

FIX BAYONETS!

RULES FOR TACTICAL NAPOLEONIC WARGAMING



TACTICAL  WORKSHOP

1. Introduction

In 1990-91, I discovered that Napoleonic wargaming with hexagons and counters could be more than rolling a 6 sided die to get “Attacker retreats” or “Exchange” results ad nauseam: I had purchased *La Bataille de Prussisch-Eylau* from *Clash of Arms* games. The system was a deep dive into Napoleonic tactics at the battalion level with counters sporting the colors of the uniforms worn by the troops. It was heavy however and did not feature much of a command and control system. The rule set slowly evolved with the series and then the Spanish company *Simtac* came up with an even better, in my eyes, system and more historically accurate uniform colored counters. Over the years, I completed my collection, played other systems and saw the hex & counter hobby evolve. After increasing my knowledge of the history and tactics of the time, I attempted to write a new rule set for *La Bataille* and started working with graphic design software to make my own counters. This brand new system is my take on the genre: a simplified, yet hopefully deep enough game system that attempts to combine the best mechanics of modern hex & counter wargaming without sacrificing tactical accuracy. Many historical references including other game systems were consulted and analyzed in order to represent as accurately as possible tactical peculiarities of the period. Moreover, the main design focus was always aimed at maximizing ease of play and aesthetic value by reducing marker clutter and avoiding flipped or covered counters on the map. Much inspiration for those rules were found in the game systems referenced at the end of this booklet. Hopefully, many years playing those great games gave me some insight into adequate game rules design for this kind of simulation. However, tactical games such as this one often lead to a large variety of situations during gameplay, a few of which might not be adequately covered by these rules. Players are encouraged to use common sense and fair play to (hopefully) resolve those rare instances. I hope these rules will manage to bring more players to experience and maybe understand better the terrible beauty and drama of Napoleonic engagements at the tactical scale.

Frederic Delstanches
Tokyo, 2020

Design, play and historical background notes will appear in a red box throughout the rules, as shown here. They have no influence on the actual rules of play and are only there to provide the players with more insights on the “hows and whys” of the rules. Works of reference are listed at the end of this document and identified in the notes by a number in parenthesis (#). Terms written in **Bold** when first encountered have an entry in the *Definitions and abbreviations* chapter of these rules. Terms in *Italics* refer to game components and products or titles of rules chapters.

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Version 21.08. Text in blue denotes a change from the original version.

Created, designed and written by F. Delstanches

Great many thanks to J. Sauloup for his final proofreading

I am fully responsible for any mistake still present!

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2. Game components

2.1. What you need to play

A scenario of *Fix Bayonets!* is played solo or with two players, one taking the side of the French and their allies, the other that of the enemies of Napoleon. In addition you will need the following components:

- this rulebook containing the basic rules for all games in the series,
- one or two identical *Player Aid Charts*,
- a variety of 1/2" and 3/4" game markers used to represent the combat units' specific statuses,
- a *Battle Booklet* with the necessary information, scenarios and special rules for a chosen battle,
- the map panels to be assembled for that battle,
- the 3/4" game counters representing the units and Leaders present at the battle,
- two decks of Leader mini cards (one for each side) to determine activation order,
- two ten-sided dice (called D10, one for each player), for which the 0 is read as 0, not 10.

Design note: Remember that rolling low is always best!

2.2. Combat units

Combat units is a generic term for regiments, battalions, companies and squadrons of the three branches of any army in Napoleonic times: infantry, cavalry and artillery. They are represented in the game by 3/4" double sided color counters. Those counters display both the combat capabilities of those units as well as the uniform that most men composing them wore at the time.

Design note: a lot of research was performed using multiple sources to get an accurate picture of the uniforms worn. Of course, that kind of research is not an exact science. Thus, despite our best effort, whether by error or by having to decide between contradicting sources, the resulting uniform might not actually be the exact one that was worn that day...

Combat units have “buttons” or **steps** printed on the top of their counters. Those represent the number of men, horses and/or guns fielded by the unit at the start of the battle. Flipping the unit shows it in a reduced state as denoted by red combat rating background and the number of steps reduced by one.

Note that large units (infantry or cavalry with more than 2 steps) are represented by more than one counter but only one is ever placed on the map at one time. When such a unit is already flipped and takes another loss, substitute the counter for the next lower step number counter face up. The *Order of Battle* for each Army can be found in the scenario booklet and shows those units that have multiple counters with an “x#” where # is the number of counters in the game.

A unit with a red box under its bottom left value means that it is not at full strength (i.e. it took a loss). When a 1-step infantry counter is flipped and shows a skull & bones picture, it means that the unit is eliminated.



Example: a French infantry battalion starting with 3 steps (front side first counter), showing its flipped side with 2 steps, then its replacement counter with 1 step. The generic skull back shows that the unit should be eliminated in case it takes a third step loss.

Design note: one step is worth between 200 and 300 infantry men depending on troop quality and organization) and between 100 and 150 cavalry men.

Artillery batteries have up to 8 guns each. Note that the “button” color is that of the uniform’s actual button (brass, gold, silver,...).

2.2.1.Types of combat units

An example of combat units of the three branches is given below. You can find a detailed graphical explanation of what the different numbers, symbols and texts on each counter mean on the *Playing pieces descriptions* page found on the back cover of this booklet. Every combat unit has up to 4 data boxes at the bottom of the counter. The top left one is color coded for the branch of service.

An **infantry** unit can be identified by a top left **green box**.



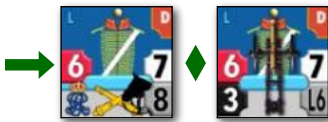
Example: a French light infantry battalion.

A **cavalry** unit shows a top left **yellow box**.



Example: a Spanish cavalry regiment.

An **artillery** unit displays crossed guns on the front, **limbered**, side and has a top left **red box**. Its back side (**unlimbered** i.e. in battery) has a picture of an artillery piece. Horse artillery shows a black or white horse’s head next to its movement (bottom right) data box.



Example: a British horse artillery battery limbered (left) and unlimbered (right).

2.2.2.Combat units’ affiliation

Every unit belongs to a higher Army **Formation**. Unit identification is important when it comes to figuring out where it fits in the command structure of the Army. All units have “belts” made of 1 or 2 colors helping in distinguishing their parent Formation. The outer belt color is usually linked to a Corps or Division while the center color is to a specific Division or Brigade. Other identification information can be found in the top left and right of the counter. The unit’s name (regiment name or number and possibly battalion number) is in the top right corner.

Design note: the concept of command belt colors was first fully implemented in the “Battles in the age of reason” games (7). The belts colors have no historical meaning and are just chosen to help identification. However, the background tile of the regimental identifier (top right corner) displays the actual colors of the cuffs and possible piping of the regiment’s uniform jacket.

The Formation (Corps/Division/Brigade) the unit belongs to is displayed in the top left corner using the same color scheme as the belts. A Formation Leader with the same color belts/numbers is the assigned at-start Formation Leader of that particular Formation.



Example: this is the second battalion of the British 29th Regiment of Foot (29/2 top right corner). It is part of the 6th Brigade (blue inner belt) that is itself part of

the 2nd Division (yellow outer belt) as shown by the matching colors of the 2/6 in the top left corner.

Design note: the heraldry found between the bottom boxes is there mainly for historical flavor but it can also help identify the unit’s nationality especially when opposing armies wear similarly colored uniforms, which occurred more than a few times in the period. As a general rule, infantry units sport a national, or unit specific, heraldic symbol, artillery adds crossed guns; light cavalry shows a sabretache or trousers “Hungarian knots”; other cavalry, the headgear and lancers, crossed lances. Leader counters display their monarch’s heraldry or marshal’s batons. Some famous units have special badges or crests instead. In the example of the 29th Foot above, one can see the monogram of King George III (often worn on the British infantryman’s shako plate) identifying it as British infantry. More information on some of the special symbols used for units can be found in the battle’s scenario booklet.

2.2.3.Combat units’ capabilities

Each combat unit counter displays 4 numbers in colored boxes.

TOP LEFT BOX:

The **skirmish modifier** of the unit is in the infantry’s green box. The yellow cavalry box shows the **recall value** (with an “R” before it as a reminder). The artillery has its **range** (equivalent in game term to its **caliber**) in its red box.

BOTTOM LEFT BOX:

The number in the black box is the **combat rating** of the unit. This rating represents a different characteristic depending on the unit type. For infantry and artillery it is the **fire value (FV)** of the unit. An artillery unit displays it only in its back side as artillery cannot fire while limbered (front side). For cavalry, it shows its **Charge value (CV)**. Detachments in **Skirmish Screen** formation (see below) have no black box.

TOP RIGHT BOX:

The white box contains the very important **Training-Experience-Morale (TEM)** value of the unit. A **red TEM** number represents a **poorly trained** unit.

BOTTOM RIGHT BOX:

The printed **movement factors (MF)** of the unit is in the grey box. Some 1-step infantry detachments have the ability to use the Skirmish Screen formation as indicated by a **green** movement factor number. The front side is used when the unit is in a close order formation whereas the flip side of such a unit shows it acting as a Skirmishing Screen (instead of a skull & bones on other single step infantry counters).



Example: A company of the 60th Royal American riflemen in normal (front side) and Skirmish Screen (back side) formation.

Cavalry units with **white MF** are considered **Shock Cavalry** whereas those with **green MF** are **Light Cavalry** that can deploy into a Skirmish Screen formation. The latter, unlike an infantry detachment (with a special skirmish counter back side), are considered in skirmish formation when placed on map straddling two hexes (see (5.5.2)). Cavalry units with **black MF** qualify as neither Shock nor Light.

A **red MF** indicates a unit with no standard military formation (mobs, irregular cavalry, etc.). The unlimbered side of artillery units have a **limber value** (preceded by a “L” as a reminder) instead of MF. A **red limber value** means the unit is **difficult to limber**.

2.3. Non-combat units

The only generic non-combat unit is the **artillery train** unit. Other types of non-combat units may appear in scenario special rules. Artillery train (thereafter “train”) units have a MF printed in a grey box on their counter as well as a TEM value in a white box. Just like combat units they have a belt and similarly colored text to identify what Formation they belong to. The number displayed over a stack of three cannon balls is the **caliber** of artillery they can supply which, in game terms, is equal to the range of the artillery unit.

Design note: range 5 is used for 3 or 4 pounders, 6 for 6 pounders, 7 for 8 pounders, 8 for 9 pounders and range 9 is that of 12 pounder field guns. Those are in line with the effective ranges found in the literature for such calibers (9).

The back side of a train unit shows it as low on ammo. Any further failed **depletion roll** would remove it from the game. It could possibly be allowed to return as per the artillery supply rules of the scenario being played.



Example: a French artillery train counter of the Vth Corps with caliber 5 ammunition. When flipped, it is low on ammo.

2.4. Leaders

A Leader counter represents a commanding officer and his accompanying staff, if any.

Leaders are not considered (combat or non-combat) units and can be distinguished from them by their left “cartouche” made of a silver hexagon over a gold chevron shape. They sport similar Formation command belts and top left colored text as those found on units.

- the silver hexagon contains the Leader’s **Command Radius**. If a letter appears here, it means that this Leader is either an **Aide de Camp** (letter A) or a **Staff officer** (letter S). Army Leaders are identified by their **yellow command radius** number. Leaders with a **green command radius** number are automatically replaceable whereas those with a **red command radius (or letter)** cannot ever be replaced.
- the golden chevron shows the Leader’s **Strategy Rating (SR)**. The number is normally printed black but a Leader with **flexible initiative** has a **green SR number**, one with **restricted initiative** has a **red SR number**.
- the white box has the Leader’s **TEM modifier**.
- the grey box shows **MF** just as for units.
- additional **Tactical Bonuses**, if any, are given in the top right corner of the counter. They are in a box the color of the branch they affect, a **green box** for infantry, **yellow box** for cavalry and a **red box** for artillery. If such a tactical bonus number is preceded by a small “s” and is in **gold color**, the Leader is granted a **Superior Tactical Ability** when leading either artillery or cavalry (red or yellow box).



Example: A Spanish Leader, *mariscal de campo* José de Zayas, in charge the 4th Division (grey “4”) at Albuera. He has a command radius of 3, a strategy rating of 4, a TEM modifier of 1, a MF of 8 and has an infantry tactical bonus of 1 (green box). The right counter shows his flipped, passive, side.

The back side of a Leader’s counter shows him as **Passive** (with a **red P** in place of SR). This game state represents a Leader that is

confused, overwhelmed or otherwise lacking confidence. He cannot move (**red 0**), issue order or otherwise perform any action during his activation. He can still use his TEM and tactical modifiers to influence die rolls. Note that Passive Leaders lose any Superior Tactical Ability.

2.5. Leader cards

Two decks of Leader cards are provided with each battle, one for each side. Those cards are used to determine the order in which the different Formations will activate during a game turn. Cards are played from each player’s hand into an **Activation stack** and then are discarded into an **Activated pile** (place holders for which are found on the game map) only to be returned to the player’s hands in the Cleanup Phase.



Example: Maréchal Soult’s card at Albuera.

Each Leader represented by a counter on map has an associated card. It shows the Leader’s full name, rank, Formation name and belt colors and a copy of the front side of his counter. His SR is reproduced in a golden box on the left of the card for easy reference when determining play order. Special rules associated with the activation of that leader are given in a tan inset under the counter’s picture. Some prominent Leaders have their portrait on the card.

2.6. Maps

The game map is superimposed with a hexagonal grid. Each hexagon (hex) is about 100 meters wide and contains a depiction of the prominent terrain in it. A *Terrain Effects Table* summarizes how terrain affects fire, Assault, Charge, formation & movement.

Differently colored ground levels and slopes between them vary in height but usually represent around 10 meters (~30 feet) of elevation change.

Terrain could also block units and Leaders’ **Line of Sight (LOS)** and prevent them from firing, reacting to a Charge or creating temporary objectives.

A clock face to record the passage of time (game turns), *Fatigue tracks*, *Cohesion tracks*, two *Routed Units Boxes* and other holding boxes pertaining to the battle being fought can be found on the side of the map or on a separate card stock mat.

2.7. Charts and tables

The double sided card stock *Player Aid Charts* are used with any battle scenario for *Fix Bayonets!* A *Sequence of play and Game Summary card* is also provided. In addition, each battle has its own set of charts and tables that include the *Terrain Effects Table* and *Orders of battle* for each Army found in the *Battle Booklet* or on separate card stock panels.

2.8. Markers

Markers are used to indicate unit status and special formations.



2.8.1. Stragglers

A Stragglers marker is placed on a unit or stack as a result of fire, a failed Skirmish check or Melee combat to indicate that the (top) unit is close to losing a full step and be flipped. It can be thought of as a 1/2 step temporary loss of manpower that does not in any way affect the unit's abilities (only that the next Stragglers loss result would have the unit losing a full step).



2.8.2. Square

Infantry units can deploy into a **Square** formation and are then placed under a Square marker. Remove the marker when the unit adopts another formation.



2.8.3. Extended formation

When a unit extends itself into another hex in **Line**, place an extended line marker in the hex where the extension takes place pointing towards the extending unit (the marker is double-sided with left and right extensions, only for aesthetic purposes). The marker comes in two colors to distinguish each side's units.



2.8.4. Road Column

A Road Column marker is placed on a unit using the **Road Column** (RC) formation or behind it (pointing towards it) to indicate its extension in the next hex. The marker comes in two colors to distinguish each side's units. For clarity, when an RC marker is under a unit or stack, it applies to the unit or stack towards which it is pointing, when it is on top of a stack, it applies to that stack itself.

2.8.5. Fix Bayonets!

A "Fix Bayonets!" (or FB! For short) marker is placed on any unit that passes its **Assault check** for later resolution during the Assault phase. The marker comes in two colors to distinguish each side's yet to be resolved assaults and is arrow-shaped in order to point clearly towards the Assault target.

2.8.6. Disordered (Suppressed)

A **Disordered** marker is placed on a unit that lost its formation's cohesion, as a result of combat or other causes. This marker also serves to indicate **suppressed** artillery batteries. Some markers combine the Disordered state with Stragglers or Spent statuses to maintain, as much as possible, the design philosophy of "1 marker per stack".



2.8.7. Charge

Charge markers are used to keep track of which unit is charging during the Charge Segment.

Such a marker can be flipped to its back side ("Fail") to show a failed recall or failed **Reaction or Opportunity Charge** roll. They are removed when the Charge segment is completed. The markers come in two colors to distinguish each side's charging units and are numbered in case players need to remember which marker is associated with which charging unit.



2.8.8. Spent

Spent markers are used to indicate the combat readiness of a cavalry unit. Cavalry units are either **Fresh** (no marker) or **Spent**. They are also used to show that an infantry unit has performed a reaction move.



2.8.9. Out of Command

Units unable to trace a line of communication to their Formation Leader are marked **out of command** (OOC) at the beginning of their activation. The marker is removed, at the end of each Formation's activation. At the back of the OOC markers, Cavalry Skirmish Screen pieces are provided to help players better notice cavalry units deployed in such formation (they are for optional use).



2.8.10. Order & objective markers

Objective Markers (OM) are used to determine the location of the a Formation Leader's objective. They are placed directly on the map (or in special boxes on the side of the map for particularly important locations, to avoid clutter). Lettered/numbered **Ad-hoc** OM are used to identify the objective of an associated ad hoc Formation.



Order markers come in numbered pairs: One is stacked with an ADC when he carries the order; the other is placed on the location where an OM would eventually be placed when that order is transferred to a Formation Leader.

Design note: the amount of ad hoc and order markers pairs is limited by the counter mix and reflects the limits of command and control for each Army at that particular battle.



2.8.11. Fatigue & Cohesion markers

Fatigue markers are placed on the *Fatigue Tracks* to keep track of each Formation's **Fatigue level** whereas Cohesion markers are placed on the *Cohesion Tracks* to indicate the armies' current **Cohesion level**.

3. Basics of game play

3.1. Important game concepts

3.1.1. Taking and passing checks

Various actions and reactions by units or Leaders sometimes involve "passing/taking an X check" where X can be the TEM, SR, fire, recall or limber values.

To take such a check, roll a D10. If the result is inferior or equal to the value of the attribute tested, the check is passed. Die Roll Modifiers (DRM) are sometimes applicable to particular checks and make them easier or harder to pass. Negative DRMs are beneficial to a check, positive are detrimental to it.

IMPORTANT: rolling a "0" on **TEM or SR checks** is always an automatic pass and rolling a "9" is always an automatic fail, regardless of modifiers.

When a stack of units has to perform a check, it is usually the top unit that takes the check, the result, if applicable, affecting all the units in the stack. Individual actions such as limbering, reforming, etc... might require individual checks as stated in the appropriate rule.

3.1.2. Active & Reaction player

The player who is currently activating some of his units is called the **Active player**, the other one is called the **Reaction player**.

3.1.3. Reaction zones

This game doesn't use "zones of control" but something similar called **reaction zones**. Almost all combat units project reaction zones, the type and shape of which depends on the type of unit, its facing, status and formation.

Entering an enemy unit's reaction zone with one of your own units triggers a possible reaction by that enemy unit. The Reaction player may then interrupt the Active player to resolve the reaction before the Active player can resume activating his units.

3.1.4. Activation & Reactions

Every Leader or unit can only activate and perform actions once per game turn however, it can react to enemy actions as many times as allowed by the rules.

3.2. Sequence of play

After selecting a scenario, place and assemble the map panels on the table and setup according to the scenario selected. Keep a pen and paper handy to track attachments, Leader replacements and ad hoc Formations creation.



The game starts at a time (in hours : minutes) specified in the scenario and runs in consecutive game turns. Each game turn represents 15 minutes of real time. The scenario determines which player starts as the **initiative player**. Initiative status is determined initially and may change during the game as indicated by scenario special rules.

Each game turn is divided into phases, subdivided into a series of numbered steps that can themselves be subdivided into segments.

I. Rally Phase

1. Return routed and recovered Leaders.
2. Attempt to rally units, return resupplied train units.
3. Prepare reinforcements cards and units for entry.
4. Roll for weather or special events.

II. Operations Phase

1. Select a Leader to start the Activation stack.
2. Attempt to interrupt the Leader on top of the stack.
3. Activate the Leader on top of the stack:
 - (a) Attempt activation by Initiative.
 - (b) Place Out of Command markers.
 - (c) Movement & fire segment.
 - (d) Charge segment.
 - (e) Remove all out of Command markers.

III. Assault Phase

IV. Cleanup Phase

1. Return all Leader cards to each player's hands.
2. Flip eligible Passive Leaders.
3. Spent infantry units recover readiness.
4. Check & adjust Fatigue levels.
5. Check & adjust Cohesion levels.
6. Remove completed OMs.
7. Check for automatic victory.
8. Advance the Hour & minutes markers.

3.2.1. Rally Phase

The side that has the Initiative will play through each single step before the other side.

First, Leaders that were wounded and are eligible to return as well as those that elect to return from the *Routed Units Box* are placed back on the map. Players then roll to attempt to rally their Routed units and return them to the map, if successful. If not, it means more losses or possible elimination of the unit from the game. Train units eligible for resupply are likewise returned to play.

The units and Leaders scheduled to enter as reinforcements this turn are placed next to their entry hex and OM's associated with those Formations (if any) are placed on the map. Leader cards are added to the owning player's hand.

Finally, roll to determine the weather for the turn or any special event as outlined by the scenario special rules.

3.2.2. Operations Phase

Both players select and play one Leader card from their hand. Order of play is determined, then the opposing player may attempt to interrupt the other player's Leader's activation. An *Activation stack* is built. The Leader card that ends up on top of the stack is activated, after which his card is placed on the *Activated pile*. When both players run out of Leaders to put on the stack and activate, this phase is over.

When a Leader is activated, read his card to see if any other Leader may activate simultaneously. The Leader cards of those that were selected for simultaneous activation are put on top of the activated Leader's card as they will also all end up on the Activated pile after the activation is over.

Each activation is divided into five segments:

- (a) If desired, the player rolls for initiative to obtain a temporary order for the initially activated Leader (not those that activated simultaneously).
- (b) Determine the command status of all the units subordinate to the activated Leader(s). Place an OOC marker on those that are out of command.
- (c) Formation Leaders and their subordinate units, if eligible, can reform, recover, move, fire and declare Assaults. Leaders always move before their units. Non-formation Leaders (Army staff or Aide de camps) may move, issue or transfer orders.
- (d) Eligible activated cavalry units may declare and then resolve cavalry Charges following the Charge sequence.
- (e) Remove the OOC markers on all the units, regardless of command status.

3.2.3. Assault Phase

Starting with the Initiative player and alternating players' Assaults one by one, each stack marked with an FB! marker resolves its Melee combat.

3.2.4. Cleanup Phase

During this phase all of the administrative actions listed in the sequence of play are performed simultaneously by both players. At the end of the Cleanup Phase, the hour/minutes markers are advanced to the next hour and/or 15 minutes and a new turn begins if an automatic victory has not been achieved.

3.3. Line of sight (LOS)

LOS is an important concept used in multiple game mechanics:

- fire combat,
- cavalry Charge (including reaction & opportunity),
- Square formation reaction,
- temporary order placement,
- restrictions on Leader movement towards an OM or a unit.

3.3.1. Visibility

The first item to check in order to determine the existence of a valid LOS is to insure that the target being observed is within the maximum visibility for the observing unit. Visibility is given in hexes. Base visibility for any unit/Leader depends on the time of day and the weather conditions (rain, fog,...). Base visibility numbers are given in the scenario special rules.

This number can further be reduced depending on the type of intervening terrain between the observer and the target and the elevation difference between them:

- if the target and observer are at different elevation, the base visibility number is used,
- if both the observer and the target are at the same elevation and there are hexes at that same elevation between the two, refer to the "same elevation maximum visibility" found in the scenario special rules. The number given is the maximum number of same elevation hexes that can exist between the observer and the target before the LOS is blocked.

