
RÈGLEMENT DE L'AN XXX



Les Batailles dans l'Âge de
l'Empereur Napoléon Premier

Credits and Acknowledgements

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1.0 INTRODUCTION

The Règlement de l'An XXX may be used with all games in the series *Les Batailles dans l'Âge de l'Empereur Napoléon Premier*.

This Rulebook is intended to be a guide to tactical warfare in the early Nineteenth Century. If a player wishes to perform an action that is not covered in these rules, or if he is unsure as to its verifiability in these rules, then that action should be considered illegal.

However, the authors and publishers of these rules acknowledge there is still a wealth of material available on warfare in the age of Napoleon with which we have yet to become acquainted and, moreover, that such material is continually being published. We are endeavoring to keep abreast of this material. These rules then will probably never be "complete" in the conventional sense and, although these rules are finite, the number of variables that contribute to the situations of movement and combat in a game can appear infinite. Thus, we invite the reader to expand upon what is contained herein, especially if situations occur in the course of play for which these rules do not readily provide an adequate or immediate guide for their resolution. Players should be prepared to resolve disputes in a friendly manner with a roll of the dice.

2.0 RULES QUESTIONS

Send questions or comments to the following address:

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PO Box 212
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Or e-mail us at: Clashofarm@aol.com
"Attention: Rule Questions La Bataille"

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

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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 please write to the above address for replacements.

3.1 Exclusive Charts

The exclusive charts for this game should not be memorized, but referred to as required during the course of play. Each chart summarizes information referenced in the rulebook.

3.2 The Counter Sheets

The playing pieces found on the counter sheets are of three types: *Informational Markers*, *Combat Units*, and *Leaders*. Combat units and leaders are subdivided into two sides, essentially the French and their Allies against what ultimately were the Foes of Napoleon. One player (or team) assumes control over the French and their Allies while another player (or team) assumes control over the Foes of Napoleon. Informational Markers are generic, in that they are used to mark leaders or units of both sides. Lastly, the *specific* sides of all counters belonging to the Foes of Napoleon are tinted gray in order to facilitate set-up.

3.3 The Organizational Displays

The Organizational Displays have been organized to show players the command relationships between combat units and their leaders. This is important when determining command status during play. As units and leaders are called for in setting up a scenario, or as reinforcements, they are removed from the display and placed on the game map. As units and leaders are eliminated through casualties or surrender they are returned to the Organizational Display and placed face down.

3.4 The Game Maps

The game map includes terrain features that impact battlefield tactics. A hexagonal grid has been super-imposed over the map in order to regulate movement, range, Line of Sight, etc.

3.5 The Passage of Time Recorder

The Passage of Time Recorder is used to keep track of the various 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. Some things that are specifically affected by this chart are:

1. Reinforcements will arrive at certain specified times of the day, and;
2. Recovery of wounded leaders and their return to play occurs after the passage of so much time, and;
3. Morale Levels are determined on the hour.
4. Artillery batteries may make a Howitzer attack.

This chart also includes the Battery Boxes, which are discussed later in the artillery section of this rulebook, and a summary of the Sequence of Play, which is also discussed later in these rules.



3.6 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.

3.7 Exclusive Rules

Each game may come with a set of Exclusive rules outlining the scenarios and rules particular to that game. The Exclusive Rules take precedence over the rules herein.

4.0 GAME SCALE

The exact game scale may vary from game to game. In general, each hexagon (hex) represents an area roughly 85 to 115 meters across. 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, effectiveness, efficiency and economy).

5.0 THE PLAYING PIECES

All of the half-inch playing pieces shall henceforth be referred to in this rulebook as counters. As stated, there are three types of counters: Combat Units, Leaders, and Informational Markers.

5.1 Combat Units

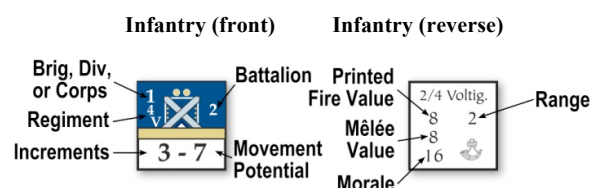
5.1.1 Front Side: The color (front) side of a combat unit counter provides *general* information about that unit. This information includes type of unit (infantry, cavalry or artillery), organization (whether it is a regiment, battalion, or company/squadron), appellation (which regiment, battalion or company/squadron it is), Bureaucratic Organization (to which corps, division or brigade it belongs), as well as its starting strength (the raw manpower it begins the game with as expressed in Increments; i.e., an infantry unit with six Increments begins the game with roughly six hundred men), and its Movement Potential expressed as the maximum number of MPs (Movement Points) the unit may be allowed to expend in a given turn. 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. The player will find here the unit's Fire Value, Range, Mêlée Value, Skirmish Value, Morale Rating and Lance Bonus. Not every unit will have a Lance Bonus, nor will most units have a Skirmish Value; where these values do not exist the space on the counter is left blank, or occupied by some other type of designation. To simulate the Fog of War, and that a combat unit's true strength is rarely in proportion to its size, an opposing player may view only the *general* (color) side of a counter

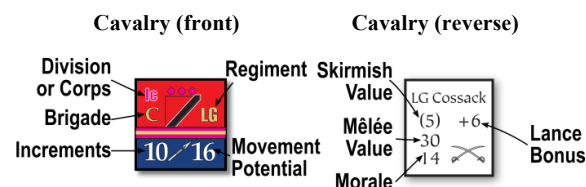
EXCEPTION: Some tactical formations require the counter to be deployed flipped over on its specific side.

5.1.3 Infantry: In the example below the *general* side of the counter shows that the unit is the 2nd battalion of the 4th Voltigeur Regiment of Light Infantry. It is part of the 1st Brigade. It has 3 Increments and a Movement Potential of 7.



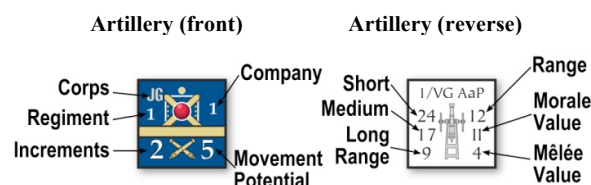
The *specific* side of the above unit restates that it is the 2nd battalion of the 4th Voltigeur Regiment of Light Infantry, and that it has a "printed" Fire Value of 8, a Range of 2, a Mêlée Value of 8, and a Morale Rating of 16. If this were a line infantry battalion, it would have a blank space in place of Range and Cornet.

5.1.4 Cavalry: The *general* side of the unit below states that it is a light cavalry unit (as indicated by the standard NATO symbol of a single belt crossing its box, and it is light cavalry because it has a Movement Potential greater than 12), it is a regiment (note the three dots), and it is the Cossacks of the Guard (note the lance symbol between the Increments and Movement Potential). It belongs to Cossacks Brigade of the Life Guard Cavalry. It has 10 Increments and a Movement Potential of 16.



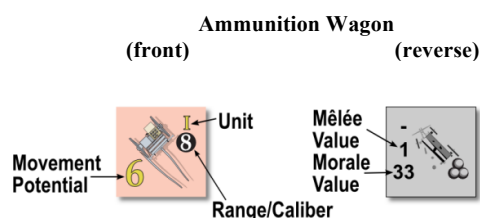
The *specific* side of the cavalry unit above. It has a Lance Bonus of +6; it has a Mêlée Value of 30; a Morale Rating of 14, and a Skirmish Value of 5.

5.1.5 Artillery: The *general* side of the artillery battery shows that it is the 1st Company of the 1st Foot Artillery (Movement Potential of 5) attached to the Young (Jeune) Guard Division. It has 2 Increments indicating that it represents between 4 and 8 guns and a commensurate number of teams of horses.



The *specific* side of the artillery battery states that it has a Fire Value of 24 at Short Range (adjacent or two hexes away), 17 at Medium Range (3 to 5 hexes), and 9 at Long Range (6 hexes up to its Maximum Range of 12 hexes); the top right number indicates the battery's Maximum Range, 12. The middle number in its right hand column is its Morale Rating of 11, with the last number being it's Mêlée Value, 4.

5.1.6 Artillery Ammunition Wagons:



NOTE: Games published prior to La Bataille de Lützen do not have Artillery Ammunition Wagons. Players may make their own, download them from <http://labataille.us> or they may choose to use the alternate

Artillery Ammunition Rule in 18.14.2 and ignore all references to AAWs in these rules.

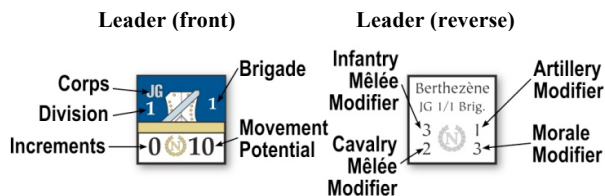
All artillery batteries that start the game begin with an Artillery Ammunition Wagon Marker (AAW) deployed adjacent to them. For an artillery company/battery to remain in supply and thereby execute fire combat, including Opportunity Fire, it must have an AAW within its span with the same "caliber" shot as its Maximum Range. The number in the upper right hand corner of the counter is the "caliber" of shot it supplies. As companies of artillery fire the supply of rounds carried by these wagons is depleted (shown in the same way as losses to combat units using number Markers). On the *specific* side of the counter, the information states the superior organization to which the AAW is attached, its "caliber" of ammunition, as well as its Mêlée and Morale Ratings. AAWs are fully explained in Rule 18.14.

HISTORICAL NOTE: *This many cannon would be manned by upwards of two hundred men, as many as three times the number of ammunition wagons and support vehicles as there are guns, and as many teams of horses as there are vehicles. Thus, an Artillery Ammunition Wagon represents some of the less glorious, but essential clutter that will encumber movement on the battlefield in support of the average battery.*

5.2 Leaders

Leaders represent the interjection of personality at an immediate place and time on the game map. Leaders are not considered to be Combat units.

5.2.1 Front Side: The *general* side of their counter displays uniform and rank, Movement Potential, and his place in the chain of command; in this case, commander of the 1st Brigade of the 1st Young (Jeune) Guard Division.



5.2.2 Reverse Side: The *specific* side of the leader counter tells us who he is (in this case, General Berthezène) and how his presence with combat units will affect their performance by modifying dice rolls that concerns them. In the example above, all units stacked with Berthezène would be affected as follows:

1. The top-left number (3) is the modifier that applies to infantry units that Mêlée either as the attacker or defender.
2. The bottom-left number (2) is how this leader would affect cavalry involved in Mêlée as either the attacker or defender.
3. The top-right number (1) is the modifier that applies to the attack dice roll of artillery that executes Fire Attacks (there is no modifier for artillery involved in Mêlée).
4. The bottom-right number (3) modifies all of the Morale Check dice rolls for units stacked with General Berthezène. Units stacked with a leader with an "A" rating automatically pass all Morale Checks.

NOTE: *In some cases a leader may have differing mêlée modifiers for attack and defense. These have the form of two numbers separated by a slash, such as 2/3, indicating a modifier for attack of +2 and a modifier for defense of +3.*

5.2.3 Some leaders may not have bonuses in one or more of the above categories. In these cases that space will be left blank, or filled with a dash (-).

5.2.4 Occasionally players may even encounter leaders that have negative values. These leaders adversely affect the units they are stacked with by subtracting from the specific roll of the dice.

NOTE: *Not all of a leader's values may be negative.*

5.3 Informational Markers

These show the effects of combat upon the combat units they mark, or the manner by which a combat unit reacts to what is going on around it. Informational Markers are part of the combat unit they are stacked with and are only removed when the situation that incurred their use has changed.

5.3.1 Number Markers: Number Markers are used to indicate the current number of casualties accrued by a combat unit, to indicate the Roll to Close distance for an Assault or an Old Guard Charge and to indicate how much ammunition an artillery battery or Artillery Ammunition Wagon has remaining. When casualties occur a Marker reflecting that amount is placed beneath the combat unit counter. Further losses to this same combat unit are recorded by replacing this Marker with one stating the new total. When artillery fires and expends ammunition place a number Marker indicating the number of rounds expended on an attached AAW.

Disorder (front) Plus Grand Désordre (reverse)



5.3.2 Disorder and Plus Grand Désordre (very Disordered or Routed): All combat units begin the game in Good Order. The above Markers are used to show that the unit is no longer in Good Order, but in one of two states of Disorder. The differences between these two states and how the Markers are removed are described in Rules 12.11, 12.12 and 20.2.

Tired (front) Exhausted (reverse)

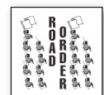


5.3.3 Tired and Exhausted: Cavalry units begin the game "Ready" (no Marker). Whenever a cavalry unit performs certain actions one of these Markers is placed on top of it to show the current status of its horses. The differences between these two states and how this Marker can be removed by "resting" are described in Rule 19.15.

5.3.4 In Square (en Carré) Formation: Infantry combat units may assume this formation. When an infantry combat unit is in Square one of these Markers is placed on top of it. How infantry forms Square is described in Rule 12.9.



5.3.5 Road Column: 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. How units deploy into Road Column and the benefits derived therein are described in Rule 12.8.



5.3.6 Extended Marker: If a combat unit is of sufficient size, the formation it deploys into may require it to deploy into more than two hexes. The extra hexes it occupies are designated with this Marker. Also, if in conforming to the hex grid a unit is artificially forced to expose a flank, whereas in nature it would present a continuous line, this Marker is placed on the exposed flank to indicate that it is actually "refused." Such a hex is not a flank hexside but is treated as a front hexside for all intents and purposes (12.6.6).



5.3.7 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 is explained in Rule 16.0.

Charge Marker (front)



Charge Marker (reverse)



5.3.8 Charge Markers: Cavalry units that Charged are marked with this counter to show that they have already moved and conducted M  le   this turn.

Maneuver Units (matched number pairs)

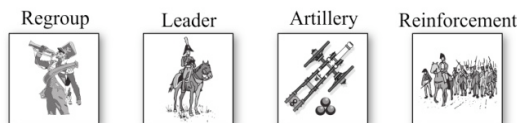


5.3.9 Maneuver Units (MUs): This Marker is placed upon a leader counter during the Command Segment to indicate that it is available for movement that turn. A duplicate Marker (with the same number) is placed in the draw cup. When this Marker is drawn from the cup the leader and all units and/or leaders under his command (all units and leaders comprising the Maneuver Unit) are activated (8.4).

5.3.10 Corps Activation Markers: When a corps leader is Activated by his army commander mark him with a Corps Activation Marker (8.4.3.1).



Action Chits



5.3.11 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;
- 2) When artillery 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. Units conducting an Administrative March move at this time as well.

See Rule 8.9 for a further explanation of Action Chits.

6.0 THE DICE AND CHARTS

The system requires the use of two six-sided dice. These dice should have some marked difference between them, such as two different sizes or colors so that one can be 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 *Assaut et M  le  * 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). Positive modifiers increase the likelihood of something happening; negative modifiers decrease the likelihood of something happening.

EXAMPLE: 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, 46, 51, and 52). A unit with a Morale Rating of 22 modified by a leader with a Morale Bonus of 6 essentially has a Morale Rating of 12 (21, 16, 15, 14, 13, 12 counting down) and would pass its Morale Check on any roll of the dice greater than 12 (it would fail only on results of 11 or 12).

7.0 SEQUENCE OF PLAY

The Sequence of Play along with the passage of time makes up the course of the game. The following sequence is rigid in that each action occurs only when allowed, yet fluid in that each side may perform actions within each segment (i.e., interactive).

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.

NOTE: Not all armies in the period used the term "Corps" to describe higher level organizations. The term Wing and Line may also be used in the Exclusive Rules. These rules will always refer to higher level organizations as Corps and the reader should consult the Exclusive Rules to determine which higher level organizations may be formed and which leaders generate CPs.

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 and leaders can only be placed In Command during the Command Segment. Thus units which are Out of Command during the Command Segment will remain Out of Command for the duration of the current turn. Units which are In Command may lose their In Command status due to enemy actions (8.4.3.6).

7.1.2.1 Division, Corps and Army Assets: Assign Division, Corps and Army Assets to leaders (8.4.3.3). Division, Corps and Army Assets are units, such as cavalry units, artillery or sapper units, which may be assigned to subordinate leaders. Hereafter they are simply referred to as Assets.

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 create one MU. Sides alternate creating MUs, with the side with the most CPs going first. In the event of a tie, roll the dice to determine who goes first. 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: After all CP's have been spent by both sides, light cavalry leaders who are eligible may roll for initiative (8.5).

7.1.4 Actions Chits: After all MU Markers that can be created for both sides have been placed into the draw cup all Action chits are also placed into the cup. Once this is done the contents of the draw cup are mixed.

7.2 Maneuver Segment

7.2.1 Players alternate drawing chits from the draw cup. Chits are drawn randomly. If the chit drawn is a MU then the MU it represents becomes active and all parts of it may move at this time. 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 in the case of an active MU, all units and leaders belonging to that MU's movement, cease. As leaders move flip them to their *specific* side to indicate they have moved this turn. When the draw cup is empty the Maneuver Segment ends.

7.2.2 Cavalry Charges: Conduct the following two sub-segments of the Maneuver Segment at the end of each MU in which an active cavalry unit declares a Charge or Grand Charge.

7.2.2.1 Cavalry Charge Sub-segment: Active cavalry units which declare a Charge are marked with a Charge Marker. When all parts of the MU to which the Charging cavalry units belong have finished moving, the charges are resolved. Reactive units may attempt to form Square, give Opportunity Fire, or Reaction Charge during these charges. Each Charge is resolved before proceeding to the Charge Mêlée Sub-segment. In other words, all aspects of a Charge are performed short of resolving any resulting Mêlée from that Charge (see Rule 19.0 for rules governing Cavalry Charges).

7.2.2.2 Charge Mêlée Sub-segment: Once all cavalry charges germane to a MU have been conducted, the Mêlées resulting from those charges are resolved. As these Mêlées are resolved cavalry units are marked with the appropriate Tired or Exhausted informational Markers and, all cavalry units involved in the Mêlée are marked with Charge Markers.

7.2.3 At the end of the Maneuver Segment flip all leaders that moved back to their *general* side.

7.3 Fire Combat Segment

All units that can conduct a Fire Attack and that have a target within their Line of Sight and Range, now fire. Artillery units must be unlimbered and have a supply of ammunition in order to make a Fire Attack.

NOTE: This is not an option left to the player's discretion, unless the unit is stacked with a leader, or, in the case of artillery, stacked with or adjacent to a leader with an Artillery Bonus.

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.

