

Les Batailles de dans L'Age L'Empereur NAPOLÉON

1^{er}

STANDARD RULES



5th Edition

Clash Of Arms

COA
GAMES

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1.0 INTRODUCTION

These rules are an amalgamation of the 3rd Edition of the rules for the series *Les Batailles dans L'Age L'Empereur Napoleon Premier* and the *Règlement des Marie-Louise*. They may be used with all games in the series *Les Batailles dans l'Âge de l'Empereur Napoléon Ier*. This Rulebook is intended as a guide to tactical warfare in the early Nineteenth Century. It is acknowledged by the author that every conceivable nuance of battle in the era will not be covered within its pages. If a player wishes to perform an action that is not covered in these rules, or if he is unsure of its verifiability by these rules, then, simply put, that action should be considered illegal. Less simply put; players are advised to back up and rethink the situation, allowing their common sense to provide the solution in keeping with the rules as much as possible.

2.0 RULES QUESTIONS

Send questions or comments to the following address:

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Or e-mail us at: sales@clashofarms.com
"Attention: Rules Questions La Bataille"

Readers can also try the La Bataille forum on ConsimWorld at <http://www.consimworld.com>.

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This rulebook and all components associated with this particular game are Printed in the USA.

3.0 THE GAME EQUIPMENT

An inventory of the contents of each game is given on the back of the game box. If any of these parts are missing or defective write to the above address for replacements.

3.1 The Organizational Displays

The Organizational Displays are organized to show players relationships between combat units and their leaders. This is important when determining command status during the setting up and play of a chosen scenario. Formations (units and their commanders) that have not entered the game yet, but will enter the scenario later as reinforcements, are kept on the display. During play as units and leaders are eliminated through casualties or surrender they are returned to their position on the Organizational Display and placed face down. These displays will be consulted at the end of every hour when the Morale Levels of the respective armies are determined.

3.2 The Passage of Time Recorder

The Passage of Time Recorder (*le Chronologie de la Bataille*) is used to keep track of game turns. The Game Turn Marker should be placed in the space appropriate to the turn currently in play. Each hour is subdivided into three turns: The O'clock (:00), the :20, and the :40. This chart also includes a summary of the Sequence of Play/Chronology of Battle (terms are synonymous), which is discussed later in these rules.

3.3 The Assaut et Mêlée/Combat à Feu Charts

This chart is back-printed with the Assaut et Mêlée Chart on one side and the Combat à Feu (Fire Combat) Chart on the other. The use of these two charts is discussed under their appropriate headings later in this rulebook.

3.4 Exclusive Rules

Each game may come with a set of Exclusive rules outlining the scenarios, rules particular to that game and Historical Commentary. If something in the Exclusive Rules contradicts something in this rulebook, then what it says in the Exclusive Rules takes precedence over the rules herein.

4.0 GAME SCALE

In general, each hexagon (hex) represents an area roughly 100 meters from side to side. Each turn represents a period of 20 minutes. Each Increment of strength represents roughly 100 infantrymen, 50 cavalymen and their horses, or a section of artillery (2-4 guns depending on their national doctrine).

5.0 THE PLAYING PIECES

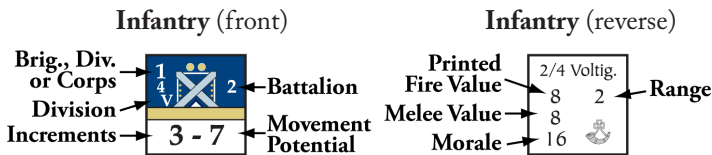
5.1 Combat Units

5.1.1 Front Side: The color (front) side of a combat unit shows the type of unit (infantry, cavalry or artillery), its tactical organization (whether it is a regiment, battalion, or company/squadron), appellation (which regiment, battalion or company/squadron it is, and to which corps, division or brigade it belongs), as well as its Manpower (strength at the start) and Movement Potential. For purposes of this game series, the terms battery or artillery company are interchangeable and correspond to a single artillery counter.

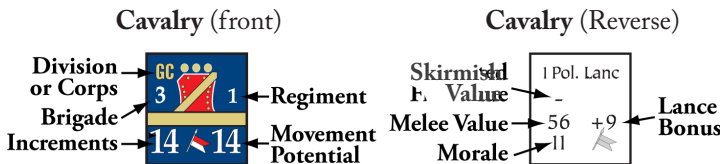
- Infantry or Cavalry Regiment
- Infantry Battalion
- Infantry Company, Cavalry Squadron or Artillery Company/ Battery

5.1.2 Reverse Side: The reverse side of the counter (its black and white side) reveals specific information about the unit. To simulate the Fog of War the opposing player(s) may view only the general (color) side of a counter. Lastly, the specific sides of all counters belonging to the Foes of Napoleon are tinted gray in order to facilitate set-up.

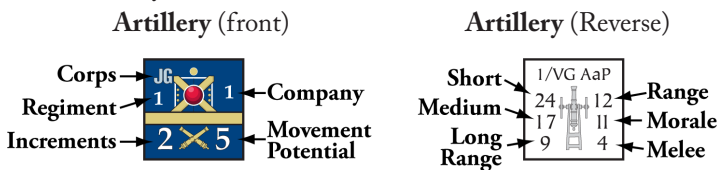
5.1.3 Infantry:



5.1.4 Cavalry:



5.1.5 Artillery:



5.1.6: Infantry Units and Presentation: In many cases, infantry units will have both a counter presenting the unit as a regiment, and counters representing the component battalions of that regiment. Regimental counters allow players to concentrate large numbers of men in a single hex that would otherwise require a leader to stack several battalions. This reflects national doctrine and/or the level of training, or lack thereof, these units have received.

During the course of play a regiment may only be presented in one of the manners described above on the game map. If the regimental counter is on the game map then the battalion counters must occupy the appropriate position on the Organizational Display for that army, and vice versa.

Units may only voluntarily breakdown or reform regiments during their Maneuver segment of the Chronology of Battle, and do so as part of their movement. Players may present their units in any manner they wish at the beginning of a scenario. It does not cost Movement potential to break down or reform a regiment.

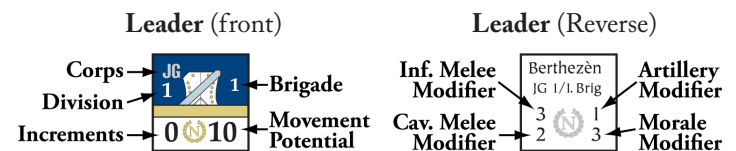
5.1.6a Casualties may cause a regiment to breakdown involuntarily. If a regiment accumulates casualties equal to ½ of its printed strength it must immediately break down into its component battalions as part of the event that caused the casualty total to reach 50%. The regiment is replaced by its component battalions and the existing casualties apportioned as equally as possible to those battalions. **Example:** A regiment with a starting increment strength of 19 receives its tenth casualty. Its three battalions are immediately fetched from the Organization Display and the casualties apportioned 4/3/3 to those battalions (beginning with the most senior battalion). The regimental counter is then placed on the Organization Display. Note that unless a leader was also in the hex this creates an illegal stack. The senior battalion remains in the hex while the other two battalions must

be displaced each to their own hex.

5.1.6b Advancing After Combat may cause a regiment to breakdown involuntarily. If a regiment wins a hex as a result of combat and advances as a result into terrain that does not permit regimental stacking, then the unit will involuntarily breakdown into its component battalions and displace (as in the paragraph above) sufficient units so that it subscribes to the stacking limits of the new hex.

5.1.6c Battalions may violate stacking when reforming a Regiment: The stacking restrictions on a hex may be violated when consolidating a regiment's various battalions. However, the player may not interrupt this consolidation and move other units not belonging to that regiment until the consolidation of that regiment is complete and the regimental counter is substituted for the various component battalions on the game map. All the component battalions of the regiment are required to be in the hex before a regiment may be reformed. (A regiment may not be reformed if one or more of its battalions has been destroyed.) Conversely, a player could simply place the regimental counter in a hex that is within the movement potential of each of its component battalions during the movement segment, and then remove the battalions from the game map in lieu of movement.

5.2 Leaders

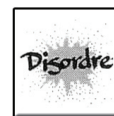


5.3. Number Markers

3 Number markers are used to indicate the current number of casualties accrued by a combat unit or the ammunition expended by an Artillery Ammunition Wagon (AAW). When casualties occur or a shot is made by an artillery battery, a marker reflecting that amount is placed beneath the combat unit counter or AAW. Further losses/expenditure to this same combat unit are recorded by replacing this marker with one stating the new total.

5.3.1 Disorder and Plus Grande Désordre (Routed): All combat units begin the game in Good Order. The markers shown below are used to show that the unit is no longer in Good Order, but in one of two states of Disorder.

Disordre (front) **Plus Grande Disorder (Reverse)**



5.3.2 Exhausted or Tired: Cavalry units begin the game "Ready" (no marker). Whenever a cavalry unit performs certain actions an Exhausted or Tired marker is placed on top of it to show the current status of its horses.

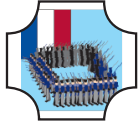
Tired (front)

Exhausted (Reverse)



5.3.3 In Square (en Carré) Formation: When an infantry combat unit is in Square one of these markers is placed on top of it.

Square (front)



Road Order (back)



5.3.4 Road Column & Colonne de Route: Combat units deployed so as to take advantage of movement on or along a road or trail have this marker placed on top of them.

5.3.5 Assault Markers: Infantry combat units that are assaulting are tagged with this marker indicating that they must attack the enemy combat unit it points to in the forthcoming Assault Segment.

Assault (front)



Roll to Close (back)



Charge (front)

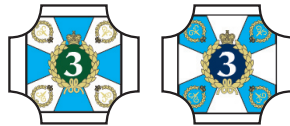


5.3.6 Charge Markers: Cavalry units that Charged are marked with this counter to show that they will charge; are conducting a charge; have already charged and thus moved and conducted Mêlée this turn, and may not be further interfered with for the rest of the turn by other units.

Maneuver Units - French pairs



Foes pairs



5.3.7 Maneuver Units (MUs): This marker is placed upon a leader counter during the Command Segment to indicate that it is available for movement that turn. A duplicate of this marker is placed in the draw cup. When this marker is drawn from the cup the leader and all units and/or leaders under his command (all units and leaders comprising the Maneuver Unit) are activated. If this is the first MU drawn in a turn from a particular side (French or Foe) then all MUs belonging to that side are activated and the entire side moves. Thereafter other MUs belonging to that side are ignored as they are drawn.

5.3.8 Corps/Wing Activation Markers: When the commander of a corps is activated by his army commander or the scenario instructions, mark him with a Corps Activation Marker (8.4.3.1), active side up. When these same leaders are deployed on the map and are not active/activated, the reverse side will indicate this status.



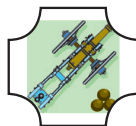
Regroup



Leader



Artillery



Reinforcements



5.3.9 Action Chits: There are four "Action chits" that are placed in the draw cup along with the Maneuver Unit markers during the Command Segment. These Action chits represent random interruptions in the Maneuver Segment indicating the following:

1. When Reinforcements arrive and Formations conducting an Administrative March may move;
2. When certain Artillery units may execute a special Fire Attack;
3. When Leaders that are not part of a MU may move;
4. When combat units that are not In Command may Regroup by moving to place themselves within the Command Span of their leader.

6.0 THE DICE AND CHARTS

The system requires the use of two six-sided dice of different colors. One is designated as the first digit, while the other as the second digit. A roll of these dice thus affords thirty-six possible results and is read off as whole numbers from 11 to 66. The Assault et Mêlée Chart conceptualizes these thirty-six possible results by breaking down their left hand columns accordingly into six major sections representing the first die result, which are in turn broken into six subsections representing the second die result.

6.1 Modifying Dice Rolls

When modifications to a roll of the dice are called for, they are given in base 10 (as opposed to the base 6 determined by the sides of the dice). If a dice roll of 35 was modified by +9 the player would start with 35 then count up nine for the modified result (count up starting with 36, 41, 42, 43, 44, 45, 51, and 52).

7.0 SEQUENCE OF PLAY (Chronology of Battle)

7.1 Command Segment

7.1.1 Command Point Phase: Each side determines the number of Command Points (CPs) they have for the coming turn. Consult the scenario rules in the Exclusive Rules to determine how many Command Points each side receives. For more information on Command see Rule 8.0.

7.1.2 Command Tracing Phase: The interrelationship between Army leaders, Corps leaders, Aides-de-camp, Division leaders, Brigade leaders and their combat units are determined. Every unit and leader on the game map is determined to be either In or Out of Command. Units that are determined to be Out of Command during the Command Segment will remain Out of Command for the duration of the current turn. Units that are In Command may lose their In Command status due to enemy actions (8.4.3.4).

7.1.3 Maneuver Unit (MU) Creation Phase: Command Points (CPs) are spent to create Maneuver Units (8.4). For every CP a side has, it may purchase/create one MU. (Opposing players/sides may assign their MUs simultaneously or discreetly; one side at a time; by asking the opposing players to leave the room while they conduct this phase.) As each MU is created, the leader of the MU is marked with a MU marker and the duplicate chit of this MU marker (with the same number) placed into the draw cup.

7.1.3.1 Light Cavalry Initiative Phase: After all CP's have been spent by both sides, players may test light cavalry leaders who are eligible to roll for initiative (8.5). If this results in a successful test, that leader is marked with a MU and its duplicate placed in the draw cup. Cavalry leaders who may test for initiative are designated as such on the French or Allied CP chart.

7.1.4 Action Chits: All Action chits are placed into the draw cup.

7.2 Maneuver Segment

After all chits are placed in the cup the first MU (not Action Chit) drawn indicates the Side that will move. All MUs belonging to that side move as one per the sequence below, and within the strictly regulated space of 10 minutes. A side's movement ends when either they have moved all the MUs they want to move this turn, or they have run out of time. Play then proceeds to the Combat Segment wherein all combat (fire and melee) particular to that side are resolved. After all combats have been resolved the active side performs Reorganization, then play once more returns to drawing chits from the cup. When the first chit is drawn for the other side all MUs belonging to that side move as one per the sequence below, and within the strictly regulated space of 10 minutes; etc. Play then proceeds to the Combat Segment wherein all combats (fire and melee) particular to that side are resolved. After all combats have been resolved the active side performs Reorganization, then play once more returns to drawing chits from the cup. When the draw cup is empty play proceeds to the End of Turn segments. (See Sequence of Play Recapitulation below.)

Subsequent MUs from a side that has moved that remain in the draw cup are ignored as they are later drawn, with the drawing player drawing again until encountering an undrawn Action Chit, or a MU belonging to the other Side.

7.2.A. Drawing Chits: Players alternate drawing chits from the draw cup. Chits are drawn randomly. If the chit drawn is a MU then all the MUs particular to the side it represents becomes active and all MUs belonging to that side may move at this time (go immediately to the Cavalry Charge Phase). If the chit drawn from the draw cup is an Action Chit, then all actions particular to that chit are executed. No further chits are drawn from the cup until all activity associated with the current chit, or side (all units and leaders belonging to that MU's movement), cease. As MUs complete their movement remove the MU markers from the game map. When all movement for a side is complete proceed to that side's Fire Combat Segment. When the draw cup is empty the Maneuver Segment ends.

7.2.B Cavalry Charge Phase:

If the chit drawn indicates a side is to move then that movement is preceded by the Charge a Cheval phase. All cavalry belonging to the Active side that the owning player(s) wishes to charge this turn are declared as such.

1. Charge Declaration Phase: When all charges have been declared proceed to the Charge a Cheval phase.

2. Charge a Cheval Phase: Individual charges are resolved. Reaction charges are resolved. When all Charges and Reaction charges have been resolved their resulting melees are resolved.

3. Melee a Cheval Phase: Each melee that resulted from a Charge or Reaction is resolved. As each melee is resolved cavalry that were involved in the melees are marked by a Cavalry Charged marker indicating that they have already moved and conducted melee this turn. All cavalry that charged or Reaction charged in this phase that did not, in fact, conduct melee are marked by a Cavalry Charged marker as well. After all such charges and melees have been marked the Active side commences timed movement for all MUs belonging to it.

7.3 Fire Combat Segment

When all activity associated with the Active side's movement has

ceased all Inactive units (belonging to the side that did not move) now conduct Defensive fire. When this is complete all Active units (belonging to the side that just moved) conduct Offensive fire. All Fire Attacks are considered simultaneous, and as such, losses incurred due to fire combat do not affect the unit's ability to return fire in the same segment at the strength with which it began the segment. (Players may wish to instead alternate Defensive and Offensive fires, proceeding from one side of the map to the other so as to better keep track of which casualties were incurred this turn.) When all fire attacks have been conducted and their results applied play proceeds to the Active side's Assault Segment.

7.4 Assault Segment

Designated assaults are resolved. As Assaults are resolved the Assault Markers are removed. When all Assaults have been resolved, the Assault Segment ends and play for this side proceeds to the Reorganization Segment.

7.5 Reorganization Segment

7.5.1 Recovery from PGD: Units in Plus Grand Désordre (PGD) may attempt to recover Good Order.

7.5.2 Recovery from Désordre: Units in Disorder that are not adjacent to enemy combat units make Morale Checks to recover Good Order. After all of the Active Sides Disordered and PGD units have attempted recovery of good morale, and there are still MUs or Action Chits in the draw cup, play returns to 7.2a above. If the draw cup is empty proceed to the Morale Level Determination.

7.5.3 Cavalry Readiness Recovery: Exhausted and Tired cavalry, may possibly recover Readiness at this time.

7.5.4 Charge Markers: Remove Charge markers from units that charged this turn.

7.6 Turn Adjustment Segment, End of Turn

7.61 Morale Level Determination: Morale Levels are determined every hour in the Reorganization Segment of the 00:40 turn.

When all phases of Segment 7.5 have been completed, the game turn ends. Advance the Passage of Time recorder. If this is the last turn of the game, victory is determined and a winner declared.

7.7 Chronology of Battle/Sequence of Play (Recapitulation)

Command Segment

1. Command Point Phase
2. Command Tracing Phase
3. Maneuver Unit (MU) Creation Phase
4. Light Cavalry Initiative Phase
5. Action Chits Placement (in the cup)

Maneuver Segment (drawing from the cup)

Action Chits and MUs are acted upon as drawn:

1. Charge a Cheval phase
2. Melee a Cheval phase
3. Timed Maneuver phase

Combat Segment

1. Defensive Fire Phase

2. Offensive Fire Phase

3. Assault/Melee Phase

Reorganization Segment

1. Recovery from PGD

2. Recovery from Désordre

3. Cavalry Readiness

4. Remove Charge Markers

Turn Adjustment Segment

1. Morale Level Determination

A “Side’s” Maneuver Segment: Recapitulation; All MUs belonging to the side that is first drawn from the cup are acted upon. All cavalry they may wish to charge are charged, the melee resulting from these charges are resolved, and all cavalry that were involved in these melees marked with their charge markers signifying they may not move in the coming timed maneuver phase. When this is finished all eligible units (belonging to an MU) are moved in the timed maneuver phase and their assaults declared. Play then proceeds to the Combat Segment with the Inactive side giving defensive fire, the Active side giving offensive fire, and upon completion of this offensive fire the Active side resolves their declared Assaults and resulting melees. Upon completion of this the active player removes his Charge markers and reorganizes his disordered and PGD units. Play then resumes drawing chits from the cup, acting upon Action Chits or, if drawing a MU from the Side that was reactive, repeating the Maneuver and Combat Segments as the Active side.