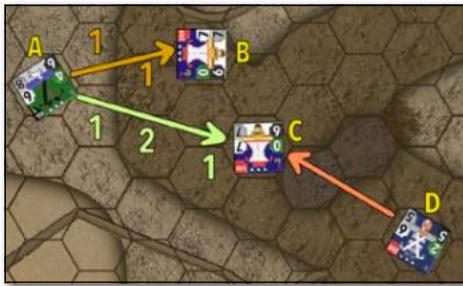
A LOS cannot be traced to a target if the range to the target exceeds the basic or same elevation visibility number, whichever is more restrictive.

Design note: The “same level visibility number” rule arose from the fact that “clear level terrain”, as depicted on wargame maps, is never completely clear or level. Rolling hills, cultivated areas, patches of trees, while not qualifying as obstacle per se will still restrict how far one can see without any elevation advantage.

3.3.2.LOS determination

If the visibility requirement is met, tracing a LOS consists of drawing an imaginary line between the center of the hex occupied by the unit checking the LOS to the center of the target hex. If it passes through any portion of a hex/hexside that contains a blocking feature, it is blocked. LOS is reciprocal.

- **Terrain** in a hex can either be blocking the LOS or not (refer to the *Terrain Effects Table*). Elevation differences never prevent blocking terrain from blocking the LOS.
- A higher level hex blocks the LOS between two units if it is higher than the hex occupied by the highest elevation unit.
- When LOS goes through a slope hexside, it is blocked by the slope if the number of hexes between the lowest unit and the highest slope hexside is less than the number from the highest unit to that same hexside. Blocking terrain or units finding themselves in such a **blind zone** do not block LOS to other units looking above them. If multiple slope hexsides exist between both units, only the highest one can block the LOS.



Example: Unit A can see unit B but not unit C (the highest unit is 2 hexes from slope hexside, the lowest unit only 1 hex from it). Unit D cannot see any other units (blocking higher terrain).

- A hex containing any unit(s) and not in a blind zone blocks LOS except if the hex solely contains either Skirmish Screen units or artillery units.
- If a LOS passes exactly along a hexside from a hex that blocks LOS, it is not blocked unless, anywhere along that LOS, there is another such hexside on the other side of the LOS. However, hexside blocking features (such as high walls) always block a LOS passing exactly along the hexside.



Example: The artillery unit cannot see unit A as there is a blocking hexside on each side of its LOS to it (one created by the woods hex, the other by unit B occupying the hex).

- **Leaders** alone in a hex have no effect on LOS.

4. The Command system

The game uses a command system that restricts the movement of units and Formation Leaders on the map and forces players to maneuver only towards assigned on-map objectives.

Basically, a Formation Leader can only effectively move if he is issued an objective all the while having his subordinate units stay within his command range. Leaders maneuver their troops towards or around an objective that has been identified on the map by an Objective Marker (OM). That OM, with the color code of that particular Formation, has two sides, an **implemented** (showing a flag) one and an **unimplemented** (“???”) one.



Example: the front and back of the OM for the 2nd Division of the French Vth Corps at Albuera.

Alternatively, a Formation Leader can act by initiative to modify his OM or give himself a temporary order by passing a SR check at the beginning of his activation.

Individual OM counters are provided for each Formation present in a battle. Ad-hoc OM counters are provided, in numbered (or lettered) pairs, to help identify **ad hoc Formations** and their OM, their availability depending on the scenario.



Example: the identification marker and associated OM for a French ad hoc Formation.

4.1. Leader Categories

Leaders are divided into 4 types: Army Leaders, Formation Leaders, Aide de Camps (ADC) and Staff Officers. A Leader category determines what his in-game function is.

4.1.1. Army Leader

Army Leaders are usually the only ones that can issue orders. They can issue a limited number of orders per activation as indicated on their card. They issue orders to Formation Leaders directly or through ADC order transfer. They can create ad hoc Formations and **attach** or **detach** Army assets. Some Corps or Wing Formation Leaders can also be allowed to issue orders like an Army Leader as indicated on their card.

4.1.2. Formation Leader

Formation Leaders allow their subordinate units or subordinate Formations Leaders to be in command and/or share orders with them. They can receive an OM from an Army Leader, an ADC or a temporary order by initiative. They are severely restricted in their movement without an implemented OM or temporary order.

4.1.3. Aide de camp (ADC)

ADC's with the same color belt as a Leader that can issue orders can be used to carry order markers and transfer them to Formation Leaders. ADC's can be assigned to lead an ad hoc independent Formation consisting of them and the units they are stacked with or to replace Leaders that became casualties. Their card often has text that restricts their use as replacements. ADC's are identified by the “A” in the silver hexagon of their counter.



4.1.4. Staff Officers (S)

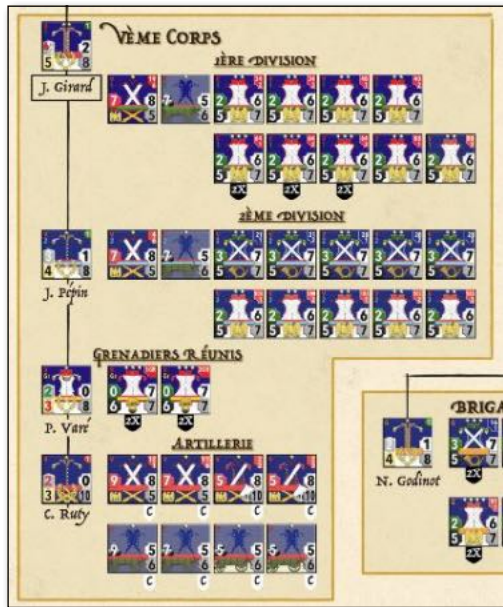
Staff officers can be used to create ad hoc Formations of more than one stack, to replace Formation Leaders that became casualties or for other functions as indicated on their card. They show an “S” in their counter’s silver hexagon.

4.2.Chain of Command

Every Army is subdivided into Formations. Each Formation normally contains at least one Leader and a certain number of units. The normal chain of command in any Army is, from the largest Formation to the smallest:

- (1) Corps (sometimes called Wing or more rarely, Column);
- (2) Divisions;
- (3) Brigades.

Not all those levels may be present in all armies. Formation Leaders that are part of a higher level Formation are called **subordinate Leaders**, they command **subordinate Formations**. A Leader’s card will indicate which other Leaders, if any, are subordinate to him.



Example: At Albuera, Girard is the Formation Leader of the Vth Corps but also of its 1st Division (as indicated by his split command radius and command belt). He is placed directly under the Army Leader in this Army’s hierarchy. His subordinates are Pépin, in Charge of the 2nd Division, Varé with the grenadiers, and Ruby, (nominally in charge of the Corps’ artillery), who starts the game with his own ad hoc Formation (as indicated on his card). If Girard is activated, all those three subordinates may activate with him if they are in command. Also, if he has an OM for the Corps, his subordinates use that OM as their own even if out of command range at the time of their activation.

A Formation Leader with subordinates allows them to share a single order whether they are in command or not, and allows them to activate with him provided they are in command. Out of command subordinate Leaders activate independently when their cards are played but can still use a higher level OM, if it is on the map.

The chain of command will sometimes skip a level when independent Formations are present, such as Brigades being directly subordinate to the Army level.

4.3.Command status

All Army and Formation Leaders have a command radius given in hexes within which they can influence their subordinate Formations Leaders or units.

4.3.1.Command radius & LOC

In case it is not stated on a card or on the Leader’s counter, the standard command radius for the different Formation levels is given in the following table:

Formation level	Radius
ADC with ad hoc formation	0
Brigade	2
Division	3
Corps or Wing	6
Army	10

Some Leaders have a larger/smaller radius compared to the standard for the Formation they lead depending on the quality of the leadership, the size of the staff, etc. Some Leaders have two radii if they happen to command multiple Formations at different levels such as a Corps Leader in direct command of a Division of his Corps at game start.

Stepped down or replacement Leaders always use the radius of the Leader they replaced to command that Formation.

A **Line of Communication (LOC)** is traced to/from subordinate Leaders or units. A LOC is a path of hexes:

- free of enemy combat units,
- not passing through a hex/across a hexside impassable to Leaders as outlined in the *Terrain Effects Table*,
- not passing through any enemy reaction zone except when the hex is occupied by a friendly combat unit and,
- of a length not exceeding the command radius of the Leader from or to whom the subordinate or unit is tracing.

4.3.2.Road Column and line bonus

An extension to the command radius can be granted when units are in Road Column. A unit in Road Column is in command if it is adjacent to another unit of the same Formation that is in command (note that train units and limbered artillery are always considered in Road Column).

Similarly, units in Line formation that are adjacent and flank to flank (including refused flanks, see (5.2.1)) to another unit of the same Formation also in line are all in command as long as one of them is in command. This includes unlimbered artillery even alone in a hex.

In those two cases, large uninterrupted strings of in-command units can stretch along a road column or a battle line.

Corps and Division assets (see (4.9)) count any other unit in the same Corps or Division as being of the same Formation for this rule. However, Leaders cannot use this rule to extend the LOC to a higher ranking Leader merely for being stacked with units that qualify.

4.3.3.Out of command units

A combat or train unit that has been marked OOC is restricted in what it can do when it activates:

- (1) If it moves, it must move to reduce its distance to its Formation Leader until it finds itself in LOC again. If it follows a road or avoids impassable terrain, it can move on that road or around the terrain in any direction as long as it would ultimately lead it closer to its Leader during this or a later activation. If the unit’s Formation Leader is not on the map (for any reason), it must remain in the same hex but may change its facing/formation.
- (2) It cannot move adjacent to any enemy unit.
- (3) It cannot declare an Assault even if already adjacent to an enemy but it can fire.
- (4) It cannot declare a Charge.
- (5) It cannot extend its formation but it can retract it.
- (6) It can only change formation (or reform) into Road Column, Column or General Order.

- (7) It can attempt to reform.
- (8) Artillery can fire and attempt to limber but it cannot unlimber.

Those restrictions last until the end of the current activation even if the unit regains a LOC to its Formation Leader.

Design note: Although most infantry regiments are composed of 2 or more battalions, regimental integrity is neither mandated nor simulated in the game. This is to speed up play and prevent one more level of micro managing the position of one's units on the map. There is plenty of cluttering and LOC concerns already at the Brigade/Division levels. The battalion was the tactical unit of the time after all (14)(10)(20).

4.3.4. Units & Leaders must stay in LOC

During a Formation's activation, the following steps are always performed in order:

- (a) Check and mark all OOC units.
- (b) Move the Formation Leader first (with any unit he is stacked with, if so desired).
- (c) Move the subordinate units.

This makes it easier to adjudicate LOC restrictions for all the subordinate units because such a unit may not voluntarily finish its activation out of LOC of its Leader via normal movement. However it may do so as part of a cavalry Charge or a reaction move or it may elect not to move at all (for example in order to reform). It could also be prevented from doing so by an enemy reaction, a failed difficult terrain check, etc. If the unit started OOC and it regains the LOC during its move, it cannot leave that LOC again by the end of its activation.

In the same fashion, Formation Leaders can never finish their activation out of LOC of all their subordinate units or Leaders. They have to have a LOC to at least one of them by the end of their Formation's activation.

If it is discovered that a non-Passive Formation Leader is actually out of LOC of all its subordinates at the end of his Activation Phase, place him in the *Routed Units Box* and possibly return him next turn using the procedure found in (15.3). Note that this rule does not affect Army, ADC or Staff Leaders.

Design note: This rule prevents players from sending their high MF Leaders on unrealistic "far scouting missions". Formation Leaders are supposed to stay with their Formation.

4.3.5. Out of command Subordinate Leaders

Subordinate Formation Leaders are never marked OOC but they cannot activate alongside a higher ranking Leader (as written on that Leader's card) if they cannot trace a LOC to him at the very start of his activation. A subordinate Leader can however share that Leader's OM whenever he activates by himself.

4.4. Activation & interruption

4.4.1. Order of activations

The Operations Phase consists of players playing their Leader cards and activating them and their subordinate units when a card ends up, uninterrupted, on top of the Activation stack. Card play starts and proceeds as follows:

- (1) Each player secretly selects any one Leader from their hand to start the activation stack. Both players reveal their choice and the player with the higher SR Leader chooses which leader goes on top of the stack. In case of ties, a player with a Flexible initiative (**green SR**) Leader gets to choose before a regular Leader and a regular one before a Restricted initiative one (**red SR**). If there is still a tie, the Initiative player selects which Leader goes on top.
- (2) The player whose card is not on top of the stack may make an interruption attempt with one of his Leader cards as long as that

Leader's SR is equal to or higher than the Leader on top of the stack and he is eligible for interruption.

- (a) if the player elects not to interrupt, go to (3).
 - (b) if the player fails the interruption check, flip the Leader that was chosen to interrupt to his Passive side and go to (3). Keep the failing Leader's card in hand.
 - (c) if the interruption attempt succeeds, place that Leader's card on top of the stack and go to (3).
- (3) The player with the Leader now on top of the stack may add the cards of any subordinate (that is in command) to the top of the stack. The stack is now built. Activate the Leader on top of the stack, along with his subordinate Leaders together. When the activation of those Leaders and their subordinate units is completed, place the Leader's card, along with all the subordinates that activated with him, on the Activated pile. Go to (4).
 - (4) If there is a Leader on the Activation stack, go back to (3). When the stack is empty, go to (1) and restart a stack building process.
 - (5) When one player runs out of cards to play and the Activation stack is empty, the other player can play his remaining cards in any order he chooses.

When all cards are played and those Leaders have finished their activation, the Operations Phase is over.

Design note: This interruption and "trump" system, largely inspired by GMT's *Great Battles of History* (3) and *Musket and Pike* (1) systems, allows for better Leaders to control the tempo of operations but at the risk of complete, yet temporary, command paralysis if they fail their check. The card system itself is a derivative of John Hill's (*West End Games*) *Tank Leader* activation & C3i system.

Play note: astute players noticed that the Leader that is put at the bottom of the initial activation stack will be able to activate without risking interruption whereas the one put on top does not enjoy that privilege. Time your card plays accordingly.

4.4.2. Restrictions on interruption

To interrupt, a player selects a Leader card and takes a SR check with that Leader. If the check is passed, the interruption is successful. If not, the Leader's counter is flipped to its Passive side and the card is returned to the player's hand. Only one interruption attempt is ever allowed per activation stack, whether successful or not.

Some Leaders cannot be used to interrupt:

- Passive Leaders,
- already activated Leaders,
- Leaders with restricted initiative (**red SR**).

4.4.3. Activated Leaders and units

Once a Formation Leader is activated, all the units that are directly subordinate to him activate with him. He and his subordinate units can move on map by expending up to their MF (although possibly restricted by the OM or command status), fire, reform, attempt to initiate Assaults and declare Charges. After the activation is completed, those Leaders and units are done for the rest of the game turn except from eligible reactions to enemy actions and for the resolution of successfully initiated Assaults.

4.5. Passive Leaders



A Leader is immediately flipped to his Passive side when he has:

- failed any type of SR check (interruption (4.4.2), the creation of a large ad hoc Formation (4.8.2), OM implementation (4.6.7), initiative (4.7)),
- returned from the *Routed Units Box* (15.3),
- being party to a failed implementation (4.6.7),
- been involuntarily displaced (9.5.1),
- when put in **Reserve** (4.10) or as indicated by scenario special rules.

A Passive Leader cannot:

- attempt to interrupt (4.4.2),
- use initiative (4.7),
- attempt to implement, receive, transfer or issue an order,
- move at all when activated,
- step down to act as a replacement (4.12.1).

However, a Passive Leader can always influence stacked units using his Tactical & TEM modifier or react to enemy units' actions or return from the *Routed Units Box* (15.3).

A player can refer to the SR indicated on a Passive Leader's card to determine his priority when building an activation stack.

Passive Leaders can recover and be flipped back to their normal side during the Cleanup Phase by passing an SR check. This check is modified by:

- a +1DRM if the Leader is adjacent to an enemy combat unit (even if Disordered or through an impassable hexside).
- the best TEM modifier of any higher ranking Leader (including the Army Leader) stacked in the same hex.

Design note: there are plenty of accounts of confusion, loss of confidence or otherwise temporary lack of initiative by officers that, at other times, performed adequately if not admirably. Leaders engaged in close action with the enemy would have had less chance to recover their wits.

4.6.Orders & Objective markers

4.6.1.Issuing orders

For the purpose of the following rules, a Leader "able to issue orders" is thereafter called an Army Leader even if some lower level Leaders can issue orders in specific battles.

An Army Leader must choose, at the beginning of his activation, between issuing orders or performing any other action (move, help influence the checks of stacked units, use initiative). An Army Leader that chooses to issue orders can issue orders up to the number indicated on his card, after which his activation is over (keep track of the number of orders issued per activation).

It costs an Army Leader 1 order out of his allowance to perform each and any of the following actions:

- (1) Immediately place/remove an OM on/from the map but only if the associated Formation Leader currently has a LOC to the Army Leader.
- (2) Move an existing on map implemented OM but only if the associated Formation Leader currently has a LOC to the Army Leader,
- (3) Place a numbered order marker under an ADC stacked with the Army Leader. Place the identically numbered marker on the map hiding the actual OM marker or place it on an existing OM that is to be removed. If an OM is already on map and a new order is issued by way of an ADC to move that OM, record on a scrap paper the order marker number and the Formation to which it corresponds. This record may be kept secret from the other player until the order is transferred.
- (4) Create an ad hoc Formation and possibly attach assets to it (4.8).
- (5) Attach assets to a single Formation (4.9).
- (6) Release a Formation from Reserve status (4.10).

4.6.2.Standing orders

Standing orders is another way through which OM's can also appear on the map. The OM is either placed on the map before the game starts or during the Rally Phase through scenario setup or reinforcements rules. Such standing orders are always implemented (4.6.7).

4.6.3.Leaders without an OM

When a Formation Leader does not have an implemented OM or a temporary order on map, he is restricted in his movement when activated:

- he can only move to stack with a subordinate unit in LOS and in command and only if that unit is Disordered and/or with Stragglers (in order possibly to help it with its reform roll),
- otherwise, he can only move 1 hex and only if that move would bring him closer to a friendly **Depot hex**.

On the other hand, Formation Leaders with an implemented OM/temporary order must, almost always, move towards the OM/order marker as per (4.6.8).

A non-Formation Leader (Army, A or S Leaders) can move freely and is neither restricted by nor linked to any objective unless he becomes a Formation Leader himself (by replacement or creation of an ad hoc Formation).

4.6.4.OM's and subordinate Formations

When a Corps or Division Leader has an OM on map, he shares it with all his subordinate Formation Leaders, whether they are in LOC or not. Any subordinate Formation Leader can, however, be assigned his own OM independently from his parent Leader OM, using the procedure found in. (4.6.1). He then considers that specific OM his sole OM and cannot use the higher level OM even if it is concurrently on map.

4.6.5.ADC order transfer



ADC's can carry orders to formation Leaders outside the LOC of their Army Leader. An ADC can only ever carry one order at a time. An ADC may automatically transfer an order to a Formation Leader when he stacks with him during the ADC's activation. Transferring an order ends that activation (after any implementation check, see (4.6.7)). The order markers' pair is removed when the order is transferred and the OM is revealed or the already on map OM is removed or moved to the location of the associated order marker.

Remember that Passive Leaders cannot receive or transfer orders so an ADC would keep the order marker even when stacked with the Leader if either were Passive. Leaders located in the *Routed Units Box* cannot transfer or receive any order.

An OM (whether it is to be placed, removed or moved) can never be linked to multiple order markers.

Play note: The only way to get rid of an order marker carried by an ADC is to have it transferred to the Formation Leader. You cannot just toss an unwanted order before it arrives to its intended recipient. Similarly, cancelling an OM from a Leader out of LOC requires you sending an ADC to him (or move to put him back in LOC). You cannot just make an objective disappear.

4.6.6.Operational radius & contested area

OMs can be placed anywhere on the map but placing one close to enemy units may require implementation before the OM becomes usable. All basic OMs have an **operational area** that extends from the marker up to the a 3 hexes radius. However, if an OM is placed in a dwellings hex part of a contiguous group of 3 or more such hexes (village or town), then the operational area is defined as, and restricted to, every connected dwellings hex in addition to every hex adjacent to that group of dwellings hexes. In this case, the exact location of the OM need not be known, the marker is considered to be in any dwellings hex of that group. Players can use the special off-map boxes linked to such dwelling groups to place their OMs there instead of on the map to reduce counter clutter.

This rule does not apply to dwelling areas defined as "cities" by scenario special rules where an OM uses the standard radius and fixed location.

Design note: This is the difference between orders such as "take this village" and "go and clear/hold this area". It gives more latitude to maneuver and position the Formation around the built up area but makes the objective contested if any of the dwelling hexes are under enemy control.



Example 1: standard 3-hex radius OM operational area



Example 2: the pink area encompassing the village of Albuera would be the operational area of any OM placed in that village. The OM would be considered present in any and all of the contiguous dwellings hexes making up the village.

An operational area is called **Contested** if either:

- any enemy combat unit is within that operational area or,
- if one cannot trace a road/trail/dwelling contiguous path of hexes free of enemy units or enemy reaction zones (except when occupied by a friendly combat unit) from one of the hexes in the operational area of the OM to a friendly Depot hex or to the Army Leader's current hex.

If none of those points apply, the area is **Uncontested**.

Design note: The second point prevents the placement of an OM "in the middle of nowhere" or behind enemy lines without paying some penalty.

4.6.7. Order Implementation

If a new OM that is initially placed on the map or that is revealed after an order transfer (4.6.5) has a contested operational area, put it down with its unimplemented "???" face showing. A Formation Leader has to pass an SR check in order to implement the order and flip the OM marker. That check is made the moment the OM is placed or revealed on the map or at the start of each subsequent activation for that Leader. A player can choose to use the SR of the Formation Leader receiving the order, that of the Army Leader (if he is in LOC at that instant) or that of the ADC carrying the order (if using (4.6.5)), to take the check. If the check is passed, the OM is flipped face up. If it is failed the OM is not flipped. The Formation Leader associated with that OM and the Leader that took the check (if different) are immediately flipped to their Passive side.

Play note: do not use an Army Leader to attempt an implementation roll before he has issued all his orders at the risk of having him switch to "passive" in the middle of his activation.

Similarly, if an Army Leader wants to move a currently implemented OM from an uncontested to a contested area as per (4.6.1(2)), the OM is flipped to its unimplemented side and an implementation check is immediately taken as outlined above.

Standing orders, OM moved through initiative and OM in uncontested areas are always implemented immediately without the need for a check.



Example: At Albuera, Tholosé is carrying Order 1 to Briche. The associated Order marker 1 is placed on the map where the player wants the OM to be. Upon entering Briche's hex with Tholosé during the latter's activation, the order markers are removed and the OM is placed on the map with its "???" side up where Order marker 1 was. The OM has a contested operational area so it will need to be implemented before it can be used. The player then attempts to implement the order by taking an SR check against Briche's SR of 5 (he chooses the better SR of the Leaders involved). If he succeeds (roll of 0 to 5), flip the OM to its implemented side. Briche will start moving towards his new objective during his activation. If he fails (roll of 6 to 9), Briche is flipped to Passive and the OM is left unimplemented. Tholosé's activation comes to an end after the order transfer and implementation roll are completed, whether successful or not.

Historical note: This simulates the difficulty of implementing orders that require maneuvering in the proximity of enemy Formations, delays in preparation for an assault, study of the terrain etc. Many examples can be found in (5) & (6). A better Leader is more likely to implement the order quickly. A different order delay system that results in longer delays can be found in Civil War games (8) but remember that most Civil War generals were "amateurs" compared to their Napoleonic counterparts.

4.6.8. Movement of Leaders with an OM

When a Formation Leader that has an implemented OM on map (or shares one with a higher ranking Leader) is activated, he may move up to his MF.

However a Formation Leader is obligated to reduce his distance to his implemented OM (remember that any single dwellings hex of an eligible dwellings group can be used in lieu of an OM marker) by at least one hex.

However, if he has a LOS to the OM hex (or any dwelling hex part of a dwelling OM) or to at least one enemy combat unit, he can maneuver as he wishes as long as he doesn't increase his distance to

the OM (he can remain in place or “circle” the objective). Leaders entering the OM operational area may continue moving as they wish during this activation as long as they stay at all times within that area. If he has a LOS to one of his in command subordinate units that is under a **Stragglers or Disorder** marker, he may move and end his activation stacked with that unit (disregarding the restrictions above). Units from a Leader’s own Formation do not block LOS in all those cases.