7.4 Assault Segment

Assaults are resolved. The side with the most *Assault* Markers currently marking Assaults on the game map resolves an Assault first, thereafter Assaults are resolved alternating side to side. In the event of a tie, roll the dice to determine who goes first. As Assaults are resolved the *Assault* Markers are removed. When all Assaults have been resolved, the Assault Segment ends.

7.5 Reorganization Segment

7.5.1 Recovery from Disorder: Units in Disorder that are not adjacent to enemy combat units make Morale Checks to recover Good Order (20.2).

7.5.2 Recovery from PGD: Units in Plus Grand Désordre (PGD) may possibly be compelled to Rout (13.2) or attempt to recover (20.2).

7.5.3 Morale Level Determination: Morale Levels are determined every hour in the Reorganization Segment of the :40 turn (20.3).

7.5.4 Cavalry Readiness Recovery: Tired or Exhausted cavalry, which do not have a Charge Marker, may possibly recover Readiness at this time (19.15).

7.5.5 Volunteer Gunners: Napoléon may make an appeal for gunners from the Old Guard (18.13).

7.5.6 Fires: Units which are in a hex which is on fire take a Morale Check. After any Morale Checks are taken players may determine if any of the fires go out (18.15.5).

7.5.7 Artillery Re-supply: Artillery units or AAWs may make a re-supply attempt (18.14.3).

7.5.8 Remove AAW Wrecks: Infantry battalion or Sapper companies which began the Maneuver Segment, and remain adjacent to a wrecked AAW until the Reorganization Segment may remove an adjacent wreck counter (18.14.1.7.1).

7.5.9 Administrative March Completion: Remove any Administrative March (8.7) MU Markers which are already flipped over. MUs making

an Administrative March whose leader reached the destination hex this turn now flip their MU Markers over.

7.5.10 House Keeping

- **Leaders:** Flip leaders who have moved back to their *general* side.
- **Prone Markers:** Remove flipped Prone Markers from units which stood up during the Maneuver Segment.
- **Charge Markers:** Remove Charge Markers from units.

7.6 Turn Adjustment Segment

After the preceding segment has been completed the game turn ends. Adjust the Passage of Time Recorder to indicate one full game turn has elapsed. If this is the last turn of the game, or the scenario you are playing, victory is determined at this time and a winner declared.

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.

Maneuver Units are not a representation of command. They are an abstract means by which movement is randomized. 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. The Organizational Displays show the command structure of each army on the field.

8.1 Leaders

Leaders represent the interjection of personality in a hex. The leader counter is a physical representation of the named personage as well as any immediate staff commensurate with the duties he is to perform. For instance, a French General of Division would usually be accompanied by two colonels and possibly six more officers of lesser rank. Leaders improve the performance of combat units. Their presence in a hex may define a Maneuver Unit. Leaders will also reveal the bureaucratic structure of an army by being part of the chain of command. They link combat units to the army leader.

8.1.1 Stacking: Leaders themselves do not have a stacking value and any number 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.

8.1.1.1 With Multi-Hex Units: When a leader is stacked with a multi-hex unit it may be in only one of the unit's constituent hexes.

NOTE: Use Extended Line Markers instead of straddling a hexside to avoid a wobbly stack of units.

8.1.2 Movement: When a leader completes his movement flip the counter over to its *specific* side indicating the leader may not voluntarily move again this turn. When the Reorganization Segment is over flip all these leader counters back to their *general* side.

8.1.3 Line of Sight: Unaccompanied by units, 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 *Assaut et Mêlée* Chart), or are reduced to zero increments, or are forced to Rout while the hex they are in is completely surrounded by enemy units or an enemy unit enters the leader's hex while the hex they are 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 Other Units: Leaders may assume the Movement Potential of the units they are stacked with as long as they began the segment stacked with that unit. Regardless of the difference between the unit's and the leader's natural Movement Potential, a leader may accompany that unit for the duration of its Maneuver.

EXAMPLE: A leader with a Movement Potential of "9" could accompany a regiment of British Hussars for the entire length of its movement (14 MPs). If in the last hex it Charged a French Hussar regiment (15 MPs) that elected to Retreat Before Charge, the leader could still accompany the Hussars for the full length of their Pursuit (5 more hexes).

8.1.6 Leaders and Rout Movement: Leaders which are stacked with units who become PGD must accompany those units the instant they conduct their Rout movement and must remain with them throughout the first turn of Rout movement. On subsequent turns the Leader may move away from the PGD units during the Leader Action Chit. As a reminder, after the leader Routs, flip the leader to his *specific* side to indicate he has moved this turn. Flip him back to his *general* side during the Reorganization Segment.

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 bonuses must be used. If multiple leaders are in the hex and have the same rank then the owning player may decide whose bonuses are used. Consult the Organizational Display for the bureaucratic relationship of each leader. As a rule of thumb leaders rank as follows:

1. Monarchs
2. Army Leaders
3. Corps Leaders
4. French ADCs of the Imperial Staff
5. Division Leaders
6. Brigade Leaders
7. ADCs of the Army staffs
8. ADCs of the Corps Staffs

A few leaders in the counter-mix may fall outside the direct tactical chain of command. If any of them happen to be in a hex rank him as in #3 above.

EXAMPLE: Dickson in La Bataille d'Orthez.

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 that they are involved in. 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 possibility of a leader casualty. The owning player rolls one die and consults the Leader Casualty Chart.

8.2.1 Random Selection: If there is more than one leader in a hex, fate must choose between one and the other. Roll the dice to choose.

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.

EXCEPTION: Leaders with negative Morale modifiers do not add their Morale modifier to the die roll. Consider their Morale modifier to be 0.

8.2.3 Recovery from Wounds: Wounded leaders should be removed from the map and placed on the Passage of Time Recorder. They return to the field of battle at a friendly depot hex when the Reinforcement Action chit is activated, and the term of their recovery has expired.

8.2.4 Replacement Leaders: When a leader is removed from the game map due to death, wounds or capture his place in the chain of command may be taken by other leaders.

1. Corps level ADCs: These leaders are not replaced.
2. Division/brigade leaders: These may be replaced by the ADC from the Corps to which they belong. They may also be replaced by ADCs from the army staff.
3. ADCs from the Army General Staff: These leaders are not replaced.
4. Corps leaders: Corps leaders can only be replaced by special Exclusive Rules or if a leader is able to step down (8.2.5).
5. Army Leaders: These leaders are not replaced, except by special Exclusive Rules.
6. Monarchs: These leaders are not replaced.

Any leader may replace a leader below his rank in the list above.

NOTE: Each game may have special rules concerning leader casualties and their replacement.

8.2.5 Step Down: Each army has a limited ability to replace leaders without affecting their ability to act decisively. However, if losses exceed this ability, replacement leaders must be drawn from the upper echelons of command. 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. Thereafter, the corps leader will function as the division/brigade leader and not be able to function as a corps leader. The side to which he belongs loses any CP which might be associated with him. His corps is disbanded and can no longer be Activated (8.4.3.1). Thus it will be unable to form a corps sized MU.

NOTE: A leader replacement must be performed if possible instead of a "step down".

8.2.5.1 Step Up: If a returning leader allows one of the corps leader's subordinates to be replaced the corps leader may resume his place in the chain of command, re-establishing his corps and CP if any.

8.2.6 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.

8.2.6.1 Loss of Command Points: When a 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.

8.2.6.2 Corps Disbandment: Any fallen corps leader that cannot be replaced, or is forced to "Step Down," effectively causes the disbanding of the corps he commanded, requiring any future CPs to be spent at the individual division/brigade level for the creation of MUs (i.e. they may not be Activated (8.4.3.1)). The corps can be re-established the turn after the wounded Corps leader returns or another returning leader allows him to "Step Up" to his place in the chain of command.

8.2.6.3 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 activated or with a MU if part of one. 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 at the start 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 an Asset of a superior leader it is In Command if it is within the Command Span of the subordinate leader to which it is assigned.

The Command Span of division and 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.

NOTE: Assets belonging to the same superior organization, division, corps or army, do not count as units of a different command.

Division leaders and brigade leaders 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.

In some cases there are brigade leaders which may report to a division leader, a corps leader or even an army leader. In each case the brigade leader is considered In Command if he is within the Command Span of his immediate superior. That is he is In Command if within 3, 6 or 10 hexes if his superior was a division, corps or army leader, respectively.

Consult the Exclusive Rules to determine the exact Command Span of each echelon of command and the size of MUs which may be formed.

8.3.1.1 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 be created as a MU, but the division may not be part of a corps level MU.

8.3.1.2 Other Ways to Be In Command: In addition to being within the Command Span of its immediate superior a unit may be In Command if it is stacked with an ADC of the same command (8.4.3.2), or is an AAW adjacent to another unit of the same command which is In Command (8.4.3.4) or if the unit meets the requirements of being part of a March Column MU (8.6) or in a Static Position (8.8) may be In Command.

8.3.1.3 Multi-Hex Units: Units occupying multiple hexes are required to have only one of its hexes In Command to be part of a MU.

8.3.2 Command Points (CPs): Command Points are the currency by which MUs are bought. A side is awarded a CP for designated leaders presently on the field of battle (the game map). Leaders that are scheduled to arrive as reinforcements that turn do not count towards this. During the Command Point Phase, consult the Exclusive Rules to determine which leaders have CPs associated with them and the number of Command Points available. In addition to awarded CPs, designated light cavalry leaders may possibly roll for initiative (8.5) to form their own MU.

8.3.3 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 MU. Though CPs are affiliated with particular leaders, there is no restriction on where the CPs may be spent to create MU. Any CP may be spent on any MU on that player's side, unless the scenario has additional restrictions.

8.4 Maneuver Units (MUs)

While the physical act of moving a counter or stack of counters is merely a function of expending Movement Potential and entering hexes, moving *decisively* (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 leader with a single combat unit. Regardless of size, all movement of the current MU must be completed prior to moving any part of another MU. Combat units and leaders po-

tentially 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 MUs in a single turn. However, in the resolution of the movement within a particular turn a combat unit may voluntarily move only once, and thus only be part of a single MU.

EXAMPLE: The French player has designated both the Center Wing and Foy's Division of that wing as MUs in the hopes that by putting both chits in the draw cup he increases the likelihood one will be pulled prior to an Allied chit. The chit for Foy's division is pulled first. Its movement is summarily executed. Later that turn the chit for the Center Wing is pulled. Foy's division may not move again. Conversely, had the chit for the Center Wing been pulled first and Foy's division been moved as part of that MU, the chit for Foy's division remaining in the draw cup would thereafter be a dud, the division having already moved that turn.

8.4.1 Maneuver Unit Assignment: During the MU Creation Phase of the Command Segment, players spend their Command Points (CPs) creating MUs. Sides alternate creating MUs, with the side with the most CPs going first. In the event of a tie, 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. After designating the MU on the battlefield, the duplicate of this Marker is placed into the draw cup. After all CP's have been spent by both sides, light cavalry leaders who are eligible may roll for initiative (8.5).

8.4.1.1 Team Play - Optional: For team play place a single unused French chit, a single unused Foes of Napoleon chit and the Action Chits in a draw cup. To determine the order of movement draw from this cup. When the French chit is pulled place all of the French chits for MUs which are in play into another draw cup. Pull all of the French chits from this cup and lay them out. All French MUs will move at this time. Each player on the French side may move his MUs simultaneously with other players on the French side, but each moves his MUs in the order they were pulled from the second cup. Likewise when the Foes of Napoleon chit is drawn do the same for them. Play the Action Chits as usual when they are drawn. This will reduce the amount of time spent with players standing around with their hands in their pockets which all officers abhor.

8.4.1.2 Secret MU Creation - Optional: If players agree they may adopt the following method to keep the creation of MUs secret from their opponents. Players should first arrange the Organization Display so that their opponents cannot see it. Then place the MU Markers designating a MU on the leader's space on the Organization Display, instead of placing the MU Marker on the map. The duplicate is placed in the Draw Cup as usual. When the chit is drawn the MU is revealed and is executed normally. Light cavalry leaders which are checking for initiative may also be done in secret and marked on the Organization Display.

8.4.2 What Constitutes a MU: Any leader on the game map can 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 that leader's division that are within his Command Span may also be part of that MU. If the leader is an Activated corps leader (8.4.3.1) then any division leaders belonging to that corps within the leader's Command Span are part of the MU as well as any combat units within the respective Command Spans of those leaders, and, the ADC for that corps and any units stacked with the ADC (8.4.3.2). Attached Assets that are In Command may be part of the MU (8.4.3.3). In general, the largest MU that may be created is a corps. In addition MUs may be created for March Columns (8.6), for Administrative Marches (8.7), Static Positions (8.8) and for Light Cavalry Initiative (8.5). AAWs may also be In Command if they are adjacent to a unit In Command (8.4.3.4). The Exclusive Rules may have additional restrictions or types of MUs.

8.4.3 Size of a MU: Command only affects the size of a MU. In other words, one is to envision leaders that receive a Command Point (thus generating their MU) as having received an order from general head-



quarters. They may move during the course of the Maneuver Segment regardless of being In or Out of Command. However, the effects of this order only extends down to the units (and/or leaders if they belong to his formation) that the leader has within his span. 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 the different pieces. In this case all of the corps could move and fight in a turn, but at great cost in CPs, and under separate (and unpredictable) chit pulls. A MU can be as small as a single leader and a single unit stacked with him, activated by a CP.

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. We can therefore create three MUs. In the present situation Corps B can afford to sit tight this turn, but Corps A needs to maneuver. Unfortunately, the army leader is too far away from the Corps A leader and so Corps A is not Activated. 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, Corps B's units cannot be assigned to any MU, so they can't maneuver or assault normally (regroup and leader movement is allowed with those respective chits). The aide-de-camp is not going to move, and neither will 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 leader of a corps to be Activated, the army leader must begin the Command Segment stacked in the same hex with the corps leader. On subsequent turns, the corps leader remains Activated if he remains within the Command Span of the army leader. If either leader moves outside of this mutual span, the corps leader will no longer be active at the start of the next Command Segment and the corps leader will need to be Activated again. A corps leader which is Activated is marked with a Corps Activation Marker.

8.4.3.2 ADCs of the Corps and the Army Staff: ADCs are treated as Assets. These leaders do not have formations that they command, and therefore, they do not have a Command Span. They may create a MU of any stack that consists of units of the same formation as the leader. In addition they may be part of a MU of the leader to which the ADC was attached if the ADC is In Command of that leader.

EXAMPLE: An Army ADC attached to a Corps leader is stacked with a cavalry unit of a Brigade leader subordinate to the Corps leader. The ADC and cavalry unit are Out of Command with respect to the subordinate Brigade leader, but are In Command with respect to the Corps leader. If the Corps leader forms a MU the ADC and cavalry unit stacked with him may form part of that MU.

8.4.3.3 Assets – Division, Corps and Army: A Division, Corps or Army leader may have units directly attached to him and not to a subordinate leader. These Assets may be assigned to subordinate leaders during the Command Segment. Assets which are in the Command Span of a subordinate leader, may be part of a MU formed by that leader.

Army Assets may be assigned to any subordinate leader in the same army. Corps Assets may be assigned to any subordinate leader in the same Corps. Division Assets may be assigned to any subordinate leader in the same Division.

Assets, which are Out of Command, may be assigned to a subordinate leader, in which case, they may Regroup towards their assigned leader.

EXCEPTION: Cavalry brigades, cavalry divisions or cavalry corps may attach only horse artillery, their AAWs, and cavalry units from Corps or Army Assets. They may not attach other types of unit.

8.4.3.4 AAWs and Command: AAW are treated as Assets in accordance with their position in the chain of command. An AAW may be part of a MU just as any other piece of artillery. In addition, an AAW is In Command if it is adjacent to any unit that is In Command and belongs to the same command. Furthermore, an AAW adjacent to another AAW that is In Command by the method described above is also In Command. In this way, a string of In Command AAWs may be part of a MU as long as the head of the string is In Command.

8.4.3.5 Units Pinned by Assault Markers: When a unit is targeted by an Assault Marker it is Out of Command and may not be part of a Maneuver Unit. If the leader that defines a MU is in a hex that is the target of an Assault, the units he is stacked with may not move. However, since he (being a leader) is not restricted by enemy Zones of Influence, he may move, as may other parts of that MU. Units which are the target of an Assault may not move during the Regroup Chit.

8.4.3.6 MUs are as Constituted When Drawn: When a MU chit is pulled from the cup or when the Regroup Chit is pulled, In Command status is determined a second time. This is because of the randomness of drawing from the cup and the fact that some units may not be there any longer; practice having overtaken theory in the guise of enemy cavalry Charges, cannonballs and general mayhem.

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.

EXCEPTION: If moving by corps, movement must be resolved division by division.

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. Light cavalry leaders attached to a division, corps, or a higher formation may not make an initiative check if within the Command Span of their leader. Light cavalry leaders eligible to generate CPs through initiative are listed in the Exclusive Rules.

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 M     Bonus. This bonus, regardless of what is printed on the back of the cavalry leader counter, may never exceed five or be less than one. A leader with no cavalry M     Bonus has an initiative of one. The die is rolled and the leader passes this check if the die results in a roll equal to or less than his initiative. Mark him with a new MU counter and toss its duplicate into the draw cup.

8.5.1.2 Light Cavalry Leader's Command Span: The Command Span of a light cavalry leader is his cavalry M     Bonus interpreted in hexes. If he has passed his initiative check in the paragraph above, then every cavalry unit of his formation within his Command Span is part of the MU he creates. The minimum Command Span for a light cavalry leader is one hex (i.e., if he has no cavalry M     Bonus, or if he has a cavalry M     Bonus of one, his Command Span would be the same).

EXAMPLE: In La Bataille d'Orthez Lord Edward Somerset, of British light cavalry brigade "H", has a cavalry M     Bonus of two. If the Allied player rolls a two or less when checking for initiative of Somerset, a new MU is created. If either the 7th, 10th or 15th Hussars are within two hexes of him, they are included in his MU.



8.5.1.3 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.
- A light cavalry division leader may check for initiative and if he passes may form a MU of all of his units, his brigade leaders that are In Command and their units that are In Command.
- Replacement leaders may check for initiative if the leader they replaced was eligible to check for initiative.
- Horse artillery and its AAW which are part of the leader's command will also be included in the MU if within his Command Span.
- Horse artillery and their AAWs, and other light cavalry Assets (8.4.3.3), may be attached to light cavalry leaders. Other types of units may not be attached.

8.6 March Column MU

Units which are part of the same command (and any attached units) may form a March Column MU, the purpose of which is to allow a group of units to remain In Command while on the march. The leader of the MU must be stacked with the leading unit of the March Column MU. Units are In Command if they form a contiguous block or chain of units/extension markers in Road Column or they conform to the conditions of Uncoiling, Coiling or Reinforcements as below. A March Column MU may not contain units that are not part of the same command. That is, a March Column MU of a brigade must consist of units of the same brigade and divisions must consist of units of the same division.