8.0 COMMAND

The command system consists of three components: Leaders, Command Points (CPs) and Maneuver Units (MUs). In short, leaders command the MUs purchased with the CPs awarded in the Command Segment. Command Points are a representation of an army’s ability to effectively maneuver in the face of the enemy. The more leaders on the field of battle with rank sufficient to impel the men to Maneuver, the better able that army will be to act decisively. Maneuvwe Units are the physical representation of that ability. Note that opposing armies may or may not be equal in this regard. The Organizational Displays show the command structure of each army on the field.

8.1 Leaders

Leaders represent the leader himself plus any attendant staff that accompanies him. (Typically a general of division [Major General] had at least two colonels and numerous men of lower ranks attending him.)

8.1.1 Stacking: Leaders themselves do not have a stacking value and any number of them may stack in a hex. When stacked with a leader, all units in the hex benefit from the leader’s bonuses. Leader bonuses are in effect at all times. For instance, a stack that is PGD and containing a leader involuntarily moves through a hex containing a friendly unit in Good Order. For that brief moment, when the stacking violation Morale Check is made, the units in Good Order in the hex benefit from the leader’s Morale Bonus.

8.1.1a Leaders Are Required to Form Stacks: Whenever a player wishes to place more than one unit counter in a hex, creating such a stack of units requires that a leader be in the hex and on top of

the units. (*Exception: Carre; units in square may stack without a leader*). Note that in cases where a regimental counter is provided in the counter mix, and as such when placed on the game map represents more than one unit, it still is one unit for stacking purposes (the level of command embodied by the commander of the regiment is creating the stack for us.)

8.1.2 Movement: When a leader completes his movement flip the counter over to its specific side indicating the leader may not move again this turn (and to help distinguish them from leaders that may move when the Leader Action Chit is pulled, if it has not been drawn already). Remember to flip all these leader counters back to their general side prior to the next Command Segment

8.1.3 Line of Sight: Unaccompanied leaders never block LOS.

8.1.4 Capture: Leaders never in any way inhibit the movement of friendly or enemy combat units. If enemy units enter its hex the leader will “fly” to the nearest hex containing a friendly unit (just pick him up and move him there). Leaders can only be captured when the units they are stacked with surrender (a DS result on the Assault et Mêlée Chart), or are reduced to zero increments, or are forced to Rout while the hex he is in is completely surrounded by enemy units, or an enemy unit enters the leader’s hex while the hex he is in is completely surrounded by enemy units. Leaders may move through hexes solely occupied by enemy leaders. However, they may not stop in these hexes.

8.1.5 Leaders and Movement with Combat Units: Leaders may assume the Movement Potential of the combat units they are stacked with as long as they began the segment stacked with that unit. The leader may not move to a unit and then assume the movement potential of the unit, but only has the movement potential remaining to it when it joined the combat unit (the unit may subsequently restrict its movement to maintain its stacking with the leader, but that is a player option). Leaders with a stack of cavalry that Charge a Cheval also receive a Charge Bonus of five (5) movement points.

8.1.6 Leaders and Rout Movement: Leaders that are stacked with units that become PGD are swept away and must remain stacked with those units from the instant the Rout movement commences until it ceases, and end that turn stacked. On subsequent turns the Leader may move away from the PGD unit(s) during the Leader Action Chit.

8.1.7 Multiple Leaders in a Hex: When more than one leader is in the hex the highest-ranking leader is in command (rank as in their relative position in the chain of command). The leader in command of the hex is the one whose bonus must be used. If multiple leaders are in the hex and they have the same rank then the best bonus from those to choose from pertaining to that particular situation is used. Consult the Organizational Display for the bureaucratic relationship of each leader.

8.2 Leader Casualties

Leaders may never be the targets of Assault, Mêlée or Fire Attacks. They are “inadvertently” wounded or killed as a result of combat. Whenever a natural (unmodified) 64, 65, 66 is rolled on the Assault et Mêlée Chart, or a 65 or 66 is rolled on the Combat à Feu Chart, and there is a leader stacked with units in the target hex, or an 11 or 12 is rolled on the Assault et Mêlée Chart and there is a leader stacked with the Assaulting units, there is a leader casualty. The owning player rolls one die and consults the Leader Casualty Chart.

Leader Casualty Chart

- 1 Head (mortal)
- 2 Torso (mortal)
- 3 Leg (sum of two dice equals number of hours out of Battle)
- 4 Arm (result of one die equals number of hours out of Battle)
- 5 Stun (result of one die equals number of turns out of Battle)
- 6 Flesh (no effect)

When A Leader Casualty Creates an Illegal Stack: If a leader commanding a stack of units is removed from play due to a wound (or worse) and his presence was required to form the stack, all units below the top unit in the stack are immediately and involuntarily displaced out of the hex leaving only the unit that was on top of the stack in the hex. If this stack was assaulting, charging, or the target of the assault or charge, this status does not change except that only the top unit executes the assault/charge or defends the hex.

8.2.1 Random Selection: If there is more than one leader in a hex and a leader casualty is called for, fate must choose between one or the other. Prior to determining the wound roll the die. If there are two leaders in the hex, ascribe an odd result to one, even to the other and roll one die. Three Leaders ascribe 1/2, 3/4, or 5/6 to each leader and roll the die; etc.

8.2.2 Mortal Wounds: If a leader is mortally wounded, all units in the hex must make a Morale Check subtracting the leader's Morale Bonus. In other words, his bonus lessens the chances the unit will pass rather than improves it. Units make this Morale Check the moment the casualty occurs and apply its result immediately. If there are multiple leaders in the hex and one is killed, this morale check is worsened by the bonus belonging to the killed leader, but improved per normal procedure by the highest-ranking surviving leader.

Exception: Leaders with negative Morale modifiers never improve this morale check upon being killed. Consider their Morale modifier to be 0. In other words, no one in good conscience rejoices at the death of a leader. Killed leaders are returned to their position on the Organization Display, face up.

8.2.3 Recovery from Wounds: Wounded leaders should be removed from the map and placed on the Passage of Time Recorder. Wounded leaders return to the field of battle at the building hex nearest to the formation they command, after the term of their recovery has passed, unless specified otherwise in the Exclusive rules.

8.2.4 Replacement Leaders: A leader removed from the game map due to casualty or capture has his place in the chain of command taken by an Aide de Camp (ADC). When the casualty occurs identify the replacement leader. In the subsequent Leader Action chit he must move to a hex containing any unit of the formation he will thenceforward command. In the subsequent Command Segment this leader automatically assumes the new role. Exception: Army Leaders cannot be replaced and Corps Leaders can only be replaced from within their Corps (see Step Up).

8.2.4.1 Step Down: If there are no replacement leaders available for divisional/brigade leaders removed from the game, then the corps leader from the corps to which that division/brigade belongs must step down from his corps command and assume command of that division/brigade. A leader replacement (per 8.2.4) must be performed if possible instead of a "step down".

After stepping down, the corps leader will function as the division/brigade leader. The side to which he belongs loses any CP which might be associated with him, and his corps can no longer be Activated (8.4.3.1) and cannot create a corps sized MU.

8.2.4.2 Step Up: A Corps leader may resume his Corps Leader status if the wounded leader that caused him to Step Down returns to the game re-establishing his corps and CP if any (reversing the effects of 8.2.4.1). If a Corps Leader is removed due to casualty or capture only his most senior surviving divisional leader may Step Up to replace him, and only if an Aide de Camp is available to replace the division leader in command of his division (most senior in this case is the division leader closest to the Corps Leader on the Organizational Display, that is, from the Corps' most senior division; surviving means that a replacement leader in command of a division may not step up into the Corps leader position. In this case the next most senior division leader must step up.).

8.2.5 Leader Casualties and Command: When a leader becomes a casualty any MU Marker which may be present on the leader and its duplicate in the draw cup is removed. The MU is thus forfeit for the turn.

8.2.5.1 Loss of Command Points: When a Corps leader becomes a casualty, or is forced to "Step Down," any Command Points associated with that leader are lost. If the leader was wounded then his Command Point will be regained the turn after the leader re-enters play. The CP can also be regained if another returning leader allows him to "Step Up" to his place in the chain of command once again. Replacements at the Corps Level by qualified leaders from the Army Staff reinstate this lost CP as well.

8.2.5.2 Corps Disbandment: A corps without a Corps Leader may no longer maneuver as a Corps. Any fallen corps leader that cannot be replaced, or is forced to "Step Down," effectively causes his corps to function as so many separate divisions. Thereafter the largest MU any part of that Corps may form will be of a single division. (i.e. the Corps may not be Activated (8.4.3.1)). The corps can be re-established the turn after the wounded Corps leader returns or another leader allows him to "Step Up" to his place in the chain of command (See 8.2.4.2), or a qualified leader from the Army staff replaces him.

8.2.5.3 Re-establishing Command: Replacement leaders are enacted the moment they are needed. However, they must move to the place where they are needed. They do not automatically appear there. Replacement leaders move when the Leader Action chit is pulled. The new role of a leader must be announced to all players and recorded as such for future reference. Replacement is temporary in the case of wounded leaders who subsequently are able to return to the battlefield. In this case, the returning leader will reassume his command in the Command Segment of the turn following the one in which he stacks with the leader currently serving as his replacement.

8.3 Command Segment

During the Command Point Phase players determine the number of Command Points they have available per side. During the Command Tracing Phase, the command status of every unit and leader is determined. The status of leaders and units is either In Command or Out of Command. A unit must be In Command to

form part of a Maneuver Unit (MU).

8.3.1 Command Span and Command Status: A combat unit is In Command if it is within the Command Span of its immediate superior officer. If the unit is a Corps Asset it is In Command if it is within the Command Span of the Corps Leader. The Command Span of division and most brigade leaders is three hexes. In other words, any part of that division/brigade as defined and portrayed by the Organizational Display, that is within three hexes of the divisional/brigade leader, and is not PGD, is In Command. Any part of that division/brigade that is four or more hexes away from that leader, or in PGD, is Out of Command. The Command Span of a division or brigade leader may not be traced through a hex containing a unit of a different command.

Exception: Eligible Light Cavalry Leaders have a command span equal to their Cavalry Melee Bonus even when not constituting a MU via initiative. Consult the Command CP Chart for cavalry leaders that are eligible to roll for initiative. Note that their printed Cavalry Melee Bonus may be less than 3, in which case their span is actually worse than the normal span of 3 hexes for this class of leader. (A Cavalry Melee Bonus of "1" indicates that the Leader's span is inclusive of the hex he is physically occupying, and the hexes adjacent to him.)

Division leaders and corps assets are in turn In Command if they are within six hexes of their corps leaders. Corps leaders are In Command if they are within ten hexes of their army leader.

French Staff: If Napoleon is stacked with Berthier, increase this distance to 15 hexes for all French Corps leaders tracing to Napoleon. (This of course, assumes both Napoleon and Berthier are present in the game.)

8.3.1.1 Expanding The Span of a Division, Communicating

Battalions: Divisions can sometimes be huge, or the formations they must employ can cause them to extend well beyond the span of their Divisional leader (such as a division marching along a road in Road Column). In such cases battalions or regiments would take their lead from a unit next to them that was closer to the source of the command. Therefore, any battalion that is adjacent (in a hex contiguous) to a unit from its same division (or brigade) that is in command, is also in command. Command can thus be communicated to a string of units well beyond the Command Span of the Divisional Leader, so long as each unit in this string of units is adjacent to a least one unit that is in command, regardless of this unit receiving its command status directly from the Leader's span or from the unit next to it via communicated command. This string of communicated command extends only so far as all units are adjacent to at least one unit that is in command. Wherever a break in this string of command occurs, via an empty hex, an enemy occupied hex, or a hex occupied by a unit not from the same division or one in PGD, so ends the string of communication. Leaders alone in a hex, regardless of affiliation may not communicate command. Players should note that whole divisions marching in road column, wherein the units have varied Movement Potential, will have to march according to the speed of the slowest unit in the division in order to avoid creating this gap. Likewise it should be noted that a string of communicating battalions is not limited to units marching along a road, but can be used in a division where every unit is in a line abreast, or a string of battalions of almost any length marching across country.

8.3.1.2 Command Rung Independence: The command status of each rung of the ladder of command is independent of the next highest rung. In other words, if combat units are within their division leader's span they are In Command, regardless of the fact that their division leader may not be In Command from his corps leader. In such a case, the division may form a MU, but the division may not be part of a corps level MU.

8.3.1.3 Command Points (CPs): Command Points are the currency by which MUs are bought. Generally, a side is awarded a CP for every qualified leader presently on the field of battle. Leaders that are scheduled to arrive as reinforcements that turn, or are on the Organization Display awaiting their time of entry, do not count towards this. During the Command Point Phase, consult the Command Point Chart to determine which leaders have CPs associated with them and the number of Command Points available. In addition to qualified leaders listed there, designated light cavalry leaders may roll for initiative (8.5) to form their own MU.

8.3.2 Purchasing Maneuver Units:

A side may purchase a number of MUs equal to the number of CPs it has available to it that turn. For example, if a side has four CPs, it may create four MUs. Though CPs are affiliated with particular leaders, there is no restriction on where these CPs may be spent to create MUs. Any CP may be spent creating any MU on that player's side regardless of where on the map the Leader and his attending unit(s) is(are), unless the scenario has additional restrictions. Designated light cavalry leaders who successfully test for initiative, however, must spend the generated CP on themselves forming their own MU.

8.4 Maneuver Units (MUs)

Movement is done by MU: The physical act of moving a counter is a function of expending Movement Potential and entering hexes, moving decisively, however, (so as to affect the enemy) is done by organizational grouping. These groupings are called Maneuver Units (MUs). MUs can be as large as a corps or as small as a stack containing a leader and a single combat unit. Regardless of size, all movement of the current MU being moved must be completed prior to moving any part of another MU. Combat units and leaders potentially belong to more than one MU. For instance, in the French army a combat unit belongs to a division as well as a corps, each of which could constitute a MU in a single turn. However, in the resolution of the movement within a particular turn a combat unit or leader may voluntarily move only once, and thus only be part of a single MU.

8.4.1 Maneuver Unit Assignment: During the MU Creation Phase of the Command Segment, players spend their Command Points (CPs) creating MUs. Assigning MUs may be done in one of two ways:

Option 1: Players alternate creating MUs, with the side with the most CPs going first. In the event of an equal number of available CPs per side, roll the dice to determine who goes first. As each CP is spent a MU marker is placed upon a grouping the player wishes to move that turn.

Option 2: Opposing players/sides assign their MUs simultaneously and discreetly, one side at a time, asking the opposing players to leave the room while they conduct this phase.

After designating the MU on the battlefield, the duplicate of this

marker is placed into the draw cup. When all available CP's have been spent by both sides, qualified light cavalry leaders may test for initiative creating more MUs; all players should be present for these tests if using Maneuver Unit Assignment option #2. (See 8.5).

8.4.2 What Constitutes a MU: Any stack (anywhere on the game map) containing a leader and at least one combat unit may constitute a MU. Expanding the size of this most basic MU is a function of Command Span and hierarchy (chain of command). For instance, if the leader is a division leader then any parts of his division that are within his Command Span of three hexes are also part of that MU. If the leader is an Activated corps leader (8.4.3.1) then any corps assets belonging to that corps within his span, and any division leaders belonging to that corps also within the Corps leader's Command Span of six hexes, are part of the MU, as well as any combat units belonging to these respective divisions that are within the Command Spans of their Division leader, and, the ADC for that corps and any units of that corps stacked with him. In general, the largest MU that may be created is a corps.

8.4.3 Size of a MU: Command only affects the size of a MU. In other words, one should envision leaders that receive a Command Point (thus generating their MU) as having received an order from general headquarters. They may move during the course of the Maneuver Segment regardless of this movement subsequently taking them Out of Command. However, the effects of this order only extend down to the units (and/or leaders if they belong to his formation) that the leader had within his span at the start of the Command Tracing Phase. Therefore, if the leader was an Activated corps commander, the MU he could generate could include every part of his corps (division leaders, his ADC, his corps assets, his attached cavalry unit, and all units belonging to these leaders (if within their respective Command Spans) as well as any army level assets within the Command Span of one of his subordinate leaders), as long as all of it was In Command. However, wherever the break in this "chain" of command occurs, those parts directly beneath the break are Out of Command and may not be part of that MU. Conversely, a corps whose component divisions are not placed In Command by the corps leader, could still form MUs in a turn by spending as many CPs as needed, if available, to create separate MUs for each division. In this case most of the corps could move and fight in a turn, but at great cost in CPs, and under separate, and unpredictable, chit pulls.

Command Example: Suppose one side has two complete corps on the board, with three divisions in each corps. The army leader is present with an aide-de-camp, and this aide just happens to be stacked with a limbered artillery unit. This army gets three Command Points and therefore may create three MUs. In this hypothetical situation Corps A has a pressing need to maneuver (more so than Corps B). Unfortunately, the army leader is too far away from the Corps A leader and so Corps A is not Activated. However, each division of Corps A can be a separate MU for this turn with the expenditure of all 3 CPs. Since all the CPs have been expended on Corps A, Corps B cannot be assigned any MUs, so all of its units must remain immobile, nor may the aide-de-camp move or the artillery stacked with him. The next turn, there are again three MUs to create. Let's say the leader of Corps B is stacked with the army leader (being Activated as a result of this), but only two of his division leaders are in his Command Span. One MU can be created with the two divisions of his corps that

are In Command with the expenditure of a single CP. There are two CPs left. They can be assigned to any of the remaining divisional leaders, even the one outside of the Command Span of his corps leader, or to the aide-de-camp stacked with the battery.

8.4.3.1 Corps Activation: A corps-sized MU may only be created if the corps leader has been Activated. For a Corps Leader to be Activated, the army leader must begin the Command Segment stacked in the same hex with him. In subsequent turns, the corps leader will remain Active if he begins each Command Segment within the Command Span of the army leader. If, at the beginning of the Command Segment, the corps leader is Out of Command, the corps leader is no longer Active and will need to be Activated again. A corps leader which is Activated is marked with a Corps Activation Marker. Exception: If no Army Leader is present in the scenario, or one has not yet arrived on the game map, the Corps leader need not be activated to use his CP and create a MU of his own (and thus may create a corps sized MU). Likewise, the Scenario Instructions may designate when leaders may become Active.

8.4.3.2 ADCs of the Corps and the Army Staff: These leaders do not have specific formations that they command and, therefore, do not have a Command Span. However, they may create a MU of any stack that consists of units from their same superior formation. Thus Corps ADCs may command any single stack composed of units belonging to their corps, while ADCs of the Army Staff may command any single stack of units belonging to their army.

NOTE: ADCs are one way small formations are detached from their parent organizations in the game and still able to maneuver on the battlefield.

8.4.3.3 Division, Corps and Army Assets: As can be seen from a study of the respective Army Organizational Displays, every combat unit in the game is assigned to a leader of some sort. Certain infantry divisions have artillery attached to them (in the Prussian army there are even divisions of all arms; that is, formations containing infantry, artillery and cavalry). These units are part and parcel of the divisions they are assigned to and are part of the divisional MU their leader creates. Corps level assets on the other hand, do not have divisional leaders, and may only move when the corps as a whole may move as a corps level MU. They must remain within the Corps Leader's command span in order to be within command. (Or they can be moved if some other leader constitutes a MU of a single stack to which they belong.) Likewise there are Army Level Assets. These units primarily exist to provide headquarters security and as such they should always accompany the army leader in question, ending each turn either stacked with or adjacent to that leader. To manage this, Army Level Assets move when the Leader Action Chit is pulled. These are the only units permitted to move during this chit, and may only move so as to stack with or adjacent to their Army Leader. They may not charge, assault or perform any other function during this movement. If they are incapable of keeping up with the leader, and as such are incapable of ending this movement stacked with or adjacent to their army leader, they become independent units no longer part of the Headquarters

staff. They can be moved in subsequent turns if some other leader constitutes a MU of a single stack to which they are incorporated, but from henceforward they are no longer part of the Headquarters Staff and are considered independent units, unattached to any superior formation.