Design note: LOS or being able to see an objective in this case, is considered to be relayed to the officer by subordinates, scouts, vedettes etc. Direct observation by the commander is not really necessary.

4.6.9. OM completion and removal

During the Cleanup Phase, players check their OM and Formation Leaders’ locations:

- An **OM must be removed** from the map/holding box if its associated Formation Leader is adjacent or in the same hex as the OM.
- An **OM may be removed** if its associated Formation Leader is within the OM operational area with at least one of his (subordinate or not) Formation’s combat unit also within that area.

Play note: Remember that a dwelling OM is considered as being present in every hex of the dwelling area. Be careful not to get too close to an objective with your Leader before his Formation is properly deployed to prevent having an almost “frozen” Leader with his units now restricted by command radius and unable to properly face the enemy. Only send your Leader into a village to be taken when absolutely necessary or you might restrict your assault options if the OM disappears because he entered the dwellings area. Brigade/Division Leaders supervised the Assault from outside but rarely fought house to house with the troops.

4.7. Activation by initiative

When a non-Passive Formation Leader is activated, he can opt, as the first action of his activation, to roll for **Activation by initiative**.

However, if the Leader already has a **dwelling OM** or is a Formation Leader with **restricted initiative (red SR number)**, no initiative attempt is allowed.

An eligible Leader has to pass a SR check for the activation by initiative to be successful. If the check is failed, the Leader is immediately flipped to Passive.



A player successfully activating one of his Leaders by initiative takes the temporary order marker and places it on the map. That temporary order is always removed from the map after the Formation has finished its activation.

Restrictions on the placement of a temporary order are as follows:

- (1) **If the Leader has no implemented OM** (shared or not), the temporary order must be placed:
 - on or adjacent to an enemy combat unit in the Leader’s LOS *or*
 - in a hex that is closer to a friendly Depot hex than the Leader currently is *or*
 - on that Leader’s higher ranking or subordinate Formation Leader *or*
 - if the Leader has flexible initiative, indicated by a **green SR number**, the temporary order can be placed anywhere on the map within 15 hexes of that Leader.

Design note: This simulates four different kind of initiatives taken by a lower ranking Leader. First, a localized advance or Assault on a known enemy position; second, a tactical withdrawal towards the Army’s line of communications; third an attempt to put himself back in command with respect to his Corps or Division or his subordinates; fourth, the increased independence enjoyed by certain commanders, especially able light cavalry officers. This rule gives greater maneuvering flexibility to skilled Leaders as better SR Leaders are more likely to pass their initiative check which represents them quickly assessing their immediate tactical needs.

(2) **If the Leader already has an implemented (non-dwelling) OM**, he may place the temporary OM **within 3 hexes** of his original OM, then move the original to that new location and remove the temporary one. A flexible initiative a Leader can move the OM **by 6 hexes**. This OM is automatically implemented.

Play note: This allows a lower level commander to shift his axis of advance slightly (by 3 or 6 hexes) without requiring new orders from the Army staff.

For the purpose of temporary order placement, LOS is never blocked by any in command unit of the Leader’s own Formation.

4.8. Ad hoc Formations

Ad hoc Formations can be created and disbanded during the game and are not usually part of the at-start Army composition. Any ad hoc Formation can be disbanded at will and at no cost just by making a mention of it during the Rally Phase. The number of allowable large ad hoc Formations is limited by the scenario as reflected by the available ad hoc 3/4” counters for each Army.

4.8.1. ADC ad hoc stacks

The simplest ad hoc Formation consists of any ADC stacked with combat units. Any ADC can create such an ad hoc Formation and it does not require the issuance of an order to do so. Anytime any ADC stacks with units during his activation, the player can decide and make a written record that the ADC is now a Formation Leader for that stack. Creating an ad hoc stack ends the ADC’s activation for this turn. Those units will activate as his subordinates in any of his following Activation Phases and follow standard command rules. Such a Formation can only obtain an order through initiative: the ADC has to roll for initiative every activation to issue himself a temporary order, following the restrictions of (4.7(1)).

Note that such a Formation Leader ADC is not subordinate to any other Leader anymore regardless of card text and must activate independently (not through a superior’s card). Lower level ADC (non-Army) can only form ad hoc stacks with units of their Formation.

Play note: Using this rule to form an independent command is practical but not very reliable (especially for lower SR ADCs) as the ADC has to roll every turn to efficiently operate. It also restricts a stack for offensive operations into attacking only enemies in sight (as restricted by the initiative rules).

4.8.2. Larger ad hoc Formations

An Army Leader can assign Leaders to lead multi-stacks ad hoc Formations, if that Leader’s card has such an option written on it. The details about the composition of the ad hoc Formation is also found on the card and in the scenario special rules. An S or A Leader now becomes a de facto Formation Leader with a command radius as given by his card.

A future ad hoc Formation Leader must be stacked with the Army Leader at the beginning of the latter’s activation. A written record can be made as to which units are now part of the newly created ad hoc Formation. The new ad hoc Formation Leader must pass a SR check or be flipped to Passive upon designation as a new ad hoc Formation Leader. Creating an ad hoc Formation counts as issuing one direct order towards the Army Leader’s available total per activation. Note that units that already activated this turn under different Leader and are now part of the new ad hoc Formation cannot activate a second time.

If an ad hoc Formation Leader becomes a Casualty and is removed from the game for any length of time (but not if he routs off map), the Formation he led ceases to exist. Any OM on map is removed and the units revert to belonging to their original Formation immediately but cannot perform any action this turn anymore. Make a note of those affected units or place them under an OOC marker as a reminder.

Some larger ad hoc Formations could be subordinate to a larger Formation and so can share an OM with the higher Formation, not requiring their own ad hoc OM.

4.8.3. Markers for ad hoc Formations

A special numbered or lettered OM is used to identify the objective of an ad hoc Formation. Place the 3/4" marker on/under the ad hoc Formation Leader's counter and the 1/2" similarly numbered one (implemented or showing "???" on the map when the OM is issued).



4.9. Assets & Attachment

Some units are listed as assets in the order of battle of an Army. They can be listed either as Army (A), Corps (C), Division (D) or Escort (E) assets in the scenario's *Orders of Battle*.

4.9.1. Army assets

Those units are directly subordinate to the Army Leader. They activate with him unless they are attached to a lower level Formation. To attach such units, they have to have a LOC to their Army Leader at the very beginning of his activation (before they have performed any action) and the owning player must state and record (in written form) to which Formation Leader they are now attached. Attached assets will now activate with that Formation Leader (and cannot thus activate with the Army Leader [from this activation forward](#)).

Attaching any number of Army assets to a single Formation counts as issuing one direct order towards the Army Leader's available total per activation. Detaching assets does not require a LOC or an order, just make note that the units are now detached during the Rally Phase.

4.9.2. Corps and Division assets

They are immediately subordinate to their Corps or Division Leader. They can activate when their Corps or Division Leader activates. However, they can also be attached in the same manner as (4.9.1) by their Leader but only to a subordinate Formation of their own Corps/Division. Follow the same procedure as for Army assets. It does require the use of one order only if that Formation Leader has the ability to issue orders.

4.9.3. Escort assets

Escort assets are directly subordinate to a Leader or HQ (a group of Leaders in the *Headquarters* box found in an *Order of Battle*). When on escort duties, those assets move with the Leader they escort and must stay stacked or adjacent to him (or any one of the Leaders part of the HQ). They may not declare a Charge (but may opportunity Charge or reaction Charge), an Assault or move adjacent to any enemy unit. Escort assets can be detached from escort duties and attached to another Formation Leader like any other Army/Corps asset. They are then freed from the above restrictions. When they are detached, they automatically revert to escort duties.

4.10. Reserve status



A Formation can be assigned Reserve status at the start of a scenario or through an order from the Army Leader during the course of the game. A Formation in Reserve can be identified by its Fatigue marker showing its "Reserve" side and its Formation Leader being on his Passive side.

4.10.1. How to qualify for Reserve status

In order for a Formation to be assigned Reserve status, its Formation Leader must receive an order from the Army Leader (4.6.1) and must not have been already activated this turn. Additionally, every unit of that Formation (including attached units) must be at least 4 hexes away

or 3 hexes away and not in LOS from any enemy combat unit at the moment the order is received.

If an ADC carries a Reserve order (4.6.1(3)), place the associated order marker on the chosen Formation Leader. A Formation that doesn't qualify for Reserve anymore when the order arrives cannot have the ADC transfer the order this turn, further, a Reserve order pair can be discarded at owning player's discretion in such case. Reserve orders issuance and reception requirements are the same as for any other OM in addition to the above two restrictions (not having been activated and its units being away from the enemy).

If a higher level Formation is put in Reserve, its status doesn't automatically apply to or affect its subordinate Formations, each has to be individually put in Reserve. Formations that do not track Fatigue (no marker) may not be put in Reserve.

Formations that are assigned Reserve status by a scenario setup rules automatically qualify for it regardless of proximity to the enemy or whether or not they have a Fatigue marker.

4.10.2. Effects of being in Reserve

As soon as a Reserve order is received by a Formation Leader, flip him to his Passive side and flip his Formation's Fatigue marker to its "Reserve" side. Any OM that Formation currently has on map is removed and the Leader's card is removed from a player's hand (or from the activation stack) and kept aside. That Formation can neither be activated nor issued any order except a release order (4.10.4).

Units that are part of a Formation in Reserve cannot move, fire, react to enemy actions, declare an Assault or Charge. However, Leaders in Reserve can always reaction move and artillery units can still fire offensively but as part of the Army Leader's activation.

Units and Leaders from a Formation in Reserve may attempt to Rally and return to the map as per (15.). Disorder, Stragglers and Spent markers are removed from any unit that is in Reserve during the Fatigue check segment of the Cleanup Phase. A Formation in Reserve may also reduce its Fatigue during that segment (14.1.2).

4.10.3. Release through enemy action

Any Formation in Reserve can be automatically released from it through enemy action. The moment an enemy unit moves within 2 hexes from any one of a Reserve Formation's unit, flip that Formation's Fatigue marker to its "Fatigue" side, flip its Leader to his normal side and return his card to the Player's hand. That Formation is now available for activation this turn and its units can now react to enemy actions (such as forming a Square or reaction charging).

4.10.4. Release through order

Only Formations that were put in Reserve by an order from the Army Leader during the course of the game may be released in this fashion, Formations in Reserve from game start use (4.10.5).

An Army Leader may issue an order to release the Formation as if he was issuing a normal OM but with no LOC requirement to the Reserve Formation's Leader. Simply flip the Fatigue marker of the Formation the player wants to release to its "Fatigue" side. The Formation Leader's card is returned to the player's hand available for activation but the Leader himself remains on his Passive side, until he passes a SR check in the Cleanup Phase to flip back to his normal side.

4.10.5. Release triggers

In addition to automatic release as per (4.10.3), a scenario will provide the appropriate triggers to release a Formation that was initially put in Reserve status by scenario setup rules. When at least one of those triggers happens, the Formation's Fatigue marker is immediately flipped to its "Fatigue" side. The Formation's Leader is flipped to his normal side and his card is added to the player's hand, making the Formation available for activation this turn.

4.11. Leader Casualties

A Leader can become a casualty only in the four following instances:

- (1) After his stack was attacked by fire combat resulting in a Leader Casualty result.
- (2) A stack containing a Leader fails a **Skirmish Check** by rolling a “9”.
- (3) After participating in a Melee combat either attacking or defending, resulting in a Leader Casualty result.
- (4) After an enemy combat unit becomes adjacent to the Leader while he is not stacked with a friendly combat unit and he is unable to be displaced without entering an enemy reaction zone (except when that zone is occupied by a friendly combat unit). Note that, if a unit is eliminated while stacked with a Leader, that Leader can still be displaced, if able (9.5.1).

In cases (1), (2) or (3), the fate of the Leader is determined by an additional D10 roll on the *Leader Casualty Table*. If more than one Leader is stacked in a hex subjected to (1), (2) or (3), randomly determine which one is affected. In case (4), the Leader(s) is (are) eliminated.

The table gives the time a Leader is out of action (from 0 turns to forever i.e. Dead), modify the subsequent die roll appropriately (FRU). Place that Leader's counter on his card aside from the map and record the turn he will return. The card stays out of a player's hand until the Leader returns.

Example: a Leader is stacked with a unit for which the player rolls a 9 for a Skirmish Check. A subsequent die roll on the Leader Casualty Table is a 2 for “Stunned”. A further die roll of 5 has the Leader out of action for 4 turns (half of 5 rounded up, +1).

4.11.1. Returning Leaders

Leaders return during the Rally Phase of the turn specified by the die roll either stacked with a subordinate unit or at a location specified by special rules. Formation Leaders that have no subordinate units left on map are either returned and stacked with one such unit in the *Routed Units Box* or are not returned at all if no such unit is in the box. Army, A and S Leaders return within 10 hexes of any subordinate unit in a hex from which one can trace a LOC to a friendly Depot hex. If no such hex can be found, the Leader stays off map and is checked for return on the next game turn. Leaders always return on their Passive side.

4.11.2. Casualties and OM/orders

A Formation Leader with an issued OM or an ADC stacked with an order marker that is removed from the map as a casualty loses the order marker/OM. The markers/OM are also removed from the map.

4.12. Leader Replacement

In the event a Formation Leader becomes unavailable due to casualties, another Leader can take his place and allow his units to be in command. Leaders (usually ADC's and S) that can be used as **replacements** for casualties have that ability listed in the rules below or on their card.

4.12.1. Methods of replacement

There are usually only two ways to replace a Leader:

- (1) The Corps or Division Leader immediately superior to the casualty **steps down** and becomes the new Formation Leader. He keeps any on map OM as is but he cannot use his ability to activate other subordinates simultaneously while stepped down (ignore the text of the card). Stepped down Leaders have their command radius reduced to that of the Leader they replaced. This step down process is optional and is announced as the Leader is activated but not if he is Passive. If the original Leader returns, the higher level Leader automatically steps back up, even

if Passive. Please make a written record of stepped down Leaders and their new command radius.

- (2) Any Army level ADC can replace a Division or Brigade Leader, any Corps level ADC can replace a Division or Brigade Leader from his own parent Formation (only). ADCs replacing Formation Leaders must now obey all the movement and command rules of a Formation Leader. Make a written record of ADC assuming the functions of Formation Leader including the fact that ADC's or S Leaders use the original command radius of the Leader they replaced. The replacement **is automatically in effect during the game turn following the one during which the casualty occurred, even if the replacement Leader is not yet in LOC of his units.**

4.12.2. Special replaceability

Some Leaders with a **green command radius** number are automatically replaceable. They are returned through (4.11.1) by next turn's Rally Phase if they ever become a casualty.

Design note: Such Leaders are assumed to have been replaced by a similarly ranked individual.

On the other hand, some leaders with a **red command radius (or letter A or S)** cannot ever be replaced and their Formation (if any) is usually disbanded. Any now unattached assets are transferred to the next higher command level (Corps assets become Army assets, etc.). Escort units are removed/returned/eliminated with their Leader the moment their last assigned Leader is wounded/returned/eliminated respectively.

Although their command radius is yellow (to indicate they can give orders), Army Leaders are never replaceable and if an Army Leader becomes a casualty, orders cannot be issued anymore but order markers and OM's already on map are not removed for that particular reason.

5. Infantry & Cavalry formations

Combat units deploy on the battlefield and their counters are placed on the map in one of several combat formations (not to be mistaken for the capital F, organizational Formations they are part of). Combat formations are used by units to maneuver on the battlefield, engage in fire combat and in Assaults and Charges. Some formations are better at helping a unit perform some tasks than others. Among the three types of combat units, cavalry and infantry can adopt more or less the same formations. Cavalry units cannot fire and cannot Assault, they can, however, create a skirmish screen (if able to be deployed in this manner) or use the Charge process to engage enemy units. Artillery and train units' formations are dealt with in chapter (6.).

Combat units are either in **close order** or **open order**. The only two formations that are considered open are General Order and Skirmish Screen. All other the formations are considered close order.

5.1. The facing of combat units

Combat units must be oriented a specific way in their hex in order to show their combat formation and facing. Leaders and non-combat units can orient themselves in any convenient way as they have no facing. Counters for combat units are placed in a hex and have their top “steps/buttons side” facing either a hexside or a hex corner, depending on the formation they adopt. The hexes adjacent to the unit are of three types, with respect to that unit: front, flank and rear hexes. Front hexes are those through which a unit fires and moves and they usually contain the unit's reaction zone whereas flank and rear hexes are more vulnerable to enemy Assault or Charge.

A unit can change its facing during its activation as part of its movement. It can also, under some circumstances, change it as a reaction to enemy movement (9.6).

Stacked units must always be facing the same direction (8.2.1).

5.2.Line

A line can be used both by infantry and cavalry units. Unlimbered artillery can stack with infantry units in line.

5.2.1.Facing

The counter is oriented facing a hex corner. It has 2 front, 2 flank and 2 rear hexes. However, if the flank hex of a unit in line is also in the Skirmish zone (9.2) of an adjacent friendly unit also in line formation, it is considered "refused" or "hooked" and is considered a front hex for all combat purposes (including contributing to a skirmish zone modifier).



Example: a unit in line (left) and another with its left flank refused (right) thanks to the unit behind it.

5.2.2.Extension

An infantry or cavalry unit in line that has more than 2 steps may **extend** into 2 hexes by spending the COT to place an extension marker in the hex extended into. Extension is prohibited if the hex extended into is **Difficult terrain** but an already extended unit may move into such terrain normally. However, a unit can never extend nor straddle across a difficult terrain or impassable hexside. An extended line has 3 front, 3 rear and 2 flank hexes. The extended line marker shares all the characteristics of the parent unit. If the parent unit had 3 steps, the original hex now contains 2 steps and the extension marker's hex one. For 4 steps units, both hexes now contain 2 steps.

Any extended line can **contract** back to one hex by spending the COT of the hex contracted into to do so. However, a unit cannot extend and contract from the same hex during a single activation.

When a unit is reduced to less than 3 steps by taking losses, always **shrink** the line away from the source of the loss.



Example: an extended line of infantry

5.2.3.Movement

It costs any unit the COT +1 MF per hex to move in line.

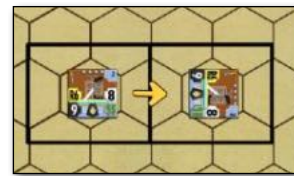
An **infantry line** can also move by the flank and enter its flank hex for the COT+2 MF.

5.2.4.Turning

It costs 1 MF to rotate a single hex line 1 corner. To rotate an extended line, it costs 1 MF+COT of the hex the advancing half is moving into.

Any line can make an about face (180° turn) for 2 MF.

A cavalry line (only) can change into a column by **wheeling** 90° for 1 MF, if it obeys the stacking limit per hex of an **Open Column** before the turn.



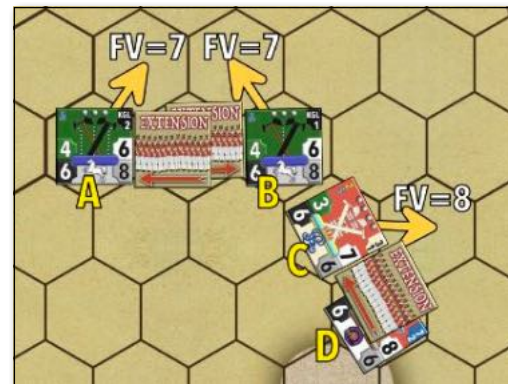
Example: a cavalry line wheeling to the right into an Open Column.

5.2.5.Firing

Only the top 2 steps of a stack can fire if in line. However, if only a 1-step infantry unit/extended line is on top, use the FV of that unit with a +1 modifier if there is another infantry unit or extended line marker stacked with it. Extended lines get a +1 FV modifier per extra step (up to 2) in the extended hex. A +2 FV bonus can come from an extended 1-step marker stacked with another unit in line under it. If two different units have each an extension in the same hex, each unit must perform a fire die roll independently (the stacked extensions cannot fire together) and neither does benefit from the step of the other unit in line when they fire.

These bonuses are only applicable if both hexes of the extended line fire in the central front hex and an extended line may not split its fire between two targets. An extended line may fire at a target in one of the other adjacent hexes (not the central one) but in doing so, it would use its printed FV and not benefit from any extension bonus.

Finally, in a **mixed stack** of infantry and artillery only the unit on top of the stack can fire, regardless of size or even if a unit not on top has an extension outside that hex (no fire is allowed from that extension hex by the "masked" unit).



Example: units A, B and C are in extended line. The extension markers of A and B are stacked and each worth 1 step (both parent units are 3-steps units). A and B must fire independently each with a +1 FV modifier (if they fire in their respective center front hex) for the extra step of their extension markers. If unit A had 4 steps, it would get a +2 FV but unit B would not get any bonus as only the top 2 steps can fire out of a hex in line and its extension marker is not on top of the stack. Unit C fires with a +2 FV modifier because of its 2-steps extension marker and unit D cannot fire as it is at the bottom of the stack. If the extension marker was only 1-step, C would still fire with a +2 bonus because of the unit stacked under the marker contributing an extra step for the other +1 FV. Finally, if D was at the top of the stack, both C and D could fire independently but with no modifiers for extra steps.

Historical note: We deal with the difference between 2 and 3 ranks lines (roughly British vs. French system) through differences in the fire value of the units. See (6), (10), (14) & (20) for details on how the number of ranks varied between periods and nationalities.

5.2.6.Assaults and Charges

When attacked in Melee combat, infantry lines only count the steps in the hex attacked. When attacking, an extended line can only declare an Assault against the **central front hex** with the whole unit/stack, it can never split its attack. A mixed stack of infantry and artillery cannot declare an Assault if the artillery is on top of the stack.

When attacked in Melee combat or when charging, an extended cavalry line uses its whole strength as it envelops its opponent and shrinks back to a single hex line at the completion of the Melee combat.

5.2.7. Fire Defense

Lines have a beneficial -1 FV modifier when fired upon but they can be enfiladed (advantageous to the firing unit). An **enfilade** occurs when any one of the firing hexes can trace its LOS to the target through one of its (non-refused) flank hexes. In that case being in line does not provide any fire defense benefit. If a LOS passes exactly along a vertex between the front and flank hexes of a target eligible for enfilade, there is no enfilade.



Example: unit A is enfilading unit B thereby negating the line FV defense modifier.

5.3. Column

Infantry and cavalry units can use the column. However, refer to the National Characteristics section of the *Battle Booklet* for possible restrictions on column use by certain nationalities.

Historical note: The British units (and the armies trained directly by them) rarely, if ever, used the infantry column by divisions. The late (1809 and after) Austrians generalized the use of *Battalion Masse* or masse column as their sole non-linear battle formation (10) & (20).

5.3.1. Facing

The counter is oriented facing a hexside with 3 front, 2 flank and 1 rear hexes. It can Assault, Charge and fire through its three front hexes, however, it can only move through its immediate front hex.



Example: a column showing its facing and the immediate front hex.

5.3.2. Extension

Columns are single hex formations.

5.3.3. Open column

A stack of cavalry units in column can be considered to be an Open Column but only if the stack has 4 steps or less. Cavalry units wanting to adopt the Open Column formation need to unstack so that a maximum of 4 steps are in the hex.

A player charging with a cavalry unit that meets the stacking restrictions for an Open Column may declare the unit to be in Open Column at the beginning of that Charge segment in order to benefit from the (5.3.7) rule.

Historical note: An Open Column has an interval of a full squadron between the successive squadrons (13) & (20). The advantage of maneuvering in such a spaced formation was to be able to wheel quickly into a line. Cavalry units are assumed to switch their column's depth and width back and forth as part of their movement. Infantry units used various intervals between the companies but did not seem to use the wheeling maneuver (20). The battalion

commander of each unit is assumed to be choosing the best column interval for the situation thus there is no need to have separate rules for open/closed infantry columns.

5.3.4. Movement

Columns move into their immediate front hex by paying the COT. Some narrow terrain features might require a unit to be in column in order to traverse them.

5.3.5. Turning

It costs 1 MF per hexside to change the facing of any column but, the first facing change in a hex is always free.