EXCEPTION: Assets may be attached to the March Column and interspersed in the March Column.

8.6.1 Corps: Corps-sized March Column MUs may be created provided that:

- each division/brigade of the column conforms to the above points
- the corps is Activated
- corps-sized MUs are allowed by the Exclusive Rules

8.6.2 Uncoiling: Units at the end of the MU, which may have not managed to form Road Column are In Command if they are adjacent to another unit of the MU that is In Command. In Command status may be propagated along a path of such adjacent units.

8.6.3 Coiling: Units still in Road Column at the tail of a March Column MU, but outside of their leader's Command Span are In Command if they are adjacent to a unit who is within their leader's Command Span. Units trailing a unit satisfying the above condition and the conditions of a March Column MU are also still In Command even if the leader is no longer at the front of the March Column MU.

8.6.4 Reinforcements: Reinforcements that are still off the map are eligible to form part of the March Column MU.

8.7 Administrative March MU

An Administrative March (AM) order allows a MU to move to a specified location over multiple turns without the expenditure of additional Command Points or using the Regroup procedure. During the MU Creation Phase of the Command Segment, an Administrative March MU may be created costing one Command Point each. Reinforcements may be given an AM order at no cost in CPs at the moment they enter the map. Assets attached to the MU must remain with the MU for the duration of the AM. The AM can be a March Column MU. Units conducting AM move when the Regroup chit is pulled.

NOTE: Kedging occurs when a leader moves away from the units under his command during the Leader Chit and his units follow him during the Regroup Chit.

8.7.1 Orders Procedure: A MU Marker is placed in the hex marking the destination of the AM. The duplicate MU Marker is placed on the

leader of the formation performing the march. The destination hex must be either a hex within the Command Span of a superior leader who is in the leader of the MU's chain of command or the destination hex must be a designated Terminus Hex (8.10.7), or any road/trail hex on the shortest route or routes in hexes (regardless of terrain) between them. For example, a destination hex for a division leader must be within either his Corps commander's or his Army leader's Command Span, but not necessarily both. For Reinforcements whose superior leader is not yet on the map, the destination hex must be a Terminus Hex. Players may voluntarily cancel an AM and perhaps specify a new destination hex, by expending another CP.

8.7.2 March Procedure: AM MUs move during the Regroup Chit. The destination hex marks the location to which the leader of the MU must move. Once the leader has arrived at the destination hex, he stops and moves no further until the AM is complete or cancelled. During the turn in which the leader reaches the destination hex, the units of the MU may expend any remaining movement points to adjust their position and formation. During the Reorganization Segment of the current turn flip the MU Marker over. During the Regroup Chit of the following turn, the units receive a final turn of movement to adjust their position and formation. During the Reorganization Segment remove any MU Markers which have been flipped over. The AM is complete.

8.7.3 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 a destination 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 a trail or road.
- The AM is immediately canceled when enemy units are within 10 hexes of any part of the marching MU.

EXCEPTION: Limbered Artillery, AAW and PGD units do not cancel the AM.

8.8 Static Position MU

A Static Position is defined by a geographic area as specified in the Exclusive Rules. Units assigned to a Static Position are considered In Command if they remain within its boundaries. A CP does not need to be expended to form a Static Position MU.

8.8.1 Assigning Units: Units are assigned to Static Positions by the Exclusive Rules. Units assigned to a Static Position remain assigned to it until it is dissolved.

8.8.2 Dissolving the Static Position: The Static Position is dissolved when all units assigned to it leave the Static Position voluntarily or involuntarily. Units that were part of a dissolved Static Position revert to the command of their leader as shown on the Organization Display.

8.8.3 Maneuver: Units assigned to the Static Position move during the Regroup Chit. They may perform all activities that units which are part of a regular MU may do. They may voluntarily leave the Static Position even to Assault or Charge units outside of the Static Position, but like units leaving the Command Span of a Regular MU will be Out of Command until they return to the Static Position.

8.8.4 Regroup: Units that leave the Static Position may Regroup back to the Static Position in the same manner a unit would seek to re-enter the Command Span of its leader. When regrouping the units stop moving as soon as they enter the Static Position's boundaries.

8.9 Action Chits

There are four Action chits in the game. These are tossed into the draw cup during the Command Segment. When drawn during the Maneuver Segment the actions they represent are immediately resolved. When all activity associated with the drawn chit is complete the next chit is drawn from the cup. The side whose player drew the chit from the cup moves first. The Artillery fire chit is considered simultaneous.

8.9.1 The Leader Chit: When this chit is drawn, all leaders which have not yet moved this turn and are not currently part of a MU may move.



Leaders that move at this time may not move again as part of a MU later in the Maneuver Segment. 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. When the turn is over flip all these leader counters back to their *general* side.

8.9.1.1 Headquarters Escorts: Some units in a scenario may be designated as Headquarters or Leader Escorts. Escorts, which begin the Leader Chit stacked with or within one hex of their escorted leader, may move and act at this time as if they were part of a MU. If the owning player chooses, Escorts may be treated as Army Assets (8.4.3.3) and, during the Command Segment, may be assigned to another leader of the same army.

8.9.2 Regroup Chit: 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. Assets which were assigned to a leader and are not In Command may Regroup towards their assigned leader. Reinforcements may Regroup towards a Terminus (8.10.7). Units conducting an Administrative March (8.7) or are part of a Static Position (8.8) move at this time as well.

8.9.2.1 Restrictions:

- Units that move to regroup may not Assault or Charge an enemy unit.
- They may not move adjacent to an enemy unit.
- They must cease moving the moment they enter the Command Span of their leader. 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 non-General Order terrain hex and enter Column formation where they may be subject to Opportunity Reactions due to the formation change.
- Units in General Order terrain which move directly to another General Order terrain hex cease their movement after moving only one hex.
- Units may only change formation to exit General Order, or to enter General Order and thereby cease moving, or to enter or exit Road Column or to Limber if unlimbered artillery.
- Units that move during this Action chit may be Opportunity Charged.

8.9.2.2 In Command Units: During the Regroup Chit units that are not part of any MU and are not in an enemy Zone of Influence, but are In Command may change stacking order, facing and formation. Units may not extend into more hexes than they currently occupy. They may consolidate into fewer hexes, for example, to form Square.

8.9.3 Artillery Chit: When this chit is drawn Unlimbered artillery that has a supply of ammunition may fire. Howitzers may fire during the o'clock turn of each hour (18.15). Artillery need not be In Command in order to fire. As in the Fire Segment, all fire is considered simultaneous. Unlimbered artillery stacked with infantry, and on top, may fire, but the infantry may not fire.

8.9.4 Reinforcement Chit: All units and leaders currently scheduled to enter this turn enter the map from their specified entry hexes. Units entering as reinforcements may enter as an Administrative March MU (8.7). Artillery units and AAWs returning from the battery box and wounded leaders returning to play enter at this time as well.

8.10 Reinforcements

Reinforcements are only considered reinforcements the turn they enter the game map.

8.10.1 Entry: Although the scenarios give the specific area where reinforcements must enter, each unit entering may enter the map up to half their Movement Potential in hexes on either side of the named road or trail that runs off the map in that area.

EXAMPLE: A unit with a Movement Potential of six could enter at a specific road hex actually on that road hex, or within three hexes of that road hex, either left or right of it on the map edge.

8.10.2 Map Edge: Players should not treat the map edges as the end of the world, but imagine instead that the terrain, road or trail continues beyond them in identical fashion, and that units that enter in Road Column are deployed off map on this imaginary extension. Therefore, units that enter behind other units on a road must take into account the MPs they have already expended reaching the map edge, as measured by the units that entered in front of them this turn.

8.10.3 Delayed Entry: Reinforcements do not have to enter the map at the precise time their arrival is scheduled. They may be held off map indefinitely (opposing players must be informed of this, however). Reinforcements that have not entered the game prior to its conclusion are considered eliminated. No reinforcement scheduled to arrive later at the same place as a reinforcement that is currently being held off map may enter without all units held off map preceding them onto the map. In other words, if you hold reinforcements off map at a certain entry hex, then no other units may enter at that entry hex until the ones held off map have entered the map.

8.10.4 Actions: Infantry that enters as a reinforcement may Assault the turn they enter. Cavalry that enters as a reinforcement may Charge that turn. Artillery that enters must enter Limbered. It may not prolong onto the map, but may subsequently Unlimber and fire that turn.

8.10.5 March Column MU (8.6): Units which did not have enough MPs to enter the map on the current turn are considered to still be In Command if their leader forms a MU and may enter the map when their MU chit is pulled. Otherwise, they may enter during subsequent Reinforcement chits.

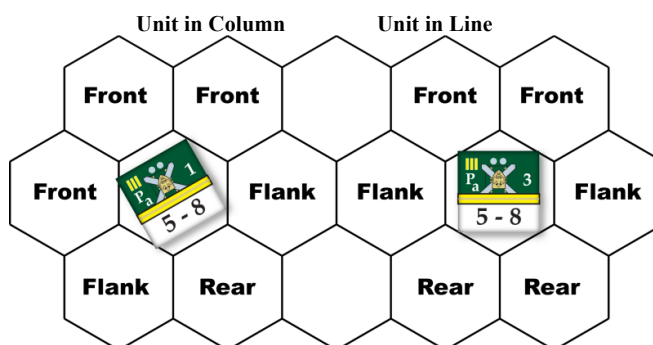
8.10.6 Administrative March: All units that enter the map as reinforcements may freely receive an Administrative March order (8.7).

8.10.7 Terminus Hex: At the beginning of a game the owning player may designate a Terminus Hex for each Reinforcement entry location. The Terminus must be a named location on a road or trail that leads to the entry hex. The turn following their entry, reinforcements may use the Regroup procedure with the Terminus acting as if it was the unit's immediate superior. Units are not required to Regroup toward the Terminus and may instead Regroup toward their immediate superior.

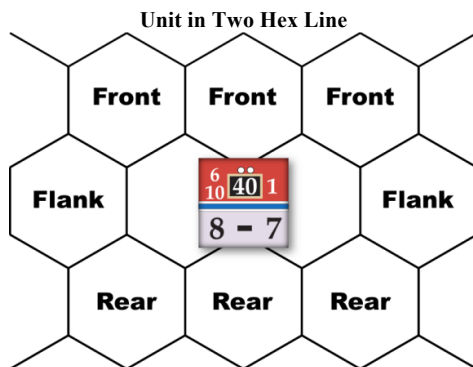
NOTE: In some scenarios the Terminus Hex may be specified by scenario rules.

9.0 FACING

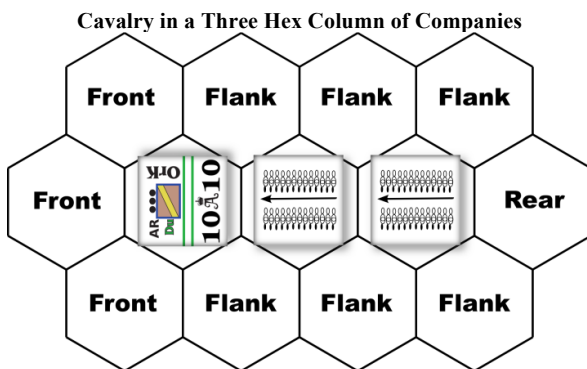
All combat units in Good Order have a specific facing. Units in Column, General Order or Road Column are oriented so that the top of the counter is facing a hexside. Units in Line or Skirmish Order face towards the point of a hex formed by two hexsides (the vertex of two adjacent hexes). Units in Disorder, Plus Grand Disorder or Square have all around facing.



As can be seen in the diagram above, a unit in Column has three front, two flank and one rear hexsides while a unit in Line has two front, two flank and two rear hexsides.



A unit in a two hex Line would have three front, two flank and three rear hexsides. A unit in a three hex line would have four front, two flank and 4 rear hexsides, etc. A Cavalry unit in a two hex Column of Companies would have 3 front, 1 rear and 4 flank hexsides, etc.



9.1 General Rule

All counters in a hex must face in the same direction. The top combat unit in the hex determines the facing of all combat units beneath it if the stack is arranged ambiguously. Units oriented ambiguously on the game map (i.e. the opposing player cannot determine if the units are in Line or Column) are to be considered in Column formation.

9.2 Changing Facing

A combat unit may only voluntarily change facing during the Maneuver Segment, and only if it is part of a MU that is currently moving or it is moving because of the Regroup or Reinforcement Action chits. A change in facing does not cost MPs unless it involves entering a new hex as in the case of Wheeling.

EXCEPTION: Unlimbered artillery may change facing when threatened by enemy troops (18.3.2). Cavalry units may Quarter Wheel by Company (12.3.7) during a Reaction Charge or Opportunity Charge.

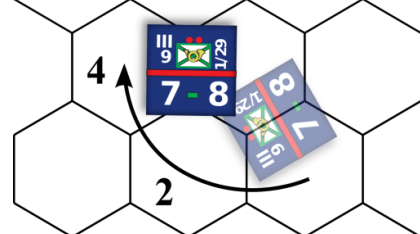
Although a change in facing does not necessarily involve the expense of a MP, in order to change facing a unit must have Movement Potential.

EXAMPLE: A unit that starts the Maneuver Segment with six MPs may change its facing at any time during its movement as long as it does not do so after expending its sixth MP. In other words, it could expend up to five MPs and change facing as many times as it sees fit, but once expending the sixth MP it could not end its move by changing facing.

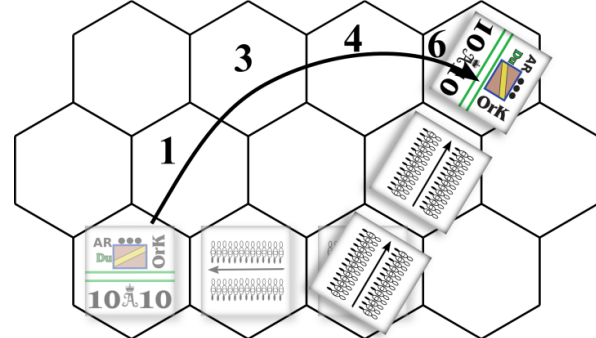
9.2.1 Wheeling: A unit in a multi-hex Line may wheel to the right or left. One flank of the Line remains in its current hex, but changes Orientation by one hexside while the other flank rotates and moves into adjacent hexes in an effort to keep the Line straight (it rotates its orientation accordingly). At the end of this movement, the multi-hex Line must be straight. The entire combat unit pays the MP cost for the most expensive terrain and distance moved by any part of the unit.

EXAMPLE: In the diagrams below the infantry wheels at the cost for its left hex to wheel through 2 clear hexes. Since it costs infantry +1 MP when maneuvering in Line (12.6.4) and assuming it costs one MP to enter a clear terrain hex it costs the infantry 4 MP to wheel. The cavalry unit, which is also in a multi-hex line pays +1 MP for every other hex it enters so in this case would expend 1 MP for the first and third hexes and 2 MPs for the second and fourth hexes for a total of 6 MPs (12.6.4).

Unit in Two Hex Line Wheeling To Right



Cavalry Multi-Hex Line Wheeling



9.2.2 About Face: A combat unit, including units in multi-hex formations, may about face by orienting the counter 180 degrees. This facing change does not cost MPs and therefore does not trigger Opportunity Reactions.

9.3 Facing, Movement and Combat

A combat unit may only enter, Charge, fire upon, or Assault through its front hexsides.

EXCEPTION: Units in Line may March by the Flank.

9.3.1 March by the Flank (Marche par le Flanc): Combat units in Line may move sideways into their flank hexes per the normal MP cost of moving in Line. This does not involve a facing change.

10.0 ZONES OF INFLUENCE

10.1 General Rules

Combat units, except units in Road Column, PGD, Limbered artillery units and AAW units, exert a Zone of Influence (ZoI) into the hexes immediately adjacent to its front hexsides. Unlimbered artillery that does not have a supply of ammunition does not exert a Zone of Influence.

NOTE: Zones of Influence should not be confused with Opportunity Charge Zones (19.18.2), Cavalry Skirmish Zones (12.10.7) and Reaction Charge Zones (19.17.1), though they are similar.

10.1.1 Leaders: Leaders do not exert a Zone of Influence. Leaders do not have to stop when entering an enemy Zone of Influence. They may move through and exit any number of enemy Zones of Influence during movement, limited only by their Movement Potential.

10.1.2 Terrain: Zones of Influence do not extend into terrain that mandates General Order for formed units. They do not extend into hexes or

across hexsides which the units exerting the Zone of Influence are prohibited from entering or crossing. Consult the Exclusive Rules for information regarding terrain.

NOTE: The term formed units consists of infantry or cavalry units in Line, Column or, in the case of infantry, Square. And the term General Order terrain refers to terrain that requires formed units to enter General Order formation. Artillery is not technically formed, but still enters General Order when entering such terrain if allowed to enter by the Exclusive Rules.

10.1.3 Opportunity Reactions: The term Opportunity Reactions includes Opportunity Fire, Opportunity Charges and Reaction Moves. Units expending MPs within a Zone of Influence may incur Opportunity Reactions. Voluntarily exiting a Zone of Influence or conducting a Passage of Lines (11.2.1.1) may trigger Opportunity Reactions. Involuntary movement such as Rout, Recoil or Cavalry Bounce Movement or recovery from Disorder or PGD does *not* trigger Opportunity Reactions. Leaders expending MPs in an enemy Zone of Influence do *not* trigger Opportunity Reactions. The Opportunity Reaction occurs prior to the moving unit completing the action that triggered the reaction, except as noted below. For instance, a unit changing formation would be fired upon in its old formation, or a unit exiting a Zone of Influence would be fired on while still in that Zone of Influence.

NOTE: Moving into a Zone of Influence does not trigger Opportunity Reactions, since the MP was expended prior to entering the hex. Moving into an Opportunity Charge Zone may trigger an Opportunity Charge if the reacting player wishes to attempt one.

NOTE: For players of previous editions, Displacement, Retreat Before Assault, and Advance After Mêlée, while they do not cost MPs per se, are no longer considered Involuntary Movement for these rules, and will trigger Opportunity Reactions if conducted in, through, or from an enemy Zone of Influence.

10.1.3.1 Opportunity Reactions When Joining Friendly Units: When moving units join friendly units in a hex, Opportunity Reactions, triggered by actions in the hex the moving units are joining, occur after the moving units join the stationary units and after they change formation to match the stationary units.

EXCEPTION: Units Retreating Before Assault or Charge (10.1.4).