8.4.3.4 MUs are as Constituted When Drawn: "In Command" status is determined when a MU is drawn from the cup regardless of what may have been envisioned by the player when the MU was originally constituted in the Command Phase.

8.4.4 Order of Unit Actions within a MU: Some MUs will consist of infantry, cavalry and artillery. Combat units within a MU may be moved in any order the moving player wishes. Cavalry charges, however, may only be conducted in the Cavalry Charge prephase.

8.5 Light Cavalry Initiative MU

Commanders of light cavalry may generate their own CP/MU if they pass an initiative check during the Command Segment. For light cavalry leaders eligible to generate CPs through initiative consult the CP Command Chart at the back of the Special Rules book.

8.5.1.1 Initiative Check Procedure: After all CPs have been generated and spent on MUs during the Command Segment a player declares he is checking the initiative of a light cavalry leader. The initiative of a light cavalry leader is his cavalry Mélé Bonus (if he has a printed Cavalry Melee bonus of 3, then his initiative is 3.) This bonus, regardless of what is printed on the back of the cavalry leader counter, may never exceed five or be less than one. Thus a leader with no printed Cavalry Mélé Bonus will have an initiative of one. Likewise a leader with a Cavalry Melee Bonus of 6 will instead be treated as if he has a 5. A single die is rolled and the leader passes this check if the die result is equal to or less than his initiative. Mark him with a new MU counter and toss its duplicate into the draw cup. See also 8.3.1 Command Span and Command Status: Exception.

8.5.1.2 Restrictions:

- Light cavalry leaders which are part of a division or corps may not check for initiative if within the Command Span of their immediate superior.
- The initiative of a light cavalry leader may not be checked until all CPs from a side have been spent creating MUs. If a CP has already been spent on a particular light cavalry unit, a second MU marker may not be placed on him by checking for initiative.
- An eligible light cavalry division leader may check for initiative and if he passes may form a MU of all of his units, his brigade leaders and their units which are in turn In Command.
- Replacement leaders may check for initiative if the leader they replaced was eligible to check for initiative.
- Horse artillery which are part of the leader's command will also be included in the MU if within his Command Span.

8.7 Administrative March MU

An Administrative March (AM) order allows a division or brigade sized MU to move to a specified location over multiple turns without the expenditure of additional Command Points. During the MU Creation Phase of the Command Segment, a MU may be created and given an AM order at the cost of one Command Point. Reinforcements may be given an AM order at no cost in CPs the turn after they enter the map. Units and leaders conducting an Administrative March move when the Reinforcement chit is pulled.

8.7.1 Administrative March Procedure: After expending the required CP the player places one MU marker in the hex marking the destination of the AM.; The Terminus Hex. The duplicate MU marker is placed on the division or brigade leader of the formation performing the march. The Terminus Hex must be a named place (any hex of a village, a named special structure hex, or a town.) The MU marker and its duplicate are in play and need not be renewed by spending further CPs on it until all units conducting the AM have reached the Terminus Hex. Units may not move beyond the Terminus Hex once reaching it unless the leader in command of the AM occupies it, in which case they may move beyond the hex to the extent that they are still within his command span (or within his communicated command). Players may only designate another Terminus Hex by cancelling the Administrative March, in which case a new AM may be declared during the following Command Segment at the expense of another CP.

8.7.2 Restrictions:

- During AM, units of the MU may not voluntarily move so as to place themselves Out of Command in the next Command Segment.
- When marching to the Terminus Hex, units must move as directly as possible, deviating from their path only to move around obstacles (i.e. other units, impassible or General Order terrain) or to remain on or adjacent to a trail or road. Units conducting an AM must be either in column, Road Column or Colonne de Route formations.
- Units making up the MU must move as fast (expending as much of their Movement Potential as possible) and in as direct a manner as possible in moving to the Terminus Hex while maintaining their In Command status.

An AM is immediately canceled the moment any part of it enters the movement radius of an enemy unit; that is, if an enemy unit can move during its next movement segment and either assault or charge a portion of the AM. (Note that a screen of friendly units, or impassible or restrictive terrain may suffice to prevent this. Note also that being the target of artillery fire does not cancel an AM.)

8.8 Action Chits

There are four Action chits in the game. These are tossed into the draw cup during the Command Segment. When they are drawn during the Maneuver Segment the actions they represent are immediately resolved.

8.8.1 The Leader Chit: When this chit is drawn, all leaders that have not yet moved this turn and are not currently part of a MU may move. The side whose player drew the chit from the cup moves his leaders first. When he is done the other side moves his leaders. When a leader is moved, upon completion of this movement, his counter is flipped over to its specific side indicating that the counter has moved in this Maneuver Segment. Leaders that move at this time may not move again as part of a MU later in the Maneuver Segment. When the Maneuver Segment is over flip all these leader counters back to their general side.

8.8.2 Regroup Chit: When this chit is drawn from the cup all units that are Out of Command and not adjacent to an enemy unit may move so as to place themselves In Command, or to close the distance separating themselves from their immediate superior leader. Any unit currently stacked with a leader is considered In Command for these purposes and may not move at this time. Assets that were assigned to a leader and are not In Command may Regroup towards their assigned

leader at this time. The side whose player drew this chit will move his units first. When they are finished the other side moves its units.

8.8.2.1 Restrictions:

- Units that move to Regroup may not Assault or Charge an enemy unit. They may not change formation except to enter column if not in column already.
- They may not move adjacent to an enemy unit.
- They must cease moving the moment they enter the Command Span of their leader, or adjacent to a Communicating battalion. They must move in as direct a fashion to their leader as possible. Where possible they will move in a straight line.
- Units in General Order may move into a hex where the terrain does not require they be in General Order and thus enter Column formation. They may not, however, change from Column to General Order. (In other words, units may move to regroup in terrain that requires General Order if already in General Order.)
- Units in terrain that requires General Order may continue moving to regroup regardless of this movement sending them through contiguous hexes requiring General Order.

8.8.2.2 Stacking, Facing and Formation: During the Regroup Chit units which are not part of a MU and are not in an enemy Zone of Influence, but are In Command may change the stacking order within their hex and its aggregate facing.

8.8.2.3 Artillery: Artillery may change its formation during Regroup. That is, it may limber or unlimber.

8.8.3 Artillery Chit: Artillery firing during this action expends ammunition. Only Mortars, howitzers and artillery batteries belonging to a Grand Battery may make a fire attack at this time. This, however, is a bonus fire round for the Prussian Howitzer battery and Grand Batteries on the field of battle, who may also fire offensively and defensively during the sequence of play.

8.8.4 Reinforcement Chit: All units and leaders currently scheduled to enter during this turn now move onto the game map from their respective entry hexes. The side whose player pulled this chit from the cup moves their reinforcements first if they have any scheduled that turn. When they are done moving all their reinforcements the other side may move their reinforcements. Note that some formations are huge, and if entering while in road column there is not space for all units to enter during this phase. Until all units from that formation are physically on the map these formations are considered reinforcements and will move when this chit is pulled. Units and leaders conducting an Administrative March move when this chit is pulled.

9.0 ORIENTATION: Facing

Orientation is the direction a unit is facing. Combat units at all times have an Orientation. The facing of a unit affects the direction a unit can move or charge; if it can fire on a desired target or assault it; and, lastly, how it can cope with being the target of an assault or fire attack. A unit can always see what is about to happen to it regardless of its orientation as long as nothing blocks its line of sight. Leaders have all-around facing and Orientation does not apply to them. However, in order to reduce confusion it is recommended they face the same direction as the units they are stacked with.

9.1 Orientation and Stacking:

All combat units in a hex must have the same Orientation. The top combat unit in the hex determines the facing and formation of all combat units beneath it. Units oriented ambiguously on the game map are to be considered in Column formation.

9.2 Orientation and Movement:

Only units that have movement potential may change their orientation. In other words, a player may change the orientation of any unit he is in the act of moving, but only at this time, and only if the unit has movement points remaining to it.

Example: The active player begins to move a unit with a movement potential of 7. He moves the unit through its front six hexes. Now he wishes to end the move by changing the orientation of the unit one hex-side to the right. He may, (in fact he still has one point of movement potential left to the unit). If, however, he had expended all 7 of the unit's movement potential and wished to end the move with a change of orientation, he may not.

A change of orientation may be performed during the Regroup Chit, or when the MU to which the unit belongs is Active and it is in the act of moving.

A change of orientation that does not involve a change of hex does not cost movement potential (*exception: see Charge a Cheval*). For example, unlimbered artillery may change facing without first limbering and moving.

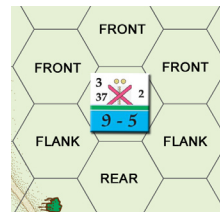
A combat unit may only move through its front oriented hexes. As a rule of thumb when moving combat units, the rear of the unit counter should rest against the hex it has just exited. This is the case for each and every subsequent hex it enters when executing movement. In other words, a unit should adjust its Orientation so that it faces the hex it is about to enter, prior to expending the movement point necessary for entering it.

9.3 Orientation and Formation

9.31 Column: When a combat unit is in column or general order the counter faces a hex side. Infantry in column have three front, two flank and one rear hex-side.

Light Cavalry have five front and one rear hex-side when in column.

Infantry Column

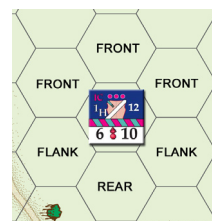


Light Cavalry Column



Heavy Cavalry in column and Limbered Artillery have three front, two flank, and one rear hex-side.

Heavy Cavalry Column

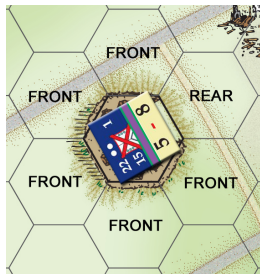


Artillery Column



9.3.2 General Order: All combat units in General Order have five front and one rear hex side. When a combat unit is in general order the counter faces a hex-side. The terrain the unit is deployed in distinguishes the unit in General Order from a unit in Column.

General Order (Redoubt)



9.3.3 Line

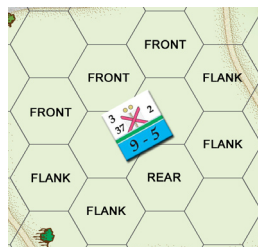
Infantry and cavalry that are in line face a hex vertex. Units in line have two front, two flank and two rear hex-sides.

An infantry unit that has at least 5 increments may deploy in line in two hexes. Infantry deployed as such have three front, four flank, and one rear hex-side.

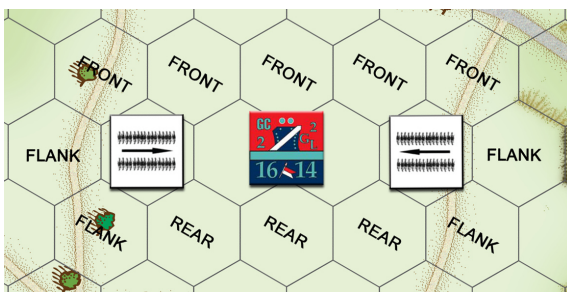
One-hex Line



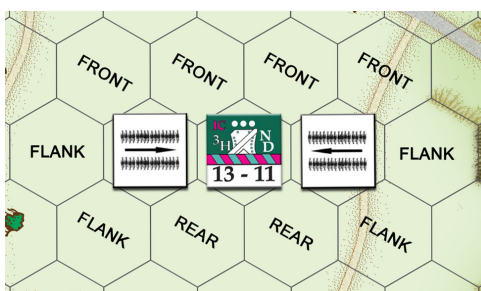
Two-hex Line



Cavalry may extend its line formation into as many contiguous adjacent hexes as possible as long as there is an averaged minimum of four increments per hex. Use extended line informational markers to indicate the hexes not occupied by the unit counter. In the example below the unit is considered to have four increments per hex.



In the example below the unit is considered to have four increments in the adjacent hexes while the unit counter is considered to have five increments.



9.4 Orientation and Combat

A unit may only fire or assault through its front hexes. When assaulted from a hex not in the front of a defending unit the melee will be modified as follows:

- If assaulting into the flank hexside of a defending unit the assaulting unit doubles its melee strength.
- If assaulting into the rear hexside of a defending unit the assaulting unit increases its melee strength by half again as much (+ 50% or X 1.5)

9.5 Orientation and Zone d'Influence:

A unit only has a Zone d'Influence in its front hexes.

10.0 ZONE D'INFLUENCE

The zone of influence (Zd'I) of a combat unit is the area it can affect when the owning player is the Reactive Player in the maneuver segment (he is not the moving player). This is the area in which infantry and artillery may initiate opportunity fire (*Feu de Chance*), or in which cavalry may initiate an opportunity or reaction charge. When an active enemy unit enters an area that can be affected by a reactive unit it is considered to have entered its Zone d'Influence.

10.1 Zone d'Influence and Fire Attacks:

All reactive units in the Zd'I of an active unit may be the target of a fire attack during the offensive fire (*Feu de Provoques*) segment of the Chronology of Battle.

All active units in the Zd'I of a reactive unit may be the target of a fire attack during the defensive fire segment of the Chronology of Battle.

Limbered Artillery does not have a Zd'I. Units in PGD do not have a Zd'I.

10.2 Pinning Zone d'Influence:

Limbered Artillery a pied (foot artillery) and infantry must stop voluntary movement when entering the Zd'I of enemy unlimbered artillery or infantry.

10.3 Exiting a Zone d'Influence:

Limbered Artillery a pied and infantry may only voluntarily exit an enemy Zd'I if they are stacked with a leader. They may subsequently enter another zone d'influence, but may not move directly from one Zd'I to another. (They must spend at least one movement point in a hex free of enemy Zones of Influence prior to entering another.) *Exception: Infantry in skirmish order (See Tirailleurs immediately below.)*

10.3.1 Tirailleurs: Infantry in skirmish order may voluntarily exit an enemy Zone of Influence regardless of having a leader present with them, though they will trigger opportunity fire or opportunity charges doing so. They may not move directly from one enemy Zd'I to another.

10.3.2 Cavalry and Artillery a cheval (horse artillery) may voluntarily move (or charge in the case of cavalry) through the Zd'I of reactive units but trigger feu de chance for each zone d'influence exited belonging to infantry or unlimbered artillery.

- Reactive cavalry may attempt an opportunity charge upon active units that enter their Zd'I (see Opportunity Charge).
- Reactive cavalry may attempt a reaction charge upon active charging cavalry that enter their Zd'I (see Reaction Charge).

- Leaders do not exert a Zd'I nor do their effects apply to them while moving.

10.4 Zone d'Influence and Opportunity Fire:

Any action performed in a Zd'I that requires the expenditure of movement points will trigger feu de chance or opportunity charge at the reactive player's option. (A unit changing facing [the orientation of the unit], for instance, does not expend movement points doing this, so it does not trigger either an opportunity charge or fire.)

10.4.1 Involuntary Movement in a Zone d'Influence: Involuntary Movement through a Zd'I does not trigger feu de chance or opportunity charge. (Involuntary movement is the result of *Disordre*, *Plus Grand Disordre*, and *Retreat before combat*).

11.0 TACTICAL ORGANIZATION

When a combat unit is on the game map it must have specific orientation and formation. The formation of a unit is the manner in which it is deployed for combat and movement. There are voluntary and involuntary formations.

11.1 Voluntary Formations:

11.1.1 Column: Column may only be formed in clear terrain. This formation was used for assault and maneuver in the era of Napoleon. Up to 18 increments may form a column of infantry or cavalry. (There are Exceptions: See the Stacking Chart for these.)

11.1.2 Column and Combat: In melee all increments are totaled for the pre-assault morale check, and all melee strengths for the stack in defense and assault. (*Exception: See Special Structures.*) Only the top unit in a column may fire, however, using the fire strength printed on the back of that unit's counter.

11.1.3 Column and Maneuver: Units in column use the movement value printed on the face of the unit counter.

11.2 Line

Line may only be formed in clear terrain. This formation was used to maximize the fire potential of a combat unit (infantry) and increase the area effect of formed cavalry. Up to 18 increments of infantry or cavalry may form line in a single hex. (Note that it would be physically impossible to contain a line of 1800 men in three ranks within the breadth of a single hex of 100 yards. Therefore, when a unit of such magnitude forms line in a single hex, it is effectively a column of serried companies, all of which are in line, but one behind the other rather than side by side. This anomaly of a line becoming a column will be accounted for later in the rules.) Infantry may form line in two hexes. Whenever a unit is in line in two hexes half the unit is considered in each hex. (**Example, a unit with 18 increments in two hexes is considered to have 9 increments in each hex.**) A unit must have minimum of 5 increments in order to deploy in line in two hexes.

11.2.1 Line and Combat: Regardless of the number of increments in the line being greater than four, only the top four increments of a unit in line may fire (See *Combat a Feu Chart*). A maximum of four increments may be used towards the pre-melee assault check. All printed melee strengths (per stack of units in line) are used for melee, however. A unit in line in two hexes has its melee value split between each hex. A unit in line in two hexes may assault two separate but adjacent enemy hexes containing the same or different enemy units, however, this assault is resolved as

one melee (the total melee value of the line versus the total enemy melee value).

11.2.2 Line and Maneuver: Units in line subtract two (2) from their printed movement potential before they start to maneuver. **Example:** A Cavalry regiment with a movement potential of 11 declares a charge. Its movement potential is 14 (11 -2 (for line) +5 (charge bonus)=14). This -2 to the unit's movement potential lasts throughout the unit's movement that phase, regardless of it subsequently changing formation to, say column during the course of that movement.

A unit deployed in line in two hexes pays the movement point cost based on the most expensive terrain either half of it moves through.

Example: Half of the unit moves through clear terrain but the other half of the unit moves across a slope hex side into clear terrain. The whole unit pays the cost of the slope.

If half of the unit moves (such as wheeling the line to the left or right) the whole unit pays the cost of the movement as it happens. **Example:** A unit in a two hex line wheels to its right, then moves three hexes forward. It has expended 6 movement points doing this, deducting the two movement points for starting in line formation. It then wheels again to the left costing it a seventh movement point. Though each wheel to the left and right only involved half the unit, each wheel cost a full movement point.)

11.3 General Order

General Order is always assumed by a unit when it is not in clear terrain. There is no informational marker for this. The stacking limit for a unit in General Order is determined by the type of terrain it occupies (see *Terrain, Movement and Stacking Charts*).

11.3.1 General Order and Maneuver: A unit that moves from clear terrain to non-clear terrain automatically enters General Order. There is no cost of movement potential to do this change of formation. Units in General Order use the movement value printed on the face of the unit counter, though the actual cost in movement potential will vary according to the terrain type (see *Terrain & Movement Charts*). **Shaking Out:** Units, however, that exit non-clear terrain leave General Order, but must pay the formation change cost for whatever formation they adopt in the new hex. In other words, a unit may not exit general order unless it has the movement potential to both change formation and enter the new hex. **Summary: Units enter General Order automatically, but must pay a formation change to exit it.**

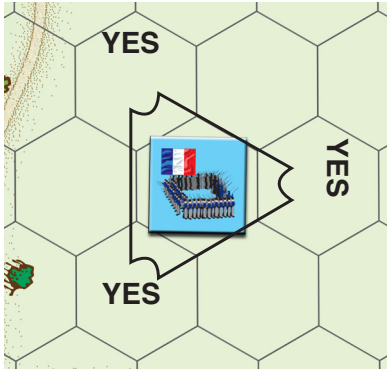
11.3.2 General Order and Combat: In melee all increments are totaled for the pre-assault morale check, and all melee strengths for the stack in defense and assault. (*Exception: See Special Structures.*) Units defending in General Order do not make a pre-melee morale check. Only the top unit of a stack in General Order may fire, however, using the fire strength printed on the back of that unit's counter.