A cavalry meeting the Open Column stacking restrictions can also change into a line by wheeling 90° for 1 MF (see 5.2.4 for an example).

5.3.6. Firing

Only the top unit in a stack of infantry columns can fire. It does so with a -2 FV modifier but only if that unit has more than 1 step. It can fire into any one of its three front hexes.

5.3.7. Fire Defense

A charging cavalry unit in Open Column receiving defensive or Opportunity Fire does not need to take a mandated TEM check unless it takes at least a full step loss from that fire. The player must have stated that the unit was in Open Column for the Charge and it must comply with the Open Column stacking limits (5.3.3) at the moment it takes the fire to benefit from this rule.

Historical note: The open column was preferred when charging anything other than enemy cavalry as defensive fire would usually only affect the first squadron, leaving the squadrons following behind it unharmed and able to charge at full effectiveness. Large losses however, such as those taken by artillery canister head on, would still be able to disrupt the charge before it hit its target (11 & 12). The drawback of the charge in open column was a weaker momentum in Melee as fewer horses would be on the target at the same time. The game simulates this by having a detrimental Melee DRM for units charging in open column.

5.4. Road column (RC)

Infantry and cavalry can use the RC formation, place a Road Column marker on the unit or directly behind it, if extended, to show it is in this formation. Units in RC cannot perform any fire, Assault or Charge.

5.4.1. Facing

The counter is oriented facing a hexside with 1 front, 4 flank (with 2 more if extended) and 1 rear hex.



Example: an infantry unit extended in RC (2 steps in the unit hex, 1 step in the hex with the marker).

5.4.2. Extension

Sometimes, units in RC need to extend in order to comply with the stacking limits of (8.2.4). After paying the cost of formation change, a large unit would **uncoil** by moving out and leaving an RC marker facing it in its rear hex. An RC can **coil** back into one hex by spending the COT for the extension marker entering the unit's hex. The trailing

hex of the RC always has the leftover steps while another unit in RC stacked with it fills it up to the stacking limit. As an exception to (8.1.2), stacking order in a hex containing an RC marker extending from another hex always has the extension at the bottom of the stack. An RC marker placed on top of a stack indicates that the unit occupying that hex is in RC.

When an RC is attacked in Melee combat, only the steps in the hex attacked count for the combat

A unit cannot initiate a formation change into an RC if it cannot uncoil to comply with the stacking limits by the end of its activation. Likewise, a unit can not change formation from an RC until it has coiled back into a single hex.

Multi-hex RCs shrink when taking losses in the same way as lines, always shrinking away from the source of the loss.

5.4.3.Movement

If they are moving along a road, units in RC ignore all in-hex/hexside terrain, treating it as open ground/inexistent for movement costs, and benefit from possible reduced road movement cost. Additionally, units in RC treat light cover hexes as open ground for movement costs, even when not on a road. Some narrow terrain features might require a unit to be in RC in order to traverse them.

5.4.4.Turning

RCs may freely change facing when they enter a road hex and follow the road (meaning spending MF while facing a road hexside). When not on a road they act like a column (1 free change per hex).

Infantry (only) RCs (on a road or not) can reverse face and have their counter switched with the extension marker of their column (the counter and the marker now facing in the opposite direction) at the cost of 2 MF.

5.4.5.Firing

Units in RC cannot fire.

5.4.6.TEM checks

Units in RC ignore **difficult terrain** TEM checks. Units in RC suffer a +3 DRM to any other TEM checks. They never become Disordered, they automatically rout if they receive any type of Disorder result.

5.4.7.Fire Defense

RCs benefits from a -1 FV modifier when fired upon.

5.4.8.Stacking

Infantry and cavalry units, while in RC, can stack as long as they obey the formation stacking limit (8.2.1).

A unit in RC cannot enter a General Order mandated hex unless it follows a road or, if it is allowed to enter that terrain and if it can coil in, it changes into General Order formation.

5.5.Skirmish Screen

Only infantry and cavalry units that have **green MF number** can switch to a Skirmish Screen formation by flipping the infantry counter to its skirmish face or straddling the counter between 2 hexes for a cavalry unit. A cavalry Skirmish Screen marker is provided to (optionally) use on units in that formation to better distinguish them from others.



5.5.1.Facing

The counter of a unit in Skirmish Screen formation is oriented facing a hex corner. It has 4 front and 2 rear hexes when occupying a single hex. A cavalry unit must straddle two hexes and has one additional front and rear hexes.

5.5.2.Extension

Any cavalry unit changing into Skirmish Screen formation must deploy into two hexes. This extension is always free as is retracting into one hex from skirmish in order to change formation.

A cavalry Skirmish Screen, when attacked in Melee combat, can use its whole strength but must shrink back to a single hex column at the completion of the Melee combat if not Disordered or routed.



Example: infantry and cavalry in Skirmish Screen formation.

5.5.3.Movement

Skirmish Screen units move by entering one of their front hexes. Infantry units in skirmish formation use the Leader/skirmish column on the *Terrain Effects Table* to determine the COT while skirmishing cavalry units use the regular cavalry COT. Skirmish Screens never benefit from any road COT.

Skirmish Screens do not have to enter General Order formation when entering terrain requiring the use of that formation, however they may do so (by paying the COT close order infantry/cavalry pays to enter or a formation change cost if already in the terrain) to benefit from the Melee cover modifier.

Design note: Skirmishers in a heavy cover (dwellings, fortified buildings) hex are not considered to be inside those structures unless they adopt General Order.

5.5.4.Turning

A Skirmish Screen infantry unit can turn any number of hexsides at no cost. A cavalry unit spends the COT of the hex it is advancing into to turn but it can reverse face for free. It can also use a snake-like movement by combining a new hex entry and 1 free rotation (having the second half of the unit entering the hex previously vacated by the first half) as a single movement action by just paying the COT of the new hex entered.

5.5.5.Firing

Skirmish screen units do not fire per se (they don't have a fire value printed) but create a skirmish zone in all their front hexes. See (9.2) for Skirmish Check rules.

5.5.6.Assault and Charge

Infantry units in Skirmish Screen formation may only declare an Assault versus units in open order formation (another Skirmish Screen or a unit in General Order).

Cavalry in a Skirmish Screen cannot declare a Charge.

5.5.7.Fire defense

Infantry skirmishers benefit from -3 FV when fired upon whereas cavalry skirmishers get -2 FV. However cover, irrespective of type, only provides an additional -1 FV to units in skirmish formation.

5.5.8.Stacking

Infantry units in Skirmish Screen formation are limited to a single step per hex in all terrain types. Cavalry in skirmish screen formation have a 2-steps per hex they straddle (4 steps total) stacking limit in all terrain types.

5.6. General Order

Some dense terrain requires close order units to deploy into loose or adapted formations all covered by this rule under the name General Order. Terrain that mandates the use of General Order is identified as such in the *Terrain Effects Table*. General Order can only be used when the unit is occupying such terrain and only units in General Order, Skirmish Screen formation, Disorder and units on a road in road column formation can exist in General Order mandating terrain.

5.6.1. Facing, extension and turning

Those notions are not applicable to General Order units as it is always an all front facing single hex formation.

Infantry units in General order project a Skirmish zone in their 6 adjacent front hexes. Cavalry units in General Order do not project any Reaction zone at all.



Example: an infantry unit in General Order formation.

5.6.2. Movement

Entering General Order is free as it is included into the COT of the terrain that mandates it. However, units in an extended line or RC do have to pay one additional MF to contract before changing formation. When changing from General Order, the cost of formation change is added to the COT after exiting the General Order mandated hex.

A unit in General Order may always leave a hex even if it hasn't enough MF left to change its formation. If it does so, it immediately becomes Disordered and ends its activation. Note that a minimum move of 1 hex is sometimes allowable during a unit's activation (7.4) and that move would include the formation change to/from General Order.

5.6.3. Firing

Only the top unit of a stack in General Order may fire. It does so with a -2 FV modifier but only if that unit has more than 1 step. It can fire into any one of its six front hexes.

5.6.4. TEM Check

A unit in General Order benefits from a -2 DRM to any TEM check but only if the unit is in a heavy cover hex.

5.6.5. Assault

Cavalry units in General Order cannot declare a Charge. They can only defend in Melee combat if assaulted or charged.

Infantry units in General Order can only declare an Assault against a target located in General Order mandating terrain.

5.6.6. Fire defense

A unit in General Order benefits from the full FV modifiers provided by medium (-2) or heavy cover (-3) hexes unless it exceeds the protection stacking limit in which case it only gets a -1 FV modifier.

5.6.7. Stacking

The stacking limit for units in General Order is 6 steps in medium cover hexes and 3 steps in heavy cover hexes in order to benefit from full cover FV or assault modifier. Similarly, the heavy cover TEM modifier is ignored by a stack if more than 3 steps are in a heavy cover hex. Stacks assaulting units eligible for the heavy cover modifier may only count a maximum of 3 steps per stack for their attack strength.

Design note: Units fully enclosed within the walls of a farm, castle, etc can only be attacked through those walls by a limited amount of manpower at one time. If the unit spills out then the part in the open can also be the target of that attack.

5.7. Square

Only infantry units may enter Square formation (usually when defending against cavalry attacks). Place a "Square" marker on a unit that changes formation into Square. Unlimbered artillery can be stacked with infantry in Square.

5.7.1. Facing, extension and turning

Those notions are not applicable to units in Square as it is an all front facing single hex formation. Infantry Squares never project any Skirmish zone in their front hexes.



Example: an infantry unit in Square formation.

5.7.2. Movement

Infantry units in Square can move at 1/3 of their printed MF FRD. Subtract any MF spent before the completion of the formation change before dividing the remainder.

A mixed stack of artillery and infantry in Square cannot move.

An infantry unit in Square can **quick step** up to 1/2 of its printed MF FRU but it cannot start in or enter any enemy reaction zone (except when the zone is occupied by a friendly combat unit) and has to take a TEM check at the end of the movement (without the -2 Square DRM). Failing the check has the unit immediately change into a Disordered formation. Each unit in a stack checks TEM individually but a single failure causes the whole stack to disorder.

Poorly trained units (**red TEM**) cannot move at all when in Square formation.

Historical note: There are accounts of Squares moving as fast as a line (20) but doing so usually far from the enemy and by units that had above average training (thus the TEM check preventing the players from overusing this tactic).

5.7.3. Firing

A stack of infantry in a Square may fire up to 3 times per activation in three different hexes during its activation. Each hex cannot be adjacent to another selected target hex and each fire has a -2 FV modifier.

A single artillery unit can independently fire in any one adjacent (only) hex out of the Square with a -2 FV modifier. This is in addition to the infantry fire limit and is not dependent on the position of the artillery unit in the stack.



Example: this Square is composed of a 2-step infantry unit, another 1 step infantry unit and an artillery unit. The top unit uses its FV with a -2 modifier in three hexes A and B and C as it is the largest unit in steps (it could have chosen any other

combination of 3 non-adjacent to each other hexes). The artillery may fire in any one adjacent hex with a -2 FV modifier that could be offset to 0 by the use of a canister.

Historical/design note: A Square could maximize the number of muskets able to fire albeit in 4 different directions. The restrictions of the hexgrid limit us to 3 directions in game. The artillery occupied the corners of the Square thereby barely obstructing the fire of the infantry (20).

In case of infantry units stacked together, the unit with the most steps (at owning player's choice if multiple units qualify) determines the base infantry FV before modifications.

5.7.4. TEM Check

A unit in Square benefits from a -2 DRM to any TEM check except in the case of quick step TEM check (5.7.2).

5.7.5. Assault

Units in Square cannot Assault. They can only defend in Melee combat if assaulted or charged.

5.7.6. Fire defense

Units in Square suffer from a +1 FV modifier when fired upon.

5.7.7. Reaction formation change

When approached or Charged by cavalry, infantry units not in General Order or RC may attempt to form a Square in reaction (9.7). Poorly trained units (**red TEM**) cannot use reaction to form into a Square.

5.8. Disorder



Disorder is an involuntary formation (or lack thereof). It affects both infantry and cavalry units. A unit can become Disordered due to enemy fire, after a Melee, after regrouping from a Charge, by failing a quick step check, when violating stacking restrictions, when exiting a hex in General Order without sufficient MF or when crossing difficult terrain. Place a "Disorder" marker on the stack when rules or combat effects call for it. Unlimbered artillery units under a Disorder marker represent suppressed artillery (6.2.2).

5.8.1. Facing

The formation has an all around front facing and thus the counter can be oriented in any way one sees fit. However, disordered units never project any kind of reaction zone.

5.8.2. Extension and turning

Those notions are not applicable to disordered units as it is an all front facing single hex formation. However units in two hexes or more shrink when becoming Disordered, always shrinking away from the source of the Disorder (fire, Melee attackers,...). This shrinking happens immediately when the unit Disorders except when it occurs as the result of a failed reaction Square formation change (9.7) or an Assault/Charge receive check as per (11.3.2) and (12.4.2).

5.8.3. Movement

Disordered units can move but only at 1/2 of their printed MF FRD. However, a unit must stop its movement and end its activation the instant it becomes Disordered for any reason.

5.8.4. Firing

Units under a Disorder marker (whether infantry or artillery) cannot fire.

5.8.5. Assaults and Charges

Infantry units in Disorder cannot declare an Assault and cavalry units in Disorder can neither declare a Charge nor attempt a reaction or Opportunity Charge. However, infantry units still under an FB! marker will proceed with the Assault and cavalry units will still resolve a Melee with an engaged target if they become Disordered for any reason prior to that Assault or Melee.

5.8.6. Fire defense

Disordered units benefit from a -1 FV when fired upon although suppressed artillery alone in a hex does not.

5.8.7. Reforming & TEM checks

A Disordered unit suffers from a +1 DRM to all of its TEM checks. A unit under a Disordered marker can, at the very beginning of its activation and instead of spending any MF, attempt to reform.

- It can only do this if not currently in a reaction zone and has to pass a TEM check to do so.
- If the unit is Spent, it cannot attempt to reform this activation.
- Passing the check allows the unit to remove the marker and change into any other allowable single hex formation for free but not into a Square. See (4.3.3) for further restrictions if the unit is also OOC.
- Failing the check prevents the formation change. This ends the unit's activation.
- Cavalry units cannot move or declare Charges after a successful reform. Place a Spent marker on the unit if necessary to remember.
- Infantry units can neither declare an Assault nor move after a successful reform but they (and artillery units) can fire.

Reform TEM checks are made one unit at a time. If a stack of Disordered units has some of them failing (or not attempting) to reform during their activation, those units that are still in Disorder must be displaced to an adjacent hex. If unable, treat all the reform rolls as failed.

Activated Leaders that are in a hex and help a unit with a reform check cannot move this activation after any attempt in that hex has been made.

A successful reform action also removes any Stragglers marker the unit might have (in addition to Disorder). Non Disordered units can elect to reform to get rid of a Stragglers marker using the same procedure.

5.8.8. Stacking

When a unit in a stack Disorders, the whole stack Disorders with it (the marker is always placed on top of the stack).

5.8.9. Voluntary Disorder

Any combat unit (even OOC), that starts its activation adjacent to an enemy unit may voluntarily adopt a Disorder formation for free, thus triggering no enemy reaction (9.1), then possibly move away from it at 1/2 MF (for being Disordered).

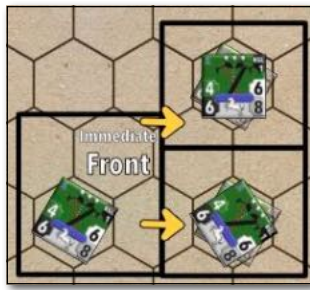
5.9. Changing formation

Changing from one formation to another is usually done during a unit's activation by spending a certain amount of MF as given in the *Formation change costs table* found in the *Player aid Charts*.

The cost is the same for all formations to change into/from. A unit that is extended must additionally pay the cost to contract or coil in into a single hex first before it can change into any other formation.

The following rules should be kept in mind when changing formation:

- Cavalry units in skirmish screen formation extend and contract for free when forming up or deploying.
- When changing formation (not wheeling), at least one of the front hex of the new formation must coincide with any front hex of the previous formation (or the immediate front hex if the original formation was a column). However, unlimbered artillery can limber up facing any hexside it wants.



Example: the two facing options an infantry column has when changing into a line.

- As long as it would respect the maximum stacking limits after the maneuver, a cavalry line can wheel to its left or right into an Open Column and vice versa (without having to contract). It costs the unit only 1 MF to make the turn instead of the normal cost (it is in effect a facing change instead of a formation change).
- Units never pay for formation change when changing into General Order as they enter terrain that requires it. They must however contract to a single hex before the change.
- A unit can change formation in a hex in violation of stacking restrictions between formation types but must be able to exit the hex it is in during its activation. If it cannot, it must remain in its starting formation.
- Stacks exceeding the hex formation stacking limit for the formation they are currently in cannot change facing, formation or stacking order until some units move out of the stack using any allowable movement rules to bring the number of steps back at or below that limit.

Design note: Although there might be enough space to physically contain a certain number of men or guns in a hex (the absolute stacking limit), there might not be enough room to maneuver or change formation if multiple units are too close together (20). The formation stacking limit is a direct consequence of such maneuvering space requirements.

- Changing formation while in an enemy reaction zone might trigger a reaction from the enemy (request for Skirmish Check, Opportunity Fire, Opportunity Charge). The reaction is resolved after the formation change is announced but before it actually occurs.

Historical note: There are many instances of columns that failed to deploy into lines when in close contact with the enemy and under fire. The men in the companies behind the front ones would refuse to expose themselves to danger. A vivid example can be found in (19).

5.10.No formation

An infantry or cavalry unit with “no formation” (**red MF**) can only be in three formations: no formation, General Order or Disorder. Having no formation, the unit is in a single hex with all around front hexes. The unit cannot fire and does not project any reaction zone. It can never form a Square.

No formation units pay the COT to enter a hex and never pay any formation change cost even when leaving General Order.

No formation units have no fire defense modifiers but can enter General Order terrain to benefit from the cover.

Units with no formation can however declare an Assault or a Charge. They can Assault or Charge in any direction.

Additional rules for specific “no formation” units can be found in the *Battle booklet*.

6. Artillery and Train units

6.1. Formation and combat effects

Artillery can be in one of two formations: limbered (“uniform” counter side) or unlimbered (back side with a gun picture). Although an unlimbered artillery stack can be suppressed (under a Disorder marker), suppression by itself is not considered an artillery formation.

An artillery unit (limbered or unlimbered) is removed from the game if it ever takes a full step loss due to fire combat but is unaffected by a Stragglers loss result. The top infantry unit in a mixed stack is always the one affected by a Stragglers marker.

Artillery units that rout do not take the retreat-mandated step loss (13.3) but still risk elimination by the **spiking of the guns** (6.6).

6.2.Limbered artillery

Limbered artillery obeys all the rules of an RC (5.4) with a stacking limit of 1 unit per hex. However, limbered artillery does not suffer the TEM modifier just for being in RC, it uses the printed TEM on its limbered side.

Limbered artillery never Disorders or routs on the map, it is immediately put in the *Routed Units Box* if it happens to become Disordered or routed.

If it is the target of a Charge it is also automatically put in the *Routed Units Box*, no need to resolve a Melee combat or pursuit (cavalry units advance and automatically recall, no spiking attempt is allowed).

It defends versus an Assault normally with a full, unmodified, 1-step strength.

6.3.Unlimbered artillery

Unlimbered artillery is a single hex formation that faces a hex corner. It has a stacking limit of 2 artillery units per hex and can stack with infantry as per (8.2.4). Two artillery units can fire out of a hex unless in a mixed stack where only the top unit (artillery or infantry) can fire.

Unlimbered artillery that routs is sent to the *Routed Units Box* or is removed from the game if successfully spiked (6.6).



Example: an unlimbered artillery unit.

6.3.1.Prolong movement & facing change

Unlimbered artillery cannot move except by prolonge or to change facing. Prolonge is a 1 hex move into a front or rear hex that can only be made into clear terrain, through no hexside obstacle (including slopes) and without any facing change. Instead of prolonge, an unlimbered artillery unit or stack can change its facing in its hex up to 180° (3 hex corners). Prolonge movement or changing facing does not prevent the unit from firing at the end of its activation.

6.3.2.Suppressed unlimbered artillery

Unlimbered artillery alone in a hex is suppressed only if it fails a TEM check caused by a fire attack. Unlimbered artillery that is part of a mixed stack becomes suppressed only if the stack Disorders.

Unlimbered artillery under a Disorder marker is still considered unlimbered but has no reaction zone and all around facing.

If the Disorder was caused by a receive check or a Melee result and the stack only contained artillery, the artillery is put in the *Routed Units Box* or eliminated if the guns are successfully spiked.

Suppressed artillery cannot limber, move by prolonge or fire and doesn't benefit from the additional -1 FV fire defense bonus from Disorder if alone in the hex.

Suppressed artillery can attempt to reform as its only allowable action. Suppressed artillery that reforms has its Disorder marker removed and can adopt any facing it chooses.

6.3.3.Mortars

Mortars are fixed artillery units. They have a MF value of 0 and cannot limber or use prolonge movement. They can however change facing like a normal artillery unit.

6.4.Formation change

Unlimbering is automatically successful upon declaration by the player and by spending the formation change MF cost in the desired hex. The cost to unlimber an artillery unit is always 2MF.

However, artillery that wants to limber must declare it before any other move and pass a limbering check by rolling inferior or equal to its limbering (L#) value. Each unit rolls independently and any Leader stacked with the artillery gives a -1 bonus to all limbering rolls. Failing to limber ends the artillery unit's activation. Leaders with a superior tactical artillery rating (S#) allow artillery units they are stacked with to automatically limber, with no roll necessary. Poorly trained artillery units (red TEM) require the presence of a stacked Leader to attempt a limbering roll.

Artillery that successfully limbers can face any desired hexside and can now move in limbered formation with any remaining MF. The cost to limber is usually 2 MF unless the unit is difficult to limber (red limbering number) in which case it costs all of the unit's MF to limber.

See (8.2.5) in case of stacks containing both limbered and unlimbered artillery or infantry at the end of an activation.

6.5.Effects of enemy reaction zones

Unlimbering into an enemy reaction zone is restricted except when it is already occupied by a friendly combat unit.

- (1) No artillery unit can do it into any cavalry Opportunity Charge zone (cavalry Skirmish zones do not prevent unlimbering).
- (2) Foot artillery units cannot do it into an infantry or artillery reaction zone. Horse artillery units are the only ones allowed to unlimber into such zones. However, a Leader with a Superior Tactical artillery rating allows foot artillery units he is stacked with to unlimber into an enemy infantry or artillery reaction zone.

Any artillery unit can however change facing, prolonge, move into (while limbered) or move out of (limbered or by prolonge) any reaction zone, possibly triggering an enemy reaction.

A limbered artillery unit that fails a Skirmish check cannot unlimber but an unlimbered unit that passes its limbering roll and then fails a Skirmish check may limber but cannot move any further this activation. See (8.2.5) if the stack violates stacking restrictions.

6.6.Spiking the guns

When an unlimbered artillery unit is routed as a result of Melee combat, there is a chance the guns have been spiked by the enemy thereby preventing that particular unit from possibly coming back in play during a subsequent Rally Phase.

Unless a special result prevents it, roll a D10 for each battery that routs after a Melee combat roll:

- if a Charge precipitated the Melee, the guns are spiked on a roll of 1 or less.
- if an Assault was the cause of the Melee, the guns are spiked on a roll of 3 or less.

Spiked batteries are removed from the game, not placed in the *Routed Units Box*.

Limbered artillery that routs can never be spiked.

6.7.Artillery train

Train units are needed for artillery units to fire offensively. They have stringent stacking requirements and can quickly clutter the battlefield if not managed properly.

6.7.1.Stacking and combat effects

Train units are non-combat units with a Melee strength of 1 step. They are considered limbered artillery for all other purposes except with an all around facing. Their absolute stacking limit is 1 train counter per hex. The hex a train unit occupies is impassable to all other units, including skirmishers (remember that Leaders are not units). It can only enter medium or heavy cover hexes while on a road. Train units are flipped to their "low ammo" side if they ever lose 1 full step due to a single enemy fire combat roll and are unaffected by a Stragglers loss result just as artillery. If a unit is already on its "low ammo" side, when it takes a full step loss, it is removed from the game. They never Disorder but become routed just like limbered artillery although they never go to the *Routed Units Box*, they are removed from the game if they ever rout.

