those things, something that might take several turns.

Tempers!

Tempers run high among the French Commanders. When this result is rolled, the otherwise rather level headed Bessieres decides he can't stand Lannes anymore. An instant duel is avoided, but from now Bessieres and his subordinates functions as "0" rated Commanders when handling any order involving attaching units to Lannes, and any CAV-unit being attached to Lannes when the event is rolled immediately returns to Bessieres. If this result is rolled again, Bessieres calms down.

Grenadier Recovery

The Austrian player may dissolve the currently weakest unit of 1G-R or 2G-R and distribute the surviving boxes (losing any stray Stragglers in the process) to the other units of the two divisions, thereby allowing them to erase permanent kills. The dissolved brigade of course counts against wreckage.

Check the Bridges!

The engineers need some encouragement. Napoleon must immediately move to the bridge and spend the next French Command Phase there. He may not issue any orders while he is at the bridge.

Corps? - Column?

The Austrians were organized in corps but ordered about in columns, something that was slightly confusing to the Commanders involved. When this result is rolled, one randomly determined Austrian Divisional Commander has misunderstood things a bit and on a die roll equal or less than his Command Rating he will immediately attach his command to the nearest corps he does not belong to, automatically accepting that corps order. The division follows its new corps until either ordered to return to its original corps or the “adopted” corps suffers Attack Stoppage. Should the player roll higher than the Commander’s command rating, the Commander figures he does not belong anywhere and “detaches” his division from his corps, stopping as if he had stopped while on Independent Orders.

Panic

If rolled during day of the 22nd this roll means that all Wrecked French Divisions must take separate Attack Stoppage Checks and the ones that fail must make an Emergency Withdrawal towards the bridge. This roll has no effect before dawn of the 22nd.

Rain

A rainstorm starts and will go on until the player who rolled this event rolls a five or six on one die on a future Random Events Check. During the rainstorm, the bridge is automatically down, all Movement Allowances except for the three hexes of Cavalry Charges are halved, visibility is reduced to three hexes and no Skirmisher Fire may take place. There is a -2 modifier to the Loss Tables and the Firefight table in Close Combat. A rainstorm will extinguish all fires, obviously.

Fire

A hex in one of the villages catches fire. Place a suitable fire-marker (TCS smoke markers will do fine) in a randomly determined Town/Village hex that was the scene of a Close Combat in the previous turn. Units starting a turn in a fire hex must check morale, as must any unit that enters a fire hex. Units that fail the check become Disorganized. Each time the Turn Marker is moved any fire on the map will burn out on a roll of five or six on one die.

30.0 On Orders

These are not actual rules, since it’s impossible to write exact rules for how to write correct orders, as a lot depends on the specific situation. Take these as general guidelines rather than strict rules.

How tight do the geographic objectives of an order have to be?

There are no fixed number of hexes here. It depends on the terrain, the size of the formation and the local situation. For a defense, a defending division can handle 3-4 hexes around its objective. A corps 4-5 hexes per division. If you can be pushed back 10 hexes and still follow somekind of orders, you have written your orders too liberal. You could have a defensive order to fall back while fighting a delaying action. But if you do that, you have to keep within a few hexes a given axis (usually a road).

Similarly, for an attack, you have to have an axis of advance with a frontage of perhaps 3-5 hexes for a 3 brigade division (to take an example). If a fight breaks out far away from from that axis, you should push on along the axis rather than engage the diversion.

Cavalry, due to their nature, are somewhat freer in their restrictions. Still, you should at least be within the rough limits above when you start a Cavalry Charge, and try to get back within them once you’ve recovered from it.

What kind of attacks am I allowed to do while I have orders to hold in place?

All attacks except strictly local counterattacks require Engage Orders. For a quick rule of thumb on what is a local counterattack, try this: You are attacking ground your troops physically held under the current order one or a few turns ago. “More than a few turns” probably means the troops have conceded the ground and would need new orders to recapture it.

What happens if I move down a Road and run into enemies?