11.4 Carré (square)

Carre may only be formed in clear terrain. This formation may only be used by Infantry, and Artillery stacked with Infantry. Carre was used for all-around defense in situations where there was no flank protection (usually in the face of a cavalry charge). Up to 18 increments of Infantry may form Carre, or 18 increments of Infantry and Artillery (proportioned as if one increment of Artillery were equal to four increments of Infantry). It requires a minimum of 3 increments of infantry to form Carre.

11.4.1 Carre and Stacking: A leader is not required for units to join an existing square. A unit may join another unit already in square, however, units may not stack prior to forming square without the presence of a leader. In other words, for units to stack in square, a unit must have first formed square and the other units moved to it. Infantry entering a square would still require the unit to change formation into square, thus the infantry would pay one movement point entering the hex, and another movement point changing from its current formation into square.

11.4.2 Carre and Combat: All increments are totaled for the pre-melee assault check. All melee values are totaled for defense (a Carre may not assault). A Carre may fire into three non-adjacent hexes as shown by the diagram below, or into its own hex.



In the above example the carre may make three simultaneous fire attacks.

When firing on an adjacent hex the fire value of a Carre is one third the increments of the Carre times the fire multiple given in the Fire Effects Chart for the type of unit firing.

A Carre has a zone of influence in its adjacent hexes. Cavalry and horse artillery may push through it but they trigger opportunity fire from the carre. Infantry and foot artillery must cease movement when entering it.

In order to melee a Carre enemy combat units must actually rest in the same hex as the Carre.

Exception: Though units in Special Structures are treated as if in square for fire purposes, they are still assaulted from one or more of their adjacent hexsides... the attacker does not enter the Special Structure hex. See: Special Terrain and Structures: In the Special rules booklet.

When firing on enemy units attempting to assault a Carre, the fire value of the Carre is determined by its target as follows:

- **Against Cavalry:** all increments are totaled by nature of it resting in the hex with the carre.
- **Against Infantry:** 1/3 increments are totaled by nature of it resting in a hex adjacent to the carre.
- **A unit in Carre** has its morale improved by six (6).

11.4.2a When Infantry Assaults a Carre

Procedure: During the Movement segment the opposing infantry unit ends its movement adjacent to the Carre and an Assault marker is placed indicating it will be the target of assault in the coming Assault et Melee segment. In the fire phase the carre gives defensive fire (x 1/3) followed by the attacker giving offensive fire. In the assault segment the carre checks its pre-melee morale (+6). If this check is successful then the attacker checks

his morale. If the carre failed this check it disorders away per the usual procedure one-half of its movement potential. If the defender and attacker passes this pre-melee morale check the assaulting units move into the hex with the carre. Melee is conducted. If the carre loses this melee and is forced to retreat from the hex then all increments lost to it for retreating through an enemy zone of influence are doubled. If the carre holds the hex then the attacking units must displace back to the hex(es) from whence they advanced into the hex if they have not already been forced to retreat by the combat result.

11.4.2b Artillery Stacked with Infantry in Carre: Artillery stacked with infantry in square must combine its defensive fire with that of the Infantry. Because Artillery always uses its printed fire-strength, this printed strength is thirdded when the infantry fire is thirdded, and full when the infantry fire is full (though the artillery will give the attack a column shift for canister if the target is stacked with the carre or adjacent). Artillery deployed with a Carre may fire at range during the offensive fire segment of the chronology of battle (or possibly during the Artillery Action Chit) but always at one-third of its printed strength. Artillery may combine its fire with infantry in the Carre when conducting offensive fire, but only if the target unit is in the hex with the Carre, or adjacent to it. Note also in the diagram above that up to three simultaneous fire attacks could emanate from a Carre. Since this is the case some attacks could be combined with infantry, while others could be at range (and not combined with the infantry. For instance, imagine one of the Yes hexes is empty, but the Yes+1 hex is occupied by an enemy unit.)

11.4.2.c Cavalry and Infantry that Assaults a Carre: When cavalry assaults a square during Melee a Cheval it does so with one-third of its printed melee strength. It may not double this if it charged three hexes in a straight line. Infantry that assaults a Carre has its melee strength increased by 50% (or half-again as much, or melee strength X 1.5).

11.4.3 Carre and Maneuver: A Carre has a movement potential of one (1) hex. Since it has all-around facing it may move in any direction.

Exception: French Guard with a morale of 14 or less subtract two from their movement potential (as in line) at the start of their movement and may maneuver en Carre for the remainder of their movement. They may not assault, however, while in Carre.

If the first action of a unit in Carre is to change formation out of Carre then it may move the rest of its movement potential (less the cost of the formation change) that phase.

If Infantry in Carre suffer casualties sufficient to drop the number of Infantry in the hex to less than three then the infantry in the hex immediately and automatically changes its formation to column.

This does not cost movement potential and is done regardless of the Carre being in an active or reactive phase. The resulting column is oriented at the owning player's discretion. This change of formation is involuntary and does not trigger opportunity fire or charge from adjacent enemy units.

11.5 Road Column

This formation may only be formed on a road, trail or highway (or city street such as found in Dresden) regardless of the terrain these may pass through. (*Exception: See Colonne de Route*). A Road

Column informational marker is provided to show that units are currently in road column. A maximum of 4 increments may occupy a hex in road column. A unit must be broken down into its smallest Presentation in order to deploy into Road Column (See: Presentation). Limbered Artillery is always considered in Road Column if moving from one contiguous road, trail or highway hex to another and does not need a Road Column informational marker to show this.

11.5.1 Road Column and Combat: The melee value of units in Road column is the printed melee value of the unit divided by the proportion of increments of the unit in the hex.

Example: A cavalry regiment with 12 increments and a melee value of 36 is deployed in Road Column in three hexes. One-third of the regiment is thus in each hex; one-third of 36 is 12. Each hex that this cavalry regiment is deployed in would have a melee value of 12.

Infantry units in Road Column may not conduct offensive fire. An infantry unit in road column that conducts defensive fire does so by hex. The fire value of each hex is equal to the printed fire value of the unit divided by the number of hexes it is deployed in (a unit deployed in two hexes with a fire value of 6 yields a fire value of 3 per each hex.)

11.5.2 A Unit in Road Column may not assault: A unit in Road Column that is assaulted has its morale value modified by 6 (for the worse). A unit in Road Column that is the target of a charge has its morale modified by 12 (for the worse). *Exception: Limbered Artillery are not modified; they automatically rout when charging cavalry become adjacent.*

11.5.3 Road Column and Maneuver: Any unit in good order may enter Road Column. A combat unit that has more than 4 increments must enter Road Column in at least two hexes, with a maximum number of increments per hex of 4. Arrange the Road Column informational markers behind the unit counter to show the extra hexes occupied by the unit. An infantry battalion with 11 increments thus would use two informational markers (4 increments are considered with the unit counter, 4 considered with the next marker, and 3 considered with the last marker in the line). Units in Road Column may stack with other units in Road Column so long as the maximum allowance of 4 increments per hex is not violated. (Remember, a leader is required to create a stack.)

A unit in Road Column pays one-half (1/2) movement point for each contiguous road hex entered regardless of the other terrain in the hex. (For Trail and Highways see the Movement Chart.)

A unit in Road Column may not Force March. A unit is Road Column that moves off a road but remains adjacent to it becomes a Colonne de Route.

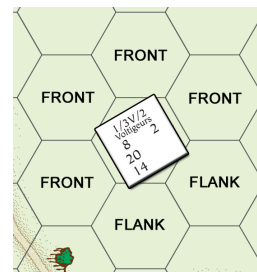
11.5.4 Colonne de Route: Infantry may form a March Column. This is identical to being in Road Column except that the unit need not be on a road, trail or highway but must remain adjacent to one at all times while in this formation. A Road Column informational marker is used to show that units are currently in march column (that it is not on a road, but adjacent to it separates the two forms of march. In fact, one might as well say that a March Column is a Road Column, but it is adjacent to the road and not on it.) All rules such as stacking; etc., governing a Road Column pertain to a March Column except that units in a March Column pay the normal terrain costs for the non-clear terrain they

pass through. (They must pay for crossing streams, entering woods and dwelling hexes; etc.) They still pay 1/2 movement point for clear terrain however, so long as their movement remains adjacent to a series of contiguous road hexes. (Advantages: The unit may change automatically from March Column to Road Column if it moves onto the adjacent road hex. This will be important if having to defile through woods, structures or over bridges.)

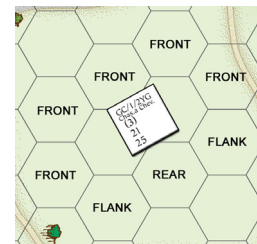
11.6 Tirailleurs (skirmishers)

Certain infantry and cavalry may enter *Tirailleur* Order. In general, if the infantry unit has a Range printed on the reverse side of its counter, or the Cavalry unit has a Skirmish Factor, it may enter *Tirailleur* Order. Units deployed on the map in *Tirailleur* Order are inverted to designate this formation (no informational marker is used). Infantry skirmishers with three or less increments in their unit counter must adopt this formation in one hex. Infantry units with four or more increments must adopt this formation in two hexes. Cavalry in *Tirailleur* Order (*Tirailleurs a cheval*) must always be deployed in two hexes regardless of the number of increments in the unit. *Tirailleurs* always face a hex vertex.

11.6.1 Tirailleurs and Orientation: Infantry in *Tirailleur* Order with three or less increments have four front hexsides and two flank hexsides.



Infantry deployed in *Tirailleur* Order in two hexes, and Cavalry deployed as *Tirailleurs a Cheval* have five front, two flank, and one rear hex-side.



11.6.2 Tirailleurs and Combat: Infantry in *Tirailleur* Order may fire up to three increments from a single hex (see Fire Chart for the fire multiple). When a fire attack is made on a target two hexes distant the value of the attack is halved. Only units with a printed range of two (or 3 if Rifle armed) may make a fire attack on units two (or three) hexes away, and, only units deployed in *Tirailleur* order may make fire attacks at a range of greater than one hex (adjacent). *Tirailleurs a Cheval* always use their printed skirmish factor when skirmishing. The skirmish factor of a *Tirailleur a Cheval* is constant. In other words, if the skirmish factor is five (5) and the *Tirailleur a Cheval* has three enemy units in its zone d'influence that it may skirmish with, then the skirmish value per each skirmish is five (5). The melee value of all units deployed in *Tirailleur* order is halved (if deployed in two hexes it would be one-quarter of the printed melee value per hex).

11.6.2a Tirailleurs and Retreat Before Combat: Tirailleurs may always retreat before infantry combat units if their movement potential is greater than the movement values of the assaulting units, or if the enemy unit is not also in Tirailleur Order; i.e., infantry skirmish units may always retreat from formed infantry units regardless of their respective movement potentials. Infantry deployed as Tirailleurs in two hexes may fire independently from their two hexes on separate targets. Tirailleurs a Cheval skirmish with each unit in their zone d'influence in the same fire phase.

Tirailleurs and Retreat Before Combat: As stated, when the target of an assault, units in Tirailleur Order (infantry or cavalry acting as Tirailleurs a cheval) have the option to retreat before the combat. This option is exercised the moment the assault is defined by the active player and prior to the pre-melee morale check during the Assaut et Melee segment of the Chronology of Battle. This retreat is considered involuntary and does not trigger opportunity fire or opportunity charge. The path of retreat must be free of enemy units. The retreating Tirailleur may use up to one-half of its movement potential conducting this retreat but must stop in the first hex free of enemy zones of influence and/or friendly units. If the retreating Tirailleur cannot satisfy the above condition it may continue to retreat up to its full movement potential. A Tirailleur that uses greater than one-half of its movement potential conducting a retreat before combat is subsequently marked with a blank counter signifying that it may not move in its next turn (it just used it). Once this option is exercised by the tirailleur unit the active unit may occupy the vacated hex, or hexes, if it performs and passes its pre-melee assault check. This check is made as if the tirailleur were still in its original position, applying the same modifiers to the check that would have been applied had the tirailleur chosen to stand rather than retreat.

11.6.2b Tirailleurs as the Target of a Charge, Infantry: Infantry in Tirailleur Order that are the target of a charge may retreat. This retreat occurs the moment the charging unit becomes adjacent. This retreat is only permitted if the first hex retreated into by the Tirailleur is occupied by a friendly unit or is non-clear terrain. If the Tirailleur retreats into a friendly occupied hex and this does not violate the stacking restrictions of the hex (for instance, a leader is present or the unit is in Carre), it automatically assumes the formation and orientation of the units in the hex (place it at the bottom of the stack). If the retreating Tirailleur would otherwise violate the stacking restrictions of the hex, it routs (PGD). This rout movement has no effect on the other unit in the hex (the men simply run around the unit and head for cover). If the Tirailleur retreats into non-clear terrain it receives the cavalry charge in this new hex with the presumed notion its chances of survival have improved (which they have assuming the cavalry continues after the Tirailleur).

11.6.2c Tirailleurs a Cheval As the Target of a Charge: Cavalry in Tirailleur Order that are the target of a charge may retreat if their printed movement potential is greater than the printed movement potential (i.e., does not include its charge bonus) of the charging cavalry unit. Tirailleurs a Cheval that may not thus retreat before a charge rout (PGD) the moment the charging unit comes adjacent. Retreat is exercised the moment the charging unit becomes adjacent. This retreat is conducted hex by hex if the charging unit chooses to pursue (or fails to recall) the re-

treating Tirailleur during its charge (the Tirailleur retreats one hex, the charging cavalry pursues one hex, and so forth). This pursuit may last as long as the charging unit has movement potential or successfully elects to recall. This retreat is considered involuntary and does not trigger opportunity fire or opportunity charge by active units (it may cause reaction charges by reactive units, however). A retreating Tirailleur a Cheval may retreat only so far as it is pursued plus the extra hex to avoid contact. Tirailleurs a cheval become tired if this retreat involves more than 1/2 of their movement potential.

11.6.3 Tirailleurs and Movement: Tirailleurs use their printed movement rate. Tirailleurs may move or retreat through, or be moved, retreated or charged through by friendly units without violating stacking restrictions. Tirailleurs may not end their movement stacked with any friendly unit. If moving, charging or retreating friendly units end their movement stacked with units in Tirailleur Order, the units in Tirailleur Order displace.

Displacement: The unit vacates the hex in a manner similar to retreat before combat; i.e., Displacement is considered involuntary and does not trigger opportunity fire or opportunity charge. The path of movement must be free of enemy units. The displacing Tirailleur may use up to one-half of its movement potential conducting its displacement but must stop in the first hex(es) free of enemy zones of influence and/or friendly units. If the displacing Tirailleur cannot satisfy the above condition it may continue to move up to its full movement potential. A Tirailleur that uses greater than one-half of its movement potential displacing is subsequently marked with a blank counter signifying that it may not move in its next turn (it just used it).

11.6.3a Non-French Infantry deployed as Tirailleurs and Rallying Squares: Non French infantry in skirmish order may not attempt to form Carre during the Charge a Cheval segment of the Chronology of Battle, but may attempt to form a Rallying Square. French Infantry acting as tirailleurs must roll on the Carre Realization chart if they wish to form square during an enemy charge a cheval.

11.6.3b Tirailleurs a Cheval and Charge a Cheval: Cavalry acting as Tirailleurs may not charge, reaction charge or opportunity charge when so deployed.

11.6.4 Zone D'Influence of Tirailleurs: Tirailleurs a Cheval force enemy infantry to pay extra points of their movement potential when moving in their Zd'I. When active infantry moves adjacent to the front orientation of a Tirailleur a Cheval a movement penalty of +3 movement points is paid by the infantry for the hex. This radius extends to the hexes adjacent to the hexes adjacent to the front orientation of the Tirailleur a Cheval. A movement penalty of +2 is paid for these hexes as described in the diagram below:



The Tirailleur a Cheval zone d'influence is nullified as soon as active light cavalry moves adjacent to the reactive Tirailleur.

11.6.5 How Tirailleurs a Cheval Skirmish: During either fire segment a Tirailleur a Cheval may conduct a skirmishing attack upon each and every enemy unit or stack that is occupying one of the front hexes of its skirmish zone. It has 5 such hexes (see diagram above for "front" hexes) and could thus conduct 5 such attacks if this zone has not been nullified as in the paragraph above.

Treat the skirmish value the same as a fire factor and resolve these attacks as fire attacks. Tirailleurs a Cheval may not combine these skirmish attacks with any other fire attacks being made on units in these same zones by other friendly units (thus, if the TaC wants to make an attack, but the hex is already under attack from another source, it must forgo its skirmish attack). Each and every skirmish attack is conducted at the full printed skirmish value of the Tirailleur a Cheval.

11.7 Involuntary Formations:

There are two involuntary Formations, *Disordre* and *Plus Grand Disordre*: Cavalry and unlimbered artillery may never be *Disordre*; whenever a Cavalry unit fails its morale, or a combat result calls for *Disordre*, Cavalry becomes *Plus Grand Disordre* instead (*Exception: Cavalry that fails to reaction charge does not rout or disorder*); unlimbered artillery are removed from play and considered destroyed.

11.7.1 Disordre: A unit in *Disordre* has all-around facing (6 front hexes). Units in *Disorder* subtract three from the dice whenever they check morale. The printed fire, melee, and movement values of units in *Disorder* are halved.

Units in *Disorder* are marked with a *Disordre* informational marker. During the Reorganization segment of the Chronology of Battle a unit in *Disordre* must attempt to recover good morale. *Exception: Units that are adjacent to enemy units. These units remain in Disorder and do not check morale.*

A unit in *Disordre* that fails to recover good morale automatically becomes *Plus Grand Disordre* and conducts rout movement.

The moment a unit becomes *Disordered* it moves away from the disordering event at half its movement rate (round fractions down. See Retreat After Combat).

11.7.2 Plus Grand Disordre: A unit that is routed (PGD) has all-around facing (6 front hexes). These units subtract six from the dice whenever they check morale. Routed units may not fire; melee at one-third their melee value (they may only defend); and move at their printed movement potential.

Units in *Plus Grand Disordre* are marked with a PGD informational marker. The moment a unit becomes PGD it moves away from the event at its printed movement potential. This movement is called rout or routing movement.

Units that are PGD may only attempt to recover good morale during the Reorganization segment of the Chronology of Battle.

Units that are PGD may attempt to recover good morale unless an enemy unit is adjacent to them. A failed recovery attempt will see the PGD unit rout again unless it is at least 15 hexes away from the nearest enemy unit in good order. This distance is not achieved automatically, but conducted as regular rout movement one hex as

a time governed by the routed unit's movement potential, terrain costs; etc.

Once routed units are 15 hexes away from the nearest enemy combat unit further rout movement is unnecessary, however, upon reaching this 15 hex distance routed units must enter either a dwelling or wooded hex that is also at least 15 hexes away from the nearest enemy combat unit. If enemy units subsequently close this distance and are less than 15 hexes away from the PGD unit(s) in the next Reorganization segment, then the units must again move to achieve this distance if they fail their recovery attempt.

11.7.2a Old Guard Effects on Units in PGD: Any French PGD unit that becomes adjacent to an Old Guard (OG) unit during its rout movement may end this rout movement regardless of the distance separating it from the nearest enemy unit. It must end this movement adjacent to the OG unit but may continue routing if another hex adjacent to this same OG unit is available to it. Units in PGD attempting to recover good morale adjacent to OG units have their morale improved by 6 (for the better). OG units are: Any battalions belonging to the 1st and 2nd Regiments of the Grenadiers or Chasseurs a pied, or the regiments themselves if such is their presentation.