6.7.2.Drawing ammunition

Train units start the game on their full side and can be resupplied only by scenario special rules.

Each train unit has a caliber indicated on its counter (over a picture of three cannon balls) and any artillery unit of the same nationality and same caliber can be supplied by that train counter. A battery can draw from an eligible train unit if it can trace a LOC to the train counter with a radius of 3 hexes. This LOC suffers all the restrictions of (4.3.1). Artillery units that cannot draw ammo in this way cannot fire during their activation but can still use Opportunity Fire as a reaction.

Train units that find themselves without any appropriate artillery unit to provide ammo to (due to elimination) may be removed from the game by the owning player during step 2 of the Rally Phase.

6.7.3.Depletion roll

Every time an artillery unit fires during its activation, regardless of the result, the owning player must roll for depletion for the eligible train unit from which the battery drew its ammo. One roll is made per firing artillery unit (even if the ammo is drawn from the same train unit) immediately after each unit fires.

A depletion roll fails if the number rolled is 8 or 9.



On a failed roll, the unit is flipped to its "low ammo" side or placed in the *Routed Units Box* if it was already on that side. Whether it can return later or not depends on the re-supply scenario special rules.

Opportunity fire never requires a battery to be able to draw ammo or to roll for depletion.

6.7.4.Returning train units

Train units eligible to return via scenario supply rules do so by entering the map through a friendly Depot hex just as normal reinforcements would, during the activation of their Formation.

7. Movement

During their activation, units and Leaders may move on the map by spending MF up to their **movement allowance**. Moving a unit does not restrict it from firing or attempting to declare an Assault later in its activation but firing or declaring an Assault prevents a unit from moving again. Cavalry charges use the same movement mechanics and allow cavalry units to move further than normal but exclusively during the Charge Segment of the Formation's activation.

7.1. Rules of movement

7.1.1. Generalities

Units and Leaders move by entering one hex after the other. Each hex has a Cost of Terrain (COT) associated with its entry and some hexside types carry an additional cost to cross. The basic cost for a clear hex is 1 MF. All the information about costs and restrictions for every type of terrain on the map can be found in the *Terrain Effects Table* found at the back of the *Battle Booklet*.

A unit or Leader starts its activation with a movement allowance equal to its printed MF modified for:

- its formation such as Square (5.7) or Disorder (5.8),
- any Spent status (13.4),
- reinforcement entry restrictions (7.3)
- force marching (7.2).
- Weather effects (16).

Fractional MF are always rounded down after all modifications.

A unit can never spend more MF than its computed movement allowance except through minimum move (7.4). MF can neither be transferred from one unit to another nor can they be saved from activation to activation. Multi hex units always pay the highest cost when they cross and enter multiple hexes simultaneously and pay the crossing cost of hexsides for each new hex entered by the extensions of the unit crossing them.

Example: a two hex road column would pay the extra crossing cost of a ford twice to traverse it fully but an extended line would pay a slope cost only once if it climbed it with both parts of the line at the same time.

Changing facing is part of the movement and costs variable amounts of MF depending on the formation. No unit or Leader can ever voluntarily move off map unless allowed by scenario special rules. Units forced to retreat in rout off map go to the *Routed Units Box*.

7.1.2. Movement restrictions

No unit or Leader may, under any circumstances, do the following during the course of a normal, retire, retreat or regroup move:

- Enter a hex or cross a hexsides designated as impassable by the *Terrain Effects Table*.
- Enter a hex in violation of that hex absolute stacking limits (8.2.2).
- Enter a hex containing any enemy unit (or any enemy Leader in case of a Leader moving).
- Enter a hex containing a train unit.
- Pass through an infantry unit in line formation with 2 steps or more if the moving unit crosses one of the front hex of the line (including refused flank front hexes) and exits through a rear hex (or vice versa) unless the stack in line immediately Disorders upon being traversed.

Except for those restrictions, a unit, stack of units or Leader may move through units and hexes freely. However see (13.3.2) for units retreating in rout and traversing already occupied hexes.

7.1.3. Frozen by an Assault

If a stack has been declared the target of an Assault and an enemy FB! marker points towards it at the moment it activates, it cannot move out of its starting hex this turn, cannot attempt to change formation or facing or contract if extended. It can however fire, if able.

Play note: this is one advantage of being able to activate one's Formation first (thanks to a better Leader) as it denies the opponent an opportunity to react.

7.2. Force march

Only Infantry, artillery, train units and any associated Leader can force march. Cavalry can never force march.

A force march is announced at the Division/Brigade level, if the Formation's Fatigue level is less than 6 (14.1) and only if all of its units are 4 or more hexes away from any enemy combat unit.

The Formation Leader needs to have an implemented OM (assigned or shared) and he needs to pass a SR check at the beginning of his activation. If he passes, the Formation can force march this activation. If he fails, he is not flipped to its passive side but he and his subordinate units can only use normal movement this turn.

Any subordinate unit that is OOC at the beginning of the activation is not eligible for the force march MF bonus.

Force marching units double their MF not to exceed 15 (i.e. a unit with 7 MF would be able to spend 14 MF thanks to force marching but one with 8 MF would only get 15 MF).

If a unit that is force marching needs to take a TEM check during its activation, it does so with a +1 DRM. This DRM only applies during the unit's activation step.

At the end of the activation, immediately increase that Formation's Fatigue level by 2 (but do not slide the marker to the "+1" box).

7.3. Reinforcements entry in RC

A Formation scheduled to enter the map as reinforcement through a road hex in RC always uses the MF of the slowest unit in that Formation (artillery usually) to determine the MF of all the units in the Formation on that turn of entry. They are free to spend up to their respective printed MF in subsequent activations. However, Leaders may always spend their full MF allowance on their turn of entry.

If the entry hex is a road, each unit enters and lines up behind the previous one on the assigned road, respecting the RC stacking limits. Trailing units cannot "overtake" preceding units entering this turn on that road: their MF is de facto reduced by the COT for each hex of the road that is or would have been used by preceding units this turn.

Example: an infantry unit in RC is the third to enter this turn on a 1/2 MF COT road hex. The two previous units (a total of 6 steps of infantry) entering this turn would occupy 3 hexes of road. The third unit thus has its MF reduced by 1.5 MF (the COT of 3 hexes of road for an infantry in RC).

Units failing to enter on the prescribed game turn because they are trailing on the road off-map, enter on subsequent turns using the same procedure. Similarly, if a Leader, scheduled to enter this turn via a road hex with his Formation, finds that road blocked by other units, he cannot enter the map this turn and must wait for at least the entry road hex to be cleared at a later turn. If his card was played, he is considered to have activated even if he could not enter the map this turn.

Those restrictions are not applicable if the entry zone for reinforcements is defined as a stretch of (map edge) hexes.

Play note: players should carefully time their card play in case multiple formations are supposed to enter through the same road hex.

7.4. Minimum Move

There are three exclusive types of minimum moves that allow a single-hex stack to violate its maximum movement allowance for the activation and all are always allowed as long as the hex entered and hexside crossed are not impassable to the unit:

- (1) A stack can change formation in place, not leaving its hex or extending.
- (2) A stack can move to any adjacent hex (even in its flank or rear) without changing its facing at all, and possibly change formation in doing so but only to conform to stacking or terrain restrictions. Such a move cannot end in an enemy reaction zone unless it is already occupied by a friendly unit.
- (3) A stack can change its facing to any hexside/corner while staying in the same hex.

However, the following units cannot use minimum move:

- Units extended in two hexes.
- Poorly trained units in Square.
- Unlimbered artillery (they must abide by prolonge rules).

7.5. Difficult terrain

Some particularly hard to negotiate terrain types are defined as Difficult terrain in the *Terrain Effects Table*.

A unit or stack that enters a Difficult terrain hex or crosses a Difficult terrain hexside has to make a TEM check after spending the MF. If the check is failed the unit or stack immediately Disorders (**but does not Rout if already Disordered**) and stops its movement. If it passes, it can resume spending any leftover MF. **Only one check is taken per hex entered and units in RC never take Difficult terrain checks.**

8. Stacking

8.1. Movement of stacks

8.1.1. Generalities

When combat units are stacked together in a hex they must all always face the same direction (exception: extension markers (8.2.1)). When a stack of units is moving:

- it can always elect to move hex to hex as if it was a single unit,
- it moves with the lowest printed MF of the units in the stack unless it drops off the slow units along the way,
- it can split at the beginning of its move, the units left behind being able to activate later. See (8.1.2) for restrictions.
- it can drop units off while moving but any unit dropped off in such a way may not move further this activation, fire and/or declare an Assault. Stacks or units cannot “pick up” other units along their movement.

8.1.2. Stacking order

Stacking order is important to determine which unit can fire, takes a TEM check, etc. When moving into a hex to stack with another unit/stack, the direction of entry determines the stacking order:

- if the moving unit enters the hex through a rear hex of the stationary stack, it is placed at the bottom of the stack;
- if it enters through a flank hex, it can be placed, owning player's choice, on top or at the bottom;
- if it enters through a front hex, it is placed on top.
- if entering a hex solely occupied by unlimbered artillery, the owning player can choose the stacking order upon entry.

Stacking order can be changed by having all the units in the stack spend the COT of the hex where the stacking order change takes place. A stacking order change in a reaction zone does trigger a reaction **before** the change takes place. Any Stragglers/Disorder/Spent marker **stays on top of the stack** so that the top **infantry or cavalry** unit is always the one that takes the step loss if it suffers another Stragglers result through enemy fire or failed Skirmish check. When an infantry or cavalry unit wishes to move out of a stack, and does not use a minimum move (7.4), it must first spend the MF required to place itself on top of the stack and then can exit the hex.

Units cannot move into or change stacking order to **finish on top** in a hex if a unit or stack **already fired from that hex** during this activation.

8.2. Stacking limits

8.2.1. Basic stacking rule

Combat units can only finish their activation stacked with another unit under the following circumstances:

- they are of the **same type** (infantry, cavalry, artillery),
- they are in the **same formation**,
- they all have the **same facing**,
- they are of the **same nationality**,
- their combined total number of steps does not exceed the absolute stacking limit of the hex.

The exceptions to those rules are:

- a single step of cavalry and one of infantry both in RC (including extension markers). They can stack together as long as both units end their activation in RC,
- an extension marker may face a different hexside/corner than the unit/extension it is stacked with as long as it is pointing to its parent unit. The facing difference may not exceed 2 hexsides/corners,
- see (8.2.5) for artillery units and mixed stacks.

A unit can ignore these requirements when starting from, moving through or stopping into a hex as long as it complies with them by the end of its activation. This applies also to units in Disorder as they can move through hexes with other units without affecting them as long as they don't end up in the same hex which would cause a stacking violation (8.2.6).

If otherwise eligible, units of **different Corps** can freely stack, however they suffer a +2 TEM DRM (see *TEM Check modifiers table*) for doing so as long as they remain stacked together.

Leaders are not units and thus never count towards stacking limits and any number of them can stack (with friendly units) in any hex, even with a train unit.

8.2.2. Absolute limit

The absolute stacking limit represents the maximum number of men, horses and equipment that can realistically occupy the physical space of the hex. It depends on how open the hex is and decreases as cover in a hex increases.

No stack can ever voluntarily move, regroup, retreat in rout or displace through a hex if that would violate the absolute stacking limits of that hex.

8.2.3. Protection limit

Protection or General Order limits constrain the number of steps able to enjoy the benefit of cover while occupying medium or heavy cover hexes. Stacks above that limit ignore any and all beneficial cover modifier (fire value, Melee, TEM). Light cover hexes always give cover benefits up to the absolute stacking limit.

8.2.4. Formation limit

Formation stacking limits restrict the number of steps able to efficiently maneuver in a single hex under a specific battle formation.

If a stack's total steps exceed the formation stacking limit, it is unable to change facing, formation, stacking order, extend or contract until enough steps move out of the hex to bring it back within formation stacking limits. Cavalry cannot declare a Charge and infantry cannot declare an Assault from such a hex.

8.2.5. Artillery & mixed stacks

Never more than 2 unlimbered artillery units can finish an activation stacked together in the same hex. However, infantry can stack with up to two unlimbered artillery units while in Disorder, line or Square formation, with steps up to the formation stacking limit for an infantry unit, counting every artillery as 2 steps of infantry.

Example: if two artillery units are unlimbered in a hex, a third is not allowed. However, infantry could enter and form a mixed stack. Up to 8 steps (12 - 2x2) of infantry in line or Square and 14 steps (18 - 2x2) in Disorder could stack with the pair of artillery units.

A limbered artillery unit must always finish its activation alone in its hex and a train unit has an absolute limit of 1 making a hex always impassable to all other units (6.7.1). Limbered artillery can never occupy the same hex as unlimbered artillery or infantry at the end of a unit's activation. If a stack of artillery or an artillery unit in a mixed stack succeeds in limbering but, for any reason, cannot exit the hex, displace the units that limbered to an adjacent hex. If unable to displace, treat all limbering rolls as failed (6.3).

Stacking limits tables

COVER	Absolute limit		Protection limit
Open/Light	18		Not applicable
Medium	12		6
Heavy	6		3
FORMATION	Infantry	Cavalry	Artillery
Line	12	12	2
Column	12	12	-
Open Column	-	4	-
Road Column	2	2	1
Skirmish Screen	1	2	-
Square	12	-	2
Masse Column	absolute limit	-	-
General Order	absolute limit	absolute limit	-
Disorder	absolute limit	absolute limit	2

Historical note: The stacking rules may appear to be overly restrictive, however a proper arrangement of troops is crucial to optimize one's forces. Especially in later periods, many officers complained about "the crowded battlefield" (18): the tendency of armies to grow in size while the engagement areas remained about the same (because of the limited command and control of the time). The higher and higher concentration of troops in small areas resulted in difficulties to extend formation, deploy or effectively maneuver.

8.2.6. Stacking violations

A unit or stack cannot voluntarily end its activation into a hex violating the stacking restrictions but a unit might be forced to stop and create a **stacking violation** because of a failed Skirmish check (9.2.1), an advance after combat (11.3(7)) or other reasons.

If, after a stack of units stops moving, it contains units prohibited from stacking together as per (8.2.1), the whole stack immediately Disorders. The stack must retreat in rout if it was already Disordered or if, after Disorder, it is still in violation of stacking limits (because of mismatched unit type or nationality).

Artillery units must displace in case of a violation as per (8.2.5), if unable they are placed in the *Routed Units Box*.

8.3. Stacks TEM checks

When a stack is taking a TEM check, roll only for the unit at the top of the stack using its TEM. A pass or fail applies to the whole stack. A unit that Disorders in a stack for any reason makes the whole stack Disorder: place the marker on top of the stack.

Exceptions to this rule are as follows:

- When a stack performs a quick step maneuver in Square (5.7.2), each units checks TEM individually. Any failed check Disorders the whole stack.
- When performing a reform attempt (5.8.7), each Disordered unit in a stack must check individually. If a stack of Disordered units only has some succeeding in reforming, displace the units still in Disorder to an adjacent hex. If unable, treat all reform rolls as failed.
- When a stack of infantry and artillery must make a TEM check due to enemy fire (10.), the infantry takes the TEM check for the stack, except under counter battery fire (10.2.5) when the top artillery unit does. **Similarly, the infantry always takes a Square reaction check.**

9. Reactions & reaction zones

Only eligible combat units project a reaction zone (remember that train units and Leaders are not combat units). The type of reaction zone projected, if any, depends on the type of unit and its formation:

- Infantry units (and Cavalry units in Skirmish screen formation) project a **Skirmish zone**,
- Cavalry units in line or column project an **Opportunity Charge zone**,
- Unlimbered artillery units project an **Opportunity Fire zone**.

A combat unit does not project any type of reaction zone if it is:

- a Limbered artillery unit,
- in Square or Road Column,
- a Cavalry unit Spent or in General Order,
- a unit under a FB! marker or targeted by one or more of them,
- a Disordered or suppressed unit,
- a unit with no formation.

Friendly zones do not have any effect on friendly units except when they allow for a refused flank hex to exist (5.2.1).

9.1. Effects of reaction zones

The Reaction player's units may be allowed to react to and interrupt enemy units spending MF or executing a Charge move in their reaction zone. Advances after Assault, pursuits or regroup moves, retreat in rout and other free actions (such as free facing changes) are never valid triggers for reactions.

All reactions are performed by Reaction player units only during the activation of an enemy Formation so that reactions of any type do not in turn trigger any reaction as phasing player's units can never react in any way. Sometimes, different types of reactions are allowed, but only one may be chosen by an eligible unit or stack per triggering event. In case of multiple possible reactions by different stacks to a single triggering event, the Reaction player decides the order in which he wants to resolve his reactions. Leaders never trigger any reaction when they move alone.

In addition to triggering a possible enemy reaction, enemy reactions zones of all types have the following effects:

- (1) All enemy reaction zones block LOC, except when occupied by a friendly combat unit.
- (2) Leaders cannot voluntarily end up in an enemy reaction zone except when already occupied by a friendly combat unit. If they ever find themselves alone into an enemy reaction zone by the end of their Formation's activation they are displaced (9.5.1).
- (3) Enemy reaction zones prevent reforming attempts and quickstep moves.
- (4) Enemy cavalry reaction zones stop a pursuit or a regroup move.
- (5) Enemy reaction zones may stop a unit from retiring (9.5.3) or from using a minimum move (7.4) unless it is already occupied by a friendly unit.
- (6) Non combat units can never move and enter an enemy reaction zone.
- (7) Artillery might not be able to unlimber in an enemy reaction zone (see 6.4).

9.2. Skirmish Checks

Eligible infantry units create a Skirmish zone in their front adjacent hexes even if their skirmish modifier is 0. However, the total Skirmish modifier in a Skirmish zone must be above 0 in order to trigger a **Skirmish Check**.

Un-spent cavalry units deployed as a skirmish screen create a Skirmish zone in all the hexes within 2 hexes in their front arc. The skirmish value for any Skirmish Screen cavalry unit is not indicated on its counter but is always 1 for a 1 or 2-steps unit or single stack of units and 2 for a 3 or 4-steps unit or single stack of units.

The moment a moving unit or stack enters, attempts to change facing, stacking order or formation into an enemy non-0 Skirmish

zone, the reaction player may ask for the moving stack to take a Skirmish Check. It is not mandatory for the Reaction player to ask for a Skirmish Check but if the opportunity is forfeited, he cannot ask for one until after the Active player declares the expenditure of another MF. A new Skirmish Check can be asked every time a stack spends MF to move into a new hex, changes formation, changes stacking order or facing if it does so in a non-0 enemy Skirmish zone.



Infantry Skirmish Zones



Cavalry Skirmish zone

A Skirmish Check is a TEM check for the moving stack using the standard and Skirmish Check TEM modifiers found in the *Game Charts*. The skirmish values used as modifiers are those of the top unit of the activated stack and that of any one selected top unit (or stack of cavalry units) from all the stacks having a Skirmish zone in the target hex.

The skirmish value of artillery, **infantry in Square/Disorder/RC** and cavalry units not in a Skirmish Screen formation is always 0. If the check is failed, the moving unit/stack's activation is over before it can fire, declare an Assault, change formation or facing. A cavalry unit is put under a "failed Charge" marker as it is now unable to declare a Charge. A limbering artillery unit can still limber but must remain in the hex.

If the check is passed, the unit may perform the facing/stacking or formation change and continues spending MF as desired and/or declare a fire or an Assault attempt.

If the die roll for the TEM check is a "9" and the activated stack contains one or more Leaders, the owning player must check for Leader casualty (4.11).

When a **rifle equipped** infantry unit (skirmish value shows a ^R) is used for the Skirmish Check modifier and the active stack fails the TEM check, the active player's unit **takes 1 Stragglers loss in addition to ending its activation.**

Cavalry units are immune to Skirmish Checks when operating in an **infantry Skirmish zone**. They are however affected by Skirmish zones projected by enemy Cavalry units but then never during their Charge movement.

Design note: Real life skirmishing fire while occasionally lethal, had its main effect in slowing down an enemy unit by forcing it to take more care and possibly use cover while maneuvering. Rifle units were trained in efficient skirmishing tactics and enjoyed a longer range and precision from their weapon (11).

9.3. Opportunity Fire

Unlimbered and unsuppressed artillery units project an Opportunity Fire zone in their front hexes. Anytime a unit spends a MF to enter, change facing or attempts to change formation or stacking order in an enemy Opportunity Fire zone, the artillery units projecting into that zone may fire. Artillery units fire individually but the top 2 artillery units in each eligible reacting hex can fire (1 in a mixed stack). Opportunity Fire never causes depletion of a train unit or requires a valid LOC to an eligible train unit.



Artillery Opportunity Fire zone

There is no limit to the number of time artillery units may fire in reaction but an artillery unit can only fire at a specific enemy stack or unit once per activation step no matter how many MF that stack spends in the zone of the reacting unit.

Opportunity Fire is always resolved as a 1-hex range fire using canister and happens before any receive check (12.4.2) due to a Charge marker engaging the artillery.

9.4. Opportunity Charges

Fresh cavalry units in line or column **and not under a "failed charge" marker** have an Opportunity Charge zone within 2 hexes in their front arc (in column) or front and flank arcs if in line formation. Anytime an enemy unit spends MF to enter a hex, to attempt to change facing, formation or stacking order into an Opportunity Charge zone, the cavalry unit may declare an opportunity Charge. Such a Charge can only be declared against an enemy in LOS of the cavalry unit. A Cavalry Opportunity Charge reaction zone does not exist in a hex that unit would be unable to Charge into because of impassable hexside/terrain (see the *Terrain Effects Table*).



Cavalry Opportunity Charge zones

The cavalry must be able to change its facing 1 hexside/corner and/or move 1 hex forward in order to put the triggering unit in its **immediate front** and be able to attack it in Melee combat (not through impassable hexsides or into a hex preventing Charge). Cavalry units extending into 2 hexes cannot change facing for an Opportunity Charge.

The cavalry unit has to **take a TEM check:**

If it passes, move the unit, have the target perform a receive check if needed and resolve the Melee combat attack as if it was a normal Charge sequence (12.1) except that **no defensive fire is allowed.**

If the TEM check fails, no move or facing change is allowed and mark the unit with a "failed Charge" marker, preventing it from any further opportunity or reaction Charge attempts this activation (note that "failed Charge" markers do not prevent a cavalry stack from reaction moving using (9.5.2) but it cannot do so immediately after failing to Opportunity Charge as it must wait for another reaction trigger). **A "failed charge" marker cancels a cavalry unit's reaction zone.**



All “failed Charge” markers are always removed at the end of the Charge segment.

No opportunity Charge is allowed when a unit moves 3 hexes away from a Reaction player cavalry unit if it already started 2 hexes from the cavalry.

Active player units engaged by an Opportunity Charge must end their activation immediately after the Charge is fully resolved preventing them from moving further, firing, or making an Assault check. Active player cavalry units cannot declare a Charge later due to being now marked Spent after the Melee.

9.5.Reaction moves

Leaders, Skirmish Screens, cavalry and limbered horse artillery can react to enemy movement or Assault/Charge and avoid contact in the context of the following rules.

When evaluating MF for the purpose of any reaction move, players use a unit’s MF modified for weather, readiness and formation as applicable. Stacks use the lowest MF of any unit within the stack.

9.5.1.Leaders reacting to enemy units

If an enemy combat unit approaches (for any reason) a Leader not stacked with any friendly combat unit and moves adjacent to his hex, simply stack that Leader with the friendly unit having the shortest LOC to him (owning player’s choice in case of multiple units). Alternatively, move the Leader up to his full MF (avoiding enemy reaction zones not occupied by friendly combat units and impassable terrain) but only if he is able to reduce his distance to a Depot hex. Leaders cannot move off-map under this rule. The LOC to the friendly unit can be of any length but, if it cannot be traced or if the Leader cannot find a path to move away, the Leader is automatically removed from the game and considered captured/eliminated.