EXAMPLE: A unit is exiting the Zone of Influence of an enemy infantry unit and is moving into an adjacent hex containing a friendly unit. The hex containing the friendly unit is in the Opportunity Charge Zone of an enemy cavalry unit, but the hex the moving unit is currently in is not. When the unit moves, it would first suffer Opportunity Fire for leaving the Zone of Influence of the enemy infantry unit. Then when it enters the friendly hex, it conforms to the facing and formation of the units already in the hex and is placed at the bottom of the stack. This is considered a single triggering event for Opportunity Reactions. The cavalry may now attempt to Opportunity Charge the combined stack of units.

10.1.3.2 Multiple Triggers or Reactions: If the action requires the expense of several MPs in a single hex (such as cavalry changing formation) only a single Opportunity Reaction is triggered, not one for each expended MP. However, several actions will trigger several Opportunity Reactions. If multiple types of Opportunity Reactions occur Opportunity Fires are conducted first, then Reaction Moves and finally Opportunity Charges.

10.1.3.3 Multi-Hex Units: Units deployed in multiple hexes may possibly trigger multiple Opportunity Reactions simultaneously. In the case of Opportunity Fire each hex is targeted individually like any Fire Attack, however, if there are losses in multiple hexes only a single Morale Check is made with the effects of the casualties from all Opportunity Fires combined. If multiple Opportunity Charges can be triggered then, like all Opportunity Charges, only the first reacting unit to pass its Morale Check conducts its Opportunity Charge.

10.1.4 Retreat Before Assault/Retreat Before Charge: Friendly units negate enemy Zones of Influence, in the friendly unit's hex, when units

Retreat Before Assault (16.3) or Retreat Before Charge (19.4, 19.5) from an adjacent hex into a friendly unit's hex.

10.2 Infantry and Foot Artillery

10.2.1 Infantry and foot artillery units must stop when they enter an enemy Zone of Influence.

EXCEPTION: Infantry units in a two hex Line may wheel through a Zone of Influence (12.6.7).

10.2.2 Exiting a Zone of Influence: Infantry and foot artillery units may attempt to exit a Zone of Influence by passing a Morale Check. If this check is successful, it may leave the Zone of Influence and move (triggering Opportunity Reactions if appropriate). Units which fail this check Disorder and may not move. An already disordered unit which fails this check will Rout.

EXCEPTION: Certain units may leave a ZoI if they are eligible to Retreat Before Assault (16.3) or Charge (19.4) or if they are Skirmishers responding to the Pas de Charge (12.10.5.2) without making a Morale Check.

10.2.2.1 Leaving an enemy Zone of Influence may only be attempted as the very first action in a unit's movement. That is, a moving unit may not move into an enemy Zone of Influence and then attempt to exit it. However, they may exit a Zone of Influence during their movement in the Maneuver Segment, and perhaps again for a Retreat before Charge, and perhaps again for a Retreat before Assault, since these are all considered to be separate movements.

10.2.2.2 Artillery units may not move directly from one enemy Zone of Influence into another. Infantry units may not move directly from one enemy Zone of Influence into another except as a result of Advance after Assault.

EXCEPTION: Infantry in a multi-hex Line may wheel through a Zone of Influence when Assaulting (12.6.7).

10.3 Cavalry and Limbered Horse Artillery

10.3.1 Cavalry and horse artillery units must stop when they enter a Zone of Influence of enemy Cavalry.

10.3.2 Cavalry and Limbered Horse Artillery Exiting a Zone of Influence: Cavalry and Limbered Horse Artillery units may voluntarily exit any number of Zones of Influence of any enemy artillery and infantry units, possibly triggering Opportunity Fire. Cavalry and Limbered Horse Artillery may voluntarily exit the Zone of Influence of enemy cavalry only if it is the very first action in the unit's movement. Movement during the Maneuver Segment, Charge Movement, Cavalry Regroup (19.12), Retreat Before Charge (19.5) and Reaction Move (19.19) are considered to be separate movements and as such cavalry may exit a Zone of Influence of enemy cavalry as its first action in each of those activities.

10.3.3 Cavalry and Limbered Horse Artillery units may not move directly from one enemy Cavalry Zone of Influence into another Cavalry Zone of Influence except as a result of Advance after Charge.

10.3.4 Cavalry adjacent to several stacks of enemy cavalry need not Charge all of them, but may Charge one of these hexes, exiting the other's Zones of Influence as a result of Advance after Charge/Mêlée.

NOTE: However, if the stacks around them were of enemy infantry and cavalry it could not Charge the infantry, and thus Charge through the Zone of Influence of the enemy cavalry. It must Charge the cavalry if it Charges at all in this case.

10.4 Changing Formation in a Zone of Influence

All units may change formation while in an enemy Zone of Influence or facing if they have Movement Potential remaining. Changing formation in an enemy Zone of Influence triggers Opportunity Reactions, while changing Facing does not unless it costs MPs as in the case of a multi-hex line wheeling (9.2.1).



10.5 Retreating Through Zones of Influence

Combat units that perform Involuntary Movement, including Rout, Recoil (16.7.1) or Cavalry Bounce (19.9.3) Movement, from an enemy Zone of Influence lose one Increment per stack for each such hex exited. This loss only occurs as the unit or stack exits the hex. Several enemy stacks projecting Zones of Influence into the same hex do not increase this loss beyond one Increment per stack, per each hex exited.

10.5.1.1 Retreating Through Friendly Units: The presence of friendly units negates an enemy Zone of Influence if the friendly units retreat through them.

11.0 STACKING

There is a limit to the forces that a player may concentrate in a single hex. See the Stacking Chart.

11.1 General Rule

The stacking limit varies according to terrain, formation and command. Be *painfully* aware that stacking restrictions apply during movement. Leaders, ADCs, and informational Markers do not have a stacking value and therefore do not count towards the stacking limit of a hex, but must be in full view of all players if the rules do not state they are to be deployed beneath the counter they mark.

11.1.1 Terrain: The maximum number of Increments that are permitted in a hex is given in the Stacking Chart. Where the number is followed with an organizational term, such as “six, or one battalion,” indicates that up to six Increments may stack in the hex, or one battalion of any number of Increments greater than six.

11.1.1.1 Artillery Stacked with Infantry: When stacked with infantry one Increment of artillery is equal to six Increments of infantry towards the stacking limit. In addition losses may be higher and are distributed between the infantry and artillery (15.7.1, 17.1.1.1).

EXAMPLE: In a town hex (see the Stacking Chart) a single battery may occupy the hex, or, a single point of artillery and up to six Increments of infantry. If an artillery counter with a single Increment of artillery is not available, then artillery may not combine with infantry in that town hex.

11.1.2 Formation: At the end of movement, all units in a hex must be in the same formation as determined by the top unit in a stack. Units joining a stack must conform to the formation of the top unit in the stack and must pay the formation change cost when entering the hex. This is not a free formation change.

- Friendly units may not stack with enemy units with the exception below for charging over enemy Squares.
- Infantry and cavalry units may never voluntarily stack together.

EXCEPTION: Cavalry may Charge over Squares, friend or enemy (12.9.5, 19.7.4), and through friendly skirmishers (12.10.5.1), but may not end their movement stacked with these units. Units in Skirmish Order (see below).

- Cavalry and artillery units may never voluntarily stack together.
- Units in Skirmish Order may not stack with any other Combat units which are not themselves in Skirmish Order. Units that are not in PGD may freely pass through units in Skirmish Order and units in Skirmish Order may, likewise, pass through other units that are not in PGD without violating stacking restrictions, but neither may end their movement stacked.

EXCEPTION: Units Assaulting may move into a hex containing friendly units in Skirmish Order and Displace them in a Pas de Charge (12.10.5.2).

- Units in Good Order which voluntarily end their movement stacked with units in Disorder, or the reverse situation, automatically become disordered and a stacking violation is not triggered.
- Units in Good Order may pass through units in Disorder without becoming disordered. Units in Disorder may pass through units in Good Order without disordering the Good Order units.

- Units in PGD may rout over friendly units, but will cause a stacking violation. Consult the Stacking Violations Chart.
- Artillery Ammunition Wagons (AAWs) may never voluntarily stack with anything that has a stacking value, including other AAWs (who would be crazy enough?).

EXCEPTION: Units in Skirmish Order may freely pass through AAWs and vice versa, but neither may end their movement stacked.

11.1.2.1 Multi-Hex Formations: Multi-hex formation stacks may extend into more than one hex only if no other unit is in that hex or extends into it also. In other words, several units can form a stack subscribing to the conditions given below and extend their stack into a multi-hex formation only so long as they are the only units that occupy those hexes.

Artillery or Leaders stacked with a unit in a multi-hex formation may only occupy one of the unit's constituent hexes.

SUGGESTION: To avoid a wobbly stack of units use Extended Line Markers instead of straddling a hexside with the counter.

11.1.3 Command: Units that stack without a leader in the hex suffer a -3 modifier to Morale Checks for each combat unit in the hex over the first.

EXCEPTION: Infantry units smaller than a battalion and cavalry units smaller than a regiment are not counted when determining this modifier. The size of the unit is determined by its tactical organization (i.e. the number of dots above the unit symbol denoting company, squadron, battalion or regiment) and not the number of Increments it currently possesses.

EXAMPLE: A stack of three battalion size units without a leader in the hex would have a Morale Check modifier of -6. A stack of two half battalions (wings) and a light company would not suffer an additional negative modifier.

11.1.4 Violating Stacking Limits: Players may not voluntarily move combat units such that stacking limits would be violated except where specifically noted under rule 11.0.

However, this is not to say that combat units may not violate stacking limits in the course of executing Involuntary Movement. Whenever stacking limits are violated, either by exceeding the stacking limits or by creating an illegal stack as defined in 11.1.2, consult the Stacking Violation Results Chart. All units in the hex which did not automatically Rout must take a Morale Check. After all units have taken their Morale Check, passing, Disordering or Routing as the case may be, if the hex still violate stacking limits, units must be displaced so that the units remaining in the hex no longer violate stacking rules.

TACTICAL TIP: Be sure to leave avenues of retreat for units to Rout through. There was a very good reason behind the checkerboard appearance of an army of this era when deployed for battle.

11.1.5 Displacement: Displacement may occur because of a stacking violation due to Involuntary Movement including Rout movement, Cavalry Bounce movement, and Recoil, or because a stacking violation occurred due to Advance after Assault or Charge or when a stack of good order units in a hex take a Morale Check and some pass and some fail (20.1). Displacement allows the stacking in the hex to be corrected so that it conforms to the stacking limit. The priority in which units are displaced is determined by the most recent unit to enter the hex, or, the unit not in Good Order (if Good Order units are stacked with units in Disorder or PGD), or the unit in the worst order (PGD being worse than Disorder). Displaced units follow the retreat priorities (13.2.4) when displacing. Displaced units keep the same facing and formation they had before they were displaced. Displaced units may cause a stacking violation in the hexes they are displaced to. Treat this as a new stacking violation and if displacement is required they are displaced again as the most recent units to enter the hex.

11.1.5.1 Opportunity Reactions: Displacement may trigger Opportunity Reactions.

11.1.6 Minimum Stacking Limits: Some formations require a minimum number of Increments before that formation can be formed.



EXAMPLES: A counter must have at least five Increments before it can form a multi-hex Line (12.6), or, there must be at least three infantry Increments in a hex in order to form Square (12.9.3).

11.2 Stacking Order

The top combat unit in a stack is considered the unit in front. Whenever another unit joins a stack, or enters a hex with another unit to form a stack, the unit that is moving is placed at the bottom of the stack. The combat unit at the bottom of the stack is considered at the rear of the formation. This has tactical significance in that the topmost combat unit will affect the morale of the entire stack (20.1.1), and it will suffer the most casualties (17.1). Unlimbered artillery that is stacked with infantry and is not on top of the stack will not be able to fire (18.5.2).

11.2.1 Changing Stacking Order: Units may freely change their stacking order only if they are eligible to move voluntarily. All units in a stack must be eligible to move voluntarily in order to change stacking order. Units do not expend Movement Potential to change stacking order, but all units in the stack must have Movement Potential remaining to change stacking order (this is similar to a change in facing which also requires Movement Potential, but not the expense of MPs).

11.2.1.1 Passage of Lines: Units which change stacking order in a Zone of Influence are subject to Opportunity Reactions even though changing stacking order does not cost MPs.

11.3 Bureaucratic Organizations and Stacking

When combat units from different Corps or Nationalities stack, all Morale Check dice rolls in the hex are modified by -6 for the worse.

EXCEPTION: Units that are stacked with their army or corps leader, who is common to all units in the stack as such, ignore this modifier. Units that are not Old Guard who are stacked beneath an Old Guard unit ignore this modifier.

11.3.1 Old Guard Morale Benefit: Any unit, which is not Old Guard, stacked beneath Old Guard Infantry will have their morale improved by +6.

12.0 TACTICAL ORGANIZATIONS

In addition to facing, combat units on the game map must have specific Presentation and Formation as well.

12.1 Presentation

In those cases where a combat unit is presented by battalions in the counter-mix as well as by regiment, only one or the other may appear on the game map. If the battalions of the unit are on the game map, then the regiment counter must be occupying the space provided for it on the Organizational Display, or vice versa.

12.1.1 Voluntary Unit Breakdown and Reform: Combat units may only voluntarily breakdown and reform when they are active during the Maneuver Segment. The cost to breakdown or reform is the same as for a formation change (e.g. one MP for infantry). Stacking limits for the hex may be temporarily violated as long as the stacking limit is adhered to at the end of the unit's movement. In other words, they may only violate the stacking limit of the hex if they have Movement Potential remaining to them while the other battalions move to join them. When a regiment breaks down the battalions must have enough Movement Potential to separate upon breaking down, and must immediately do so upon breaking down.

12.1.2 Involuntary Breakdown: Infantry units may be forced to break down from regiments to battalions as a result of losses. Whenever a regimental counter reaches 50% in losses, it must break down. This breakdown is done immediately. Play is suspended until the regiment is broken down. This breakdown does not cost MPs.

EXCEPTION: Regiments with 9 increments or less are not required to breakdown when they have suffered 50% or more casualties. They may, at the owning player's option, remain in regimental presentation.

12.1.2.1 Breaking down is not a free deployment for these units. They must maintain the same facing and formation they had immediately prior to breaking down.

12.1.3 Opportunity Reactions: Voluntary Breakdown may trigger Opportunity Reactions. When a regiment is forced to breakdown due to losses it is considered Involuntary Movement and does not trigger Opportunity Reactions.

12.1.4 Breakdown and Losses: Whenever a regimental counter breaks down into its battalions, any losses accrued up until the moment of breakdown must be apportioned as equally as possible between the battalions. If losses cannot be apportioned equally, then losses are distributed starting with the oldest numbered battalion on down (the first battalion is always older than the second battalion, etc.).

EXAMPLE: A three-battalion regiment breaking down after seven casualties would thus apportion three losses to the first battalion and two to each of the others.

12.2 Formations

Combat units must have a specific formation while on the game map. The formation of a unit is how it is deployed for combat and Maneuver. The terrain type in the hex may limit the kind of formation deployed therein. Some formations permit a unit to deploy into more than one hex and some formations require that a unit be deployed into more than a single hex.

12.2.1 Voluntary Formations: Voluntary Formations are ones that a player may impose on his units. These cost MPs to employ. Because these cost MPs, they may only be changed during the Maneuver Segment when the unit is active.

EXCEPTION: Units may form Square when the opponent is moving (19.7, 19.7.2). Cavalry may Quarter Wheel by Companies (12.3.7) when Reaction Charging or Opportunity Charging or Cavalry in Skirmish Order may attempt to Form Up in reaction to an enemy Charge (12.10.9.1).

Whenever a combat unit makes a voluntary change in formation or Presentation, it must spend MPs in accordance with the Formation Change Cost Chart. Voluntary formation changes may trigger Opportunity Reactions. This Opportunity Reaction will take place prior to the change in formation.

EXCEPTION: When units join a hex containing friendly units the formation change, required to conform to the units already in the hex, occurs first.

12.2.2 Involuntary Formations: Involuntary Formations are ones that result from play. Disorder and PGD are involuntary formations which occur as a results of a Morale Check or due to combat. General Order is an involuntary formation which a unit automatically enters upon moving into certain terrain types. Consult the Terrain Effects and Fire Defense Charts. These do not cost MPs to employ and do not trigger Opportunity Reactions.

Voluntary Formations

Column*
Line*
Square* (Carré)
Skirmish* (Tirailleur)
Road Column*
Limbered (artillery)
Unlimbered (artillery)

Involuntary Formations

General Order*
Disorder (Désordre)
Plus Grand Désordre (PGD)

*Units in this formation are automatically in Good Order as well.

NOTE: Artillery is always either Limbered or Unlimbered regardless of the state of the formation which can be Good Order, Disorder or in the case of Limbered artillery, PGD.

12.2.3 Formation Change and Terrain: Combat units that must change their formation due to terrain they enter during movement pay the cost of the formation change in addition to the cost of the hex they enter.



EXAMPLE: An infantry unit in General Order moving into clear terrain would pay two MPs if it entered the hex in Column.

EXCEPTION: Units that enter terrain that requires General Order only pay the terrain cost, in that it does not cost MPs to enter General Order.

12.2.4 Formation Change and Facing: When a combat unit (or stack) makes a formation change the owning player may freely orient the counter (or stack of counters) in any manner he chooses within the hex, as long as all rules concerning the new formation (and stacking) are followed.

12.3 Multi-Hex Formations

Some formations require, or allow, units to deploy into more than one hex. In all cases where a unit is deployed in more than one hex the parts of that unit that occupy each hex are considered equal.

EXCEPTION: Units in Road Column have 4 increments per hex except for the trailing hex (12.8.2).

EXAMPLE: If there are seven Increments in a unit and it is deployed in two hexes, then three and one-half Increments occupy each hex. However, in Road Column 4 increments would occupy the first hex leaving 3 in the second.

12.3.1 Deploying Out of Multi-Hex Formations: When deploying out of a multi-hex formation into a single hex formation the MP cost for the terrain traversed must be expended to account for the distance traveled (and vice versa). A formation may not deploy out of a multi-hex formation if it does not have the Movement Potential to do so. Infantry in Line formation, pay +1 MP when extending or consolidating (12.3.4.1).

EXAMPLE: A cavalry unit in a 5 hex Line in clear terrain could consolidate into its left-most hex at a cost of 4 MP for the outermost horsemen to traverse the distance. Similarly a 5 hex Line consolidating on its center squadron would pay 2 MP for the outermost horsemen to traverse the distance.