Units that rout behind enemy lines require a Leader in the same hex in order to reorganize regardless of the distance separating them from the nearest enemy unit. If no Leader is present the unit must continue its rout movement in each successive Reorganization segment until it is behind its own lines.

11.7.3 Unlimbered Artillery and Involuntary Formation:

Unlimbered Artillery neither rout nor disorder but are removed from play instead.

11.7.4 Recovery of Good Morale: Units that are *Disordered* or *Routed* go immediately to good morale if they pass the modified morale check during the Reorganization segment of the Chronology of Battle and may freely choose their facing upon recovery.

12.0 MOVEMENT

Movement is determined by the movement potential of a unit or leader, its formation, and the terrain cost of the hexes entered. Movement may only be done from hex to adjacent hex. As a unit is moved, the cost of terrain moved into is deducted from the unit's movement potential. A unit may only move as long as it has movement potential. Essentially, a unit with a movement rate of eight (8) could move through eight hexes of clear terrain if it were in column. Unused movement points are lost to the unit and may not be saved for later use.

12.1 Movement and Combat:

Units that move adjacent to enemy units need not fire upon nor melee them in the subsequent Combat a feu or Assault/Melee segments, however, if the active player intends to assault the unit he just moved adjacent to, the intention to assault is signaled at this time by marking the unit just moved with an Assault marker. Units not so marked may not engage in melee in the following Assault/Melee segment. They may engage in fire combat. Each and every unit or stack of units the player intends to use in an assault in the next phase must be so marked, with the arrows of the Assault marker indicating the target of the assault.

12.1.1 Rolling to Close: In that declaring an assault is a part of Movement, units must move at least one hex in order to declare a target of assault. However, units that begin their movement adjacent to the unit they wish to assault, and thus do not have the room to move at least one hex, may do so, but must roll to close. Procedure: The unit checks morale. If it passes this check it and the opposing unit that will be the target of the assault are marked with an assault marker, ending movement for the unit. Units that fail this check Disorder and retreat half their movement away from the event. Units that successfully rolled to close in this manner do not make a pre-melee morale check in the Melee phase of Assault et Melee. To differentiate units that moved to assault, and those that successfully rolled to close, flip the Assault marker to its black and white side indicating the unit has, in fact rolled to close. Units that roll to close do so with a -6 morale modifier. This -6 is in addition to any other modifiers that may apply to the morale check (leader present, assaulting a flank; etc.).

12.2 Formation Change, Movement Costs:

Whenever a combat unit makes a voluntary formation change the cost in movement potential is as follows:

Infantry	1 movement point
Cavalry.....	3 movement points
Artillery.....	2 movement points

Exceptions: Units that form Carre in the face of an enemy Charge a Cheval. Units that must form General Order when moving from clear to non-clear terrain; Tirailleurs that join other units in a stack during Retreat Before Combat; Units that Consolidate after a melee result; Units that no longer meet the minimum incremental requirement for a type of formation as a result of casualties incurred.

A change in Presentation is not considered a formation change.

12.3 Movement and Orientation

Movement is always done through the Front Orientation of a unit; i.e., through its own zone d'influence.

Exception: Units in Line may move through one of its flank hexes up to two hexes and maintain its same facing.

A unit must always face in the direction it is moving. In other words, movement and orientation are two distinct actions, as a unit enters a new hex the bottom of the counter must rest against the hexside or vertex of the hex(es) it exited; if it is subsequently oriented in a new direction it must rest against the hexside or vertex of the next hex it will, or is about to enter, or would enter if it continued its movement.

12.4 Movement and Formation:

Stacking

Only one type of formation is legal in a hex at any one time (*Exception: Infantry moving to join a square*).

Infantry and Cavalry are mutually exclusive in that they may never legally occupy the same hex at the end of any segment of the Chronology of Battle (*Exception: Cavalry conducting Melee against a square*). These restrictions apply during movement as well, regardless of the violation being voluntary or involuntary. Whenever a violation occurs all units in the affected hex make a morale check subject to the following modifiers:

Infantry stacked with cavalry	-6
Infantry with charging Cavalry	-12
Unlimbered Artillery with Cavalry	-6

Violations:

Line with Column	-6
Road Order with Column	-6
Road Order with Line	-6
Disordre with Good Morale	-6
Disordre with Disordre	PGD
PGD with Good Morale	-12
PGD with Disordre	PGD
Too many increments	-6
No leader present	-6
Advance after Combat and Flush with Success.....	+6

The above effects are not cumulative in that Cavalry in Line temporarily stacked with infantry in Column is considered Infantry stacked with Cavalry for a minus 6 modifier.

Exception: Units in Carre and units in Tirailleur Order are not affected by, nor do they affect units that pass through their hex, or they may pass through. However, they may not end movement, voluntarily or otherwise, stacked. (See also Pas de Charge below.)

After making the above morale check the violating unit may continue its move, charge or retreat if it successfully passed the check. If it failed the check it must disorder away from the hex, or PGD if that result is called for. If the unit cannot continue its move, charge or retreat and the hex is still in violation of the stacking restrictions, it must displace out of the hex by moving back to the hex it was in immediately prior to creating the violation.

12.4.1 Pas de Charge: Whenever formed infantry or cavalry (in line, column, square or general order) end their movement in a hex containing friendly Tirailleurs, the skirmishers will displace from the hex rather than remain in violation of the stacking rules. Note that this displacement is forced on the skirmishers. (See Displacement under Tirailleurs and Movement. 11.6.3.)

12.4.2 Infantry Force March: A divisional sized force in good order and that is on Level Zero may increase its Movement Potential by employing Force March. Force March is done by Division, in that a single battalion may not Force March, nor may a partial division engage in force march.

Procedure: Indicate a division that is either a MU unto itself or part of a greater MU (such as a corps sized MU). Move all parts of this division up to double the printed movement potential of each unit belonging to the division. Upon the completion of this move roll the dice. One roll is made for the entire force that marched. Modify this die roll result by minus six (-6) for the force march, and the divisional Leader's morale bonus. All infantry and artillery in the division compare their individual morale ratings to this one result.

Only units in column or limbered artillery belonging to the division may Force March. Units not in column must use their first movement point to change formation into column (or move from terrain that mandate General Order). Divisions must remain in clear terrain for the entire turn (remember, slopes in clear terrain are clear terrain) that they force march.

All units that Force March double their movement potential. Units that fail the Force March dice-roll end the move in disorder (they disorder in the last hex of this move, and do not retreat half their

movement). All units that Force March must begin and end the march within their Divisional Leader's command span. All divisions that Force March modify their morale by a minus three (-3) for the remainder of the turn they employed force march.

A division that attempts Force March on subsequent and consecutive turns follows the guidelines given above (the morale modifier would be -9, however, in that it would modify by - 6 from the initial check plus the -3 for currently employing Force March. The -9 remains a constant even if the Division marches another three turns in a row).

12.5 Involuntary Movement:

Involuntary movement is the result of combat or morale failure. The moment a unit disorders or routs PGD the subsequent movement of the unit is considered involuntary and does not trigger opportunity fire or opportunity charge. Retreat Before Combat is also considered involuntary movement.

12.6 Retreat Before Combat

Tirailleurs may retreat before combat (see Tirailleurs). Other units may exercise this option and these rules pertain to them; they include: Leaders in all instances; Cavalry and Limbered Horse Artillery with movement potential at least greater than the units attempting to assault them; as well as Tired Cavalry before assaulting infantry regardless of their respective movement potentials.

The option to retreat before combat must be exercised when a unit is defined as the target of an assault, just prior to the pre-melee morale check; during either the Melee a Cheval or Assault et Melee segments of the Chronology of Battle. The Path of Retreat must be free of enemy units and enemy zones d'influence. Retreating units may not violate stacking during this move (see Movement and Formation) and must cease their retreat prior to violating stacking. These units may retreat up to half of their movement potential without penalty, however, if they retreat more than this they automatically rout. (Their subsequent rout movement potential deducts the movement points they have already retreated and then increases the remainder by 1.5.

Example: A unit with a movement of 13 retreats 7 hexes; it now routs 9 more hexes (13 - 7 = 6; 6 x 1.5 = 9.)

The assaulting unit may always advance into the first hex vacated by a retreating unit upon passing its pre-melee morale check (as if the retreating unit were still occupying the hex) and initiate another assault. (Note how this differs from units that advance after Tirailleurs that have retreated before assault; in which case they may not initiate another assault.) Reactive units that are in turn attacked in this manner may not give opportunity or defensive fire but proceed immediately to the pre-melee morale check (the assaulting unit does not check again). If the assaulting unit fails to advance into the hex vacated by a unit retreating before combat it does not disorder (it simply does not advance as a result of failing the morale check).

12.6.1 Leaders That Retreat Before Combat: If a leader retreats before combat and unit(s) remain in the hex (that do not, or are not able to retreat before combat) then all units in the hex will modify their pre-melee morale check as if the Leader had received a mortal wound. (See Leader Casualties.)

Exception: If there was more than one leader in the hex and a leader still remains with the unit(s), the retreating leader withdraws from the hex unnoticed. Also; a leader may not so abandon a hex if by so doing he causes a violation of stacking. (Leaders are required to form stacks of units. If a leader abandons a stack of units he causes a violation of

the stacking rules if there is not another leader in the hex to take his place.)

12.7 Path of Involuntary Movement; Priorities of Retreat

All involuntary movement must follow a Path of Retreat. The Path of Retreat must subscribe to the order of priority as listed below:

1. Retreating units may never move to place themselves closer to the enemy.
2. Retreating units must move through the most economical terrain (lowest movement cost) possible.
3. Retreating units may not move through a hex containing other friendly units if another path exists.
4. Retreat must be made toward a friendly depot.
5. Retreating units must end their involuntary movement further away from all enemy units than when they began their retreat movement.
6. Each hex entered may be adjacent to only one other hex of the Path of Retreat.
7. The unit may not enter Prohibited Terrain.

These are the priorities of retreat. If a retreating unit has no alternative other than to violate one or more of the above (with the exclusion of #7) it may do so at no penalty to itself other than to cause a morale check for all units in the hex in #3 above (see Movement and Formation). Units that are forced to leave the map, are considered destroyed and may not reenter at some later time. A unit that is unable to retreat surrenders.

13.0 COMBAT

There are two types of Combat: Fire and Melee. These segments of the Chronology of Battle are conducted after all movement has ceased for a given side.

Exceptions: Opportunity Fire is conducted during Movement, and, artillery fire is conducted in a limited fashion when the Artillery Action chit is drawn.

Fire combat is conducted by units regardless of their command status. Assault and Melee is the result of movement. Since only active moving units may declare assaults, units that were out of command may not launch assaults.

Exception: Melee may result from a Reaction or Opportunity Charge, thus Inactive units may have cause to resolve melee in the Active side's Melee a Cheval and Assault & Melee segments.

13.1 Fire Combat: Combat a Feu:

Fire is directed against a hex rather than at a unit. Odds are established for the fire attack by comparing the Fire Defense value of a hex against the Fire Factor of the initiating unit. Once the odds are established the dice are rolled and the result located on the Combat a Feu chart. There are three types of fire attack: Defensive: Feu de Provokes; Offensive: Feu d'Assaut; and Opportunity: Feu de Chance.

13.1a Fire Defense: The Fire Defense Value of a hex is determined by: the Branch of service of the unit (infantry, cavalry, or artillery); the Formation the unit is deployed in (line, column, unlimbered, etc.); the Terrain of the hex (woods, clear, town, etc.); the Orientation of the unit (head on, enfilade); the Size of the target unit (number of increments in the hex). All of these are cross-referenced on the Fire Defense chart with the result being the Fire Defense of the hex.

13.1b Fire Factor: The Fire Factor of a combat unit is determined by: the **Nationality** of the unit; the **Formation** the unit is deployed in (line, column, etc.); the **Type** of unit (light infantry, grenadier, guard, etc.); the **Orientation** (units may only fire out of their Front hex-sides); the **Range** or distance between the target and the firing unit (applies only to un-limbered artillery and tirailleurs); the **Size** of the unit (how many men or guns are firing). All of these are cross-referenced on the Fire Effects chart with the result being the Fire Factor of the initiating unit.

13.1c Combat a Feu Chart: This chart indicates the number of increments that are lost by the target hex, and if there is a potential Leader Casualty.

13.1d Feu de Provoques: Defensive Fire occurs during the Feu de Provoques and Melee a Cheval segments of the Chronology of Battle. A unit may only fire defensively through its front hexes, and only at units that are in an adjacent hex. More than one unit may fire on the same target hex but all firing is totaled into one attack. A hex may be fired on only once during this segment.

13.1e Feu d'Assaut: Offensive Fire only occurs during the Feu d'Assaut segment of the Chronology of Battle. All targets within the range of active units may be fired on. Firing units must have a Line of Sight to the target hex. Units may only fire offensively through their front hexes. More than one unit may fire on the same target hex if the target is adjacent to all firing units, or, two adjacent hexes of artillery may combine their fire if a leader is present in one of the hexes with an artillery bonus, or, in the case of a Artillery Leader of Special Ability, up to three adjacent hexes of artillery may combine their fire upon a single non-adjacent hex if that leader is either stacked with or adjacent to all three hexes. Offensive fire expends artillery ammunition.

13.1e.1 The Artillery Action Chit: When this chit is pulled all grand batteries, and howitzers may perform fire attacks upon enemy units that are within their range. This fire is treated like Feu d'Assaut. This fire attack consumes ammunition.

13.1f Feu de Chance: Opportunity Fire may occur whenever there is voluntary movement in the zone of influence of reactive units that may make a fire attack. Opportunity Fire is given when a moving or charging unit exits the zone d'influence of an enemy combat unit. Even though an exiting unit may be two hexes distant from the firing unit once it exits its zone d'influence, the fire is given as if the unit were still in the target hex (as if it were still adjacent). Any action that takes place in a zone d'influence that requires the expenditure of movement potential also triggers Opportunity Fire (such as a voluntary change of formation). More than one unit may fire on an exiting unit if the zone d'influence of each firing unit is affected; each fire attack, however, must be totaled into one attack. Moving into a zone d'influence does not trigger Opportunity Fire.

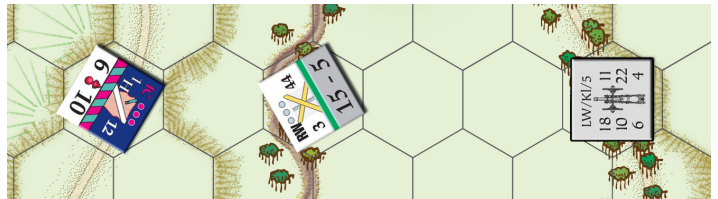
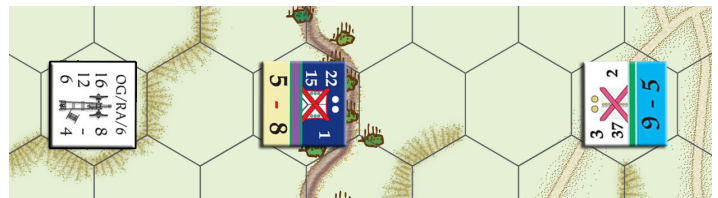
13.2 Line of Sight

If a unit can see another unit then it is considered to have a Line of Sight to that unit. A Line of Sight stretches from the center of the firing hex to the center of the target hex (use a piece of string or a clear ruler). If the line created by a straight edge intersects any of the following hexes then the Line of Sight is incomplete and the unit's view to its target is obscured:

- Any type of dwelling hex (City, towns, villages, or their rubble; etc.).

- Fire hexes (smoke)
- Wooded hexes
- Combat Units
- Elevation differential (See Elevation)

13.2a Elevation: A line of sight may be broken by varying degrees of Elevation if it crosses slope hex-sides. A unit always has a line of sight to an adjacent hex regardless of Elevation. A slope hex-side represents mild undulations of terrain; not cliff sides or mountains. In general, a Slope Hex-side represents the passage from lower to higher ground or vice versa. A unit in a hex containing a slope is considered either ascending or descending depending on its Orientation (it could also be moving along a slope if it is oriented toward another contiguous slope hex). If the intervening terrain (or combat unit) is closer to the firing unit than it is to the target hex, and the firing unit is on higher elevation than the intervening terrain, then the Line of Sight is not blocked.



If the firing unit is on lower elevation than the target hex, and the intervening terrain (or combat unit) is closer to the target hex, then the attack is permitted unless the intervening object is a friendly unit and it is adjacent to the target hex.

13.3 Massed Targets:

Any target hex that has more than nine (9) increments in it is a massed target. The dice for the fire attack are modified by one for every increment over nine.

Example: A target hex containing 15 increments would modify the fire attack dice roll by +6 (a roll of 32 would become a 42).

When a line formation contains more than six (6) increments in the hex, the fire defense of the hex is considered the same as a column.

Whenever a line is fired upon through a flank hex-side (en enfilade) the fire defense of the hex is the same as a column.

13.4 The Fire Process:

A hex may be the target of a fire attack only once during a fire segment of the Chronology of Battle (*Exception: any number of units can trigger opportunity fire on a single hex through the course of a movement or charge segment*).

Example: A hex adjacent to a square is charged through at different times by several charging cavalry units in a single charge phase. The square can opportunity fire on the same hex each time a new cavalry unit passes through it.)

All increments en Carre (in Square) may fire. Only the top four increments in a hex of infantry in Line may fire. Only three increments from a hex containing a unit en Tirailleur (skirmish) may fire. Only the top unit (or top two companies) from a hex containing Column or General Order may fire. Units in Disorder fire at one-half their printed fire value. Units in PGD may not fire.

13.4.1 Fire Procedure by Formation

13.4.1a Infantry in Line: Regardless of the size of a unit in line, only four increments per hex may fire. Locate the nationality of the unit on the Fire Effects Chart, then the type of unit it is (Light/Legere, line, landwehr/militia, Guard or Grenadier etc.). A fire multiple is given. Multiplying the number of increments eligible to fire times this multiple yields the fire factor.

Example: A French line infantry unit has a multiple of X3. If there are at least four increments in the hex then the fire factor of the hex is 12 ($3 \times 4 = 12$). If the unit is deployed in two hexes, then the unit may fire up to 8 increments (for a fire factor of 24). However, a battalion with only 6 increments deployed in a two-hex line would only have those 6 increments to fire (or 3 per hex). It thus could yield a maximum fire factor of 18 (though it could split its fire into 9 on two adjacent hexes assuming there were different targets in each hex).

13.4.1b Infantry En Tirailleur (in skirmish): Similar to Line, but only infantry units eligible to deploy in skirmish order (that have a range of 2 or 3), and that are deployed as such (flipped to their black and white side). Locate the nationality and type of unit (Legere, Jaeger, Grenzer, Chasseur; etc.) on the Fire Effects Chart. Up to 3 increments may fire from a hex.

Example: A French legere infantry unit deployed en Tirailleur has a multiple of X3. If there are at least three increments in the hex then the fire factor of the hex is 9 ($3 \times 3 = 9$). If the unit is deployed in two hexes, then the unit may fire up to 6 increments (for a fire factor of 18). However, a battalion with only 5 increments deployed in a two-hex skirmish line would only have 5 increments to fire (or 2.5 per hex). It could yield a maximum fire factor of 15 (though it could split its fire into 7.5 on two adjacent hexes assuming there were different targets in each hex).

13.4.1c Infantry En Carre (in square): All increments in a square may fire, however, this fire is divided between three non-contiguous adjacent hexes (that is, its fire is thirded for each). Locate the nationality and type of unit (Line, Legere, Jaeger, Grenzer, Chasseur, Grenadier; etc.) on the Fire Effects Chart. All increments may fire from a hex.