A displaced Leader is flipped to his passive side after his withdrawal but being passive does never prevent Leader displacement (use the MF printed on his normal side if needed).

9.5.2.Reaction to enemy movement

Any Skirmish Screen infantry, limbered horse artillery or un-spent cavalry unit that is being approached by a moving enemy unit can reaction move away from the enemy the instant it becomes adjacent but only if the friendly unit’s current MF is greater than that of the enemy. The unit can move away from the enemy spending up to its current MF and, after that, is placed under a Spent marker. This reaction move requires the unit to pay any facing changes costs and COT as normal. Already Spent cavalry can never reaction move. Infantry and horse artillery units under a Spent marker cannot move anymore this turn, neither in reaction nor through normal activation. After the reaction move is over, the enemy unit can resume its movement if it has any MF left.

Reaction moving can never be used when approached by an enemy Charging unit.

9.5.3.Skirmish Screens & Assaults

During the Assault phase, when a fresh Skirmish Screen unit is being assaulted by close order infantry, it can reaction move by retiring a number of MF up to the difference in MF between the fastest assaulting unit and itself before the Assault, but always a minimum of 1 hex even if the difference is zero or less. Retiring cannot be done across impassable terrain and must stop upon entering any reaction zone, unless it is already occupied by a friendly unit. Mark such retiring unit with a Spent marker to show that it cannot reaction move anymore this turn (in case it gets targeted by another Assault).

A Skirmish Screen unit retiring into General Order terrain may change formation to General Order for free but must then stop moving. Similarly, Skirmish Screen units may retire and stop into a close order unit hex and adopt its formation for free, at the bottom of the stack (they are assumed to have regrouped behind the screening unit). Infantry skirmishers stopping their reaction move into

unlimbered artillery only form up in line formation under the artillery unit.

Skirmishers under a Spent marker that retired and regrouped under a friendly unit cannot contribute their strength to the Melee combat if they are now stacked with a formed unit that is the target of an Assault except when retiring under a Square (remove the Spent marker in this case). They will however, in all cases, suffer the results of the Melee combat being part of the stack.

Assaulting units must advance into the vacated hex(es) and can immediately start another Assault sequence on any enemy unit in their frontal hex (11.3). This means that a Skirmish Screen unit retiring only one hex could still be assaulted by the same unit.

Design note: This is the difference between running to hide behind a unit, and possibly continuing to run (if that unit doesn’t hold) or entering a Square and joining forces against any attack on it.

Play note: As skirmishers reverse facing for free, the unit can just “back off” the desired amount of MF, keeping their original facing.

9.5.4.Infantry skirmishers & Charges

Infantry Skirmish Screens can also reaction move by retiring when engaged by a charging cavalry unit but only by performing a 1-hex move into an adjacent hex that either contains a close order friendly infantry or artillery unit or terrain mandating the use of General Order. The skirmishing unit stops in that hex and changes formation for free into General Order or at the bottom of the stack, as in the case versus an Assault.

All the restrictions of (9.5.3) apply to Melee combat participation although Spent skirmishers can never participate in any defensive fire, even when stacking with a Square.

A Charge marker advances into the vacated hex(es) if it has enough range (or MF if in a Grand Charge) left and can immediately engage a new target if any enemy unit is in its front hex.

9.5.5.Cavalry skirmishers & Charges

A cavalry unit in Skirmish Screen that is in the path of a Charge by cavalry with a lower MF can reaction move by retiring a number of MF up to the difference in MF between that unit and itself as soon as it becomes adjacent. Mark such retiring unit with a Spent marker. Already Spent cavalry can never reaction move.

A Skirmish Screen cavalry unit retiring into General Order terrain may change formation to General Order for free but must then stop moving. Similarly, it may stop into a formed unit hex and adopt its formation for free, at the bottom of the stack (they are assumed to have reformed behind the screening unit). Retiring cavalry always counts towards the strength of a stack it retired under for Melee combat but the whole stack is now Spent as per (13.4).

9.6.Reaction facing change

If not already in any type of enemy reaction zone, a reaction player’s unit with an actual MF equal or more than that of an enemy unit moving (but not charging) adjacent, may react by changing its facing by one hexside as its only reaction.

9.7.Reaction Square formation



At any point during the active player’s Charge resolution segment or anytime during an activated cavalry unit’s movement, Reaction player infantry units can attempt to change formation into Square.

A unit cannot attempt a Square reaction change if :

- it is a poorly trained units (**red TEM**),
- it is in RC or in General Order,
- it is opportunity Charged (because this happens during its own movement),
- it is under a FB! marker or it is already targeted by an enemy infantry Assault.

Design note: The unit is too busy worrying about the impending bayonet Charge and/or musketry exchange to notice the fast moving cavalry threat. It is an instance, in this system, of the importance of cooperation between the different arms to ensure the success of an attack.

The Charge marker or moving cavalry stack must be 4 hexes or less and in LOS of the unit attempting the change.

The **top infantry** unit must make a TEM check modified by the normal TEM DRMs and additional DRMs specific to Square reaction change checks. Note that a Leader stacked with the unit modifies the roll with his infantry tactical rating and with his TEM modifier. If the unit passes the check, **the stack** changes formation into a Square, contracting if needed.

If it fails it becomes Disordered. Infantry that becomes Disordered does not shrink until the end of the Charge segment if applicable.

The **unit immediately retreats in rout instead** in the following cases:

- (1) the modified die roll is **9 or more**;
- (2) the unit was attempting the change from a **Skirmish Screen**;
- (3) the unit was already **Disordered**;
- (4) the attempt was made when the Charge marker or cavalry stack was **adjacent**. In that case, the cavalry unit may try to recall or must pursue as per (12.6).

Infantry that changes formation into Square as a reaction always uses the closest enemy Charge marker when determining the applicable distance modifier to the TEM check even if it is not the currently moving Charge marker.

9.8.Reaction Charges

In the same way as infantry reacting to a Charge by attempting to form a Square, fresh cavalry that is in line or column and not already placed under a “failed Charge” marker can attempt to reaction Charge an enemy Charge marker once per Charge segment. The LOS and range requirements (maximum 4 hexes) are the same as for Square formation and the cavalry must pass a TEM check in order to successfully initiate a reaction Charge.

If the unit is not extended into 2 hexes, it can then rotate 1 corner/hexside before moving the reaction Charge marker forward (see 12.2).

If the TEM check is failed, the unit/stack stays in place, cannot rotate and is placed under a “failed Charge” marker to show it cannot attempt it again this segment.



All “failed Charge” markers are removed at the end of the Charge segment.

10.Fire combat

The infantry and artillery units of the Active player may fire at the end of each individual unit or stack’s activation, after moving (and possibly after failing an Assault check). No unit can fire and then move neither can a unit fire if it is under a FB! marker. Infantry and artillery units may fire once per activation and only one unit/stack may fire out of a single hex per Formation’s activation. The Reaction player may use defensive fire (12.5.1) with his infantry or artillery units (against enemy cavalry charging them) or Opportunity fire with his artillery units (9.3). There is no fire limit (per reacting artillery unit) when it comes to Opportunity Fire except that an enemy stack cannot be fired at more than once per activation (9.3). Spent units may not fire.

10.1.Infantry fire

When an infantry unit or stack activates, it can move and then it can fire. The act of firing is always the last action of an infantry stack’s activation and prevents the stack from attempting an Assault.

Play note: always roll for your Assault checks before firing as a failed check still lets you fire with that unit/stack.

Infantry units can fire through their front hexes at adjacent targets (limited by the rules pertaining to their current formation). Each fire attack by a single unit or stack is resolved individually. Infantry fire is always voluntary.

After selecting a target hex for the firing unit or stack, the owning player must determine the fire value. The firing unit’s printed FV is added to all the applicable fire value modifiers found in the *FV Modifiers Table* to find the modified fire value (MFV). An MFV below 0 makes that fire impossible and the attack is forfeited.

Roll a D10 and compare the result to the MFV.

- If the rolled number is higher, the fire had no effect.
- if the rolled number is equal to the MFV, the target must make a TEM check.
- if the rolled number is below the MFV, the target takes a Stragglers loss and must make a TEM check.
- if the roll is inferior to 1/4 of the MFV (FRD), the target takes a full step loss and must make a TEM check.

Play note: therefore, in order to obtain a full step loss:

- with an MFV of 4 to 7, roll a 0,
- with an MFV of 8 to 11, roll a 0 or 1,
- with an MFV of 12 to 15, roll a 0 to 2.

All infantry fire losses are always inflicted to the top unit of a stack. In the case of a mixed stack, the losses are taken by the top infantry unit except for counter-battery fire as per (10.2.5).

TEM checks due to fire take into account the losses due to that attack when determining the unit’s TEM. When a TEM check is required in a mixed stack, the infantry unit on top always takes the check (except for counter-battery fire see (10.2.5)).

A natural roll of 0 (or 0 and 1 for rifle armed units) mandates a Leader casualty check if a Leader is present in the target hex. Details are found in (10.3) but also (10.2.5).

10.2.Artillery fire

Artillery must have ammunition available to be able to fire during its activation and each artillery unit used in a fire attack triggers one depletion roll, immediately after each individual unit fires. Opportunity fire does not require a depletion roll.

Design note: opportunity fire differs from normal fire in that it is not a sustained barrage of round shot or shells for about 10 minutes but a quick reaction fire to enemy movement in close proximity, using canister shot.

Artillery units, when unlimbered and not suppressed, can fire at enemy units at up to their maximum range which is twice their printed (effective) range, in any hex laying within the cone defined by their 2 front hexes.



Example: the cone of fire of unlimbered artillery.

Artillery units firing need to have a LOS to their selected target and a non-howitzer/mortar artillery unit can never fire over or through a

friendly unit (even if that LOS is not blocked by it thanks to a blind zone or because of the unit type). Fire can however go over (but not through, except via ricochet) any enemy unit as long as a LOS exists. Howitzer and mortar fire can be traced through any friendly or enemy unit without affecting them.

Historical note: Even artillery units that could theoretically fire at an angle would rarely fire over the heads of their own troops (9). Mortars and howitzer would mostly use lobbing fire, sometimes over the heads of blocking troops.

Artillery fire is resolved in a similar manner to infantry fire: use the FV modifiers pertaining to artillery fire and roll for each unit individually. The results of the roll use the same rules as for infantry fire.

10.2.1. Leader bonus to artillery fire

A leader with an artillery tactical bonus (top right red box) provides that bonus in the form of an FV modifier to up to 2 stacks of artillery units. Those stacks must be adjacent to each other in order to both receive the bonus and one of them must be stacked with the artillery bonus Leader.

A Leader with a Superior Artillery Tactical Ability (🔴) provides his bonus to up to 6 stacks of artillery units. The stacks must each be adjacent at least to one other and one of them must be stacked with the superior artillery Leader.

10.2.2. Artillery range modifiers

As long as the target is in LOS, artillery units can fire at distances up to double their printed range in hexes. Units are subjected to range FV modifiers:

- An artillery unit firing at up to 4 hexes has no negative modifier.
- from 5 hexes to its printed range, it takes a -2 FV modifier.
- past its printed range and up to double that number, it takes a -4 FV modifier.

10.2.3. Canister fire

At range 1 or 2, the firing player can decide to use a canister shot or a standard round shot (exceptions: Opportunity fire units must use canister whereas counter battery firing units cannot). If using canister, the attack receives a beneficial FV modifier of +1 (2 hexes range) or +2 (adjacent hex) but will not qualify for ricochet. If using normal round shot, the attack gets no bonus but will create ricochet (10.2.4). Canister cannot be used at ranges above 2.

Historical note: although the listed range of canister shot for most calibers is around 400 meters, the close range benefits of a “shotgun” type volley of small projectiles would have dramatically diminished at ranges above half the theoretical maximum resulting in no game benefit (20)(9).

10.2.4. Ricochet

When a non-howitzer/mortar artillery unit fires a non-canister, non-counter battery shot at a target, trace the LOS as normal and extend it beyond the target up to the unit’s printed range. Every stack, friendly or enemy, that occupies a hex traversed by the extended LOS is subjected to ricochet fire.

That extended LOS is only blocked by an obstacle to LOS or when it crosses any slope behind the initial target hex. Ricochet does not happen when the initial target is located upslope from the artillery. Ricochet fire rolls do not require any additional depletion rolls.

Resolve a fire attack for each new target stack (applying the ricochet -1 FV modifier) and recomputing the range modifier if needed. No ricochet is allowed against a unit if the LOS passes exactly along one of its hexsides unless there are units on each side of the extended LOS. In such case, the firer decides which side of the hexside the fire goes through and ricochet affects all those targets as if the LOS was slightly shifted.



Example: the initial target of the artillery fire is unit A. Unit B is unaffected as the line of fire passes exactly through a hexside and no other unit occupies the other side of it. Unit C however can be hit (even if friendly!) because the LOS is not blocked. Finally, unit D cannot be hit because, while still within the printed range of the firing unit, the intervening woods block the LOS.

10.2.5. Counter-battery fire

An artillery unit firing at a stack containing an enemy unlimbered artillery unit may designate the top artillery unit in that stack as the sole target of the fire (even in a mixed stack). In that case ignore any other units in the hex for the FV modifiers and apply only full step loss (not Stragglers) from that fire to the artillery. Disorder results from failed TEM checks apply to the whole stack as usual but is the top artillery unit that makes the TEM check. Leader casualty checks only apply if any leader in the target hex has an artillery Tactical bonus. Counter-battery fire never qualifies for ricochet and can never be declared when using canister.

10.2.6. Howitzer fire

Howitzer batteries do not incur range penalties. They fire like regular artillery using exclusively canister at 1 or 2 hexes but use **lobbing fire** from 3 to their maximum range.

Lobbing fire can pass through friendly units without affecting them. However, a scatter roll, in the form of a TEM check, must be made prior to resolving the attack. Scatter occurs on a failed TEM check.

If scatter happens, the opposing player chooses any adjacent hex to the target hex to be the actual target of the fire.

Howitzer lobbing fire is resolved against any unit/stack in the final target hex but also against dwellings in that hex. If the hex contains village/farm/town/castle terrain, an original fire combat roll of 0 results in a Fire (see 17.), place a Fire marker in the hex. Roll for Fire (on a roll of 0) even if there is no eligible target in the dwellings hex.

Howitzer fire never qualifies for ricochet and can never use counter battery fire at ranges less than 3.

10.2.7. Mortar fire

Mortars fire exclusively using lobbing fire. They cannot use canister and cannot fire at 1 or 2- hex ranges and thus have no Opportunity fire reaction zone.

In all other respects, mortars use the same procedure to fire as howitzer lobbing fire, including the possibility of putting dwellings on Fire.

10.3. Leader casualty

If, during infantry or artillery fire (including ricochet), a stack containing a Leader is attacked with an original D10 roll of 0, immediately check for Leader casualty. Rifle armed units cause a Leader casualty check on rolls of 0 or 1.

Leaders alone in a hex can never be targeted by infantry, artillery fire or ricochet for the sole purpose of attempting to trigger a casualty check.

11. Assaults & Melee combat

When infantry units are activated, they can attempt an Assault on one enemy stack in one of their front hexes at the completion of their movement. If the attempt is successful, the unit forfeits its chance to fire this activation. That target hex must be in any of the front hexes of an attacking stack or in the center front hex of an extended line formation and cannot be attacked across an impassable hexside. Artillery units cannot Assault and if stacked with an infantry unit wishing to Assault, the latter must move on top of the stack during its activation before being able to attempt that Assault.

11.1. Assault check

In order to be able to Assault, infantry units need to pass an Assault TEM check, using all appropriate TEM modifiers. A success means they are placed under an FB! marker pointing towards the selected target stack. A failure prevents them from assaulting this activation but does not cause any other detrimental effect and still lets the unit fire if it so desires.

However, in order to attempt an Assault check, a stack has to adhere to the following requirements:

- Units that are already the target of an Assault cannot attempt an assault check. They have to defend against that Assault unless it is cancelled during the later activations.
- Units cannot move to reinforce a hex by stacking with a friendly stack already under an FB! marker.
- Units cannot stack on top of a unit/stack that already occupies a hex and then make an Assault check. A stack must be alone in its hex when attempting the check, except when the only other stack in the hex is composed exclusively of unlimbered artillery at the bottom of the stack.
- Skirmishing screen infantry units can only attempt an Assault check on other skirmishers or on a unit in General Order.
- General Order units can only attempt an Assault check on enemy units located in General Order mandating terrain.
- Units Spent, in Disorder, in Square or that just reformed cannot attempt an Assault check.
- Artillery and cavalry units can never declare an Assault.

11.2. Assaulting units and Assault targets

Units placed under an FB! marker can, in turn be targeted by Assaults or Charges from enemy units other than their target. The FB! marker is removed from the originally assaulting unit the moment it is announced as the target of such an Assault or after the roll to receive (12.4.2) if being Charged because of the detrimental modifier for being under such a marker.

Also, if during the Assault Phase a unit marked with an FB! marker is assaulted by an enemy unit because of the order of Assaults resolution or Skirmish Screen reaction/displacement, it loses its FB! marker immediately.

A Disordered unit must proceed with a previously declared Assault and does not lose its FB! marker in case it Disorders because of fire or other reasons.

If an Assault target disappears (due to fire, rout, shrinkage or Charge) before the Assault Phase, the attacking stack or stacks keep their FB! markers and resolve their Assault as if the target had reaction moved away as per step (3) of the Assault sequence in (11.3.1).

Units can enter a hex already targeted by an FB! marker in order to reinforce it and change stacking order within it if so desired.

11.3. Assault procedure

During the Assault Phase, each Assault is resolved fully, one at a time. Units under an FB! marker must engage in Melee combat even if they became Disordered earlier in the turn. Starting with the initiative

player and alternating thereafter, each player chooses one Assault to be resolved until all the FB! markers are removed.

Each target can only be assaulted once so multiple FB! markers pointing towards the same stack or extended unit must combine into a single Assault.

11.3.1. Assault sequence

For each Assault, the sequence is as follows:

- (1) A single target stack is selected, it is the defender for that Assault. It can be assaulted by attacking stacks from different hexes and into different hexes, as long as the target is a unique stack (units extended into 2 hexes qualify as a single stack).
- (2) The target, if eligible, can reaction move before the Assault.
- (3) The assaulting unit, stack or stacks all advance 1 hex if it was vacated by the target. Newly stacked units must all adopt the same facing. Assaulting stacks with no enemy in their front hex can change their facing by 1 hexside/corner. Stacking violations are resolved now if necessary. Multi-hex units can wheel into the vacated hex. **Advancing units ignore Difficult terrain.**
- (4) If there was no reaction move or if there is still an eligible target in the front hex of the assaulting unit(s), that target can also reaction move if eligible, go back to (2). If there are now more than one target (because of stacks splitting their advance into different hexes), select one for this Assault and resolve the other one immediately after. Proceed to (5) after all reaction moves are complete. If there are no targets left, remove the FB! marker(s), the Assault ends.
- (5) The target now makes a receive TEM check (11.3.2) if needed. If it fails that TEM check, it is now Disordered, proceed to (6). If it retreats in rout, proceed to (7).
- (6) Roll on the *Melee Combat table* and apply the results.
- (7) If the defender vacated the target hex(es) for any reason, the attacking unit, stack or stacks must advance into one (or two) of the vacated hex(es). They can change their facing by 1 hexside/corner but newly stacked units must all adopt the same facing. Stacking violations are resolved now if necessary. Multi-hex units can wheel into one of the vacated hexes. **Advancing units ignore Difficult terrain.** The Assault is finished, remove the FB! markers.

11.3.2. Receive TEM check

The target stack of an Assault must make a receive check before the Melee. Cavalry units are always exempt from any receive checks.

A receive check is a TEM check using the standard and Assault/Receive check modifiers.

Stacks that fail the check Disorder or retreat in rout if already Disordered. Extended units that Disorder hold off on shrinking until after the Melee is fully resolved.

Artillery units failing such a check are always put in the *Routed Units Box*, after any spiking attempt if eligible.

11.4. Melee combat resolution

To resolve a Melee combat, players need to compare the strengths of the attacking stacks with that of the defending one and roll a D10 on the *Melee Combat table*.

11.4.1. Combat odds

Each cavalry unit contributes its CV to the strength. Infantry units contribute their number of steps as strength points, each artillery or train unit is worth 1 strength point.

Extended infantry units (even those that just disordered but held off on shrinking) can only use the portion of their steps in the target hex for the Melee combat resolution.

Design note: Here, extended lines show their weakness to shock compared to denser units as only the manpower available in each hex can be used to compute the odds for the combat.

Assaults against a target in heavy cover (5.6.7) always count a maximum of 3 steps towards the attack ([per stack assaulting from each different hex](#)) when 3 or less steps are in the target hex.

Both the steps or CV numbers are modified by every applicable strength multipliers found under the *Melee Combat table* to obtain the final strength values of the attackers and defenders. All strength multipliers are cumulative.

By dividing the attacker's total by the defender's, you find the odds ratio that corresponds to a column on the table. When computing those odds, round down (in favor of the defender) to find the correct column. Any odds less than 1/5 or more than 6/1 are resolved in that respective column.

Example: a light cavalry unit with a CV of 7 charges an infantry unit with 2 steps. The infantry passes its receive check and disorders the cavalry with its defensive fire. It now has a 1/2 CV multiplier for being Disordered. The odds are thus $7/2=3.5$ versus 2, rounded down to 3/2.

11.4.2.Melee roll & DRM

The attacking player rolls a D10 and modifies the roll by adding all the applicable DRMs. Any modified result below -2 or above 11 is resolved on that line respectively.

Negative DRMs are always favorable to the attacker; positive ones to the defender.

- in case of a flank or rear attack, only one unit or part of a multi-hex attacking unit needs to be in the flank or rear hex to qualify for the DRM. Only use the highest applicable modifier if an Assault qualifies for both a flank and rear attack.
- Leaders stacked with either participants provide die roll modifiers. The infantry/cavalry tactical rating of any one Leader stacked with one stack on each side is added to the total modifiers. Use the infantry rating if leading infantry, the cavalry rating in case of a Charge or a defending cavalry stack. No tactical modifier applies for artillery assaulted alone in a hex.
- Modify the die roll by the highest Fatigue level modifier of any unit on the attacker and defender's sides.

Add all those DRMs together to obtain the final die roll modifier.

11.5.Melee results

A Leader casualty check must be taken if the attacker rolled a "9" and he had a Leader involved in the Assault or a "0" and the defender had a Leader involved in the Assault.

Cavalry always becomes Spent if involved in any type of Melee combat, either in attack or defense.

11.5.1.AD or DD

Either all the attacking stacks (AD) or the defending stack (DD) are placed under a Disorder marker. If the stack was already Disordered prior to that result, it retreats in rout.

11.5.2.ADS or DDS

Same as above but the losing side also takes 1 Stragglers loss unless it retreats in rout due to the Disorder result. In case of ADS, the loss can be taken by any participating stack (owning player's choice) on the attacking side but is ignored if at least one stack retreated in rout.

11.5.3.AR or DR

Either all the attacking stacks (AR) or the defending stack (DR) retreat in rout. Follow the procedure outlined in (13.3).

If a **special result** is rolled, refer to the *Special Result Table* by cross referencing the type of Assault/Charge and the type of target and apply that result.

11.5.4.Firefight

A "firefight" result means the Assault had no effect and the units refused to close.

Historical note: Close order infantry units facing each other would often keep firing if both lacked the will to engage in close combat. Such firefights could last for long periods with the officers unable to regain control over their men (14) (20).

11.5.5.Hand to hand

When a "Hand to Hand" result is obtained each side (not stack) in the Assault takes 1 Stragglers loss (owning player's choice). All the participating stacks are now Disordered (but do not retreat in rout if already Disordered).

11.5.6.Forced Regroup

The Charging stacks are forced to execute a regroup move (12.7). One attacking stack also takes 1 Stragglers loss (owning player's choice) unless it retreats in rout due to the Disorder result caused by the regroup move.

11.5.7.Both regroup

All participating stacks (from both sides) involved in the Melee are forced to execute a regroup move (12.7). The Charging player first, regroups his stacks, then the defender. One stack from each side also takes 1 Stragglers loss (owning player's choice) unless it retreats in rout due to the Disorder result caused by the regroup move.