That depends on how you wrote the order. If you made the Road movement a General Order, your units will fail their orders if they encounter enemies. “Encounter” here means they get into a fight, or a likely fight, not just seeing some enemies in the distance or an artillery unit taking potshots from more than a kilometer away. If you wrote the Road movement as an Engage Order, on the other hand, you are free to fight your way through any resistance you encounter on the way. On the other hand, you have to roll for Attack Stoppage each turn, even if the Road is free of enemies. Fair enough?

Can I use conditional orders?

Yes, you can use conditions like, “attack at 10:00”, “attack when V Corps initiates its attack”, or “attack when V Corps has gained Humberger Hill”. The danger of this is of course that those conditions might either be long overdue when the order is accepted, or the conditions might never happen. If a unit has timed orders and that time has already passed when the order is accepted, it should start executing its orders immediately. If a unit has conditional orders, and the conditions haven’t occurred yet, it is considered to be defending in place while waiting for the right conditions.

Can I adopt a Default Defense while in the middle of a fight, after capturing half the objective?

Sure, but you can’t continue to attack, only hold what you have gained so far. If you are initiating Close Combats against hexes or moving into victory hexes you didn’t hold when you declared the Default Defense, you are cheating. Counterattacking hexes you held when declaring the Default Defense and subsequently lost is of course perfectly OK.

31.0 Some Brief Notes on Tactics

Yes, this is a game about commanding armies. We have told you so all the way through this book. Still it is a good idea to know how the tools of your trade work. So, here we go.

1. Combat is Dangerous

This might sound silly and obvious, but this is important. In this system combat can wreck the best of units in a game turn and few units are (Just as in real life.) good for more than two charges per day. Therefore, do not engage in combat unless there is a point in doing it. Do not attack “just because” and develop the common sense to fall back in the face of an attack unless you are defending something very valuable. If you need to “pin” someone use artillery and skirmishers or perhaps the threat of an attack. Remember that every combat avoided means a unit that can be used for something more purposeful later.

2. Combined Arms

Napoleonic tactics offers a very intricate game of rock-scissors-paper. Artillery offers ranged firepower, cavalry momentum and shock and infantry staying power and the ability to capture terrain. Add skirmishers and horse artillery to the equation and you have puzzle that you can ponder forever. Take your time to figure out strengths and weaknesses of the different arms. Note that cavalry is very fragile and that the threat of a charge is often as good as an actual charge. Skirmishers are good at making a nuisance of themselves, but will not last long in open terrain unless closely supported. Artillery can soften up an enemy before your attack or ruin his attacks, but it can never attack itself. Infantry is sluggish but is the only arm that can both capture and hold terrain by itself. Learn how these arms interact and support each other.

3. Keep the Distance

You will soon discover that once you get within 3 hexes of the other guy all hell breaks loose. Reaction Charges and Opportunity Fire will mess with everything you do and the grass will be crawling with skirmishers. Soon you will be entangled in some pointless vendetta that will easily take on a life of its own and start to burn troops you once had better plans for. Hence. Stay clear unless you mean to fight. Also: do not be afraid to break off from combat in order to rally. There is no point for a disorganized unit to stand around next to the enemy, better get them out of the way and sort them out for a new try.

4. Fire, Fire, Fire

No matter what Suvarov said about the bayonet being “a wise virgin” artillery is the real killer. A good bombardment before you attack will always help. And not just for one or two turns. Blast away for a while and wear him down. The longer you keep it up the better. Be patient.

5. Reserves

Keep reserves. Both on the attack and defense. This is crucial as when an attack breaks down into a mess of disorganized units the winner will be the first player who can send in a good order unit to restore the line. Or break it. It works both ways. Attack with everything on a wide frontage and you will be less successful than the attack on a smaller frontage but with a second wave in support. On a battlefield level always make sure that you have a “general reserve” at some convenient central spot behind your lines. It does not have to be the Imperial Guard, but rather anything in reasonably good shape that can be sent to counter an unexpected development. And remember that the moment you commit a general reserve it is time to (somehow) create a new one, something that sounds pretty logical but is very hard to do.