Example: A French legere infantry unit deployed en Carre has a multiple of X3. If there are 6 increments in the hex then the fire factor of the hex is 18 ($6 \times 3 = 18$). However it must split this fire according to how it is facing, which is in 3 directions. It thus could fire on three non-contiguous adjacent hexes with a fire factor of 6. If the enemy unit is cavalry stacked on top of the square (and this is opportunity or defensive fire), then and only then would the fire factor be 18.

Units deployed in Special Structures are treated as if in square, in that they can make three fire attacks on three non-contiguous hexes, though the fire of each attack is thirded.

13.4.1d Infantry in Column or General Order: The fire factor for infantry in Column or General Order is the fire value printed on the reverse of the counter (top number).

13.4.2 Making a Fire Attack: Divide the sum of all the Fire Factors from units firing on a particular hex by the Fire Defense of that hex. This yields an Odds Ratio. Locate the Odds on the Combat a Feu chart (rounding down in favor of the target) and roll the dice. Then locate the result of the dice on the odds column for the effect of that fire attack. The number there (or lack of a number) is the result of the fire attack.

Example: A French line infantry unit in line formation has 7 increments deployed in two hexes. It has a fire multiple of X3, yielding a fire factor of 21. An enemy unit is adjacent to both of these hexes in a village hex. The fire defense of the hex is 12. $21/12$ is 1.75. The closest odds to 1.75 to 1 is the 1.5 to 1 odds column. Thus the odds are expressed as one and a half to one. The dice are rolled with the result of 4 on the black die and 3 on the white die, or a 43. Locating 43 on the 1.5 – 1 odds column indicates the loss of one increment.

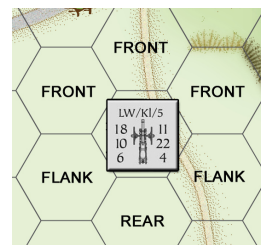
13.4.2a Assault Marker and Fire Combat: Units marked for assault may only fire on units their Assault marker designates. Likewise, units that are the target of an assault may only fire upon units that have targeted them with an Assault marker. (Note that this can become dashed awkward if a unit is faced by enemy units in the front and flank, and only the unit on the flank is assaulting.)

13.5 Artillery

Artillery is either limbered (ready for movement) or unlimbered (ready to fire). Up to 4 increments of Artillery may occupy a hex. Limbered Artillery may stack with either infantry or cavalry (see Movement and Formation).

13.5.1 Prolong: Unlimbered artillery may not move except by prolong. An unlimbered battery that is in command and part of an active MU may be moved forward or backward one hex. This may only be done in clear terrain and across clear or across slope hexsides (not severe slopes).

13.5.2 Artillery Stacking and Facing: Unlimbered Artillery may only stack with formed infantry. Artillery has three front, two flank and one rear hexsides.



13.5.2a Stacking Ratio: When stacked with infantry or cavalry Artillery has a stacking ratio of one-to-four. In other words, one increment of artillery is equal to four increments of cavalry or infantry.

Example: In column with Infantry (stacking limit 18) two increments of Artillery could stack with ten increments of Infantry ($4 \times 2 = 8 + 10 = 18$.) so long as a leader were present to create the stack. The maximum of 4 increments of artillery, however, could only stack with 2 increments of infantry.

13.5.2b Firing From a Mixed Stack: One battery of Artillery may fire from a mixed stack of infantry and Artillery if the infantry is in line. Up to four increments of infantry may add their fire to this attack. The infantry and Artillery must fire on the same

hex and combine their fire factors into one attack. As the stacking limit is per hex, an infantry unit deployed in a two hex line could have artillery stacked with it in each of these hexes.

13.5.2c Orientation of a Mixed Stack: Artillery must have the same orientation as the units it is stacked with. If it is stacked with Infantry or Cavalry in line it has two front, two flank and two rear hex sides. If stacked with infantry or cavalry in column it has three front, two flank and one rear hex-side; etc.

In Carre all batteries may fire (see Carre and Combat). Unlimbered Artillery may fire if stacked with Infantry in Column or General Order, but only one battery may fire, and only if this battery is the top unit in the stack. The infantry in this case may not fire nor add its fire factor to that of the artillery.

- Various stacks of Artillery may fire on the same target only if that target is adjacent to all the Artillery, or:
- Two adjacent stacks of Artillery may fire on the same hex if one of the stacks contains a Leader with an Artillery bonus.
- Three adjacent stacks of Artillery may fire on the same hex if the center stack contains an Artillery Leader of Special Ability.

13.5.3 Artillery Ammunition:

13.5.3a A Battery that is Out of Ammunition May Not Fire:

All artillery must trace a line of supply (up to three hexes) to an Artillery Ammunition Wagon (AAW) that belongs to the same nationality, that is of the same weight (a battery with a maximum range of 8 must trace to an AAW that is rated 8), and that has available ammunition. Whenever one of these guns fire, the shot is recorded at the AAW from whence it drew its ammunition. Expended ammunition is recorded at the AAW by placing a numerical information marker beneath it (place a "1" marker beneath it the first time it has ammunition drawn from it, adjusting this to a "2" the next time; etc.) All AAWs begin a game with six rounds of fire. Every time a battery fires during the Feu d'Attaquer or Artillery Action chit segment of the Chronology of Battle, one round of ammunition is expended. Feu de Provocant and Feu de Chance do not affect ammunition supply regardless of the number of shots of this type they make.

13.5.3b Resupply Procedure: To resupply an AAW it must be within five (5) hexes of a road, street or trail that leads to a friendly Depot during the Reorganization segment of the Chronology of Battle, and have rolled a five or a six on one die. This may be attempted once per turn. The path traced in order to find supply can go all over the place so long as the network of road, street or trail hexes traced is not broken at any point by the presence of an enemy unit, its zone of influence or prohibited terrain.

13.5.3c AAW Peculiarities: No unit or leader may voluntarily stack with an Artillery Ammunition Wagon, nor may friendly units move through them. If moving or retreating through an AAW hex the stacking violation is treated as Good Morale with Disorder (modifier of -6). An AAW is considered to have 1 increment, and if this is lost the unit is removed from play. An AAW has a melee value of 1. If an AAW is the target of an enemy artillery fire attack (including inadvertent ricochet attacks) and the result of that fire attack is a 65 or 66 (regardless of the actual odds), the AAW is considered to have exploded with

deleterious effects on any adjacent friendly or enemy units. Deleterious Effects of an Exploding AAW: All adjacent units check morale with a -12 modifier. The AAW is removed from play.

13.5.4 Target Precedence: Artillery must fire at an adjacent target regardless of a better, or preferred shot at medium or long range (assuming there is an adjacent target, of course).

13.5.5 Counter Battery Fire: When unlimbered Artillery is the target of a fire attack from another battery, only "even" results on the Combat a Feu Chart count, and are modified as follows: A result of "two" causes one casualty; a result of "four" will cause two casualties.

13.5.5a Suppression: Whenever unlimbered artillery or a stack of unlimbered artillery units is fired on by other artillery and a casualty is called for on the Combat a Feu Chart, but no casualty results due to it being an odd numbered loss (see above), the targeted battery is instead "suppressed." Place a blank marker on the battery. A suppressed battery may not make a fire attack from that moment on for the remainder of that turn. All blank markers indicating suppressed batteries are removed during the Reorganization Segment at the end of the turn regardless of a full turn having elapsed since the suppression occurred. If a loss of "2" is called for on the fire chart, the stack of artillery takes a loss and is suppressed, likewise this is the case with a "3" loss, but not when a battery is stacked with infantry and they absorb the odd losses.

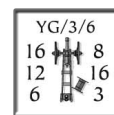
13.5.6 Artillery Formation Change: Artillery must roll a die in order to limber. Foot batteries must roll a five (5) or a (6) on one die to limber. Horse batteries must roll a three (3) through six (6) on one die to limber. (This may be modified by nationality: See the Artillery Limbering Chart.) All batteries may unlimber by simply paying the movement point cost (2 MPs). Leaders modify this die roll by plus one. Leaders with an artillery bonus add 2. Artillery Leaders of Special Ability modify this roll by +3. (See Artillery in the Special Rules.)

13.5.7 Artillery Range: The back of an Artillery unit counter gives the various fire attack potential of that unit at three different ranges. The top-right number is the maximum long range distance the unit in question may fire at a target (this is the same as the matching caliber for its corresponding AAW). One and a half times this number is its maximum extreme range (an "8" has an extreme range of 12). The top-left number gives the fire-attack potential at Short Range (adjacent or two hexes away); the middle-left number is the fire-potential at Medium Range (targets that are three to five hexes away); the bottom left number gives the fire potential at Long Range (six to # hexes away, # being the Maximum Range of the unit). Attacks made at distances greater than Maximum Range (up to its Extreme Range) are conducted at ½ the fire potential of the battery at Maximum Range. (For instance, a battery that fires an "8" at its maximum long range has a fire potential of "4" at Extreme Range). The middle-right number is the unit's morale. The bottom-right is the unit's melee value.

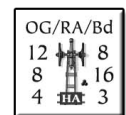
Example



A pied (foot)



A cheval (horse)



13.5.7a Canister (Mitraille): When firing at adjacent targets Artillery will have its attack modified by using the odds column to the right of the actual value of the attack.

Example: If the fire attack value results in a 5-1 attack on the Combat a Feu Chart, the odds “shift” to the 6-1 column to show the effect of Canister.

13.5.7b Ricochet: Medium, Long and Extreme Range fire attacks have the possibility of passing through their intended target and hitting other units. To determine Ricochet the line of sight, or shot path, is drawn from the firing unit to the target unit, and then along the straight line this creates beyond the target unit up to the firing unit's extreme range. Every unit on this shot path may be attacked, but for each such subsequent attack the dice are modified by a -6. Recalculate the odds for each attack as if this were a new attack. Roll the dice again and subtract six (6) from their result. A third attack along the line of sight would see the dice modified by -12; etc. Theoretically, casualties can occur in all hexes belonging to this shot path, however, ricochet attacks may not be conducted on targets beyond which the cumulative modifiers make these attacks impossible. (For instance, if the odds are 1 to 1 and the modifier will be -18, the attack is not permitted (reference the Combat a Feu chart). Non-clear terrain blocks Ricochet. Attacks can Ricochet into non-clear hexes. They may not, however, pass, or continue to Ricochet, beyond the blocking hex. Ricochet attacks may not occur beyond the extreme range of the firing battery.

13.5.8 Indirect Fire: Howitzers: These types of artillery do not need a line of sight to their target. Howitzers do not have medium or extreme ranges (they only have short and long ranges) and thus their shots do not ricochet.

The short range for howitzers is two hexes. They conduct fire attacks on targets two hexes or adjacent just like regular artillery does. The value of this attack is the number on the top-left of the reverse of the battery counter. To make a short range attack at two hexes the howitzer must have a line of sight to the target. Howitzers get the canister benefit for attacks at adjacent targets.

Long range attacks by howitzers are conducted the same.

Procedure: Place a blank marker on the desired target hex and roll one die. If the result is a 1 or 2 the indicated hex is the target hex (if a leader is stacked with the battery subtract his artillery bonus from this die roll). If the modified result is greater than two then the target hex will be one of the six hexes surrounding the targeted hex. Determine the northernmost hex of those surrounding the target hex. This will be the #1 hex. Consider each hex clockwise to this hex the #2 hex, #3 hex; etc. Roll the die again. The result die roll will be the new target hex. This is the hex that is attacked even if this hex is empty or occupied by a friendly unit. Howitzer attacks are not reduced due to range, nor do their attacks ricochet.

Special Results: Whenever a howitzer attack results in a 65 or 66 on the dice, in addition to any losses caused by this attack the hex will be considered On Fire. (See Fire in the Special rules.)

13.5.9 Destroyed Batteries: Whenever an artillery counter is removed from play as a result of losses it is placed in the appropriate Battery Box found on the Chronologie de La Bataille game chart. At the start of each hour (when morale levels are determined) one-third of the batteries in this box are returned to play. Batteries appear at any friendly depot hex (treat them as reinforcements). The

remaining two-thirds of the batteries are placed on their respective Organizational Display and considered destroyed.

Procedure: Choose three batteries of like kind (the same nationality, incremental value and movement potential). Place one on the depot hex and the other two face down on the Organization Display. Only when three batteries of like kind are in the battery box may one be returned to play. Players may accumulate as many batteries in the battery box as they wish and are not forced to return any to play. Batteries in the battery box are considered destroyed at the end of a scenario.

13.5.9a Spiking the Guns: Whenever unlimbered artillery is removed from play as a result of Melee, a die is rolled. On a roll of 1 or 2 the guns are spiked and go immediately to the Organization Display (unavailable for reorganization in the Battery Box). Modify this die-roll by a plus one (+1) if the guns are removed as a result of a cavalry charge.

13.5.10 Artillery May Change its Facing: If artillery is the target of Assault or a Charge a cheval it has the option to change its facing via a complete about face unless it is already facing an enemy unit. That is, it may shift 180 degrees to change what was its rear into its front orientation. It may do this prior to giving defensive fire.

13.5.11 Grand Batteries: Artillery Leaders of Special Ability may form Grand Batteries. A Grand Battery is a string of contiguous hexes exclusively containing artillery batteries and an Artillery Leader of Special Ability. The minimum size of a grand battery is three contiguous hexes with at least one point of artillery in each hex, and one Artillery Leader of Special Ability (though more leaders may be part of the Grand Battery). If there are no artillery leaders of special ability in a game, then no grand batteries may be formed.

Benefits: In addition to all other fires, Grand Batteries may also fire during the Artillery Action chit. This fire consumes ammunition.

14.0 Assault (Melee)

Assault (assault/melee) may only occur during the Melee a Cheval and the Assault et Melee segments of the Chronology of Battle. In the Assault/Melee phase the active player refers back to all units he marked with an Assault marker during the Movement phase. Though several hexes may be assaulting a single hex, they are defined as one assault. As the active player defines (designates) each Assault first the defending then the attacking units belonging to that assault make a pre-melee morale check. If the defender “stood” and the attacker passed this check the combat odds are tabulated by comparing the sum of the attacker's melee strengths with those of the defenders' melee strengths. This odds ratio is located on the **Assault et Melee** chart. The dice are rolled and their result located. Assault is mandatory between adjacent opposing units marked by an Assault marker regardless of what may have transpired after the assault was declared during the movement phase.

Combat units may only assault units that they fired upon in the previous Feu d'Attaquer (offensive fire) segment of the Chronology of Battle. In other words, a unit may not fire on one unit and melee another. A combat unit need not have fired on a unit in order to assault it.

14.1 Definition of Assault:

The active player states such and such units will attack the units

in such and such hex as defined by the Assault marker. The active player defines one attack and then immediately proceeds to resolve it before defining the next attack. If any reactive units are eligible to retreat before combat and the reactive player wishes to exercise this option, it is done now, prior to the Pre-Melee Morale Check.

14.2 Pre-Melee Morale Check:

An odds ratio is tabulated by comparing all eligible assaulting increments to all eligible defending increments (remember, units in line only have up to four eligible increments per hex for this check). If this ratio is greater than or less than one-to-one (1--1) then the morale of all units in this assault are modified by the modifier found for that odds column on the **Assault Morale Table**. The defending units first check morale (subject to modifiers).

Procedure: Roll the dice once for the stack and compare the modified result to the morale of the top defending unit. If this unit passes then all units in the defending stack pass the check. If the top unit fails this check then each subsequent unit in the defending stack compares their morale to this same number, but with a -3 modifier. Defending units failing this check immediately **Disorder** (see **Disordre 11.7.1**). If any defending units “stand” (pass this morale check) the assaulting units now make their morale check using the modifiers given prior to the retreat of any defending units; as if the original stack were still there.

Procedure: Roll the dice once for the stack(s) and compare the modified result to the morale of the top assaulting unit (in just one stack if there are more than one; if there are multiple assaulting stacks roll for each individually). If this top unit passes then all units in the assaulting stack pass the check. If the top unit fails this check then each subsequent unit in the assaulting stack compares their morale to this same number, but with a -3 modifier. Assaulting units failing this check immediately **Disorder** (see **Disordre 11.7.1**). Any units that pass this check now proceed to the actual melee portion of Assault a Melee. **Also:** At this time active units that passed this pre-melee morale check may advance into hexes vacated by eligible reactive units that exercised their option to retreat before combat. If this advance brings them adjacent to another enemy unit they may assault it now without another pre-melee morale check, or the defender giving **Feu de Chance or Feu de Provoques**. (Unless there are British light companies present.) Proceed immediately to Melee.

Assaulting or defending units that are already in **Disordre** that fail a pre-melee morale check immediately rout (PGD).

Defending units that fail a pre-melee morale check and are adjacent to enemy cavalry in good order immediately rout (PGD) rather than **Disordre**. Or if their retreat after combat places them at any time adjacent to an enemy cavalry unit their **Disordre** becomes a rout.

Defending units in General Order *do not* make a pre-melee morale check; only the assaulting units in this case. Cavalry never makes a pre-melee morale check on attack or defense.

Assaulting units may advance into the hex vacated by reactive units that failed their pre-melee morale check. They may not, however, initiate a second melee. If all defending units in a hex fail their pre-melee morale check the Assaulting units do not make this check themselves. Likewise, an empty hex may be assaulted, if the hex had been a target of assault and became empty due to offensive fire (the defending unit

being eliminated due to casualties, or it disordered out of the hex as a result of a failed morale check triggered by that fire attack). Simply move the assaulting unit forward into the vacant hex during the assault phase. It may not initiate a second assault.

14.2.1 Elite Units: Infantry and Artillery with a printed morale of 11 through 14 never modify their morale due to odds on the Assault Morale Table. This includes units with a “-” morale (or no morale which can fail) never modify their morale, in other words they always pass a morale check.

Defending units that fail a pre-melee morale check **Disordre** at one-half their movement rate (or one hex if the terrain cost is such that one-half the units movement rate is insufficient to enter the hex). If the terrain is impassible and the unit cannot execute its retreat it surrenders (is eliminated).

In addition to other modifiers, assaulting units will modify their pre-melee morale check by -3 for every loss they took from **Feu de Provoques** (defensive fire) in the defensive fire phase immediately preceding the assault. (See the Assault Morale Modifiers table.)

14.3 Melee:

All the defending melee strengths are totaled. All assaulting melee strengths are totaled. These totals are compared and the resulting odds (rounding down in favor of the defender) ratio located on the Assault et Melee chart; the dice rolled by the attacker and the result applied.

14.3a The Results of Melee: The following explains the results found on the Assault et Melee chart.

- **Blank:** The Result hangs in the balance: Only applies to infantry and defending artillery: One increment is lost by the defending and attacking forces. The defender rolls to stand again (if not in General Order), if he passes the attacker rolls his pre melee morale check. If the attacker is successful the odds are re-tabulated and the assault repeated. (Note that this can go on for a while if the assault is conducted at low odds; bringing into opposition two of Napoleon’s maxims: “God is on the side of the bigger battalions”, and, “The moral is to the physical as three is to one.”) Cavalry that melee and achieve a blank result bounce instead: See 16.1e.
- **AR/DR:** The Attacker or Defender Routs (PGD). One increment is lost for each enemy zone of influence in the path of retreat.
- **AD/DD:** Attacker or Defender suffer **Disordre**. One increment is lost for each enemy zone of influence exited in the path of retreat.
- **DS:** Defender Surrenders. Removed from play.
- **#/#:** The Attacker/Defender loses a specific number of increments, and/or, if an asterisk accompanies this number, the unit makes a morale check.
- **Désordre en Seconde:** Whenever a unit in **Disordre** suffers a second disorder, it becomes PGD. Thus a DD or AD could become a DR or AR result if the assaulting or defending units were already in disorder.