11.5.8.Routed / No spike

When a "Routed No Spike" result is obtained, the defending artillery stack is sent to the *Routed Units Box*. The assaulting/charging player does not have the opportunity to attempt to spike the guns.



Melee Combat example: a 3-steps French infantry column and a 3-steps line attack together a 3-steps Spanish infantry line. Only 2 steps on the Spanish unit are being attacked as it is extended in another hex. We have, $(3+3)$ versus $2 = 6/2$ so the attacker rolls on the 3/1 column. A DRM of -2 is be applied for the flank attack by the unit in column. A (poor) roll of 8, modified to 6 by the DRM reads "Special result". Cross reference "close order infantry" attacker with "close order infantry through flank/rear" on the Special Result Table to find "DD". The defending stack is now Disordered, remove the extension marker, both FB! markers and place a Disorder marker on the Spanish infantry unit which shrinks away from the source of the Disorder. Both French units must now advance after combat and stack. Unfortunately, this results in a stacking violation (line with column) which results in the stack becoming Disordered too!

12.Charges

12.1.Charge resolution segment

An unspent activated cavalry unit in line or column can declare a Charge at the beginning of the Charge segment of its activation step if it would be able to move a minimum of 1 hex forward to engage an enemy unit in its front hex.

A charging unit can move up to 4 hexes during the Charge segment of its activation. However, it cannot change formation or facing in any way during that move, thereby restricting the available Charge area.

A Charge cannot be declared if the charging unit has no enemy unit within its Charge range and/or its LOS or if the path to the target crosses hexes or hexsides prohibited to charging units (see the *Terrain Effects Table*).

Leaders, even if passive, can always charge along with a stack.

The Charge segment breaks down as follows:

- (1) Declare all Charges, place markers then remove Spent markers,
- (2) Resolve Charge movements and enemy reactions,
- (3) Resolve resulting defensive fires & Melee combats,
- (4) Resolve retreats, pursuits and forced regroupings,
- (5) Regroup, if so desired.
- (6) Remove all Charge and Failed Charge markers.

Step (1) is performed to completion for all the Charge markers, then step (2) for all of them, and so on.

12.2. Charging mechanics

First, put all those units desiring to Charge in the activated Formation(s) under a Charge marker. Poorly trained cavalry units (**red TEM**) must check TEM before being able to Charge. A failure means they cannot initiate a Charge this activation (you can put them under a “failed Charge” marker as a reminder). Use the numbers on the markers to clearly identify which marker goes to which stack, if necessary. Extended lines charging (or reaction charging) have their Charge marker placed on map straddling between the two hexes the unit occupies. The marker is considered to occupy both hexes. The direction of the arrow of a charge marker must be facing the same hexside/corner as the original unit.

12.2.1. Charge sequence

After placing the markers, for each one perform the next steps sequentially:

- (a) the Reaction player’s units within 4 hexes and with LOS to any one of the markers can react by attempting to form a Square (9.7) or attempting a reaction Charge (9.8). Successful attempts are granted Square formation or are marked with a Charge marker of their own. Reaction Charges cannot be declared by a unit already engaged by a Charge marker but Square formation attempts can. Units that fail their reaction Charge roll are marked with a “failed Charge” marker.
- (b) the Active player’s Charge marker is moved forward 1 hex without changing its facing. Cavalry in column may move its marker in any of its 3 front hexes also with no facing change. Extended line markers may elect to shrink into a single hex with that move or remain straddling two hexes. Charge markers can never stack with another unit or one another during their movement. If a phasing player’s marker enters an Opportunity Fire zone, fire is resolved if possible. If the marker has an enemy unit adjacent and in its front hex, it can engage it as the target of the Charge. If it is adjacent to a reaction Charge marker, it must engage it (even if not in its front hex) and stops its Charge movement.
- (c) Reaction player’s units are given an opportunity to react as in (a) but cavalry units that failed to reaction Charge then cannot attempt it again this activation. The Charge markers from all reaction Charges are moved forward one hex (shrinking as desired). Reaction Charges can be attempted after each hex is entered by the Charge marker, even if it declared a target.
- (d) When a target has been declared and engaged by the charging unit and when all the reaction Charge markers reacting to that Charge finish their move, proceed to (a) for the next Charge marker.
- (e) When all Charge markers have either moved 4 hexes, recalled or engaged an enemy, proceed to step (3) of the Charge segment and resolve sequentially for each group of Charge markers.

12.2.2. Failing to engage a target

Both Charges and reaction Charges have a 4 hexes limit: if a charging or reaction charging unit cannot engage an enemy target after moving

that far, it is marked **Spent and Disordered** in the last hex it moved into. Reasons for this include when a target retires outside of the range or into/across terrain prohibited for charge but not if the charging unit achieved any result such as routing a unit after engaging it (12.4.2).

Charging units that Disorder during a Charge due to Opportunity Fire before engaging a target stop their movement and are also placed under a Spent marker.

12.2.3. End of the Charge segment

Charge (and “failed Charge”) markers are removed and replaced by their parent unit as soon as the unit recalls, fails to engage any enemy, Disorders or after the Melee resolution. There shouldn’t be any Charge marker left on the map by the end of the Charge segment.



Example: the French Hussars decide to Charge. (1) A marker is placed and moved forward 1 hex. (2) The Spanish Hussars (HCa) unit decides to attempt a reaction Charge as the French are now within 4 hexes (the Granaderos are too far away). The KGL infantry, also in range attempts to change into a Square. Both succeed and markers are placed. (3) The Charge marker moves one hex forward. (4) The reaction Charge marker does so too. The Granaderos still cannot react as the Hussars are now in range but not in LOS due to the slope. (5) The French marker moves forward and stops its Charge as it is now adjacent to a reaction Charge marker. It does not influence the infantry unit and it will not have to fight it in Melee as it must solely fight reaction charging cavalry. (6) The Granaderos now have LOS on the enemy and declare a reaction Charge. They pass the TEM check and move forward to engage it in (7) and (8). Upon contact in their flank hex, the French Hussars Disorder. This ill-advised last move (not staying hidden by the slope) now has the Hussars engaged in Melee against two enemy units and having to fight in Disorder.

12.3. Recall

A charging or reaction charging cavalry stack can always attempt to recall before each 1-hex forward move (before reaching the end of its Charge). Make a recall check using the recall value of the top unit of the stack. **A stacked Leader may modify the roll with his cavalry tactical bonus.** In case of success, replace the Charge marker with the unit as per (12.2.3). If the check is failed the stack has to continue its Charge. Only one recall check per charging stack is allowed. To remember, flip the Charge marker to its “failed Charge” side if a recall check is failed.

Cavalry Leaders with Superior Cavalry Tactical Ability (S^{CB}) allow the units they are stacked with to **automatically recall** without the need for a check.

12.4. Engaging a target

A charging cavalry unit can declare it engages an enemy unit the moment it puts that enemy unit in one of the front hexes of its Charge marker (unless that unit is in or across terrain prohibited for

Charges). A target can only be engaged if it is in the immediate front hex of a charging unit in column.

That declaration is voluntary, the charging cavalry may wait to engage a target further along its path if it chooses to. If the Charging unit is in (extended) line, it must choose to engage only one of the enemy units/stacks in its front hexes in Melee (excluding in or across terrain prohibited for Charge).

12.4.1. Having to engage a reaction Charge

A charging unit in the front hexes of any reaction Charge markers must stop its Charge movement and engage all those markers in Melee. It must ignore any other (non-reaction charging) enemy in its front hexes. Ignored targets are never affected by charging cavalry in any way and cannot use defensive fire against it. If a Charge marker is ever contacted by a reaction Charge in the flank or rear, it Disorders immediately (without shrinking) and has to fight the Melee in this state.

12.4.2. Immediate effect on the target

When a target is engaged, after any Opportunity fire but before any defensive fire, it must do the following, depending on its type:

- Infantry Skirmish Screens can retire before Charge if able (9.5.4) or attempt to form Square (9.7). If unable to do either, they retreat in rout before any defensive fire.
- Cavalry Skirmish Screens must retire if able (9.5.5) or enter General Order. If unable, they must attempt to form up by passing a receive TEM check. If passed, they are Disordered, proceed to the Melee. If failed they retreat in rout, proceed with the pursuit (12.6).
- Close order cavalry always automatically stands (no check required, just as for an Assault), proceed to Melee combat resolution.
- Units in Square or General Order terrain automatically stand (no check required), proceed to defensive fire and Melee combat resolution.
- Train units and limbered artillery automatically go to the *Routed Units Box* with no spike or pursuit allowed. The charging unit automatically recalls and is marked Spent. It can regroup (12.7) if so desired.
- Other units (including those that Disordered by failing a Square check) must make a receive TEM check to receive the Charge. Use all the appropriate Receive checks modifiers. If they fail the check they are Disordered, then proceed to defensive fire and Melee combat. If already Disordered, they retreat in rout, proceed with the pursuit (12.6).

12.5. Defensive fire & Melee combat

12.5.1. Defensive fire

If an infantry, artillery or mixed stack target does not rout or Disorder, it can fire at the charging cavalry before the resolution of the Melee combat. However, artillery units that Opportunity Fired at that same Charging marker earlier in the segment cannot fire again.

Defensive fire by the target of the Charge only is resolved just like regular fire. Cavalry Disordered by fire still proceeds with the Melee combat resolution on the originally engaged target.

12.5.2. Melee

Melee combat is then resolved as if it was an Assault except that the charging cavalry is always the attacker even if it was reaction Charged. Resolve steps (6) and (7) of (11.3) by comparing strengths, rolling on the *Melee Combat table*, applying the results and possibly advancing after combat.

Cavalry engaged in Melee combat is always marked Spent after its resolution.

As each Melee is resolved, remove and replace the Charge markers by their parent units, (conserving facing if the unit did not Disorder). Markers originating from extended units and still straddling two hexes

are replaced by the unit contracted in one of the marker's hex after the Melee.

12.5.3. Multipliers & DRMs

Combine all the applicable strength multipliers and add together all the DRMs as for an infantry Assault, but this time use the applicable entries marked "Charging" also. Any multiplier mentioning "Charging" applies also to reaction/opportunity charging units but not to cavalry units that stood to receive a Charge.

- In case of a cavalry versus cavalry Melee, the longest charging cavalry line qualifies for a -1 modifier in attack (+1 in defense). A cavalry line qualifies as a "longer line" against a cavalry column and an extended line against a single hex line. This is only applicable if one of the front hexes of the longest line unit adjacent to the target is not occupied by impassable terrain or another unit. Use that DRM only if the flank or rear DRM does not already apply and only if the opposing cavalry unit is not Disordered.



Example: cavalry unit A benefits from the longer line modifier as it is extended against a single hex line and at least one front hex to the other unit is empty of unit or prohibited terrain. Unit B does not against the countercharging unit as no eligible front hex from the charging unit is adjacent to the engaged unit and empty. Unit C does not either as, even though it is a line against a cavalry column, the common adjacent hex contains terrain prohibited for Charge.

Historical note: the preferred tactics when charging another cavalry unit was to be in line and possibly have that line extend farther than that of the enemy. Upon contact, the longer line would envelop the flanks of the enemy unit giving the former an immediate combat advantage (12).

- Charging Shock cavalry (**white MF**) doubles its CV against other types of cavalry and against non-charging Shock cavalry. Lance armed units double their CV anytime they charge in line against any type of unit.
- If any type of charging cavalry moved forward less than 3 hexes before a Melee with infantry and/or artillery, it suffers a +1 DRM to its Melee roll. On the other hand, if Shock cavalry (**white MF**) moved 3 or 4 hexes before a Melee with infantry or artillery, it has **momentum** and doubles its CV. Other types of cavalry never enjoy the benefits of momentum. Use the position of the Charge marker with respect to the charging unit to compute those distances.

12.6. Pursuit

At any time an enemy unit retreats in rout while adjacent to a charging cavalry unit, pursuit is mandatory. Cavalry defending in Melee combat (even if it reaction charged) never pursues, neither does Disordered cavalry. Opportunity Charges can result in pursuit. If the target was eliminated by the step loss taken due to the initial retreat in rout (13.3), there is no pursuit, just an advance after combat in the vacated hex for the cavalry stack that obtained that result. In that case, the cavalry is marked Spent if not already so.

Eligible cavalry must pursue automatically unless it succeeds in a recall attempt before a pursuit, even if a previous recall check was failed during the Charge. Make a recall check using the recall value of the top unit of the stack. A stacked Leader may modify the roll with his cavalry rating (cavalry Leaders with Superior Ability also allow a stack to recall automatically). In case of success, **advance after combat (if applicable) and** place a Spent marker on the cavalry stack (if not already there from the Melee). If failed, the cavalry must pursue.

After the routing unit is moved as per (13.3), the pursuing cavalry attempts to follow its exact retreat path for a **maximum of 3 hexes**. This includes the hex originally vacated by the routing unit.

The effects of the pursuit are as follows:

- If the pursuing stack contains at least one light cavalry unit with **(green MF)** or any lance armed unit (CV followed by a ^L) the pursuit causes **+1 full step loss** to the routing unit or stack.
- After **3 full hexes**, the pursuit causes an additional **+1 full step loss** to the routing unit or stack.

The maximum steps lost can therefore be 3 full steps: 1 for the initial rout + 1 for L or light cavalry after one hex of pursuit, +1 after the third hex of pursuit.

A pursuing stack stops when entering any **cavalry reaction zone**, terrain prohibiting pursuit through or across it (see *Terrain Effects Table*), reaching the edge of the map, or if the cavalry unit Disorders.

A pursuit move never triggers any enemy reaction.

The pursuing units are marked Spent after the pursuit move if not already so.

12.7.Regroup


At the end of the Charge segment, any non-disordered cavalry stack that Charged (not reaction Charged) can regroup by **becoming Disordered first and then move a maximum of 4 hexes** but only through or across terrain not prohibited for Charges.

Facing is not an issue as units regrouping are in Disorder and thus have all around front facing. However, it must avoid moving adjacent to any enemy unit if there is **any other available path** and must stop if it enters a **cavalry reaction zone** even if a regroup move never triggers any enemy reaction per se.

The regrouping units are marked Spent after the regroup move, if not already so.

12.8.Grand Charges

The only way to move multiple Charge markers simultaneously instead of one by one is through a Grand Charge.

If a non-passive Leader of Superior Cavalry Tactical Ability  starts his activation stacked with a cavalry unit subordinate to him he can, **instead of moving**, declare a Grand Charge. Units and Leaders part of a subordinate Formation can be eligible for that Grand Charge only if those subordinate Leaders are activated as part of the activation of the Superior Ability Leader declaring the Grand Charge. Units and Leaders participating in a Grand Charge are put under the direct command of the Superior Ability Leader, meaning they trace their LOC to him (not to their Formation Leader) using his command range (if he has multiple ranges, his largest one).

- Every stack of cavalry part of the activated Formation and subordinate Formations in-command of the superior Leader can participate in the Grand Charge as long as it is adjacent to one other stack participating in that Charge.
- There is no limit (except for adjacency & command requirements) to the number of cavalry unit that can participate.
- Cavalry units part of a Grand Charge **cannot move** at all this activation so they must be starting their activation in a formation and oriented in a way that allows them to Charge. Place a Charge marker on every stack that takes part.
- The Grand Charge is resolved during the Charge resolution segment as any other Charge but each marker in a Grand Charge has **10 MF** to spend and each stack benefits from the superior

Leader TEM DRM (if any) during the segment even if not stacked with him.

- Grand Charge markers are moved as if they were one marker: no other regular Charge marker is moved until all the Grand Charge markers are. Reactions can be attempted after each 1-hex move is completed **by all the Grand Charge markers**.

MF are spent by Grand Charge markers simultaneously so the highest MF spent by any marker in the Charge after each hex entered applies to all of them. Use a D10 to track the MF spent by the Grand Charge. Stacks involved in a Grand Charge cannot attempt to recall during the Charge (but can recall later before a pursuit) and must keep their Charge markers adjacent to at least another Grand Charge marker throughout the Charge. If a single marker is unable to keep adjacency, place the stack in the last valid hex of its Charge under Spent and Disorder markers. However, the adjacency requirement is still met by any group of markers of a Grand Charge that would happen to break up into sub-groups each of two or more markers.

The adjacency requirement for a marker is lifted as soon as it engages an enemy (the rest of the charging stacks can go on) or only a single marker is left moving in the Charge.

After the movement of all the Grand Charge markers is completed, move all the other normal Charge markers before resolving step (3) of the Charge segment.

13. Combat effects on units

13.1.Losses

Losses taken by units are of two kind: Stragglers and full step losses. Stragglers losses are equivalent to “half-step”, non-permanent losses.



13.1.1.Stragglers

A unit forced to take a Stragglers loss is put under a Stragglers marker. A unit already under such a marker removes it and takes a full step loss. Straggler losses do not influence a unit in any way except for the fact that it is now closer to a full step loss.

Stragglers markers are never placed on extension markers alone, always on top of the parent unit and they always stay on top of a stack even if the stacking order changes. If the top unit moves out of the stack, it carries with it any Stragglers marker. A unit merely traversing a stack and moving on top of it to exit the hex does not carry away with it a Stragglers marker that was on that stack.

If two stacks, each with a Stragglers marker, end up their activation stacked, remove both markers and have the owning player select any one of the units in the stack to take a full step loss.

Artillery and train units ignore Stragglers result and never receive such a marker. Artillery units are also unaffected by the presence of a Stragglers marker when in a mixed stack even when they are on top.

A unit can use a reform action (5.8.7) to get rid of a Stragglers marker by itself or in conjunction with a Disorder marker.

13.1.2.Full step losses

A unit that takes a full step loss is flipped to its side showing one less step or replaced by its replacement counter showing one less step.



Example: this French battalion is flipped after taking 1 full step loss, then replaced by its second counter (that was kept aside) after the second loss. It is removed from the game after the third.

Units that take a full step loss keep any Stragglers marker they might have. Units that took step losses often have reduced combat or TEM values compared to the full strength unit.

13.2. Disorder



Infantry and cavalry units can lose cohesion through movement or combat and become Disordered. Artillery units are considered suppressed when under a Disorder marker.

Units can become Disordered under the following circumstances:

- failing a quickstep TEM check.
- failing a Square formation TEM check.
- failing a TEM check to receive an Assault or Charge.
- failing a TEM check for difficult terrain.
- due to a stacking violation.
- as a result of Melee combat.
- cavalry failing to recall or contact a target during a Charge.
- cavalry regrouping, voluntarily or not.
- failing a TEM check caused by enemy fire.
- exiting a hex from General Order without enough MF.
- a Charge marker is contacted by a reaction Charge in a flank/rear hex.

A unit receiving a Disorder result while already Disordered must immediately retreat in rout **except for a Difficult terrain check (7.5).**

A fresh unit can use a reform action (5.8.7) to get rid of a Disorder marker by itself or in conjunction with a Stragglers marker.

13.3. Retreat in rout

A stack might be compelled by a rule or combat effect to retreat in rout. A stack that is forced to retreat in rout for any reason immediately **takes 1 step loss** (per stack) if it starts its **retreat adjacent and in the reaction zone of an enemy unit** (exception: artillery units (6.1)). Then, they must **move a minimum of 6 hexes** and not be adjacent to any enemy combat unit at the end of that retreat move. They keep retreating one or more hexes until they are not adjacent to any enemy unit. Units that retreat in rout are assumed to be in Disorder formation for the length of their retreat.

13.3.1. Retreat priorities

Units that retreat in rout must obey priorities when moving on their 6 or more hexes retreat. They must always choose to move into a hex that complies with the highest priority first, then the next, etc.

- (a) Retreating units must move into any empty hex, closer to a friendly Depot hex and free of enemy Skirmish or Opportunity fire zone.
- (b) Retreating units must move into any empty hex, free of enemy Skirmish or Opportunity fire zone.
- (c) Retreating units must move into any empty hex, not adjacent to an enemy combat unit.
- (d) Retreating units must move into any empty hex.
- (e) Retreating units must move into a hex occupied by a friendly unit resolving any stacking violation (13.3.2).

If the unit or stack is still unable to complete its retreat due to impassable terrain or enemy units, eliminate it.

Along the retreat, each hex with an enemy Skirmish (even with a zero Skirmish value) or Opportunity fire zone that is traversed inflicts one additional step loss to the stack unless such hexes are already occupied by a non-retreating friendly unit. Only 1 step maximum is lost per stack, per hex. The unit taking the loss is at the owning player's choice. A stack always has the opportunity to choose to retreat through a friendly stack (e) and force a stacking violation in order to avoid any loss caused by retreating into an enemy reaction zone.

Additional losses might be caused by pursuing cavalry (12.6).

After the possible cavalry pursuit is completed, remove the unit/stack from the map and put it in the *Routed Units Box*.

Design note: This system reduces the clutter and markers needed to track routed units. Those units are still on the map somewhere but they have pretty much no effect on the rest of the battle until rallied, thus placing them in the *Routed Units Box* was found to be an elegant solution.

Units that find themselves in the *Routed Units Box* discard any Disorder, Spent or Stragglers markers they might have had.

Artillery and train units do not retreat in rout, they are immediately eliminated or immediately put in the *Routed Units Box* following the rules given in (6.).

13.3.2. Retreating through friendly units

Units **retreating in rout** can move through friendly units (13.3.1(e)) but, in doing so, they force any stack that they move through, to take a TEM check.

The stationary units Disorder (or rout if already Disordered) if the check is failed. Finish the initially retreating stack's retreat move (possibly moving an extra hex if the unit had already retreated its six hexes) then execute other retreats that might have resulted from the violation. In the rare case any routing units are unable to move out of the hex, eliminate them from the game.

13.4. Spent units



13.4.1. Cavalry readiness

A cavalry unit is put under a Spent marker:

- after it participates in a Melee,
- after a regroup move,
- after a pursuit move,
- after a reaction move,
- after routing unlimbered artillery or train units,
- if it failed to contact an enemy during its Charge,
- if it Disordered before completing its Charge,
- if it successfully Recalled or eliminated its target before a pursuit.

As per those rules, units that declared any type of Charge are usually Spent after that Charge unless they recalled before engaging a target.

A Spent marker is always placed on top of a cavalry stack and never on any extension marker alone.

Design and Play note: this rule is a simplification aimed at standardizing the "one marker per stack" philosophy of the system. As such, players should avoid stacking Spent and un-spent units at the end of their activation or after a reaction move as the status applies to the whole hex and fresh units then find themselves Spent just for occupying that hex.

Cavalry units under a Spent marker cannot declare any type of Charge, do not project any type of reaction zone and suffer from a detrimental CV multiplier in Melee combat.

Spent cavalry units move at 1/2 MF FRD and cannot perform any reaction move but they can regroup (12.7). If the unit is also Disordered, both movement penalties apply and the unit can only move 1/4 FRD of its printed MF.

Spent cavalry cannot attempt to reform (5.8.7).

Cavalry recovers readiness at the end of its activation after all Charges have been declared. Remove the Spent marker of any activated unit just after having placed the Charge markers on other eligible units, if any.

Recovery is not possible if the cavalry unit is in any type of enemy reaction zone.

13.4.2. Other units

Infantry and limbered horse artillery units are put under a Spent marker only when they retire or move as a reaction. The marker is removed during the Cleanup Phase regardless whether or not they are in a reaction zone.

Such units under a Spent marker cannot move, reaction move, change formation, fire, declare an Assault, use defensive fire against a charging unit or contribute to the strength of a Melee combat (unless in a Square see (9.5.3)). Spent units cannot attempt to reform (5.8.7).

14. Combat effects on Formations

14.1. Formation Combat Fatigue

Design note: This fatigue system, adapted from Simtac's games (2), represents the general exhaustion of the men as well as the running out of ammunition after prolonged fighting. After 2 hours of enemy contact, the effectiveness of combat units is degraded; after more than 3 hours, even more so (17)(18). A Formation has to be put "in reserve" (i.e. be left without orders sufficiently far away from the enemy) in order to rest and resupply its men.