12.3.1.1 When deploying into General Order from a multi-hex formation the unit must pay the MP cost for every part of the unit to enter the hex.

EXAMPLE: A cavalry unit in a 3 hex Column of Companies enters a woods hex from clear terrain. The total cost would be 6 MPs (4 for woods, 1 for each clear terrain hex required for the rear to catch up) assuming it costs 4 to enter the woods hex.

12.3.2 Deploying into Multi-Hex Formations: When deploying into a multi-hex formation from a single hex the unit must pay the MP cost of the terrain entered while traversing the extra hexes. Infantry in Line formation, pay +1 MP when extending or consolidating (12.3.4.1).

EXAMPLE: Extending a cavalry unit in a single hex Line to 3 hexes to one side of the unit in clear costs 2 MPs.

12.3.3 A unit may not go from a single hex formation to a three-hex multi-hex formation without being in a two-hex formation first. Likewise, a unit may not be in a two hex formation without being in a single hex formation first. In other words, a unit may not go from Column immediately into a two-hex Line. It must first change into Line, and then extend into its second hex.

EXAMPLE: In other words, a unit with more than eight Increments deploying into Road Column does not automatically occupy three hexes the moment it changes formation. Consider the unit marching out of its starting hex. The counter advances one hex along the road leaving the bulk of the unit in the initial hex. It thus occupies two hexes (the first consisting of the unit counter, the second with a Road Column counter). Next, the counter advances a second hex leaving those Increments greater than eight in the initial hex. It now occupies three hexes in Road Column; is two hexes closer to where you want it to march; and has spent a full MP ($\frac{1}{2} + \frac{1}{2}$) for these two hexes in addition to the one MP (if infantry) it spent changing formation.

12.3.4 Extending/Consolidating Lines: Infantry and Cavalry units in Line may extend into multiple hexes or, if already in multiple hexes, consolidate into fewer hexes.

12.3.4.1 Infantry: Infantry units, with more than four Increments, that are in Line in a single hex, may extend their formation into an adjacent

hex if the terrain and stacking permit. Only active units may do this. The cost to extend into an adjacent hex is the cost of the terrain entered or crossed, in the event the hexside has a penalty, plus (+1) MP. Consolidating from a two hex Line into a single hex is just the reverse of this. That is, they may consolidate by merely paying the cost of the terrain entered plus (+1) MP.

12.3.4.2 Cavalry: Cavalry in Line may remain in its hex and expend MPs to extend or consolidate its Line Formation into as many or few contiguous adjacent hexes as possible up to the number of increments in the unit divided by four. Round all fractions up.

EXAMPLE: A cavalry unit with 13 increments could occupy up to four hexes ($13/4 = 3.25$ rounded up to 4).

The terrain MP cost is paid for each hex extended or consolidated. It may also extend or consolidate one hex for each hex entered during movement. In this case, there is no extra MP cost other than the cost to enter the most expensive terrain by any of its constituent parts.

12.3.5 No multi-hex formation may exist where one part of it occupies terrain that does not permit that type of formation.

EXAMPLE: A unit may not be in a two-hex Line where one hex is clear terrain while the other is woods.

A unit may not be in two formations at once.

12.3.6 Changing Formation: When a multi-hex formation changes formation into a single-hex formation, it must consolidate and pay the MP cost of the extra hexes it occupies prior to effecting the formation change.

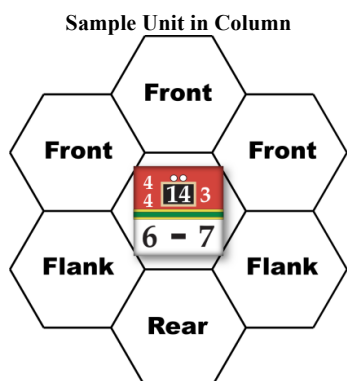
EXAMPLE: A unit in a two-hex Line wishes to form Column. Because Column is a single hex formation, the unit must first consolidate into a single hex, paying for this movement prior to going from Line to Column. In the case of a unit in Road Column that is to change formation, the unit enters the next hex, but before it is considered to have assumed its new formation MPs sufficient to bring each trailing part of the unit into that hex must be spent. Thus, a unit in two, three or four hexes exiting Road Column from a road must pay an additional $+\frac{1}{2}$, +1, or +1 and $\frac{1}{2}$ MPs when it changes into a single hex formation.

When a unit changes from one multi-hex formation to another multi-hex formation it is not required to consolidate to a single hex and then expand. The unit pays the formation change cost plus the cost of terrain traversed to extend or consolidate if the number of hexes differs.

EXAMPLE: A cavalry unit in a 3 hex Column of Companies would pay only the 3 MP for a formation change and switch directly into Road Column with the same facing and occupying the same hexes. A cavalry unit in a 2 hex Line changing to a 3 hex Column of Companies would first extend to a 3 hex Line and then change formation at a cost of 1 MP, assuming clear terrain, plus 1 MP for the Quarter Wheel by Company formation change for a total cost of 2 MP.

12.3.7 Quarter-Wheel by Company: Cavalry units can execute a special Formation change from a Column of Companies to a Line by simply remaining in its hex(es) and wheeling 90°. This change is performed by rotating each counter of the multi-hex Formation by 90°. The reverse Formation change from Line to Column of Companies follows the same procedure. For a cavalry unit to make such a change it must be able to do so without redistributing its Increments in the hexes it currently occupies (i.e. it must not have more than four increments per hex). Cavalry units can perform this maneuver by expending only 1 MP. Cavalry units may perform this Formation Change during Reaction Charges and Opportunity Charges as well as during normal movement.





12.4 Infantry Column

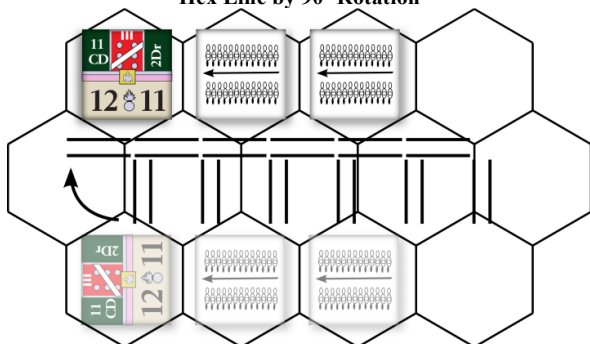
Column is a single hex formation. Column may only be formed in clear or other terrain as allowed in the Exclusive Rules.

12.4.1 Facing: A combat unit in Column formation faces a hexside. It has three front, two flank and one rear hexside (see illustration above).

12.4.2 Maneuver: Infantry units in Column expend MPs to enter hexes based on the cost of the terrain shown on the Movement Chart.

12.4.3 Combat: Infantry units in Column fire with the Fire Value printed on the *specific* side of their counter. Only the top combat unit of a stack of units in Column may fire. When an infantry unit in Column has been reduced by losses to a single Increment the unit conducts fire combat at one-half of this printed value (17.2.1). All Mêlée Values of units in the hex are totaled for attack and defense.

Cavalry in Column of Companies Changing to Cavalry in Multi-Hex Line by 90° Rotation



12.5 Cavalry Column of Companies

HISTORICAL NOTE: Cavalry units would form in a Column of Companies. That is a Column of half Squadrons (there being two Companies per Squadron of cavalry). Essentially each Company would form in a Line of two ranks. Sometimes the national doctrine stipulated that the interval between each Company be equal to the frontage of a Company. A French heavy cavalry Regiment would be deployed as in the Figure above.

Cavalry units may only form Column in Column of Companies. Column of Companies may only be formed in clear or other terrain as allowed in the Exclusive Rules. Cavalry in Column of Companies occupies more than one hex if there are more than 4 increments in the unit.

12.5.1 Stacking: A maximum of four Increments of cavalry can occupy a hex while in Column. If a cavalry unit has more than four Increments, a Column of Companies is formed directly behind the cavalry unit counter as in the diagram above. The unit's Increments are distributed evenly between the hexes the unit occupies. Use the Extended Formation Markers to indicate the extra spaces taken by the Formation.

12.5.2 Facing: Cavalry units in a two hex Column of Companies have three front, one rear and four flank hexes. Units in a three hex Column

of Companies have three front, one rear and six flank hexes, etc. See diagram in 9.0.

12.5.3 Maneuver: Cavalry units in Column expend MPs to enter hexes based on the cost of the terrain shown on the Movement Chart. A cavalry unit in Column of Companies pays the most expensive terrain cost entered by any of its constituent hexes. A multi-hex Column of Companies essentially follows the cavalry unit counter as they move. Each counter enters the hex vacated by the counter in front of it. The whole of it, however, pays the MPs according to the most costly terrain any part of it enters.

EXAMPLE: A cavalry unit in a three hex Column of Companies, passing through rough terrain into clear terrain, would pay the MP cost of the rough terrain three times, even though at any moment two-thirds of the cavalry unit was moving into clear terrain.

12.5.3.1 Quarter-Wheel by Company: Cavalry in a Column of Companies may wheel 90° into Line Formation either to the right or to the left while moving (12.3.7). If properly formed, cavalry may also be able to Quarter-Wheel during a Reaction Charge or an Opportunity Charge.

12.5.3.2 Straight Line to Charge: Cavalry in a Column of Companies must be in a straight line, as in the figure above, to initiate any type of Charge, including Reaction and Opportunity Charges.

12.5.4 Defending in Mêlée: Mêlées upon separate portions of a Cavalry unit deployed in a Column of Companies must be resolved separately. Resolve these one at a time and apply the results as an aggregate whole as if they were conducted simultaneously. As it does while attacking, a unit defending in Column of Companies distributes its Mêlée Value evenly among the hexes in which the unit is deployed.

12.5.4.1 Front: When a cavalry unit in Column of Companies is attacked exclusively from the front, it defends with its full Mêlée Value.

12.5.4.2 Flank: When a cavalry unit in Column of Companies is attacked from the flank, it defends itself with the Mêlée Value of the hex attacked plus the Mêlée Value of any trailing hexes in the Column.

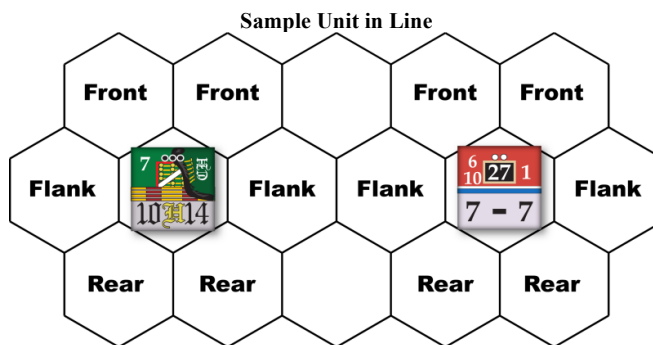
12.5.4.3 Rear: If attacked exclusively from the rear only the Mêlée Value of the rear hex is used for determining the odds.

EXAMPLE: A unit in a three hex Column of Companies attacked in its center hex would defend with the aggregate Mêlée Value of its center hex plus the rear hex. If a unit in a Column of Companies was attacked in the flank of its rear hex it would defend with the Mêlée Value of only its rear hex.

12.5.4.4 Multiple Directions: If attacked simultaneously from multiple directions only that portion of the Mêlée Value available for defense may be applied to each attack (i.e. the Mêlée Value cannot be counted twice when defending against more than one attacker).

EXAMPLE: If a unit in a three hex Column of Companies is attacked from the front and the rear simultaneously the rear hex would defend with one third of the unit's total Mêlée Value while the front would defend with 2/3 of the total Mêlée Value.

12.5.5 Opportunity Fire: Each hex of a cavalry unit in a Column of Companies may be fired on if its moves through a Zone of Influence. However, when a cavalry unit in a Column of Companies is Charging only the first hex can be fired on.



12.6 Line

Line may only be formed in clear or other terrain as allowed in the Exclusive Rules.

12.6.1 Infantry: Infantry may form Line in one or two hexes. In order to form a two hex Line the unit must have a minimum of five Increments. If a unit forms Line in more than one hex, the Increments are distributed equally between the hexes.

12.6.2 Cavalry: Cavalry units may form Line in one or more hexes. Cavalry may form Line in a number of hexes up to its Increments divided by four and rounded up. The unit may form in fewer hexes at the owning player's discretion (e.g. a 9 Increment cavalry unit could deploy in up to three hexes - 9/4 rounded up). The Increments are considered to be evenly distributed among the hexes occupied by the unit.

EXAMPLE: A unit with 11 Increments would have 3 and 2/3 Increments per hex when deployed in three hexes or 5 and 1/2 if deployed in two hexes.

12.6.3 Facing: When a combat unit is in Line formation, it faces the hex vertex (or point). A unit in line in a single hex has two front, two flank, and two rear hexsides. When deployed in two hexes a unit in Line has three front, two flank, and three rear hexsides (see the illustration above and the diagram in 9.0).

12.6.4 Maneuver: Infantry units deployed in Line pay the cost of the terrain plus one (+1) MP per hex entered. Cavalry deployed in Line in a single hex pays the normal cost for entering a hex as shown on the Movement Chart. Cavalry deployed in more than one hex pay the cost of the terrain plus one (+1) MP for every other hex entered.

EXAMPLE: An infantry unit that marches three hexes in Line expends six MPs, assuming the cost of the terrain entered was 1 MP. A cavalry unit moving seven hexes while deployed in a two hex Line would thus expend ten MPs assuming the cost of the terrain entered was 1 MP.

12.6.4.1 Old Guard Infantry: Units designated as Old Guard only pay (+1) MP for every other hex entered when in Line formation.

EXAMPLE: An Old Guard Infantry unit that moves five hexes in Line will spend seven MPs doing so.

12.6.4.2 Maneuver and Multi-hex Lines: At all times units in a multi-hex Line must remain in a straight line. Also see 12.3. Multi-hex Lines may only exist in hexes that permit Line formation. Because there is a variety of terrain that permits Line formation, it is conceivable that a multi-hex Line may be in two different types of terrain at once. When a multi-hex Line moves it expends MPs equal to the most costly terrain it moves through. Thus, a unit moving into both orchard and clear terrain hexes would deduct the MP cost for the orchard hex from its Movement Potential.

12.6.4.3 Quarter-Wheel by Company: Cavalry in a multi-hex Line with no more than four increments per hex may wheel 90° into a Column of Companies Formation either to the right or to the left while moving (12.3.7). If properly formed, cavalry may also wheel during a Reaction Charge or an Opportunity Charge.

12.6.5 Combat: Infantry units in Line fire by Increment and not their printed Fire Value. Up to four Increments may fire from a single hex (a unit deployed in two hexes would thus be able to fire up to four Increments per hex if it is sufficiently large to do so). When stacked with Unlimbered artillery, the number of infantry Increments that may fire is the normal number of Increments that may fire from a Line (4), less the number of Increments of artillery in the hex (18.5.2). When infantry in Line fire, consult the Fire Effects Chart and locate the Fire Multiple for the type of unit firing. The number of Increments firing times this multiple equals the Fire Value of the attack.

EXAMPLE: Three Increments of French line infantry times a Fire Multiple of three yields a Fire Attack of nine.

Regardless of the number of Increments in Line in a single hex, the maximum that may fire from the hex is four. Cavalry in Line does not fire, it Charges and Mêlées instead. All Mêlée Values of units in the hex are totaled for attack and defense.

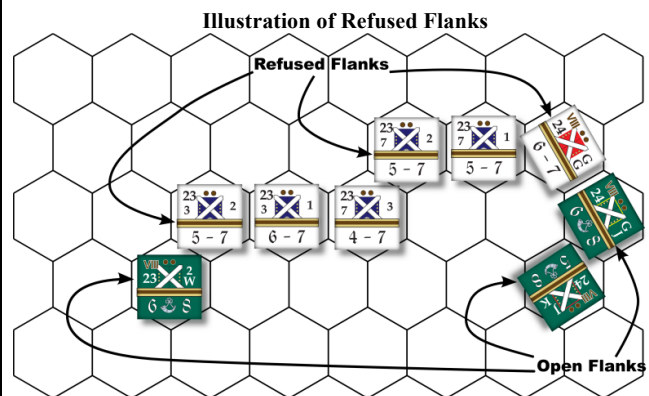
12.6.5.1 Combat and Multi-Hex Lines: Infantry units in a multi-hex Line may only Mêlée and Fire Attack with those portions of them in each hex.

EXAMPLE: An infantry unit with seven Increments in two hexes and a Fire Multiple of x3 would make two Fire Attacks of 10.5 each if not firing on the same unit ($7 \times 3 \times .5 = 10.5$), or a Fire Attack of 21 if firing on the same unit ($7 \times 3 = 21$).

Units in a multi-hex Line conduct Mêlée with that portion of their Mêlée Value equal to the percentage of the unit in the hex.

EXAMPLE: A unit in a two hex Line with a Mêlée Value of 18 would be able to Mêlée two different adjacent hexes and Mêlée each with a value of 9, or Mêlée with a value of 18 if attacking the same hex.

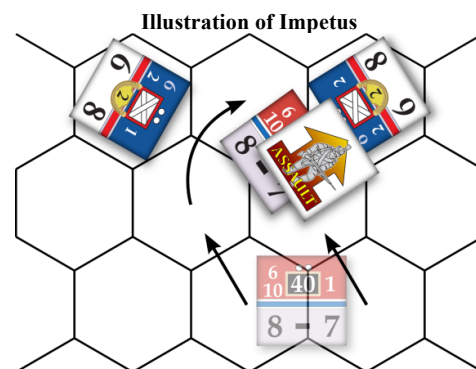
12.6.6 Line and Refused Flanks: The hex-grid overlaid on the game map can force a string of units in Line formation to artificially present an exposed flank. A flank hex is considered Refused as long as it is also a front hex of an adjacent combat unit also in Line formation. Hexes at the end of a series of combat units in Line cannot be Refused, only the hexsides within the Line of contiguous units. Refused Flanks are in all aspects treated as front hexsides. Extended Markers may be used to denote the "wrapping" of such hexes, but are not required. Refused flanks may always be assumed if the conditions listed above are met.



12.6.6.1 Villages and Farmettes and Houses: Units in Line in Village or Farmettes and Houses hexes have no flank hexsides. Their flank hexsides are treated as front hexsides.

12.6.7 Impetus of the Multi-hex Line: Whenever an infantry unit in a multi-hex Line closes with an enemy unit with just part of its formation (one of its hexes) and the other part of that formation could close by wheeling to the left or right at the expense of MPs, but is prevented from doing so by an enemy Zone of Influence, it may still close but may incur Opportunity Reactions for expending MPs in an enemy Zone of Influence.