Units only check morale as a result of melee if the result on the Assault et Melee chart calls for it (*Exception: See Losses and their Effect on Morale below*). If a unit exits multiple zones of influence

(shared by several enemy units at once) only one increment is lost by the routing or disordering unit per hex on its path of retreat. A Carre (square) that disorders or routs doubles its increment losses during its path of retreat. If a stack of units is forced to retreat then only one increment is lost regardless of how many units are in the stack, for each enemy zone of influence exited during the path of retreat.

Consolidation: Advance After Assault: All assaulting units must enter the assaulted hex as the result of a successful melee. All facing and formation of advancing units must conform in the entered hex (if the units are in different formations they automatically adopt column). If the stacking limit is violated at the end of the advance, then all units must perform a morale check as per the modifiers in 12.4 Movement and Formation.

Procedure: Roll the dice once for the stack (modified by +6 since the units are "flush with success" plus any other modifiers that may apply including Too Many Increments). Compare the modified dice result to each individual unit's morale. Those that pass remain in the hex, those that fail Disorder and retreat. If too many increments remain in the hex after this morale check Displace units sufficient to bring the increment total in the hex within the number of increments permitted in the hex. Displaced units should return to the hex from whence they launched their assault. Units that advanced after assault may be forced to change Presentation. That is, if the hex taken by the attacker has the stacking limit of 10 increments or one battalion and the attacker advances a Regiment of 24 increments into it, the regiment must involuntarily break down into its component battalions after performing the over-stacking morale check in Procedure above. Roll once for the regiment. If it passes the most senior battalion remains in the hex and the others are Displaced. If the regiment fails this check it disorders and retreats from the hex.

Note that units in Disorder that pass a morale check remain in Disorder (and do not recover good order unless this morale check was in the Reorganization phase). Thus units in Disorder that defend or attack (and thus passed a pre melee morale check) will conduct melee in disorder; etc.

14.4 Assault Morale

Table (used for the Pre-Melee Morale Check)

Note that the separate chart provided with the game will have modifiers listed at the bottom specific to that battle.

Odds	*Attacker/Defender
1/3	-18/+18
1/2	-6/+6
1/1	-3/--
2/1	--/-3
3/1	+3/-9
4/1	+6/-12
5/1	+12/-18
6/1	+18/-24

* In addition to these modifiers remember to modify the assaulting units morale by -3 for every loss they took due to defensive fire in the immediately preceding Feu de Provoques phase.

15.0 Increments: Losses

Losses are always taken from the top unit in a hex with two exceptions:

1. **Infantry stacked with unlimbered Artillery:** Artillery suffers losses on the even (as in Counter Battery Fire) while the infantry suffers the odd losses. **Example:** A casualty result of "5" would see the artillery lose two increments (losses 2 and 4) while the infantry loses three increments (losses 1, 3, and 5). No Artillery Suppression occurs.
2. **When the hex is the target of Medium, Long, and Extreme Range Artillery Fire:** The losses are proportioned equally among all units in the stack, if possible, starting with the top combat unit and working to the bottom.

15.1 Losses and their Effect on Melee Strength:

When a unit loses an increment the melee strength is reduced proportionately to the percentage the loss represents of the unit's overall fighting strength.

Example: A unit with 6 increments and a melee strength of 15 loses an increment. The new melee strength of the unit is 12.5 ($15/6 = 2.5$, $2.5 \times 5 = 12.5$).

15.2 Losses and their Effect on Fire Strength:

Artillery reduces its fire strength in the same manner it reduces its melee strength; proportionately with the percentage of loss regardless of range. The printed fire value of infantry is not reduced (column, general order, or disorder) until the unit's overall increment loss brings it down to a strength of one (1) increment; then the printed value is halved. Remember, when in line or tirailleur order the fire value of a unit is based on the increments times the fire multiple per that type of unit, so that a battalion that is in line might have lost half its strength, but if it still has 4 remaining increments it still is able to fire the maximum permitted for a unit in line from a single hex.

15.2.1 Losses: Skirmish Factor and Lance Bonus: The skirmish value of cavalry is not so much its fire value as it is its ability to harass units in its zone of influence, whether this is by carbine, pistol, lance or sword (or even bow and arrow as was the case with Bashkirs), though when cavalry skirmishes the Combat a Feu chart is used. For every three increments lost the skirmish value of a light cavalry unit is reduced by one (1). Likewise, cavalry reduces its lance bonus by one for every third increment lost.

Example: A cavalry unit with eleven increments and a lance or skirmish bonus of 4 would reduce its bonus to 3 when the unit has 8 increments (after its third increment lost).

15.3 Losses and Their Effect on Morale:

Infantry Battalions that have lost 50% of their starting increments (printed increment value) subtract six (6) from the dice when checking morale (for the worse).

Exception: Elite Battalions (that have a printed morale of 14 or less) do not modify their morale due to losses.

Whenever a unit loses 50% of its current strength as the result of a single combat event it checks morale modifying the dice by minus six (-6). **Exception:** Infantry companies and Artillery.

15.4 Losses and Presentation:

Infantry regiments that have suffered 50% in casualties must involuntarily break down into their component battalions, propor-

tioning these losses equally between the battalions. Also, whenever Regiments voluntarily break down (regardless of this being due to losses), losses must be as equally distributed to the component battalions as possible.

15.5 Losses and Formation:

Whenever a loss causes a unit to fail the minimum requirements for it to be deployed in its current formation, the unit must change its formation at the instant of the casualty.

Example: 4 increments in Carre receive two hits. Because there is a three increment minimum for Carre the unit immediately/involuntarily changes to column. Another unit with 5 increments is deployed in line in two hexes. It receives a hit and now must involuntarily shrink into one hex.

Whenever possible, a unit will shrink away from the hex that took the casualty. These movements and formation changes are involuntary and do not trigger feu de chance or opportunity charge.

16.0 Cavalry

Cavalry may either move, or it may charge. Cavalry may only initiate melee (assault) as the result of a charge. There are four different types of charge:

Charge a Cheval occurs only during the Charge a Cheval segment of the Chronology of Battle, and involves only one unit or stack of units by the active player.

Les Grande Charges Massives occurs during the Charge a Cheval segment of the Chronology of Battle, involves more than one stack of cavalry and a Cavalry Leader of Special Ability by the active player.

Reaction Charge occurs only during the Charge a Cheval segment of the Chronology of Battle, in the zone d'influence of either reactive or active cavalry.

Opportunity Charge occurs during the Manoeuvre segment of the Chronology of Battle in the zone d'influence of reactive cavalry.

Cavalry does not make a pre-melee morale check. Cavalry is never disordered; it routs PGD, instead.

16.1 Heavy and Light Cavalry:

Heavy Cavalry are all cavalry with a movement potential of twelve (12) or less. Light Cavalry are all cavalry with a movement potential of thirteen (13) or more unless specified otherwise in the special rules.

16.1a Cavalry Combat Modifiers: All modifiers to Cavalry combat are cumulative.

16.1b Heavy Cavalry: Heavy cavalry is doubled (melee strength) when facing light cavalry, in either assault or defense, but only if through its front hex-sides. If heavy cavalry melees a combination of heavy and light cavalry it is not doubled.

16.1c Lancers in Line: Lancers in Line have their lance bonus doubled and added to their printed melee strength for each hex they are deployed in (a lancer in three hexes would have its bonus doubled and then tripled).

Example: a bonus of +6 would amount to a melee strength addition of +36 or, $6 \times 2 \times 3 = 36$.

Lancers only receive this line bonus if they have charged, reaction charged, opportunity charged, or grand charged. Otherwise they use the printed bonus at face value. In other words, these same lancers mentioned a line above on defense would only receive +18 lance bonus, or +6 for each hex they are deployed in.

16.1.d Cavalry that Melees a Carre or in General Order: Cavalry that conducts melee while in General Order, or, attacks into terrain that would cause it to enter general order, does so at one-third (1/3) its melee value. Cavalry that conducts melee against a Carre does so at one-third (1/3) its melee value. *Exception: The lance bonus is not thirdded.*

Example: A cavalry unit with a melee strength of 28 and a lance bonus of +7 charges a Carre (it is in line in one hex since it must be in the same hex as the Carre). The cavalry unit would melee with a strength of 23, $[(28)1/3 = 9.33 + (7)2 = 14] = 23$ (Remember, when a lancer is attacking in line the lance bonus is doubled.)

Cavalry that melees a Carre or while in General Order, or attacks into terrain that would cause it to enter general order, never doubles its melee value for charging three hexes in a straight line (See Charge Bonus below).

16.1e Cavalry that Melees Without Result: Cavalry that melees (assaults or defends) and does not cause casualties or a failed morale check on its opponent "bounces." After losing the mandatory increment called for on the Assault a Melee Chart it retreats one-third its movement value away from the event. After completing its path of retreat the cavalry checks morale. Passing this morale check the cavalry unit remains in place (but may reorient its facing). If it fails this morale check it routs PGD the remainder of its movement value. (Note: A cavalry unit with a movement potential of 11 that bounces and fails its morale check must end up a total of 11 movement points away from the point of the bounce regardless of the first third of movement involving a fraction of one movement point.)

16.1f Cavalry: Tired and Exhausted: Cavalry mounts (horses) can be in one of three states of readiness. Cavalry is either normal (rested), tired or exhausted. Cavalry changes from one state to the next as the result of charging, melee, or charge and melee. In order to recover readiness cavalry must "rest."

Cavalry loses one degree of readiness whenever involved in melee (assault or defense), or as the result of a Charge a Cheval (Note: Opportunity and Reaction charges are not Charges a Cheval). Rested cavalry become Tired; Tired cavalry becomes Exhausted. Cavalry loses two degrees of readiness whenever performing two of the actions described above such as melee as the result of a charge a cheval.

Cavalry may recover one step of readiness by moving no more than one-half its movement rate in one turn, and not charging or conducting melee (attack or defense) that turn. Cavalry recovers complete readiness by not moving (voluntary or involuntary) or charging/conducting melee in one turn. Cavalry may not rest if involved in melee at any time in a turn. Tired and Exhausted informational markers are removed at the end of the Reorganization segment of the Chronology of Battle. Routed (PGD) and Disordered cavalry may recover readiness if they did not move or conduct melee in the preceding turn.

Tired Cavalry: Tired Cavalry melee at one-half its printed melee value. The movement potential of Tired Cavalry is unaffected by its tired status. Tired cavalry may not initiate a Charge a Cheval, but may initiate Opportunity and Reaction charges.

Exhausted Cavalry: Exhausted cavalry melee at one-third of its printed melee value. It may not initiate any type of charge. The movement potential of Exhausted Cavalry is one-third of its printed value (even during rout PGD).

Attacking by Squadrons: Cavalry involved in melee that elect to use one-third of their printed melee value do not become Tired, or if already Tired, Exhausted.

Cavalry Modifier Table

Tired	Melee x 1/2
Exhausted	Melee & Movement x 1/3
Lancers	In Line/Bonus x 2/hex
General Order	Melee x 1/3
Assaulting a Carre	Melee x 1/3
Heavy Cavalry vs. Light Cavalry	Melee x 2
Tirailleurs a Cheval	Melee x 1/2
Charging Last 3 Hexes in Straight Line	Melee x 2
Charging	Movement +5 points
Leaders	Morale + Cav. Bonus
Plus Grand Disorder	Morale -6, Melee x 1/3

16.2 Charge a Cheval

Cavalry that charge increase their Movement Potential by five in addition to their printed rate. Cavalry that change Orientation during a charge must pay two (2) movement points for each hex-side of change (this is free during normal movement). Heavy Cavalry may make one hex-side of change per hex entered; Light Cavalry may make two hex-sides of change per hex entered during the charge. Cavalry must charge the way it moves; in other words, it may only charge through its front orientation (its "rear" hex must end up adjacent to one of its former front hexes without changing the unit's facing.)

Charging Cavalry may only change formation at the beginning of its charge (in the first hex entered). It must pay twice the normal cost of a formation change (6 pts.) to do this.

16.2.1 Expand/Contract a Line During a Charge a Cheval:

Charging Light Cavalry in Line may deploy into more than one hex during a charge at the rate of one hex of expansion per one hex entered. This may be reversed, or consolidated, at the same rate for expansion but for each hex of consolidation the cavalry must pass a morale check. Failure of this check ends the charge but does not rout the cavalry unit. Neither Expansion nor Consolidation cost movement points if conducted during a charge a cheval.

16.2.2 Charging Cavalry and Terrain: Cavalry may charge into but not through terrain that would normally block its line of sight
Exception: elevation does not impede charging cavalry except in additional movement point costs.

Regardless of formation the cavalry is currently in, it adopts General Order the moment it enters terrain that would cause it to enter General Order during normal movement. In other words, cavalry may charge a unit in a village, but it may not enter an empty village during its charge and continue charging regardless of what type of terrain it would immediately enter had it been allowed to charge through the village hex. Cavalry may not charge into terrain that it is prohibited from entering during normal movement.

16.3 The Charge Process

16.3.1 Charge Declaration Phase: At the beginning of the Charge a Cheval segment of the Chronology of Battle the active player(s) mark all cavalry they wish to charge with a Charge informational

counter. This is called the Charge Declaration Phase, and all cavalry belonging to the active side that the players intend to charge this turn must be so declared at this time.

16.3.2 Charge Resolution Phase and Charge Bonus: Each charge is resolved separately. Use the Charge marker to indicate the point at which the charge was declared, and advance the charging cavalry unit one hex at a time, counting out the movement points as they are expended. Each charging cavalry unit receives a movement bonus of five (5) movement points.

16.3.3 The Target of the Charge: When the charging unit is within two (2) hexes of an enemy unit the active player must declare if this unit is the target of the charge before moving further. This declaration is only mandatory if the enemy unit also has a line-of-sight to the charging unit. If the enemy unit is not the target of the charge the charge continues, but, the enemy unit may not later be charged by this same cavalry unit (in this turn). It may be charged by other cavalry units.

16.3.4 Failure to Contact: Cavalry that expends its full movement allowance (plus bonus) and fails to have contact with an enemy unit (so as to initiate melee in the next segment of the Chronology of Battle) are said to have charged sans result and rout PGD at the end of its charge. Enemy units that disorder or rout away as a result of the charge do not count as contact.

16.3.5 Charging in a Straight Line: If the last three hexes of a charging unit were in a straight line, the melee value of the charging unit is doubled.

Exceptions: As noted, cavalry that melees a Carre, or cavalry that melees a unit in General Order, or cavalry that are in turn the target of a Reaction Charge. See appropriate headings.

Cavalry must charge a minimum of three hexes for this benefit. A straight line is determined in the same manner as a line of sight; simply use a piece of string or a straight edge. Remember there are no hexes or grids in nature, so if the cavalry unit did not have to spend movement points changing its orientation in these last three hexes, chances are that it travelled in a straight line.

16.4 In the Face of a Charge:

Reactive units have several options when in the path of charging Cavalry. Cavalry may Reaction Charge (see Reaction Charge); Infantry may stand or form Carre; Artillery may stand, or if stacked with infantry may also form Carre.

Units in Road Column automatically rout PGD the moment charging cavalry become adjacent. (This includes all Limbered Artillery not stacked with either infantry or cavalry.) Cavalry may recall or pursue at this time (see Cavalry Recall and Pursuit).

16.4.1 Forming Carre

Declaration: When Charging Cavalry is within four hexes of enemy Infantry during the Charge a Cheval segment of the Chronology of Battle, and the infantry is in good order (not Disorder or PGD), and the infantry has a Line of Sight to the charging unit, the infantry may elect to form Square regardless of it yet being declared the target of the charge. Infantry may wait until the cavalry is adjacent (1 hex away) before it declares that it will either attempt to form Square or it will attempt Stand Before a Charge, but must declare for one or the other once the Cavalry becomes adjacent to it. The owner of the charging cavalry must count out the hexes separating his unit from the infantry, with the owning

player of the infantry stating yea or nay in each hex of the cavalry's advance whether or not he will attempt to form square with his unit. (In other words, the owning player of the infantry may not wait for the cavalry to become adjacent to his unit and then declare that it was his intention to make the attempt when the cavalry was several hexes away.)

16.4.1a Carre Realization Chart: Upon declaring the unit will attempt to form square, cross index the type of infantry, its nationality, and the distance between the charging unit and the unit attempting Carre. Pay close attention to the various modifiers listed at the bottom of the chart and roll the dice. The result will indicate whether the roll was successful, or if the unit should Disordre or PGD. If the roll was successful, mark the unit with a Carre informational marker, otherwise mark it Disordre or PGD (but do not execute its disorder or rout movement at this time).

16.4.1b Rallying Squares: Non French infantry (including French-Allied infantry) in Tirailleur Order (deployed as skirmishers) may not attempt to form squares via the Carre Realization Chart, but may instead attempt to form a Rallying Square. They need not be the target of a cavalry charge when exercising this option, but must be within 4 hexes of the charging cavalry unit when attempting to do so. To form a Rallying Square the skirmishers must have at least 3 increments available to the unit. Secondly they must pass a morale check. If the charging cavalry unit is 3 or more hexes away the dice are not modified for proximity of the charging cavalry unit, however, if the charging cavalry is 2 hexes away or adjacent, modify this dice roll by -6. Tirailleurs thus have three options in the face of a cavalry charge:

1. They can retreat into an adjacent friendly unit.
2. They can retreat into adjacent favorable terrain.
3. They can attempt to form a Rallying Square.

If the roll to form Rallying Square was successful, mark the unit with a Carre informational marker, otherwise mark it Disordre or PGD (but do not execute its disorder or rout movement at this time) depending on if the cavalry is adjacent or not. If the tirailleur was deployed in two hexes it will shrink into one of these hexes, the choice of which hex is at the option of the owning player.

Forming Rallying Square does not require the expenditure of movement points (wrong phase for that regardless), and thus the movement involved in forming is involuntary and does not trigger Opportunity Charge or Opportunity fire from adjacent enemy units. A Rallying Square may not be formed if the infantry is the target of an Opportunity Charge. French Infantry acting as Tirailleurs roll on the Carre Realization Chart when attempting to form square.

16.4.2 Standing In the Face of a Charge: Infantry or unlimbered Artillery stacked with infantry may elect to stand rather than attempt to form square. (Unlimbered artillery not stacked with infantry must roll to stand.) In this case the unit waits until the charging cavalry becomes adjacent. It then makes a morale check to see if it stands using the modifiers given below. If it passes this check it stands and the charge stops until Melee a Cheval. The cavalry charge marker is brought forward from the hex where the charge originated and is placed so as to cover both the charging cavalry unit and the target of its charge.

Infantry or unlimbered artillery that attempt to stand in the face of a cavalry charge modify their morale as follows:

If charged through a Flank hex-side	-12
If charged through a rear hex-side	-6
If the cavalry has a movement potential of 11 or less	-6
Standing in the face of a Grande Charge	Use Assault Morale Table

16.4.3 Failing to Stand or Form Carre: Units that fail to stand rout PGD. Units that fail to form square Disorder or rout (PGD) depending on the result of the Carre Realization Roll. At this point the active player declares if the charging cavalry will recall or pursue before the Infantry may begin its Path of Retreat.

16.4.3a Disordered Units that Attempt to Stand: Units that were already disordered at the beginning of the Charge a Cheval segment of the Chronology of Battle, or that were disordered during the phase may not form Carre, they may only attempt to Stand in the face of charging cavalry. Failing to Stand they rout PGD.

16.4.3b Plus Grand Disordre in the Face of a Charge: Units that were already PGD at the beginning of the Charge a Cheval segment, or that were PGD during the phase, may not form Carre or attempt to Stand in the face of charges a cheval. They may instead be automatically pursued.