Any Formation that has a Fatigue marker included in the battle's counter mix is subjected to Combat Fatigue. Corps and Army assets do not trigger Combat Fatigue conditions unless they are attached to a Formation in which case they share the Fatigue level and trigger Fatigue for that Formation. Fatigue only applies to infantry and cavalry units, artillery and train units neither suffer from the effects of nor do trigger Fatigue.

At the beginning of a scenario, place all the Fatigue level markers on the *Fatigue Track*, "Fatigue" face up (unless the Formation starts in Reserve), in the numbered box indicated by the scenario setup rules.

14.1.1. Fatigue increase

The first time, during a game turn, that any infantry or cavalry unit from a Formation that tracks Combat Fatigue:

- fires,
- declares a Charge,
- is put under an FB! marker,
- receives enemy infantry fire,
- is involved in a Melee,

move that Formation's Fatigue marker from its numbered box up to the associated "+1" box above it.

During the Cleanup Phase, check the position of each Formation's Fatigue marker. If a marker is located in the "+1" box, move it to the next higher numbered box on the track.

In addition, a Formation also gains Fatigue when successfully force marching (7.2). Immediately slide a force marching Formation's Fatigue marker 2 boxes to the right at the completion of its activation (without sliding the marker up).



14.1.2. Decreasing Fatigue

The only way to reduce a Formation's Fatigue level is by putting it in Reserve status (4.10). Such a Formation has its Fatigue marker showing its "Reserve" side on the track. If, during the Cleanup Phase, a Formation has its Fatigue marker showing "Reserve", roll a D10 on the *Fatigue Reduction Table* to decrease its Fatigue. The result can range between 0 up to 3 Fatigue levels decrease, slide the marker left appropriately.

14.1.3. Fatigue effects

Fatigue has no effect on units until it reaches level 6 and has worse effects at level 10 as indicated on the *Fatigue Tracks* and in the *Player Aid Charts*. Infantry and cavalry units from a Formation with accumulated fatigue levels from 6 to 9 suffer a +1 DRM to all their TEM checks and Melee combat and a -1 FV modifier. That DRM/FV modifier becomes +2 /-2 after reaching Fatigue level 10. Fatigue is never increased further than level 10.

14.2. Army Cohesion levels

Cohesion levels affect the general morale of Armies and depend on the amount of losses taken.

For each Army during the Cleanup Phase, check how many of their infantry units with an at-start strength of 2 steps or more are either removed from the game or in the *Routed unit box*. Move that Army's Cohesion level marker to that number on the *Army Cohesion track*. An Army can only have its marker moved to a lower number by rallying

routed units but the marker is only ever adjusted during the Cleanup Phase.

Army Cohesion levels can be: normal, **yellow**, **orange** or **red**, depending on which part of the track the marker is located in.

The track has colored lines indicating the Cohesion level (no colored line means "normal") for each Army.

Note that a single track can be used by multiple Armies and that Cohesion levels are usually reached at different points by different Armies, as indicated by the Army flags on the track.

Infantry units smaller than 2 steps, artillery batteries, train and cavalry units have no effect on cohesion levels.

If an Army is at any level other than normal, it causes all the units of that Army, including those not affecting how morale levels are determined, to suffer a positive TEM check DRM, its size increasing as the Cohesion level goes up. The TEM modifier for a particular level is indicated in the Army's flag on the track.

Army Cohesion levels are also used to determine victory conditions.

ARMY COHESION TRACKS																				
UK	1	2	3	4	5	6	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Example: the French Army at Albuera has reached box 7 on the Cohesion track (yellow line) while the Spanish Army is in box 10 (orange line for that Army). All French units now suffer from a +1 TEM DRM while all Spanish ones have a +2 TEM DRM. If the French player manages to rally at least one of its infantry units, his Army would go back to normal level and have no Cohesion TEM DRM.

15. Rally

15.1. Infantry and cavalry

Infantry and cavalry units may attempt to rally during the Rally Phase by making a TEM check. Roll for each unit individually.

A failed check causes the unit to lose 1 step. If the unit is a poorly trained unit (**red TEM**), it is eliminated instead.

Otherwise, it stays in the box and will try again to rally next turn.

A passed check rallies the unit. Place it on the map under a Disorder marker, following those guidelines in priority order:

- The unit must be at least 10 hexes away from any enemy combat unit.
- The unit must have a line of hexes free of enemy units or reaction zones leading to a friendly Depot hex and must be closer to that hex than any enemy combat unit.
- The unit must then, if possible, be placed in range of its Formation Leader.

If condition (a) and (b) cannot be met, the unit is returned to the *Routed Units Box*.

15.2. Artillery

Routed artillery units in the *Routed Units Box* may attempt to rally but only if there are 2 batteries with the same range, type (horse, foot, howitzer) and nationality in the box. Make a TEM check for one of the two batteries at owning player's choice, and eliminate the other battery (note that the +2 DRM for routed units does not apply to artillery). If the check is passed, return the battery selected, if not, eliminate it also.

Returned artillery units are placed on the map on the turn they rally using the procedure found in (15.1).

15.3. Leaders

Leaders that accompanied routed units can freely return to the map before any rally check is made and are placed with one of their subordinate units or with their Corps/Wing/Army Leader. If no subordinate units are left on the map for a Formation Leader to return to, he must stay in the *Routed Units Box* and return only when one of his units returns to the map.

Leaders can stay to help rally one and only one unit per Rally Phase and Formation Leaders can only help their own subordinate unit. They can return with that unit if it successfully rallies but must stay off map if it fails to rally.

Any non-Passive non-Formation Leader within 10 hexes of a unit or Leader from a formation that has at least one routed unit in the box, can go and stack with one of those routed units during his activation as his only action to help rally that unit during the next Rally Phase. He must return with that unit when he rallies it or alone if so desired but cannot stack with another unit in the box.

Returning leaders are always placed on their Passive side when they return from the *Routed Units Box* on the map for any reason.

16. Environmental conditions

A summary of the effects of the time of day and environmental conditions can be found on the *Weather & Time of Day Effects Table*.

16.1. Time of the day

Dusk and Night conditions apply during certain game turns as per the timetable given in the scenario special rules. Combine the effects or use the worst one in case Rain, Squall, Mist or Fog happens concurrently during a Dusk or Night turn.

16.1.1. Dusk turns

During Dusk turns the following rules are in effect:

- Base Visibility is restricted to 5 hexes.
- Any fire combat has a -1 FV modifier.
- Skirmish checks have a -1 DRM.
- Charges (including Opportunity Charge) suffer a +2 DRM in Melee.
- A Fatigue marker in the “+1” box is moved 2 boxes instead of 1.

16.1.2. Night

During Night turns the following rules are in effect:

- Base Visibility is restricted to 1 hex.
- Any fire combat has a -2 FV modifier.
- Skirmish checks have a -2 DRM.
- Charges are prohibited
- Printed MF is 1/2 FRD for all units.
- The Command radius of an Army Leader is 0.
- All TEM checks have a +1 DRM.
- A Fatigue marker in the “+1” box is moved 2 boxes instead of 1.
- Fatigue levels cannot be reduced.

16.2. Rain



Rain can occur during certain game turns as per scenario special rules.

During Rain turns the following rules are in effect:

- The Basic Visibility is reduced to 5 hexes.
- Printed MF values are 1/2 FRD for all units.
- Infantry fire combat has a -2 FV modifier.
- Skirmish checks have a -2 DRM.
- Charges (including Opportunity Charge) suffer a +2 DRM in Melee.

16.3. Squall



Squalls can occur during certain game turns as per scenario special rules.

During Squall turns the following rules are in effect:

- The Basic Visibility is 0 hex, preventing any fire combat or Charges. Assaults are still permitted.
- No Skirmish check can be requested.
- Printed MF values are 1/3 FRD for all units.
- The Command radius of an Army Leader is 0.

16.4. Mist



Mist can occur during certain game turns as per scenario special rules. The only effect Mist has is to reduce the Basic Visibility to 5 hexes.

16.5. Fog



Fog can occur during certain game turns as per scenario special rules.

During Fog turns the following rules are in effect:

- Basic Visibility is reduced to 2 hexes.
- Printed MF values are 1/2 FRD for all units.
- All fire combat has a -2 FV modifier.
- Skirmish checks have a -2 DRM.
- The Command radius of an Army Leader is 0.

16.6. Snowfall



Snowfall can occur during certain game turns as per scenario special rules.

During Snowfall turns the following rules are in effect:

- Basic Visibility is reduced to 5 hexes.
- Printed MF values are 1/2 FRD for all units.
- All fire combat has a -2 FV modifier.
- Skirmish checks have a -2 DRM.
- The Command radius of an Army Leader is 1/2 FRD.
- A “+1” Fatigue marker is moved 2 boxes instead of 1.
- All TEM checks have a +1 DRM.

17. Terrain of Fire



Terrain can be kindled by infantry or artillery fire under special scenario rules or, in any battle by howitzer or mortar fire into a dwellings/castle/farm type terrain. For howitzer kindling, see (10.2.6).

Place a Fire marker on any hex where a Fire started but only apply the effects of Fire during the Cleanup Phase.

- Hexes on Fire cannot be entered, Charged at or assaulted into. Assaults against a hex on Fire are cancelled.
- A unit in a hex where a Fire starts is displaced to an adjacent hex (owning player's choice) during the Cleanup phase. Resolve stacking violations if necessary and put the unit in the *Routed Units box* if unable to displace. A Leader displaces as in (9.5.1).
- Fire spreads to adjacent terrain if that terrain can be kindled (by scenario rules) on a die roll of 0. Roll for every eligible adjacent hex once during the Cleanup Phase before displacing units.

18. Definitions & Abbreviations

The terminology used by the military in the napoleonic period and in a simulation game like this can be confusing. Here, we define important terms and abbreviations that appear throughout the rules, in alphabetical order.

- **Action:** the act of moving, reforming, firing, or issuing or modifying an order depending on the unit type.
- **Activation by initiative:** a method of Leader activation that allows him to change his objective or get a temporary order without having to rely on orders issued by the Army headquarters.
- **Active/Reaction player:** the Active player is the player who is currently activating some of his units, or performing an Assault, the other one is the Reaction player.
- **Ad hoc Formation:** a Formation, outside the regular order of battle, that can be created by the Army Leader following scenario special rules. Written notes should be taken on the details of created ad hoc Formations.
- **Ad hoc stack:** a small ad hoc Formation led by an ADC.
- **Artillery train:** a non-combat unit that carries the ammunition necessary for artillery units to fire offensively.
- **Assault:** the method by which infantry units initiate Melee combat.
- **Assault check:** an infantry unit needs to pass a TEM check to be able to initiate an Assault.
- **Assets:** units directly attached to an Army, Corps or Division that can be attached to lower level Formations.
- **Attach/detach:** the act of linking/unlinking one or more units to another Formation. Such units activate as part of the Formation they are attached to.
- **Blind zone:** an area that cannot be seen by an observer because of an intervening slope.
- **Caliber:** a number, identical to effective range for artillery units and present on train units that identifies which train unit can supply a particular artillery battery.
- **Cavalry momentum:** the increased combat value that shock cavalry gets from a full gallop charge over a long enough distance.
- **Charge value (CV):** the strength value used in Melee by cavalry.
- **Close order:** any formation other than Skirmish Screen or General Order where the men are tightly arranged in ranks and files.
- **Cohesion level:** the simulation of the degradation of the overall morale of an Army as it takes casualties.
- **Coil/uncoil:** the required removal/placement of an extension marker from/into the rear hex of a unit in road column in order for it to comply with formation stacking restrictions.
- **Column:** called a column of divisions for the infantry and a column of companies for the cavalry, this battle formation has the frontage of two companies for infantry and a squadron for cavalry (deployed two or three ranks of soldiers per company/squadron).
- **Combat rating:** the number in the black box of combat units. It represents the rating of the most likely used form of combat for that unit type. For infantry or artillery it is a fire value, for cavalry, a Charge value.
- **Combat unit:** a counter representing an infantry, cavalry or artillery unit.
- **Command radius:** the distance up to which a Leader can influence subordinate units or Leaders.
- **Depletion roll:** a die roll that could result in ammunition depletion for an associated artillery train unit.
- **Depot hex:** the retreat and supply route of an Army, usually a road hex marked with an army flag at the edge of the map.
- **Die roll modifier:** or DRM, modifies the numerical result of a die roll.
- **Difficult terrain:** a type of terrain that requires a TEM upon entrance or after crossing it.
- **Difficult to limber:** some heavy artillery batteries or those with a reduced equipment or poor training take a longer time to limber than regular batteries.
- **Disband:** the de-facto disappearance from the game of a Formation due to the unavailability of its Formation Leader (due to casualty or other effects).
- **Disorder:** an involuntary formation that prevents a unit from firing, charging or assaulting until reformed into a combat effective one.
- **Dispersed order:** Skirmish Screen and units in General Order have their men occupy terrain and cover and move more freely than units arranged in close order.
- **Enfilade:** the act of firing at a close order enemy unit through its narrower side thereby having it present you with a more dense target.
- **Engaging:** the act of designating an eligible adjacent target by a Charging cavalry unit. Engaged targets are affected by the contact with the Charge and may possibly fight an ensuing Melee.
- **Escort asset:** a specially designated unit that accompanies headquarters level Leaders.
- **Extend/Contract:** the voluntary act of placing /removing an extension marker next to a combat unit.
- **Fatigue level:** fatigue encompasses actual physical exhaustion but also slowly running out of ammunition. After reaching a certain level of Fatigue, the units of a Formation will start experiencing negative combat effects.
- **Fire value (FV):** the combat rating of an infantry unit related to how effective the unit is at fire combat and marksmanship.
- **Fix Bayonets! (FB!):** a marker, namesake of the game system, used to indicate a unit has passed its Assault check and will attempt Melee combat in the ensuing Assault Phase.
- **Flexible initiative:** the ability of a Leader (usually a light cavalry Leader) to have more latitude in choosing where to place his own order when using activation by initiative.
- **Formation vs. formation:** with a capitalized F, it applies to a large group of units led by a Formation Leader. Such Formations are named, from the smallest to the largest: Brigade, Division, Corps/Wing and Army. Not capitalized, it denotes the combat formation of an individual unit or a stack of units.
- **FRD:** Fractions Rounded Down. Drop the remainder from a divided value.
- **Fresh:** the default initial state of all cavalry units that represents complete readiness and allows them to fight at full effectiveness. Also called un-spent.
- **FRU:** Fractions Rounded Up. Round a modified value up to the next integer.
- **Grand Charge:** a massive and synchronized cavalry Charge having multiple stacks Charge in unison. Only Leaders with a superior cavalry tactical ability can initiate a Grand Charge.
- **Howitzer lobbing fire:** medium to long range fire by short barreled high elevation guns that does not require line of sight but might scatter.
- **Implementation:** the act of activating an objective. Implementation is required when an objective involves proximity with the enemy and/or hard to reach areas.
- **Initiative player:** the player taking the first action in some phases and breaks the ties with respect to Leader activation. He is determined by scenario special rules.
- **Interruption:** an attempt to stop an enemy Leader from activating by attempting to activate one of your own Leader instead.
- **Limbered/unlimbered:** the two formations an artillery unit can be in. Limbered artillery is ready to travel, guns attached to horse and carriages and unable to fire. Unlimbered artillery has its guns arrayed in a line, ready to fire.
- **LOC:** Line of Communication. A path of hexes traced between two units or a unit and a Leader on the map.
- **LOS:** Line of Sight. An imaginary line traced between a target and an acting/reacting unit on the map.
- **Minimum move:** moving a single hex while spending above a unit's MF. Allowed by the rules under certain circumstances.
- **Mixed stack:** a stack of units containing both infantry and artillery, in line, Square or in Disorder formation.
- **Movement allowance:** the modified number of MF obtained after modifying the printed MF value of a unit or Leader for formation, weather,...
- **Movement Factors (MF):** the number regulating the distance a unit or Leader can travel when it begins its activation step.
- **Non-combat unit:** usually only artillery train units unless scenario special rules define other types of non-combat units.
- **Objective Marker (OM):** a visual representation of the geographic objective of a Formation Leader towards which his Formation must move.
- **Open Column:** Cavalry can deploy in a deeper columnar formation that allows it to quickly wheel into a line and could be used in a Charge in order to reduce the effectiveness of defensive fire.
- **Operational area (contested/uncontested):** the area around an objective. Whether or not it contains enemy units determines if it is contested or not.
- **Opportunity Charge zone:** a reaction zone projected by cavalry units in line or column.
- **Opportunity Fire zone:** a reaction zone projected by unsuppressed and unlimbered artillery units.
- **Order marker (pair):** a pair of markers that are used by ADC's to identify objectives and show they carry the order related to that objective to a Formation Leader.
- **Out of Command (OOC):** the status of a unit or subordinate Leader when they cannot trace a line of communication to their superior Leader.
- **Passive Leader:** a Leader flipped to his passive side. It cannot perform any action when activated except to use his TEM and tactical modifiers to influence other units. Passive Leaders can still react to enemy action.

- **Poorly trained unit:** a combat unit with minimal or no training that suffers from difficulty in maneuvering or changing formation.
- **Prolonging artillery:** a one hex movement of an artillery unit that does not require the unit to limber.
- **Quick step:** the attempt by an infantry unit to move faster than usual while in Square formation at the risk of Disorder.
- **Rally:** an attempt made to return routed units to the game map.
- **Range:** it is the distance in hexes that an artillery unit can reach a target. The maximum range of an artillery unit is equal to double its printed (effective) range. The printed range is equivalent to the caliber of a train unit.
- **Recall:** the attempt made by a cavalry unit to stop a Charge or a pursuit.
- **Receive check:** a unit must check TEM when being contacted by a Charge or targeted by an Assault.
- **Reform:** the attempt made by a unit to get back into a normal combat formation and out of Disorder. Also allows for the removal of a Stragglers marker.
- **Regroup:** the opportunity given to a post-charge cavalry unit to sacrifice formation integrity in order to move out of a dangerous location.
- **Replacement:** when a Leader becomes a casualty, a replacement Leader can be designated to take over his duties.
- **Reserve status:** a Formation status either assigned by scenario special rules or by order during the game. A Formation in Reserve cannot be selected for Activation until released from it but is allowed to reduce its combat Fatigue.
- **Restricted initiative:** a Leader condition that prevents him from using initiative or interruption.
- **Retiring:** a voluntary reaction move made to avoid contact with an approaching enemy.
- **Retreating in rout:** an involuntary form of movement caused by negative combat results.
- **Road column (RC):** the thinnest column, usually just a few men or horses wide, used to travel by road.
- **Rout:** a unit morale status that denotes a complete loss of cohesion and will to fight. It forces it to first perform a retreat move then be removed from the map to possibly be rallied.
- **Routed Units Box:** off-map boxes that contains all the routed units of one side. A unit routs on the map, then is removed to that box to await rally.
- **Shrink:** for a combat unit, the involuntary effect of losing its extension marker due to combat or other effects.
- **Skirmish Check:** a TEM check forced on moving enemy units that might result in them ending their activation prematurely.
- **Skirmish modifier:** a DRM to offensive or defensive skirmish operations aimed respectively at countering enemy skirmishers or at slowing the advance of an enemy unit. Light cavalry stacks able to skirmish use 1/2 of their total steps (FRU) as a skirmish modifier.
- **Skirmish zone:** a reaction zone projected by infantry or cavalry units (in Skirmish screen formation only).
- **Special result:** a result of Melee combat that depends on the type of units/formations that participated in the combat.
- **Spent:** the state of cavalry after a Charge or a Melee. The horses are tired and the unit is disorganized. The unit suffers from greatly reduced combat effectiveness and needs to spend some time refitting.
- **Spiking the guns:** the act of eliminating an artillery unit making its guns useless instead of merely chasing the gun servants away which could lead to the unit reappearing in the game at a later time.
- **Square:** a combat formation used for defense against cavalry Charges but vulnerable to fire.
- **Stacking violation:** a set of rules that limit stacking and define what to do in case those limits are involuntarily exceeded.
- **Step:** a step is the game manpower currency. It is equivalent to about 200 to 300 infantry men, 100 to 150 horsemen or up to 8 cannons. It is used to enforce stacking limits and affects infantry Melee combat or cavalry skirmish fire. Combat units have between 1 and 4 steps. Train and artillery units show 1 step for Melee combat purpose only.
- **Step down:** for a higher ranking Leader, the act of replacing a subordinate Leader to command his Formation.
- **Strategy Rating (SR):** the ability of a Leader to use initiative and interrupt other Leaders. A high rating helps a Leader control when and how he will be activated.
- **Subordinate Leader & Formation:** a Leader and his Formation that are subordinate to a higher level of command (Brigade to Division, Division to Corps...).
- **Superior Tactical Ability:** some Leaders were exceptional in that they allowed combat units to operate beyond the usual combat standard of the day. A Leader with superior artillery ability can influence a large number of

artillery stacks while a Leader with superior cavalry ability can declare a Grand Charge.

- **Supported:** a status similar to Disorder (and using the same marker) but reserved for unlimbered artillery units and preventing them from limbering, prolonging or firing until reformed.
- **Tactical modifier:** a Leader's die roll modifier used when stacked with a unit and beneficial to that unit's Square formation and Melee combat rolls.
- **TEM modifier:** a die roll modifier to the TEM check either detrimental (if positive) or beneficial (if negative). Leaders TEM modifiers found in their white box are always either 0 or negative (they de facto improve the TEM of the stack).
- **Training, Experience & Morale (TEM):** a value that attempts to simulate the level of training and experience, cadre and morale of a unit, all combined into a single value.
- **Wheeling:** a formation change that allows cavalry to switch from Open Column to line (or vice versa) and that has a reduced cost compared to a regular formation change.

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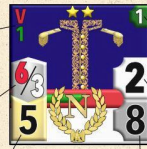
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PLAYING PIECES DESCRIPTIONS

Leaders

FRONT SIDE



Tactical Modifier(s)

Red for Artillery, yellow for Cavalry, green for infantry
Golden 'S' number: Superior tactical ability

TEM Modifier

Command Radius is:
> A for an Aide de Camp
> S for a Staff officer
> A split number denotes multiple commands

BACK SIDE



Rank stars

★ Brigade
★★ Division/Corps
★★★ Corps/Army

Passive indicator

Movement factors

Identification
Corps or Division
Division or Brigade
Same colors as the command belt

Command Radius

Red number No replacement
Green number Auto replacement
Yellow number Army Leader

Strategy Rating

Red number Restricted Initiative
Green number Flexible Initiative

Infantry

FRONT SIDE



Regiment
Battalion

Steps

Manpower of the unit

TEM

Red number = Poorly trained unit

Movement factors

Green number can deploy as a skirmish screen
Red number No formation

Identification
Corps or Division
Division or Brigade
Same colors as the command belt

Skirmish modifier

over a green box

Combat Rating (=Fire Value)

'R' = Rifle armed
Red box = indicates a reduced unit

Command belt

Inner belt: Division/Brigade
Outer belt: Corps/Division

Artillery

FRONT SIDE



Regiment
Company

Limbered
artillery

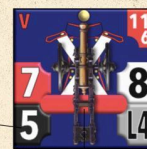
Range/Caliber

over a red box

TEM

Red number = Poorly trained unit

BACK SIDE



Unlimbered
artillery

Combat Rating (= Fire Value)

'H' = Howitzer armed
'M' = Mortar armed

Unlimbered gun symbol

Limber Value

Red number = Difficult to limber

Cavalry

FRONT SIDE



Regiment

Steps

Manpower of the unit

TEM

Red number = Poorly trained unit

Movement factors

Green number can deploy as a skirmish screen
White number Shock Cavalry
Red number No formation

Identification
Corps or Division
Division or Brigade
Same colors as the command belt

Recall Value

over a yellow box

Combat Rating (=Charge Value)

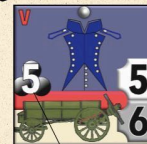
'L' = Lance armed
'C' = Cuirassier
Red box = indicates a reduced unit

Command belt

Inner belt: Division/Brigade
Outer belt: Corps/Division

Train unit

FRONT SIDE



caliber

BACK SIDE



Low
ammunition

Back sides of infantry & cavalry units represent the unit at reduced strength (or infantry deployed in a Skirmish Screen if able)