6. High Ground

It is always a good idea to be uphill. A certain British general made an extremely successful career out of lurking on hilltops and there is no reason not emulating him. Your gunners will get a better view of things and your can hide people from harm’s way behind the crest. Furthermore anyone trying to attack you on your hill will find the going slow and best of all; as he runs out of movement points just in front of your line you can hit him with a crushing downhill charge.

7. Smash Him

Learn how to overpower the enemy. Good attacks hits at 3-1 odds, are preceded by a massive artillery bombardment and followed up with a relentless cavalry pursuit. They win battles for you. The tricky thing is that in order to create this situation at one point of a battlefield you somehow need to keep a large part of the enemy army busy doing nothing. That is hard. But you are in command. Manage that and you can truly call yourself a Commander.

30.0 On Being A General

So... What to do now? You have all these shiny counters lined up on a big map showing a place you did not know existed fifteen minutes ago. You have a vague idea that the side you are playing did not do too well in this battle. Sounds encouraging.

How does one plan a battle, anyway? The purpose with this part is to help you come up with something that will work most of the time. As we all know big disasters only happen to those that have no idea at all of what is going on. Look at Austerlitz. It is even questionable if there was someone at all in command on the Allied side. A decent plan executed reasonably well will always save you from the worst humiliations and give the other guy a run for his money. Look at the Austrian General Schwarzenberg. He is probably the most underrated of all Napoleonic commanders outside of Spain. He sure was defeated a couple of times but by 1814 he had learnt the ropes well enough to hand Napoleon bloody draws, time and time again. An amateur? Try to do better than him.

They won't tell you it in the military theory-books, but the key requirement for a truly crushing victory is an idiot opponent.

The Mission

Start out with the Victory Conditions. Read them and read them again. For both sides. Look at the map and figure stuff out. Where are you and where is the enemy? Get the big picture, do not bother to memorize the odd victory point for that house by the river or the fact that this or that brigade will show up at 11.30 AM at Frau Böse’s Tavern. Instead, find the main directions and the most important criteria. Do the same for the other guy. Find out what he would like to happen and where your interests clash. Compare notes. If both sides win by holding on to Grossgörschen you pretty much know what the game will be about.

Even if you do not like to write stuff down the end result of this - how to win - is one of the two things you should always write down. In capital letters. You must “CAPTURE THE DANUBE BRIDGES” while the other guy must “HOLD THE VILLAGES AND BEAT HIM (you!) UP”. Never forgetting these goals is what “maintenance of aim” is all about. As soon as you order anything during the game ask yourself if it makes sense in the big picture. “Why am I attacking the bridge?” “Because I will win the game if I capture that damned bridge, that’s why.” The moment you are doing things “just for the whatnot of it” you are in trouble.

Avoid Commitment

During all this preparatory work, try to remember that the longer you can avoid committing your mind to this or that plan the longer you will be able to see the things clearly. What comes across as a perfect plan with the rules in one hand, a beer in the other and the map sort of slumped over the dining table might not be that perfect once the counters are out and you have a live gamer in front of you. But, since you had the game figured out from the start you have kept your perfect plan and instead of ditching it just modified it a bit more every time it ran into a new problem. It will not be recognizable, nor the least good in the end.

The Terrain

Now spend a few minutes looking over the terrain. Note important things such as the fact that the Elster, the Luppe and their tributaries forms a mile-wide Teutonic Everglades on both sides of Leipzig. Draw conclusions. Leipzig's flanks are secure. No matter how tempting it would be to cross the maze of rivers and attack Lindenau to surround the French, it cannot be done. Note how the western part of the Talavera battlefield is covered in shrub. You can cross the Fontanone at three places. Where do we have cavalry country? Skirmisher country? No-go country? The woods & swamps between Aspern and the Danube seals that flank off. The area between Essling and the river is open cavalry country. Then check out the road net. If it is messy map it up. What goes where and where are the chokepoints? Better people than you have been fooled by roads that was not there. You just might be able to pinpoint that junction worth dying for and if you get there first you might avoid a lot of dying among your troops.