Procedure: The charging unit moves adjacent, the PGD unit retreats one hex, and the pursuit losses are tabulated per **Pursuit:** See 16.6. Survivors then complete their path of retreat as described in the previous example. Such a unit may be pursued only once per enemy Charge a Cheval segment.

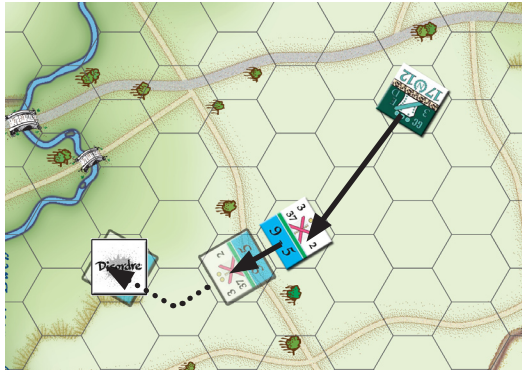
16.5 Cavalry Recall:

Cavalry may attempt to end a charge through recall or to change its declared target. Roll a die and consult the Cavalry Recall chart in the Special Rules. A successful recall either ends the charge or allows the active player to pick a new target and continue the charge. An unsuccessful recall attempt makes pursuit or Melee a Cheval of the declared target mandatory. Infantry that are not pursued finish their path of retreat before a charge may progress as a result of recall (see Failure to Stand or Form Carre). Cavalry may attempt recall once per declared target.

16.6 Pursuit:

Cavalry that failed to recall must pursue.

Procedure: Retreat the infantry unit one hex. Now count the distance in hexes between the charging unit and the infantry unit. Subtract this number from the current movement potential (plus charge bonus) of the charging unit. If this results in a positive number, divide this number by 3 (if the infantry unit is Disordre) or 2 (if the infantry unit is PGD). The resulting number is the number of casualties incurred by the infantry (see example below). Move the charging unit into the hex previously occupied by the infantry. Finish the path of retreat of the infantry deducting the first hex mentioned at the beginning of this paragraph. If the number is 0 or negative, no Pursuit losses are incurred. The infantry finishes its path of retreat and the cavalry unit routs (PGD) for charging sans result.



In the example above the infantry unit has just failed to form Carre. It rolled a *Disordre* result. The cavalry failed to recall and now pursues (or it could have just forgone the recall procedure as the owning player wants to smash the infantry). The infantry retreats one hex. There are now three hexes between it and the cavalry unit. The cavalry unit has a current movement potential of 9 (the charge began off the area illustrated 8 hexes distant, note the absence of a charge marker, and the movement potential includes the unit's charge bonus: $12 + 5 = 17$, $-8 = 9$). Nine minus three is six ($9 - 3 = 6$). Six divided by three equals two ($6 / 3 = 2$). The infantry unit takes two pursuit casualties. The cavalry advances to the hex previously occupied by the infantry. The infantry, with a *Disorder* marker, retreats two more hexes along its path of retreat. The cavalry is now tired (it charged but did not melee). If the Infantry had become PGD as a result of its Carre Realization Roll, it would have taken three pursuit casualties ($6 / 2 = 3$) and routed 7 more movement points. If the unit is eliminated due to pursuit and the cavalry unit still has movement potential remaining to it, it could roll for recall again and if successful may continue to charge. The Cavalry unit is not marked tired until the charge is finished.

16.6.1 When Units are Eliminated By Pursuit the Charge May Continue: If the target unit is eliminated as a result of pursuit losses, and the charging cavalry unit has Movement Potential remaining to it, the charge may continue.

16.7 Units Successfully Formed Carre:

When the target of a charge successfully forms square the charging cavalry has several options. They may recall and choose a new target. They may recall and end the charge. They may "ride over" the Carre and continue the charge beyond it. Or they may assault the Carre.

16.7.1 Riding Over a Carre: Charging cavalry that successfully recall may continue their charge even though their movement takes them into a hex occupied by enemy units in square.

Procedure: The cavalry moves adjacent to the Carre. Next the cavalry moves into the hex with the Carre (the Carre now gives Feu de Chance at 1/3 of its increments times the Carre multiple, adding in any artillery in the hex also at 1/3 their fire value). The cavalry exits the hex (the Carre gives Feu de Chance with 2/3 of its increments and artillery fire value). If the cavalry continues to move and exits the last hex adjacent to the Carre, the Carre may not give Feu de Chance again (all increments have already fired). Several cavalry charges can ride over a square in a single Charge a Cheval segment. The units in the carre are, however, considered to have reloaded between each one, and may give fire to each separate charge per this procedure. Note too, that in each firing mentioned in this

procedure, the artillery, if present, would receive its canister benefit even though it fires at a fraction of its printed fire strength.

16.7.2 Assaulting a Carre:

Procedure: The charging unit moves adjacent to the Carre. Next it moves into the hex with the Carre (the Carre gives Feu de Chance at 1/3 its increments). The Charge is now over (move the charge informational marker onto the stack). Both units await Melee a Cheval.

16.8 Les Grande Charges Massives

A Grand Charge is when more than one stack of cavalry charges simultaneously. All the rules governing Charge a Cheval apply to a Grand Charge unless they conflict with the ones below, in which case the Grand Charge takes precedence.

- A Cavalry Leader Special Ability must be stacked with or adjacent to all cavalry units in a Grand Charge. These leaders are listed in the Special Rules.
- All units in the charge receive this leader's morale bonus, however, no units receive his melee/cavalry bonus.
- All units move as one unit. The entire mass of cavalry moves only at the rate of the costliest terrain any part of it may pass through. No change of orientation or formation is permitted from the moment the Grand Charge is declared until the end of the segment.
- A Grand Charge does not declare a target when within two hexes of an enemy unit. A Grand Charge may not recall. A Grand Charge does not rout PGD if it expends its entire movement potential and does not contact an enemy unit.

16.8.1 In the Face of a Grand Charge: Infantry and unlimbered artillery that attempt to stand must use the total number of enemy increments in the Grand Charge when it makes its morale check using the Assault Morale Table (see 16.4.2 Standing In the Face of a Charge). Units that attempt Carre add six (6) to the Carre Realization dice roll. When a Carre is ridden over by a Grand Charge it may make only one sequence of feu de Chance (if the charge is two hexes deep only the first hex to ride over the Carre is fired upon; see: Riding Over a Carre above). A Grand Charge does not need to recall in order to ride over a reactive Carre.

16.8.2 Effect of Reactive Units on a Grand Charge: When a portion of a Grand Charge is blocked (this can be done by Reaction Charges, Pursuit of PGD or Disordered units or Assaulting a Carre, or units that Stand) the unblocked portion continues the charge. If the charge consists of trailing stacks of cavalry, and their path directly ahead becomes blocked, they may shift left or right one hex in order to avoid the blocking event.

16.9 Reaction Charges

All cavalry in good order have a Reaction Zone. This is, for all intents and purposes, the Zone d'Influence of the Cavalry unit. Good cavalry will tend to react within this zone, bad cavalry will tend not to. Whenever a Charging unit enters the reaction zone of a cavalry unit in good order and not exhausted, it may be charged in turn. Cavalry acting as Tirailleurs a Cheval do not have a reaction zone. Reaction Charges only occur during the Charge a Cheval segment of the Chronology of Battle. This Reaction Zone is fixed,

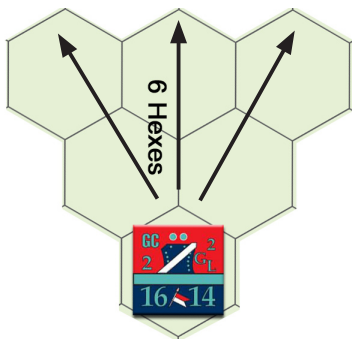
in that it does not extend as the unit executes a reaction charge, and if not timed properly the charging cavalry can evade the Reaction Charge by exiting the zone prior to contact.

16.9.1 The Reaction Zone: The Reaction Zone extends out of the front orientation of each cavalry unit in good order that is not exhausted. The Reaction Zone of Light Cavalry extends six (6) hexes out; Heavy Cavalry four (4) hexes out. Whenever an enemy cavalry unit charges into this zone the reactive cavalry has the option to charge.

Procedure: The reactive player declares a Reaction charge. The reactive cavalry checks morale. If it passes this check the active player is informed that his charging unit is being Reaction Charged and asked if he wishes his cavalry to face the charge. If so, count the hexes between the reacting unit and the charging unit. As near as possible find a point in the center of this distance and bring the cavalry face to face on the opposing hex-side (if this distance is three hexes bring the charging unit one hex in and the reacting unit two hexes out). The units now await Melee a Cheval. If the active player does not wish his cavalry to face the reaction charge, or if the charge is a Grand Charge, each player will alternate moving his cavalry one hex (or movement point if the cost is greater than one point per hex) at a time. This continues until the cavalry meet, or until the charging unit exits the reaction zone.

16.9.1a Reaction Charge Turbulence: A unit that Reaction Charges is considered the Attacker in the subsequent Melee a Cheval segment, unless another active cavalry unit (charging) joins the melee, in which case the active Cavalry units are now the attacking force again. Place the cavalry charge marker on the units involved in the upcoming melee that belong to the side that will be the attacker. *Tourbillon:* As many reactive and active cavalry units can meet in this charge/reaction charge sequence, and be resolved as one melee, as long as each cavalry unit is adjacent to all units involved in the melee. The last side that charges a unit into this whirlpool is the attacker.

Active cavalry that did not declare a charge at the start of the Charge a Cheval segment still have a reaction zone, and may reaction charge reactive cavalry in the midst of their reaction charge if that charge enters it.



The Reaction Zone is “fixed”, at the start of a Reaction Charge, in that reacting Cavalry may not react beyond, or outside of, this predetermined area.

Cavalry that attempt to Reaction Charge but fail their morale check do not charge. They do not rout PGD as a result of this failure, and may attempt another reaction charge if one presents itself.

A cavalry unit may attempt one Reaction Charge per Charging

cavalry unit that enters its Reaction Zone until it has succeeded in Reaction Charging. It need not declare a Reaction Charge the moment a Charging unit enters its Reaction Zone, nor is it mandatory that it Reaction Charges. Cavalry that Reaction Charged do not become Tired unless melee ensues.

16.10 Melee a Cheval

All melee that is a result of Charge a Cheval, Grand Charges, or Reaction Charges is resolved in the Melee a Cheval segment of the Chronology of Battle.

16.10.1 Melee a Cheval Procedure: As soon as all declared charges and reaction charges have run their course the Charge a Cheval segment is over. The active player now defines each melee according to the positioning of the Charge informational markers. As each melee is defined the reactive player gives defensive fire (if appropriate). Once this is done Defense Melee Strengths in the defined assault are compared to Assaulting Melee Strengths and the odds ratio tabulated. The dice are rolled and their result located on the Melee Chart.

The Sequence of Resolution

1. Define Assault
2. Give Defensive Fire
3. Tabulate Odds
4. Roll Dice
5. Locate Result
6. Apply Result
7. Reaction Melee

No Pre-Melee Morale Check is made in the Melee a Cheval segment of the Chronology of Battle. Units that Stand or Formed Carre are considered to have passed this check already. Only units that are Defined as Defenders may give Defensive Fire. The feu de provoques (defensive fire) of a Carre during Melee a cheval is two-thirds (2/3) its increment value plus any artillery that may be in the carre which also fires at 2/3 its printed value (+ its canister benefit).

7. Reaction Melee: When the active player has resolved all of his assaults the reactive player resolves the melees that were the results of his Reaction Charges. (Players, of course, can resolve melee that results from Charges a Cheval and Reaction charges in any manner they deem convenient, however.)

16.10.2 Tired and Exhausted: All cavalry that were in a melee become Tired. All cavalry that Charged as part of a Charge or Grand Charge become Tired. All cavalry that Charged or Grand Charged and participated in melee become Exhausted. All Tired cavalry that Reaction charged or participated in melee become Exhausted.

16.11 Opportunity Charge

An Opportunity Charge may only occur during the opponent's Movement segment of the Chronology of Battle. During this segment Reactive Cavalry in good order, that are not Exhausted, and are not deployed as Tirailleurs a Cheval, have an Opportunity Zone. The Opportunity Zone extends into each adjacent hex

that is in the Front Orientation of the unit (see diagrams 9.3.1 and 9.3.2). Whenever an enemy unit moves adjacent to this zone, or expends movement points adjacent to this zone, or within this zone, the cavalry unit may declare an Opportunity Charge.

16.11.1 Opportunity Charge Procedure: The cavalry unit checks morale (as in a Reaction Charge). If this check is successful the cavalry unit immediately moves one hex so as to be directly facing and adjacent to the active unit. The moving (active) unit is now 'pinned' and may no longer expend movement points. The units now await the Feu d'Assaut segment of the Chronology of Battle.

Cavalry that fail to Opportunity Charge do not disorder as a result, they simply do not go.

Units that Opportunity Charged are the Assaulting units during the Assault et Melee segment of the Chronology of Battle, unless another active unit joins the melee. Mark the Opportunity charging unit and its pinned target with a charge marker belonging to the reactive side. Pinned units may fire but do so during Feu d'Assaut (though they are, in fact, making defensive fire). Cavalry may attempt as many Opportunity Charges as possible until it succeeds, but it may only attempt one Opportunity Charge per active unit or stack which enters its opportunity zone.

The pinned unit is in the hex in which it expended the movement point that triggered the Opportunity charge. Thus it spends the movement point, but does not actually execute its movement. Thus, if a unit were adjacent to this zone and spent a movement point to change formation, it would be pinned in the old formation. Likewise, units within the zone (adjacent to the cavalry unit) that attempt to change formation or move away from the cavalry, are instead pinned adjacent to the cavalry unit.

Cavalry that opportunity charge units within their opportunity zone do not move one hex (they are already adjacent), but must change their facing so that the unit they pin is in their immediate front hex-side.

16.11.2 Charge Markers, Pinning Opportunity Charges: Cavalry and their targets marked with Charge markers may not attempt any further actions that turn. They are mutually pinned until the resolution of combat. Thus, a cavalry unit that has pinned an opposing unit with an opportunity charge, may not break off and pin another active unit if it expends movement points in what would otherwise be the cavalry unit's opportunity zone. Cavalry that opportunity charged resolve their combat in the opponent's Melee phase (not their or the opponent's Melee a Cheval phase).

Active units that join a melee defined by a charge marker cancel the opportunity charge, and revert the assault back to the active side (replace the charge marker with an assault marker). The formally pinned unit may not participate in this melee. Thus, the cavalry unit has the option to retreat before combat.

17.0 MORALE

Morale is the glue that holds a combat unit together. The morale rating of a unit reflects more than the spirit of the men, it is also the effectiveness of the unit, in that its ability to cope with danger, real or perceived, and to perform the evolutions of maneuver are in direct proportion to the experience, training and motivation of the unit as summed up by its morale. When a unit is in PGD or Disorder, the terms are intended as a tactical description rather than degrees of panic. And a Leader's "Morale Bonus," is not just the

measure of his charisma, but also his tactical/organizational skill.

17.1 Morale and Bureaucratic Organization:

Whenever a stack of units contains units from different corps or main Bureaucratic Organization (see Morale Levels) the morale of the stack is modified by six (6) for the worse.

17.2 The Morale Process:

When checking morale roll the dice. The resulting number must (after all modifications) equal or exceed the printed morale of the unit. When checking the morale of a stack of units roll once for the hex and compare this number (after all modifications) to the morale of each unit. When this is done units either maintain good order or recover good order, or they fail and must disorder or rout. Note: The Carre Realization dice roll is not a Morale Check, but is treated as such.

When to Check Morale: Recapitulation

- During the Reorganization segment of the Chronology of Battle. The active player checks all Disorder and PGD units:
- Whenever the stacking limit of a hex is violated (see Movement and Formation)
- Whenever a unit wishes to stand before a cavalry charge.
- When infantry or unlimbered artillery defend in clear terrain (pre-melee check).
- When infantry wishes to assault et melee (pre-melee morale check).
- When a Leader receives a mortal wound and is stacked with combat units.
- When called for on the Assault et Melee chart.
- As a result of Casualties from Combat a Feu as called for in the Special Rules.
- When Light Cavalry Consolidates during a charge.
- Whenever Cavalry initiates an Opportunity or Reaction Charge.
- When a division attempts force march.
- When Cavalry receives a casualty from combat a feu.
- When a unit loses 50% of its increments to a single combat event.

Other Modifiers:

- For every increment lost to feu de provoques the assaulting unit will subtract three (3) from the dice on his pre-melee morale check.
- Leader Morale Bonus.
- Terrain may engender a modifier: (see Special Rules: Terrain).
- Morale Levels: see below.

17.3 Multiple Morale Checks:

In the course of a turn, even in the course of a segment of the Chronology of Battle, a combat unit may be required to make several morale checks. Combat units are never required to make more than one morale check for a single combat event. If an event calls for two morale checks, then the dice are rolled once but all modifiers pertaining to the event are cumulative.

17.4 Morale Levels:

Accumulated losses not only affect the morale of a combat unit, after a time they begin to affect the army at corps level as well. There are four levels of morale determining the will of the main bureaucratic formations to fight on, be it corps or division or wing as it may be in other games using these rules.

Losses of a corps (or division) are measured in whole battalions. A lost battalion is defined as one that has been removed from play or one that is PGD when the morale level is determined. Cavalry and Artillery, and infantry represented as companies, though they might be part of the corps or division, are never counted for purposes of determining morale levels.

Morale for each corps is determined prior to the start of the first turn of every hour. The total number of battalions in a corps (or division), less the percentage represented by the lost battalions, gives the level of the corps (or division).

Level Zero: The corps or division has lost 20% or less of its battalions.

Level One: Losses of between 21 and 40%.

Level Two: Losses of between 41 and 60%.

Level Three: Losses of 61% or greater.

17.4.1 Morale Level Charts: The above percentages are a rule of thumb for interpreting Morale Levels, and may differ slightly from those on the Morale Level charts provided with the game. In all instances the charts are what is used to determine the Morale Level of each Corps, not this rule of thumb. The charts are intended as a handy reference for speed of play. Once a corps (or specified division) is determined to have reached Level One mark it such on the charts, all battalions belonging to that superior unit will have their morale modified by the indicated modifier each and every time that unit checks morale.

Battalions that recover good morale are not counted as lost the next time the morale levels are determined, however, the morale level of the corps (or division) remains constant for that hour and is not adjusted until the start of the next hour.



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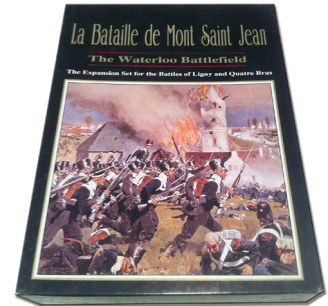
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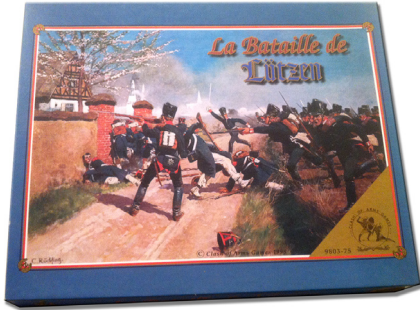
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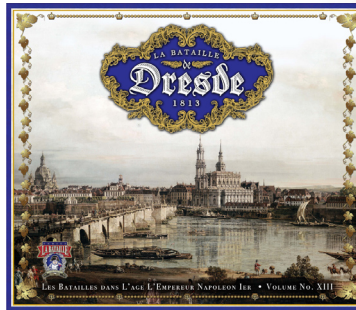
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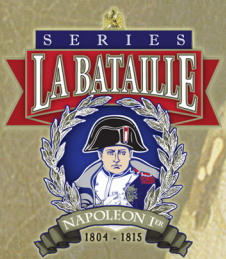
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