NOTE: This is an exception to Rule 10.2.1. In addition, an enemy Opportunity Charge (19.18) may interrupt the impetus of a multi-hex Line.

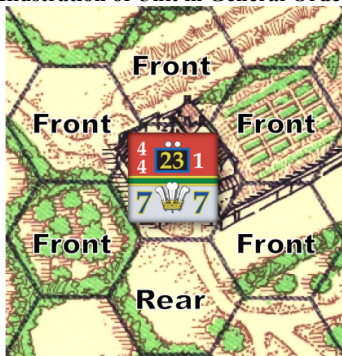


12.7 General Order

General Order is a single hex formation. General Order is an involuntary formation that is automatically assumed by infantry in Line, Column or Square, cavalry in Line or Column and Limbered artillery when they enter certain terrain. Refer to the Fire Defense Chart and the Exclusive Rules to see exactly which terrain causes a unit to assume General Order. There is no informational Marker indicating General Order.

EXCEPTION: Units in Skirmish Order, Road Column, Disorder or PGD do not enter General Order when entering these hexes. However, if they voluntarily come out of Skirmish Order or Road Column, or recover Good Order in these hexes, they automatically assume General Order.

Illustration of Unit in General Order



12.7.1 Facing: A unit in General Order has its counter facing a hexside. It has five front hexsides and one rear hexside (see illustration above).

12.7.2 Maneuver: Combat units in General Order expend MPs to enter hexes based on the cost of the terrain shown on the Movement Chart. A combat unit that moves from clear terrain (or any terrain that does not mandate General Order) to a hex requiring General Order automatically assumes General Order at no cost in Movement Potential other than the normal cost to enter the hex. Infantry and cavalry units in General Order that move to terrain that does not require General Order may assume any voluntary formation upon entering the new hex but must pay the MP cost of the formation change as well as the MP cost of that hex. If they cannot pay for the entire cost immediately upon entering the hex, they may not enter the hex. Limbered artillery pays only the MP cost to enter the hex and not for a formation change.

EXAMPLE: An infantry battalion in General Order moves from woods into clear. It costs 2 MPs to move into the hex: one to enter the hex and one more for the formation change.

12.7.3 General Order and Combat for Infantry and Artillery: Only the top combat unit in a stack of units in General Order may fire. Units in General Order use the Fire Value printed on the *specific* side of their counter. When an infantry unit in General Order has been reduced by losses to a single Increment the unit conducts fire combat at one-half of this printed value (17.2.1). All M  lee Values of units in the hex are totaled for attack and defense while in General Order.

EXCEPTION: Units in Special Structures may only count six increments of their M  lee Value (16.6.2).

12.7.4 General Order and Combat for Cavalry: While in General Order, or when Charging units in General Order, cavalry units modify their M  lee Value by 1/3 (one-third). Cavalry units may not initiate any type of Charge while in General Order.

12.7.5 Opportunity Reactions: When a unit not in Skirmish Order and in Good Order exits General Order Terrain, it must assume another formation. If this formation change takes place in an enemy Zone of Influence infantry units are assumed to be in Column, cavalry units are assumed to be in Line. Artillery must be Limbered to exit General Order terrain (18.3.1). Units which exit General Order terrain may not attempt

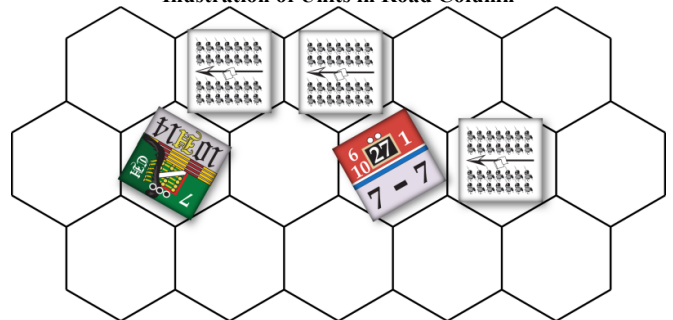
to form Square if they are Opportunity Charged. They must attempt to Stand vs. Charge.

12.8 Road Column

Road Column may be formed in one or more hexes. Whenever a unit is in Road Column in a road or trail hex, it is considered physically on the road itself (or trail) regardless of the other type of terrain that may be in the hex. Road Column is not restricted to roads/trails. A Road Column Marker is provided in the counter-mix to designate units that are in Road Column.

12.8.1 Facing: A unit in Road Column has one front hex (its immediate front) and one rear hex (its immediate rear). All of the remaining surrounding hexes are flank hexes. A unit in Road Column does not have a Zone of Influence.

Illustration of Units in Road Column



12.8.2 Stacking: No more than a single unit counter may occupy a hex when using Road Column. A unit must be broken down into its smallest Presentation in order to use Road Column. Up to four Increments of infantry or cavalry, or one of artillery, or a single Artillery Ammunition Wagon counter may occupy a hex in Road Column. Larger units are represented by the counter itself, plus extension markers for every one additional Increment of artillery or four Increments (or part thereof) of infantry/cavalry. The final marker of infantry/cavalry may comprise less than four Increments.

12.8.2.1 Extension: As the unit moves, extension markers are placed in each newly vacated hex and follows the unit counter. Contraction is the opposite – each extension marker pays all movement costs to re-join the unit counter (road/trail movement rates may be applicable.) All extension markers must be deployed/retracted in a single event in order to change formation.

12.8.3 Maneuver: Units in Road Column pay the movement cost for Road or Trail for each hex they enter that is contiguous with the road or trail hex they exit. All other terrain costs for the hex they enter, or hexside they cross while entering the hex, are ignored.

12.8.4 Combat: Units in Road Column may not make Fire Attacks nor may they Assault or Charge. The Fire Defense of a unit in Road Column is the same as a Column. Units in Road Column which are assaulted automatically Rout. When within 4 hexes of active enemy cavalry infantry units in Road Column may attempt to form Rallying Square (19.7.2). Units in Road Column, which did not form Rallying Square and are charged by cavalry, automatically Rout and may be Pursued (19.11).

12.8.5 Morale: Whenever a unit in Road Column makes a Morale Check it modifies its dice roll by -12 (for the worse) in addition to any other modifiers.

EXAMPLE: A unit in PGD Routs through the hex containing all or part of a unit in Road Column. The resulting Morale Check would require the dice roll to be modified by -24 (-12 + -12).

12.9 Square (en Carr  )

Square is a single hex formation. Square may only be formed in clear or other terrain as allowed in the Exclusive Rules.

NOTE: Infantry units formed Square whenever they needed to present an all-around front to the enemy. This most often occurred in the presence of enemy cavalry for whom opposing infantry in either Line or Column held the promise of a vulnerable flank. Also, infantry that found itself isolated from supporting units and harassed by swarms of infiltrating enemy skirmishers (or irregulars, such as found in the Tyrol, the Cossacks of the Steppes, or Spanish guerrillas) formed Square in order to return fire in all directions and preclude the possibility of a bullet in the back.

12.9.1 Facing: Squares have six front hexsides. Because Squares have all-around facing, they have a Zone of Influence in each of the six hexes adjacent to them.

12.9.2 Maneuver: Because a Square has all-around facing it may move in any direction. Infantry units in Square pay the cost of the terrain plus one (+1) MP per hex entered. Squares may not move into hexes containing terrain that prohibits a unit from forming Square within them.

12.9.3 Minimum Stacking Requirement: To form Square requires a minimum of three Increments of infantry. Artillery in the hex does not count towards this minimum. If at any time, the number of Increments of infantry in the hex involuntarily drops below three, all units in the hex Disorder at that instant.

NOTE: It is the infantry that forms the Square; artillery must be Unlimbered if with infantry in Square.

12.9.4 Joining a Square: Whenever units move into a hex with units already in Square with the intent of joining the Square, all units must make a Morale Check (use a single throw of the dice and compare all units concerned to this result). Units that pass this Morale Check remain in Square or join the Square. Units that fail instead Disorder and then Displace (11.1.5) out of the hex so as to place the Square between the enemy and the Disordered units. If all units fail simply Disorder the hex.

12.9.4.1 Opportunity Reactions: Joining a Square triggers Opportunity Reactions. If joining a Square triggers an Opportunity Reaction then all units in the hex with the Square take a Morale Check as in 12.9.4 above. After the results of the Morale Check are resolved, the Opportunity Reaction proceeds.

12.9.4.2 How Artillery Units Join a Square: As has been noted, artillery does not form Square, however, it may join infantry that is in Square or be part of a stack of infantry that forms Square, but it must Unlimber to do so. It does this in one of four ways:

1. The artillery moves into the hex with the units already in Square. All units in the hex take a Morale Check. The artillery must Unlimber upon passing the Morale Check.
2. Units already in Square move into the hex containing Unlimbered artillery. All units in the hex take a Morale Check.
3. Infantry and artillery form Square as a regular formation change during movement.
4. Unlimbered artillery already stacked with infantry within 4 hexes of active enemy cavalry may react to the potential Charge by forming Square (19.7).

12.9.5 Passing over a Square (19.7.4): Friendly and enemy cavalry units may voluntarily "pass over" units in Square during their Charge Movement (19.2) as long as the combined Increments from the Square and the moving units do not exceed the stacking limit for the hex. If their combined total is in excess of the stacking limit for the hex they may still move through the hex, but all units must make a Morale Check for violating the stacking limit (11.1.4).

12.9.5.1 Friendly units may "pass over" units in Square when conducting Involuntary Movement, but all units must make a Morale Check (11.1.4).

EXCEPTION: Friendly units in Skirmish Order do not affect nor are affected by units in Square when they pass over.

12.9.5.2 Opportunity Fire: In the special case of enemy cavalry "riding over" a Square the cavalry would be fired on as it exits the adjacent hex to enter the hex with the Square, fired on once again as it exits the hex

with the Square, and fired on a third time if it continues Charge Movement by exiting that hex also (19.7.4).

12.9.6 Fire Combat: Infantry units in Square fire by Increment and not their printed Fire Value. Artillery uses its printed Fire Value. Up to 9 Increments of infantry, in addition to any artillery in the hex, may fire from a Square. Squares may conduct up to three Fire Attacks into any three non-contiguous adjacent hexes during the Fire Combat Segment. If artillery is in the Square, the artillery only, may also fire using the same pattern during the Artillery Action Chit.

EXAMPLE: The combat unit, in the following diagram, may make Fire Attacks against enemy units occupying three hexes belonging to the angles of the triangle, or against units occupying the three hexes on the sides of the triangle. Or it may make one attack against a unit in an angle and the side not adjacent to that angle, or vice versa.

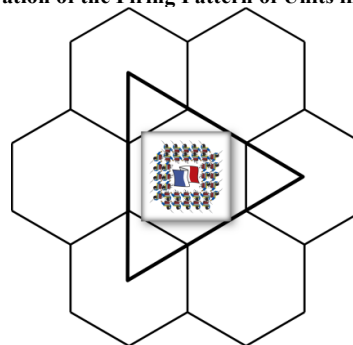
When units in Square fire:

1. Total up to 9 Increments of infantry in the hex and multiply this number by the Fire Multiple found on the Fire Effects Chart.

NOTE: If units with different Fire Multiples were stacked together in Square, each value would be arrived at separately and then added together.

2. Add to this the printed Fire Value of any artillery stacked in the Square. The artillery must be on the top of the stack in order to fire. Apply Point Blank Range modifiers (18.8).
3. Once this total is achieved divide it by three. This result will be the value of each Fire Attack.

Illustration of the Firing Pattern of Units in Square



12.9.7 Assault/Charge: All Mêlée Values of units in the hex are totaled for attack and defense.

NOTE: Unlike the procedures found in the 3rd and 4th edition rules, units that Assault a Square do not do so by entering the hex with the Square.

12.9.7.1 Cavalry that Mêlée a Square have their Mêlée Value multiplied by 1/3.

12.9.7.2 Infantry that Assault a Square have their Mêlée Value multiplied by 3/2. Units that defend against units assaulting in Square do not modify their Mêlée Value in this way.

12.9.8 Squares and Morale: Regardless of any other conditions that may affect units in Square, their Morale Check dice roll will always be improved by 6 just for being in Square. Thus, when units attempt to join, pass over or rider over a Square the units already in the Square will have their dice roll bettered by 6.

EXCEPTION: Units attempting to Roll to Close do not improve their Morale for being in Square.

12.10 Skirmish (Tirailleur) Order

Only certain infantry and cavalry units may enter Skirmish Order. Infantry units with a Range, possibly accompanied by a cornet, or cavalry units with a Skirmish Value, possibly accompanied by crossed swords printed on its *specific* side, have the potential to deploy as skirmishers. No informational Marker is used to designate units in Skirmisher Order, instead the counters are deployed flipped over on the

game map with their *specific* side up. Combat units with the potential to deploy as skirmishers must be in some other formation (formed in Line, Column, Square, etc.) and remain with their *general* side up until they are actually deployed as skirmishers. To go from formed (Line, Column, etc.) to Skirmish Order, or vice versa, is a formation change (one MP for infantry, three MPs for cavalry) and may only be executed when the unit is active (moving).

EXCEPTION: Cavalry skirmishers may attempt to Form Up (12.10.9) and infantry skirmishers may attempt to form Rallying Square (19.7.2) when within 4 hexes of active enemy cavalry.

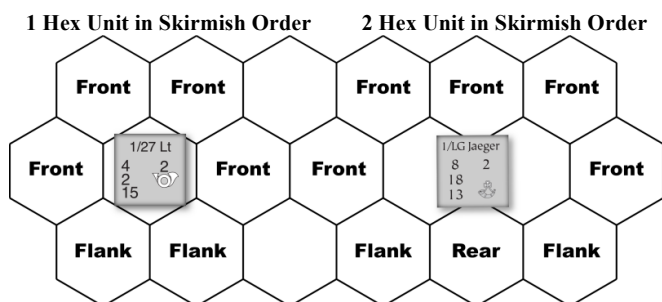
12.10.1 Facing: Units in Skirmish Order always face a hex vertex.

12.10.2 Infantry Skirmishers: An infantry unit with three or less Increments must form Skirmish Order in one hex. It will have four front hexsides and two flank hexsides (no rear hexsides). Infantry units with four or more Increments must form Skirmish Order in two hexes. In two hexes, a skirmishing unit has five front hexsides, two flank hexsides, and one rear hexside.

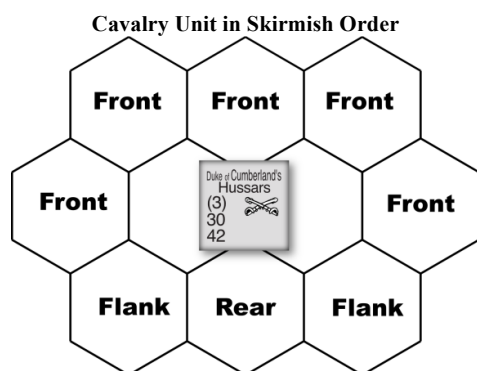
12.10.3 Infantry Skirmishers in Two Hexes: In some instances, Skirmish capable infantry units start the game with more than six Increments, and thus, when deployed violate the stacking maximum per hex for Skirmish Order (see Stacking Chart). These units may still deploy in Skirmish Order in two hexes, however, only three Increments may ever fire from each hex of their deployment. If in M  le, the parts of the unit greater than three will still count for Assault and defense.

NOTE: Skirmish capable units (e.g. French L  g  re) which have both a regimental and battalion counter Presentation option cannot deploy as skirmishers in regimental Presentation if doing so violates the stacking rule. Such regiments must break down into their component battalions to deploy into Skirmish Order.

Units that form Skirmish Order in two hexes must pay the cost to expand into the adjacent hex when making the formation change into Skirmish Order (12.3).



12.10.4 Cavalry Skirmishers: Cavalry skirmishers regardless of size are always deployed flipped *specific* side up and in two hexes when in Skirmish Order. They have five front, two flanks and one rear hexside.



12.10.5 Maneuver: Infantry battalions and regiments always use the Infantry column of the Movement Chart regardless of their formation. Infantry companies in Skirmish Order use the Infantry Skirmisher Company column. Cavalry Skirmishers pay terrain costs of Cavalry as found on the Movement Chart.

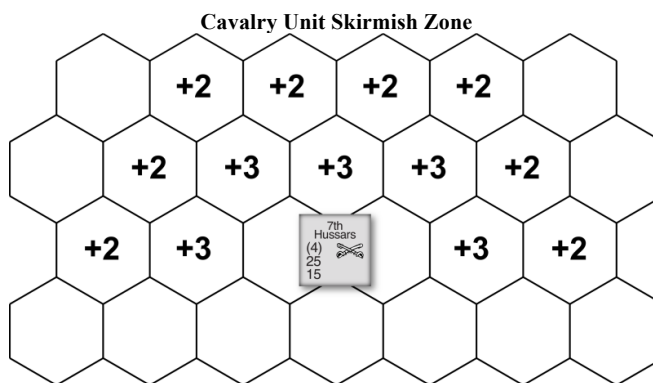
12.10.5.1 Stacking: Skirmishers may voluntarily move through, or Retreat Before Assault/Charge through hexes containing other friendly units, which are not in PGD, without violating stacking restrictions. Hexes containing skirmishers may be charged, retreated or moved through by friendly units, which are not in PGD, without violating stacking restrictions (11.1.2).

12.10.5.2 Pas de Charge: Infantry or Cavalry Skirmishers adjacent to an enemy unit will displace one hex if the hex they occupy is in turn occupied by another friendly unit which has declared an Assault or, in the case of Cavalry, has declared a Charge. The skirmisher becomes disordered and displaces to the last hex the assaulting or charging unit occupied immediately prior to occupying the skirmisher's hex. This displacement is considered Involuntary Movement and does not trigger Opportunity Reactions.

The target units of the Assault or Charge that were masked by the skirmishers who were displaced due to a Pas de Charge have the option to either execute a Fire Attack on the displaced skirmisher or conduct Defensive Fire during the Assault or Charge sequence on the unit which displaces it. If the masked unit wishes to fire on the assaulting or charging unit it must successfully "hold its fire" by passing a Morale Check. If the masked unit fails its Morale Check it will forego its Defensive Fire in the Assault or Charge Sequence and conduct a Fire Attack on the displacing skirmishers, but it does not Disorder. If the masked unit passes the Morale Check it conducts its Defensive Fire as usual during the Assault or Charge Sequence and gains a +3 on its Roll to Stand.

12.10.6 Infantry Skirmishers and Zone of Influence: The Zone of Influence for infantry skirmishers is restricted to adjacent front hexes although they have a fire Range of two.