Enemy Options

Make mental notes and move on to the other guy's options. You know what he needs to do to win so how will he do it? If his victory conditions read "CAPTURE THE DANUBE BRIDGES" and your army is between him and those bridges, what will he do? He will come at you and knowing the lay of the land you can safely assume that the first thing he will hit is that village called Aspern.

At this point you might just want to write down important thing #2. The timeline. Mark out those crucial things that will affect your planning. When will that first inevitable clash take place? A little paperwork might reveal that he will not be able to attack your forlorn division until four in the afternoon and since night falls at five it will only have to fight for an hour. Maybe those guys aren't that forlorn.

At this point you will notice that it is actually quite easy to figure an encounter-battle out. Even though there are people coming from all directions at all times there are only so many different things they will like to do. You can predict that there will most likely be a fight for Champaubert in the late morning as by then he will have two corps converging on the place. And no matter what you do you will only have Olssufiev's division there when he shows up and (as he probably has figured out as well) there is not much you can do about the whole thing besides try to withdraw in an orderly manner. Where he goes after that is also quite easy to figure out as he - like any other sane person - will try to hurt you a lot while keeping his own losses down. Hence he will leave a strong flank guard east of Champaubert and trail off west towards... Montmirail.

This way it is damned easy to predict every step of Napoleon's legendary Champagne campaign - the "Five Days of Glory" - just because every next step is so obvious that you can hear the road signs scream where you MUST go. That the plan is pretty obvious - as most good plans are - does not make its spectacular execution less impressive. In the end a simple, but well executed, plan will always defeat a brilliant idea unless it just as well executed.

Now You Got Him... NOT

With this view of things figuring the enemy out is simple. Most of the time he will follow a logical path. With minor variations, but regardless of which side of the tree he'll decide to walk he will still wind up in the same spot. It gets harder predict events if there are one or more point where the enemy's decisions will set the pace of an entire battle. Will he go left or right and how long will it take before you will know? Look over both case LEFT and case RIGHT here. You must understand them both.

Two things can really mess up your unveiling of the enemy plans. First is of course the hard-to-understand player, that will come up with a plan that - regardless if it works or not - is so outside of your box that it will catch you unaware. (Be aware that a guy that has no plan at all or has misunderstood the whole thing easily can come across as very clever. At least for a while.)

The other thing is when there is no obvious enemy plan to uncover. There are no "must do things" or "go left or right spots" to help you figure him out. The hardest battle to figure out is often one that starts with two neatly lined up armies (such as Austerlitz and Eylau). Especially in a place such as Eylau where the terrain is absolutely non-descript and the events and arrivals can be written on the back of a matchbox. Just think of it: how do you fight Eylau in a purposeful way as the Russians? Can you spell "HANG THE HELL IN THERE" in Cyrillic? Or as the French for that matter?

The Master Plan

Anyhow. By now you know the ground and at least three different versions of the enemy plans. You have a clear idea of what you need to do and the stage is set for your plan. If you have worked through the stuff above you pretty much know what you must do both where and when and your A1-plan will come together easily. The things you need to do to win and the things you need to do to make sure that the other guy cannot win. At this point you might have to chose between two major alternatives (A1 or A2) and each plan might have a couple of sub-alternatives (A1a, A1b) but that is about it. Chose one of the alternatives and make notes on when you need to decide on the sub-alternatives. Now, at dawn or after you have taken Ligny.

The plan in all its glory has materialized right in front of you and all you have to do is to fill in the blanks and there you are.

"Filling in the blanks" is in real life known as "staff work" and means transferring your splendid ideas and inspired mumblings into working orders. Real generals have staffs to do this, you will have to do the writing yourself. And you will soon realize that writing really good orders is far harder than go on for five minutes about "attacking the Prazen at dawn" before dozing off.