12.10.7 Cavalry Skirmish Zone: The diagram below illustrates the Skirmish Zone for cavalry units in Skirmish Order. Infantry and artillery units that move through this Skirmish Zone are penalized by paying extra MPs. If moving through hexes adjacent to a cavalry skirmisher's front hexside the unit will pay the cost of the terrain plus three (+3) MPs per each such hex entered. If moving through hexes adjacent to these (as defined by the diagram) the unit pays the cost of the terrain plus two (+2) MPs extra. Skirmish zones do not extend into any terrain that mandates General Order for formed units, or across hexes or hexsides which are impassible to cavalry. Combat units that Rout through this zone or that conduct Retreat Before Assault (16.3) or Retreat Before Charge (19.4, 19.5) through it will suffer Harassment (12.10.7.1) for each such hex exited.



12.10.7.1 Harassment: This attack is treated as a Fire Attack using the Skirmish Value of the cavalry unit (the number in parenthesis) multi-

plied by the number of Skirmish Zone hexes exited, against the sum of Basic Defense Factors of those same hexes, modified by the type of unit that is retreating. Consult the Exclusive Rules for the Basic Defense Factors of hexes and any modifiers.

EXAMPLE: A routing French cavalry unit exits three hexes that are in the Skirmish Zone of the 7th Hussars. The Hussars have a Skirmish Value of (4) which translates into a Harassment attack of 12 (3 x 4=12). The French cavalry unit retreating due to rout (modifier +1) through a cultivated (3), orchard (3) and clear (2) hex for a defense value of nine (1+3+3+2=9). 12 vs. 9 translates into 1:1 odds. The 1:1 odds column is located on the Combat à Feu Chart (Fire Combat Chart). Any result of 51 or greater will see the unit lose one Increment from this Harassment. Similarly, infantry skirmishers conducting a voluntary Retreat Before Assault or Charge through a single clear hex in the Skirmish Zone of Influence of this same unit will also suffer a Harassment attack at 1:1 odds (4 to 4).

12.10.7.2 The Skirmish Zone of a light cavalry unit in Skirmish Order is nullified as soon as a formed (in either Line or Column) enemy light cavalry unit rests in one of its adjacent hexes.

EXAMPLE: In the examples above, had a French light cavalry unit been adjacent to the 7th Hussars it would not have been permitted to conduct Harassment, nor would the movement of any enemy infantry or artillery through its Skirmish Zone been penalized.

12.10.8 Light Cavalry Skirmish Attacks: During the Fire Combat Segment, cavalry units in Skirmish Order may conduct Skirmish Attacks. Skirmish Attacks are Fire Attacks upon each and every enemy unit that rests in one of its five adjacent front hexes. They may conduct Skirmish Attacks even if they are the target of an Assault.

EXAMPLE: If three enemy units occupy these hexes, the 7th Hussars (see example above) may conduct one Skirmish Attack upon each, and upon each with a factor of four (its full Skirmish Value) in the same combat round.

EXCEPTION: If, however, a formed enemy light cavalry unit is one of these units, only that unit may be skirmished.

12.10.9 Cavalry Skirmishers and Assault or Charge: Cavalry deployed in Skirmish Order may not Charge, and therefore, may not Mêlée. If targeted by an Assault they Stand automatically, but may Retreat Before Assault (16.3). If they elect to Stand, they Mêlée at x½ strength. If attacked in only a single hex they would defend at x¼ of their Mêlée Value. If targeted by a Charge they must attempt to Form Up or Retreat Before Charge (19.5). If unable to do either action and they are the target of the Charge they will Rout when the charging cavalry moves adjacent.

12.10.9.1 Forming Up: When in the Charge Zone of enemy cavalry, cavalry skirmishers may attempt to "Form Up" if they have a LOS to the charging cavalry. To Form Up the cavalry unit must make a Morale Check. Consult the Cavalry Skirmisher Form Up Chart for applicable modifiers. If it passes this Morale Check it automatically changes formation into a multi-hex Line, if it has sufficient Increments, occupying the same hexes and orientation it had when in Skirmish Order, or it adopts Line in a single hex, the choice of which hex being at the discretion of the owning player. Cavalry skirmishers may exercise this option once per charging enemy stack. Skirmishers that fail to Form Up simply remain in Skirmish Order. They do not Rout unless subsequently becoming the target of a Charge and the Charging unit makes contact. Units that Form Up may not Reaction Charge the Charging cavalry that triggered the event.

12.10.10 Infantry Skirmishers and Assault: Infantry deployed as Skirmishers may be able to Retreat Before Assault (16.3).

12.10.10.1 Infantry in Skirmish Order that Mêlée do so with their strength x½ (or halved).

12.10.11 Infantry Skirmishers and Charges: Infantry in Skirmish Order within 4 hexes of active enemy cavalry may attempt to form a Rallying Square (19.7.2), or they may attempt to Retreat Before Charge (19.4), or they may Roll to Stand versus Charge if in terrain that would

cause the cavalry to enter General Order (19.6). Otherwise, they may not Stand in the face of a Charge, but Rout when the cavalry moves adjacent and may be Pursued (19.11).

12.10.12 Infantry Skirmishers and Fire Combat: Infantry units in Skirmish Order fire by increment. Up to three increments may fire from a single hex. Only infantry with a Range of "2" printed on their counter may enter Skirmish Order. As this implies, when they initiate fire combat they may fire at target hexes two hexes away. They may only make a Fire Attack at targets two hexes away when deployed in Skirmish Order. However, the Fire Value of Fire Attacks made at a two-hex distance is halved (x ½) unless the firing unit is armed with rifles.

12.11 Disorder (Désordre)

Units may be in Disorder in any type of terrain. Disorder is an Involuntary Formation. Disorder is a single hex formation. Units in a multi-hex formation collapse into a single hex when disordered. They may collapse into any of the unit's constituent hexes at the owning player's discretion. Whenever a unit becomes disordered it is considered an involuntary formation change and does not trigger Opportunity Reactions.

12.11.1 Facing: When a combat unit is in Disorder, it has all-around facing; that is, it has six front hexsides.

12.11.2 Maneuver: Combat units in Disorder halve the Movement Potential printed on the *general* side of their counter. Units Disordered in the course of their movement have the remainder of their movement allowance halved. Because they have six front hexsides they may move in any direction, and pay MPs per hex entered or hexsides crossed as given on the Movement Chart for the type of unit corresponding to infantry, cavalry or artillery.

12.11.3 Combat: Infantry and artillery units in Disorder fire at half the printed value stated on the *specific* side of their counter. When an infantry unit in Disorder has been reduced by losses to a single Increment the unit conducts fire combat at one-half of this printed value (17.2.1) and is halved again for Disorder. Only the top counter in a stack of Disordered infantry may fire. Units in Disorder may Assault. Disordered units halve their Mêlée Value.

12.11.4 Morale: Units in Disorder always modify their Morale Check dice roll -3 (for the worse), in addition to any other modifiers.

12.11.4.1 A unit in Disorder remains in Disorder until either:

1. It Disorders again. In other words, through combat (or whatever) it fails a Morale Check or receives a result that would cause a unit already in Disorder to Disorder again. A second Disorder causes the unit to Rout (PGD) instead, or;
2. It receives an AR or DR result on the *Assaut et Mêlée* Chart.
3. If it passes a Morale Check and thereby recovers Good Order during the Reorganization Segment.

12.12 Plus Grand Désordre (PGD)

Units may be in PGD in any type of terrain. PGD is an Involuntary Formation. PGD is a single hex formation. Units in a multi-hex formation collapse into a single hex when PGD. They may collapse into any of the unit's constituent hexes at the owning player's discretion. Whenever a unit becomes PGD this is considered an involuntary formation change and does not trigger Opportunity Reactions.

12.12.1 Facing: Like units in Disorder, units in PGD have all-around facing. However, units in PGD do not have a Zone of Influence.

12.12.2 Maneuver: Rout or Routing are terms that describe the type of movement done by units in PGD. The moment a unit enters PGD it Routs away from the event using the priorities outlined in 13.2.4. Units in PGD may only move at the moment of their becoming PGD, or when they execute Rout as a result of Mêlée or during the Reorganization Segment (13.2). Units in PGD never move voluntarily, nor can they change formation except when they recover Good Order. When a unit in PGD moves, its Movement Potential is 1 and ½ (one and one-half) times its movement rate printed on the *general* side of the unit counter.



Units in PGD must expend as much of their Movement Potential as possible to place themselves at least 15 hexes away from the nearest enemy unit (13.2). Whenever a unit in PGD performs Rout it must follow the retreat priorities listed in 13.2.4.

12.12.3 Combat: Units in PGD may not make Fire Attacks, nor may they Assault or Charge. They never Roll To Stand. They always Rout when Assaulted (and lose one Increment for retreating from an enemy Zone of Influence). When the target of a Charge follow the **Cavalry Charge vs. PGD Mêlée Procedure (19.1.4)**.

12.12.4 Morale: Units in PGD have their Morale Check dice roll modified by -6 (for the worse), in addition to any other modifiers. The only time they make a Morale Check is when they attempt to recover Good Order during the Reorganization Segment.

12.13 British Prone

During the Maneuver Segment, any active British or KGL infantry unit not in an enemy Zone of Influence may elect to go Prone, or stand up, as part of its movement. They may also go Prone, or stand up, during the Regroup Chit under the provisions of the Stacking, Facing and Formation clause of the Regroup Chit rule. Prone units are marked with a Prone informational Marker.

12.13.1 Maneuver: There is no movement point cost for going Prone or standing (that is removing the Prone Marker). However, to go Prone a unit must have Movement Potential remaining. Units may not stand up and go Prone again in the same Maneuver Segment. Flip the Prone Marker over to indicate they have stood up this turn. Prone units may not move, change stacking order, change facing, nor change formation. To do any of these things they must first stand. Units may elect to stand at any time the owning player desires.

12.13.2 Terrain: Units may only go Prone if in Clear, Farmettes & Houses, or Cultivated Ground hexes.

12.13.3 Stacking: The maximum stacking for a hex with a Prone Marker is one battalion (and its light company). A mixed stack of British and/or KGL and non-British units may not go Prone, nor may a stack of infantry and artillery go Prone. A stack may not contain a mix of Prone and standing units.

EXCEPTION: If a unit stands to leave the hex, units staying in the hex may remain Prone.

12.13.4 Formation: Units may be in any voluntary formation except Road Column while, or prior to going Prone. A Prone unit which enters Disorder or PGD formation stands and removes its Prone marker. Units maintain their current formation and facing when standing or going Prone.

12.13.5 Line of Sight: Prone units do not block Line of Sight. Even so, friendly units may not fire over Prone units.

EXCEPTION: Howitzers may fire over friendly units Prone or otherwise.

12.13.6 Fire Combat: Prone units may not fire. Only artillery and Skirmishers (infantry and cavalry) may fire on Prone units. Prone units are not subject to artillery ricochet attacks. Prone units behind hedgerow or wall hexsides or in cultivated ground hexes are not seen (and may not be targeted) by enemy units that execute Fire Attacks. Prone units have their Fire Defense value improved by two (+2) in all other types of terrain.

12.13.7 Assault: When assaulted, Prone units receive a +3 modifier to all their Roll to Stand dice roll. Units assaulting Prone units have a -6 modifier to their Roll to Close dice roll. Prone units that stand in face of an Assault must remove their Prone Marker just prior to the *Offensive and Defensive Fire* step (they must stand to fire effectively), this means that they will not get the +2 modifier to their Fire Defense value in this step because they are now standing.

12.13.8 Charge: Prone units in the Charge Zone of enemy active cavalry may exercise the same options as non-Prone units, (i.e. forming Square) but must first remove the Prone Marker. Prone units that stand

versus Charge remove their Prone Marker just prior to the *Defensive Fire* step (they must stand to fire effectively).

13.0 MOVEMENT

The physical act of moving on the battlefield is a function of the printed Movement Potential of the unit or leader, formation, Zones of Influence, and the cost of the hex entered or hexside crossed.

13.1 General Rule

When a chit for a MU is pulled, the owning player may move as many or as few units, which constitute the MU, as desired. Similarly, when an Action Chit is pulled the owning player may move as many or as few of his units which are eligible to move during the Action Chit. Units may move as many or as few hexes as desired within the unit's Movement Potential, subject to terrain, Zones of Influence and formation change costs. During this time the non-phasing player may only move his units as a reaction to friendly activity as in 13.1.8.

13.1.1 Movement Potential: All combat units and leaders have Movement Potential (the bottom right hand number on the *general* side of their counter) expressed in terms of Movement Points (MPs) which is based on unit type and formation as given on the Movement Chart. These MPs are expended as the counter moves from hex to hex, or changes formation or Presentation within the hex. Maintain a running count of Movement Potential as movement points are expended. All hexes have a cost in MPs that varies according to the terrain represented within them. Some hexsides may also have a cost in MPs that will be in addition to the cost of the hex entered. Unspent MPs may not be saved from turn to turn, nor may they be transferred to other counters. Units must follow the hex grid and may not skip hexes.

13.1.1.1 Rounding: Often a unit's MP is modified due to formation (e.g. Disorder or PGD) or other condition (e.g. Tired or Exhausted). When modifying MP round any resulting fractions to the nearest integer with ½ rounding to the next highest integer.

EXAMPLE: 5 1/3 rounds to 5. 6 ½ rounds to 7. 5 2/3 rounds to 6.

13.1.2 Movement Chart: Infantry battalions and regiments always use the Infantry column of the Movement Chart regardless of their formation. Infantry companies in Skirmish Order use the Infantry Skirmisher Company column. Cavalry always uses the Cavalry column. Limbered artillery and AAWs always use the Artillery column. Leaders use the Leaders column.

13.1.3 Stacking: Units are moved individually or in stacks. Stacking rules are in force during movement of any kind (11.0). A player must complete the movement of a unit or stack before another's movement can begin.

EXCEPTION: Leaders may move to another hex and accompany these units (13.1.3.3).

13.1.3.1 The Movement Potential of a stack is the lowest Movement Potential of any unit in the stack.

EXCEPTION: Leaders may, if they wish, assume the MP of the stack regardless of the leader's MP (8.1.5).

13.1.3.2 To enter a hex, a stack must pay the highest movement cost of any of its constituent units.

13.1.3.3 Picking Up Units: Combat units may not pick up other units as they move.

EXCEPTION: Leaders may move to a hex containing combat units and, if they then move with those units, must accompany the units for the duration of their movement.

13.1.3.4 Dropping Off Units: A stack may drop off units as it moves. Units which are dropped off may not voluntarily move any further during that segment.

13.1.4 Enemy Units: Units may not enter the hexes of enemy combat units. Units may enter a hex occupied only by enemy leaders (8.1.4).

EXCEPTION: Cavalry units may ride over an enemy Square (19.7.4).



13.1.5 Zones of Influence: Infantry and foot artillery units stop moving when they enter any enemy Zone of Influence (10.2). Cavalry and horse artillery units stop moving when they enter the Zone of Influence of enemy cavalry (10.3).

13.1.6 Facing: Combat units *voluntarily* move only through their front hexsides into adjacent front hexes. Leaders do not have facing, per se, and may therefore move in any direction.

13.1.7 Terrain Effects on Movement: As per the Movement Chart, each hex and hexside feature costs MPs to enter or cross. A unit must pay the entire cost of entering a hex before entry.

13.1.7.1 Prohibited Terrain: Units may not enter or cross prohibited hexes and hexsides.

13.1.7.2 Roads and Trails: The Road or Trail movement cost may only be used by units in Road Column. To use Road or Trail movement costs units in Road Column must enter a hex via a Road or Trail hexside.

13.1.8 Restrictions: During the Maneuver Segment, until a unit belonging to a MU is activated (through the drawing of the MU from the cup) it may not voluntarily expend MPs except in the cases listed below:

1. Opportunity Charge (if formed cavalry).
2. Reaction Move (if formed cavalry).
3. Retreat before a Charge (if infantry in Skirmish Order, or cavalry with a greater Movement Potential than the Charging unit).
4. Reaction Charge if charging enemy cavalry within Reaction Charge Zone.
5. Form Square (or Rallying Square if in Skirmisher Order or in Road Column) if within 4 hexes of active enemy cavalry.
6. Form Up if in the Charge Zone of active enemy cavalry.
7. Move during Reserve Commitment.
8. Cavalry Regroup or Pursuit.
9. Conduct Regroup or Leader Chit activities.

13.2 Involuntary Movement

Involuntary Movement takes place as the result of a Mêlée or Fire Attack that requires one side to Rout or Recoil (16.7.1), whether as the consequence of a DR or AR on the Mêlée Chart or a second Disorder occurring from a failed Morale Check or an AD# or DD# on the Mêlée Chart. Cavalry Bounce is also considered Involuntary Movement (19.9.3). The moment a unit Bounces, Recoils or becomes PGD and executes Rout movement this movement is considered involuntary and does not trigger Opportunity Reactions regardless of its movement taking it through the Zones of Influence of enemy units.

EXCEPTION: It may, however, be Harassed (12.10.7.1).

13.2.1 All MP costs are in effect when a unit conducts Bounce or Rout Movement. When a unit Recoils, it retreats the indicated number hexes regardless of MP costs, but is not allowed to violate the retreat rules below and is subject to the Path of Retreat requirements. Infantry units which Rout use the MP costs for infantry. Cavalry units which Bounce or Rout use the MP costs for cavalry. Limbered artillery and AAW units which Rout use the MP costs for artillery.

13.2.2 Retreating units cannot retreat through enemy combat units. They may retreat through enemy leaders who are alone in the hex.

13.2.3 Retreating units may not enter terrain they are prohibited from entering.

13.2.4 Path of Retreat: Units conducting Involuntary Movement must follow a path of retreat as follows. When a unit conducts Involuntary Movement (Rout, Recoil or Bounce) each hex entered must be one hex further from the nearest enemy unit, if possible. If not possible the owning player chooses the hex to be entered. Retreating units are not allowed to enter the same hex twice. If unable to do so the retreating units surrender and are removed from play.

13.2.5 Involuntary Movement During the Reorganization Segment: Units already in PGD may not voluntarily move during the Maneuver Segment. During the Reorganization Segment units in PGD that are not

stacked with a leader automatically Rout if they are less than 15 hexes from any enemy unit in Good Order. PGD units that are stacked with a leader and are not adjacent to an enemy unit may attempt to recover (20.2). Units that Rout during the Reorganization Segment must continue to move away from the nearest enemy combat units.