There is just one problem. Given a decent opponent he has your A1 plan figured out, just as you has his. Your A1 will clash neatly with the enemy's A1 and the stage is set for a whole lotta predictable mayhem. Barring large doses of luck or big tactical mistakes neither one of you will win, at least not big. Because the enemy knows what you know. He will know that you will know and you will both know that the whole thing will be pretty dull. There are three basic ways around this rather predictable future. First you can try to just do whatever the enemy think you will do but faster. Second you can try to fool him into thinking you will do something other than do the thing both you and he agree will be the smartest thing to do. Or you can do something entirely original.

Napoleonic Battle Series

There is at this point all those funky catchphrases like “simplicity” and “dislocation” comes crawling out of the woodwork...

Distract Him Before He Distracts You

Let us start with the simplest trick in the book. Being faster. If you do what you need to do before he does what he needs to do you will be ahead. Very good. There are generals lined up from here to Ulm that will agree. Speed is good. Slow is bad. “A city can always be retaken. But lost time, never.” (Napoleon) So, plan for a fast and furious operation. Being the first at this or that important spot is good as it means that you will be defending it when the other guy shows up. Important military wisdom. Be there first, preferably with a lot of people. (Forrest, sort of.) Just make sure that you are not rushing off to an imprudent doom.

Better still is to somehow mess up the other guy’s schedule while you at the same time keep on doing what you are supposed to do. He will get entangled in handling something pointless while you rush (prudently) towards victory and glory.

Furthermore, as this is basic stuff: not only do you want to throw spanners in the other guy’s works, you want to throw the first spanner. If your plan includes “start the day by handling the enemy a gorilla-sized problem” you are on the right path. Especially if you can do this with minimum effort. Force him to fight for a some crossroads he’ll need to get going at all. Or attack something not quite relevant for you but relevant enough for him to force him to react. Note that threatening to do things that will upset his plans will often upset his plans as much as actually doing them.

Stupid and obvious as this stuff might seem it is crucial. All these modern military writers going on about “indirect approach” and “OODA loops” are trying to tell you that this is a game of “who will blink first” using armies. And few real generals have been half as good at that game as the pint-sized Corsican with the silly haircut.

If you want to learn from the master buy a good book on the 1796-7 campaigns in Italy. Read it and look beyond the sound and fury. There is so much clever stuff going on that it is baffling.

Feints

(In terms of these rules, if you want this part to be really interesting convince your opponent that you MUST use the concealed forces rules. They add a fascinating uncertainty to this.)

Once we are done planning how to mess up the other guy’s planning comes the deception. As you have realized by now warfare is pretty logical. Both side’s intentions will be obvious. Hence the next trick is how to hide your perfectly obvious activity. Or better still, make whatever you do look like you are doing something completely different - but very obvious and rational - from the enemy point of view. This is actually very, very hard to do. If you are going left it is simply not that easy to make someone believe that you are actually heading right.

Rule one with deception is that there is no point in pretending to do something that your opponent think is unlikely that you would do no matter what. It is better to pick the best plan you have and pretend to follow it. (And as you opponent will be reading this as well, better use your second best plan as a decoy. Or the first after all.) Try also to figure out when at the latest your cover will be blown and your enemy will start to react to your deception. That will give you an idea of how long you have to run riot before he catches up with you.

Also make sure that the other guy does not notice your deception AT ALL as if he does you are just inviting him to a shell-game. Fifteen concealment markers milling around behind a ridge line is just a distraction that he will have to deal with a bit of caution. A deception is a surprise that will cause him to scream in disbelief before scrambling to re-write his entire planning. It is hard to pull one off, but if you manage we salute you.

Something Original

This is where most people start when they try to figure out their own patent military operation. By trying to invent the wheel and usually getting nowhere. But no matter what they say on History Channel there are few military plans ever that actually qualifies as “original” as in “hey, let’s run all our tanks across the Ardennes”. Napoleon, a first rate military genius, had very few such moments. In other words, forget about it.

So if you are trying to stare down the Waterloo battlefield to find something entirely original to do about it, do not despair if you fail. A lot of frighteningly experienced military officers did look that field over 1815 without coming up with any earth-shattering insights. Actually most wars are fought without anyone coming up with anything particularly original. And few military situations are actually riddles waiting for someone to solve it like some Gordian Knot. Most of them can be handled using common sense rather than divine inspiration.

Still, there might be moments where that silly (or original) idea of yours can be put to use. When the enemy does something so unexpected or foolish that all that can stop him is plan “Z for Zeppo” that you spent three seconds on before realizing that it was an incredibly stupid idea. But this time plan Zeppo will win the day. Afterwards, just remember that you did not win because of your good planning, but because the enemy handed you his head for one second and you took it. That is quite another thing. They won’t tell you it in the military theory-books, but wars are not won by the sharpest generals, but the rather the least confused ones.

Did we mention that you are in command?

Good Luck

Suggested Reading

Napoleon is allegedly the second-most written about person ever (beaten only by Jesus), so there is no problem finding stuff to read about him and the age he named. Here is five good basic books that has something to tell both about the big picture, the technical detail and the people involved.

- Napoleon as a Military Commander, *James Marshall-Cornwall*
- A Military History and Atlas of the Napoleonic Wars, *Vincent J. Esposito and John Elting*
- The Diary of a Napoleonic Foot Soldier, *Jacob Walter*
- Tactics and the Experience of Battle in the Age of Napoleon, *Rory Muir*
- La Grande Armée, *Georges Blond*

Sequence of Play

First Player Turn

Command Phase

Random Events (Optional)

Roll a die. On a 1, a Random Event has occurred. Check the Random Events Tables. (29.0).

Discover Distorted Orders

Roll a die for each Distorted Order. On a 5 or 6 the problem is discovered and new orders can be issued. (6.5.3).

Order Issue

The Phasing Player generates orders, paying for each with his available Command Points. He then logs these orders on the Order Log Sheet and notes their arrival times. (6.0).

Local Initiative

The Phasing Player can roll for his units that wish to obtain Initiative Orders. Any Default Defenses and Emergency Withdrawals are declared. (6.6)

Attack Stoppage Checks

Any of the Phasing Player's commands that will be under Engage Orders in the current turn must check Attack Stoppage. (6.7).

Delay Reduction

Check any orders in Delay to see if their delay ends. (6.5.2).

New Order Acceptance

Roll to see if orders delivered this turn are Accepted, Delayed or Distorted. (6.5).

Phasing Fire Phase

The Phasing Player fires with his artillery units (17.0) and Skirmishers (18.0).

Movement Phase

Phasing units can move based on their movement abilities, formations, and order restrictions. Infantry units can enter enemy-occupied hexes to fight in the Close Combat Phase. Skirmishers can be released and recovered. Cavalry Charges (16.0) are resolved. Reaction Charges (16.5) and Opportunity Fire (17.4) can occur. The Command Status of the Phasing Players units is checked (6.11).

Non-Phasing Fire Phase.

The Non-Phasing Player fires with his artillery units (17.0) and Skirmishers (18.0).

Close Combat Phase (15.0)

Resolve Close Combat in the hexes where friendly and enemy units are stacked together.

Rally Phase

Straggler Recovery

Units can attempt to recover Stragglers (20.3.2). Erase recovered Stragglers from the Loss Chart.

Rally and Rout Retreat

The Phasing Player checks to see which Shaken (Sh) units return to Normal, Disorganized (DG) units to Shaken, and Routed (R) units to DG, or if Blood Lusted (BL) units revert to Normal. The player can choose to not rally Routed units if he desires.

Cavalry Recovery Segment

The Phasing player can attempt to recover cavalry which has become "Blown.". (22.2.3).

Second Player Turn

The Second Player repeats the above with the roles reversed.

Game Turn End Phase

Game Turn Marker Advance. (2.1.3).

Line of Sight Graph