13.2.6 Seeking Cover: Upon reaching a distance of 15 hexes from enemy units, PGD units will seek the nearest non-clear terrain (e.g. any type of town or structure, woods, marsh or cultivated) that is also at least 15 hexes away from all enemy units and must use the remainder of their Rout Movement Potential attempting to achieve this. Stacking rules still apply. Once PGD units reach cover they will Rout again if at the beginning of the Reorganization Segment an enemy unit in Good Order is again within 15 hexes.

13.2.7 Routing Off the Map: Combat units that Rout off the map are considered destroyed and are returned to the Organizational Display flipped to their *specific* side. Leaders that Rout off the map return as a reinforcement during the Reinforcement Chit of the following turn. The returning leader enters on the map edge within 15 hexes of any friendly depot.

13.3 Force March

All infantry units that are in Good Order and are on Morale Level Zero may attempt to increase their Movement Potential by employing Force March. Force March is performed by Division or Brigade, in the event that the nationality does not have divisions. Hereafter, referred to simply as Division. If any part of a Division Force Marches all parts of the Division must Force March. If the MU is a Corps, then any, or all, of the subordinate Divisions may Force March.

13.3.1 Who May Force March: Only infantry units in Column or Road Column may Force March. Infantry units not in Column or Road Column must use their initial MPs to change Formation into Column or Road Column or move from terrain that mandates General Order for formed units. For the duration of the segment, infantry units which are Force Marching may only enter terrain that permits Column. All infantry units of a Division that Force March must begin and end the segment In Command (8.3). If this cannot be done then the Division may not Force March.

13.3.2 Benefits of Force March: Divisions which Force March may increase their Movement Potential by up to +6 MPs. Prior to executing the Force March, but after declaring the Division will Force March, roll one die. The resulting number is the increase of Movement Potential that all combat units of the Division gain this turn, including any attached artillery units.

13.3.3 Conclusion of Force March: After the Division has completed its Force March movement the entire Formation must make a Morale Check. Roll the dice once. Modify this roll by the Divisional Leader's Morale Bonus and subtract 6 for a turn of Force March. Every combat unit that Force Marched checks its Morale Rating against this modified result. Those that fail this Morale Check become disordered. Divisions that subsequently march in a second consecutive turn will modify this Morale Check by an additional -3 for each turn of Forced Marching (e.g. the Morale Check at the end of a second turn of Forced March will be modified by -9). Any combat unit that is part of a Division that conducts a Forced March, may, in addition to its Divisional Leader's Morale Bonus, have its Morale Rating modified by the Morale Bonus of any other Leader with which it is stacked.

13.3.4 Force March and Morale: All infantry units that Force March modify their Morale Check dice rolls by a -3 for any event that occurs which requires a Morale Check while they Force March.



15.0 FIRE (Feu)

"It is by fire and not by shock, that battles today are won."

- Bonaparte

15.1 General Rule

Fire is directed against a hex, not a particular combat unit. Basically, fire combat is resolved by comparing the fire factors of all units attacking a given hex, to the terrain of the target hex, and the formation of the unit deployed in that hex, rolling the dice and locating the result of the Fire Combat Chart. There are three types of Fire Attacks, Fire Combat, Opportunity Fire and Offensive/Defensive Fire during the Assault Segment.

15.2 Fire Defense

The Fire Defense of a hex is determined by:

1. The target type of the combat unit (infantry, cavalry or artillery), and;
2. The formation the unit is in (Line, Column, Square, Skirmish Order, etc.), and;
3. The terrain of the target hex (clear, woods, town, etc.).

To best determine Fire Defense locate these in the order given above. Fire Defense may also be affected by the orientation of the counter within the hex (i.e., whether or not the attack is in enfilade to the target), and the size of the target (density being increased with a greater number of men/Increments in the hex). These and other modifiers are summarized in the Fire Effects and Fire Defense Charts.

15.3 Fire Value

The Fire Value of an infantry unit is determined by its

1. Nationality (not side)
2. The type of troops they are (line, light, jäger, schützen, chasseur, guard, fusilier, grenadier, etc.).
3. The tactical formation it is in (Line, Column, Skirmish Order, etc.).
4. In some cases the number of men firing (how many Increments in the case of units in Line, Square, and Skirmish Order, but not in Column, General Order or Disorder).

Cross-reference these variables on the Fire Effects Chart. The result is a Fire Multiple (x2 for instance) or a result stating "printed." This Fire Multiple times the number of Increments firing is the Fire Value of the attacking unit. A result of "printed" is the Fire Value printed on the *specific* side of the unit counter. This number is the Fire Value of units firing from Column, General Order or Disorder. Fire modifiers are cumulative (e.g. units in Disorder that Opportunity Fire have their Fire Value quartered.)

EXAMPLE: Assume there are three Increments of French Légère in Skirmish Order. Cross-referencing the French Légère row with the Skirmish Order formation column on the Fire Effects Chart indicates a Fire Multiple of x3. They thus have a Fire Value of nine (3x3=9). If they were in Column formation, their Fire Value would be their "printed" value of eight.

15.3.1 First Fire – Optional: Infantry units in Line formation that have not fired previously in the scenario receive a First Fire bonus, whereby their Fire Multiple is increased by 1 (e.g., a Fire Multiple of x3 becomes x4.) As units make their first fire players should note this on the Organizational Display by placing a 1 informational counter on the space corresponding to the unit.

NOTE: This will require some bookkeeping and is thus optionally left to the consensus of the players.

15.4 Executing Fire Combat

The total Fire Value of all units firing at the target hex is divided by the Fire Defense of the hex. This resulting number is expressed as odds. Round down to the lower odds.

EXAMPLE: If the Fire Value were 18 and Fire Defense 7, the result would be 2.57:1. Dropping the remaining fraction, the closest odds

column to this number on the Fire Combat Chart is 2.5:1. Roll the dice. This result is modified if any Fire Combat modifiers apply and then located on the 2.5:1 odds column.

EXAMPLE: If the target had 11 Increments in it, modify the dice result by +3 (for having 9 to 12 Increments; a massed target). If the dice result were a 43 this would be modified up to a result of 46. A 46 on the 2.5:1 odds column results in one casualty Increment (in fact, you'd have to roll very well to kill more than one Increment on this odds column).

A unit may be fired on any number of times within a single turn; it could receive Opportunity Fire while it is moving or it could receive Defensive Fire during a cavalry Charge; it could be fired on during the Artillery Action chit; it could be fired on during the Fire Segment, it could be fired on during the Assault Segment by Offensive or Defensive Fire, and it could be hit by inadvertent artillery fire that was aimed at another hex initially, but bounced through or scattered and carried on into its hex. See Rule 17.0 for the effects of losses on units.

15.4.1 One Target Hex, One Attack: A hex may be the intentional target of a Fire Attack only once in the Fire Segment.

EXCEPTION: A hex may be the inadvertent target of any number of bouncing cannon balls due to Ricochet (18.9) or due to scatter from Howitzer Attacks (18.15).

15.4.2 Combining Fire: A hex may be fired on by several different units from diverse hexes, as long as each firing unit has a LOS to the target hex, and all Fire Attack values are totaled into one attack.

EXCEPTION: Artillery units which are not adjacent to the target must be stacked with or adjacent to a leader with an Artillery Bonus in order to combine fire (18.5).

15.4.3 Minimum Odds Requirement: Fire Attacks at odds of less than 1:3 may not be made. Fire Attacks at odds of greater than 10:1 are treated as 10:1 attacks.

15.5 Fire Combat (Combat à Feu)

Exchanging fire occurs during the Fire Segment, Assault Segment and during the Artillery Action chit whenever it is pulled during the Maneuver Segment (in this case, however, it is just an exchange of artillery fires). Fire combat is treated as if it occurs simultaneously. A combat unit fires with the strength (and facing/formation) with which it began the Fire Segment, temporarily disregarding losses it may have incurred previously in that same Fire Segment as well as mandatory formation changes, Disorder or Rout results called for as a result of such losses.

EXAMPLE: A 6 Increment French line infantry battalion with 1 previous loss is in two-hex line at the start of the Fire Segment. It suffers another loss before its turn to fire. The unit must now take a Morale Check. It now has only four Increments left, and cannot be in two-hex Line, so it shrinks to one hex. When it fires in this segment, it will still fire as 5 Increments in Line in two hexes. Had it failed the Morale Check, it still would have fired the same, but would have ended the segment Disordered in one hex instead of in Line in one hex.

15.5.1 Arc of Fire: Combat units may only fire through their front facing and must have a LOS to targets that are not adjacent to them. Any target hex within the range of the firing unit may be fired on.

EXCEPTION: All units must fire on an adjacent unit if possible, regardless of a more "opportune" target somewhere else.

15.5.2 One Fire Attack Per Firing Hex: A hex may fire only once during the Fire Segment.

EXCEPTION: Units in Square (12.9.6) or cavalry skirmishers (12.10.8).

15.5.3 Multi-Hex Firers: Infantry units in two hexes (in Line or Skirmish Order) may have each hex fire at a different target and thus make two separate Fire Attacks with separate dice rolls, however, they may not make two separate fire attacks on the same unit.

15.5.4 Assaulting Infantry: Assaulting infantry and their targets do not perform Fire Combat during the Fire Segment. Instead they conduct Offensive and Defensive Fire during the Assault Segment.



15.5.5 Artillery Ammunition Requirement: Artillery must have a supply of ammunition in order to conduct Fire Combat of any kind (18.14).

15.6 Opportunity Fire (Feu de Chance)

Opportunity Fire occurs whenever a unit expends MPs in or exits an enemy infantry or artillery Zone of Influence (10.1.3). Any number of stacks may perform Opportunity Fire upon a single stack in a hex that is in the Zone of Influence of all of them, and like Fire Attacks, all the fire strengths must be combined into a single Fire Value. (Moving into a Zone of Influence does not trigger Opportunity Fire, since the MP was expended prior to entering the hex). All Opportunity Fires are conducted at $\frac{1}{2}$ (one-half) strength.

15.6.1 Stacking: When a moving unit is temporarily stacked with another unit and Opportunity Fire is triggered, use the Fire Defense of the moving unit to determine the odds. The moving unit takes all losses caused by the Fire Attack.

15.6.2 Artillery Ammunition: Opportunity Fire does not deplete the ammunition supply of artillery units (18.14). Artillery units without a supply of ammunition cannot conduct Opportunity Fire.

15.6.3 Cavalry Skirmishers: Even though cavalry skirmishers may skirmish during the Fire Segment, this value on their counter is not a fire strength, and, thus, may not be used for Opportunity Fire. They Harass instead, if appropriate to the situation (12.10.7.1).

15.6.4 Opportunity Fire vs. Charging Cavalry: If a cavalry unit in a multi-hex Formation moves through an enemy infantry or artillery Zone of Influence each hex belonging to the unit may trigger Opportunity Fire. However, if a cavalry unit in a Column of Companies Charges through an enemy Zone of Influence, only the first hex, the “head of the Column,” will trigger Opportunity Fire (12.5.5).

15.7 Massed Targets (Target Density)

Any target hex that contains more than nine Increments is a massed target. Although artillery Increments are equal to six times their worth in infantry Increments for stacking purposes, they do not count the same for target density (11.1.1.1). Dice rolls for Fire Attacks on massed targets are modified by the Fire Chart Dice Roll Modifiers Chart.

EXAMPLE: A target hex containing 16 Increments would modify its Fire Attack dice roll by +12.

Remember that combat units in multi-hex formations split their Increments between the two hexes they occupy, and thus would have to be an exceptionally large unit to have enough Increments in each hex to qualify as a massed target.

15.7.1 Target Density Effects: To reflect the advantage of enfilade attacks, modify the Fire Defense of the hex as follows:

1. **Enfilade:** Whenever a unit in Line is fired upon through its flank hexside, the Fire Defense of the hex is treated the same as if the unit were in Column. Firing through a flank hexside is treated as enfilade fire even when in combination with units firing through its front and/or rear hexsides. If the fire is coincident with the hex spine it is not considered enfilade fire.
2. **Doubled Files:** Whenever a hex contains more than six Increments of units in Line, its Fire Defense is that of a Column.
3. **Large Square:** Whenever a hex contains a Square of more than nine Increments, its Fire Defense is four.
4. **Artillery:** When unlimbered artillery and infantry are stacked together use the row on the Fire Defense Chart for Artillery w/Infantry. In this case artillery takes the even numbered losses and infantry the odd (17.1.1.1).

16.0 ASSAULT

During Assault players determine the willingness of their units to close with the enemy (the Assault procedure). Only infantry units may Assault. Cavalry units Charge instead, but may be assaulted. Artillery may never Assault, but may be assaulted.

DESIGNER'S NOTE: M  le should not necessarily be interpreted as hand to hand combat with the bayonet. Instead it should be more liberally interpreted as close combat under 100 yards where the intent is to close with the enemy, albeit more or less successfully.

16.1 General Rule

During the Maneuver Segment units that wish to Assault declare their intention to do so and indicate their targets. At the time the Assault is declared mark the assaulting units with an *Assault* Marker and place a Number Marker beneath the *Assault* Marker indicating the Roll to Close distance (16.4). The Roll to Close distance is the number of hexes between the assaulting units and the nearest enemy combat unit inclusive of the enemy's hex, but not the hex of the assaulting units.

After the *Assault* Marker is placed, the assaulting units move adjacent to their target(s), expending MPs as necessary, and the *Assault* Marker is adjusted with the arrows indicating the target. If the assaulting units have insufficient MPs to reach a hex adjacent to their intended target, they become disordered and the Assault is cancelled. Remove the Assault and distance marker. There is no further effect if they were already in Disorder.

Friendly skirmishers that are adjacent to the Target may be displaced by assaulting stacks in a Pas de Charge (12.10.5.2).

During the Assault Segment each Infantry Assault is resolved to completion one at a time. The player with the most Assaults chooses first. Players alternate choosing the next Assault thereafter. In the event of a tie, roll the dice to determine who goes first.

16.1.1 Assault and M  le Procedure: The following is the detailed procedure for resolving assaults, players should refer to it while resolving assaults and follow the steps in their proper sequence as numbered below. Doing so will help answer many questions.

1. **Automatic Advance:**
 - a. Mayhem (16.2.3): If the target hex was vacated prior to the resolution of this Assault, assaulting units must advance into the vacated hex. They *may* immediately declare an Assault on any units in its front hexsides (16.3.7.2). If a new Assault is not declared the Assault is finished, proceed to Step 8.
 - b. Unlimbered artillery which does not have a supply of ammunition is eliminated if it is not stacked with infantry or other artillery with a supply of ammunition (18.10.3). Units which are PGD (12.12.3) or in Road Column (12.8.4) Rout. After the units Rout, if no targets remain proceed to Step 6.
2. **Retreat Before Assault (16.3):** Units that are eligible to Retreat Before Assault do so now. Retreat Before Assault may trigger Opportunity Reactions and may suffer Harassment (12.10.7.1).
 - a. British and KGL light companies may execute a special Fire Attack as a “parting shot” (16.3.8).
 - b. Assaulting units must advance into the vacated hex and *may* immediately declare an Assault on any units in its front hexsides (16.3.7.2). If a new Assault is not declared the Assault is finished, proceed to Step 8.
3. **Round 1**
 - a. **Roll to Close (16.4) and Roll to Stand (16.5):** Each assaulting and defending stack takes a Morale Check. Assaulting units check first. If all assaulting units fail their Roll to Close defending units must still Roll to Stand, but they do not Disorder if they fail. The dice roll simply becomes a check to see if the units delivered effective fire. Consult the Roll to Close and Roll to Stand vs. Assault Modifiers Charts for adjustments to Morale Check dice rolls.
 - i. **Assaulting units Roll to Close**
 - **Pass** – Passing stacks multiply their Offensive Fire Value by 2.
 - **Fail** – Failing stacks Disorder, and will M  le in that state, or Rout if already Disordered. If all assaulting units Rout the Assault is finished. Proceed to Step 8.
 - ii. **Defending units Roll to Stand**



- **Pass** – Passing stacks multiply their Defensive Fire Value by 2 and a die is rolled to determine the number of *left* column shifts (called Defensive Shifts) on the *Assaut et Mêlée* Chart.

DIE ROLL	LEFT COLUMN SHIFTS
1-3	0
4-5	1
6	2

- **Fail** – Units which are not in Special Structures, Disorder or Rout if already disordered, unless all assaulting units failed their Roll to Close. If all defending units routed proceed to Step 6.

*NOTE: Assuming facing and ammunition allow, defending stacks which have artillery as the top unit in the stack has its fire shifted **right** two columns on the Fire Chart for firing canister at an adjacent target (18.8) in addition to any fire benefits it may receive from passing its Roll to Stand.*

- Offensive and Defensive Fire:** Attacking and Defending units simultaneously exchange Offensive and Defensive Fire. Offensive and Defensive Fire is conducted as a Fire Attack with the usual modifiers plus any modifiers obtained in Step 3a.
 - For each casualty inflicted by Defensive Fire the *Mêlée* resolution die roll is modified by -6.
 - For each casualty inflicted by Offensive Fire the *Mêlée* resolution die roll is modified by +6.
 Defending units must have an Assaulting unit in their front hexsides in order to perform Defensive Fire.

NOTE: Units involved in the Assault do not take Morale Checks from casualties resulting from Offensive and Defensive fire.

- British Huzzah Charge:** Any British or KGL unit in Line formation, which passed their Roll to Stand may "turn the tables" on assaulting units in their front orientation. If there are no assaulting units in their front orientation, they may not conduct a Huzzah Charge. The British player announces his intention with a loud "Huzzah!" Units conducting a Huzzah Charge may Assault any units in their front orientation, which were formerly assaulting them. They are not required to Assault all units in their front orientation, but must Assault at least one such stack.
 - Each formerly assaulting stack which is now the target of the Huzzah Rolls to Stand with a -6 Huzzah modifier to the dice. Apply applicable modifiers from the Roll to Stand vs. Assault Modifiers Chart.
 - **All stacks Pass** – Huzzah is not successful and *Mêlée* is resolved with the originally Assaulting units as the attackers in Step 3d.
 - **Some stacks Fail** – Failing stacks Disorder or Rout if already disordered. *Mêlée* is resolved with the remainder of the originally assaulting units as the attackers in Step 3d.
 - **All stacks Fail** – Failing stacks Disorder or Rout if already disordered. The British or KGL units now become the attacker for the remainder of this *Mêlée*. All other formerly assaulting units are ignored for the remainder of the *Mêlée*. Any shifts granted to the British in Step 3.a.ii now become *right* column shifts in favor of the British on the *Assaut et Mêlée* Chart. If no originally assaulting units remain proceed to Step 6 with the British or KGL units as the advancing units.
- Determine *Mêlée* Odds (16.6):** The odds are calculated as a ratio of Attacker *Mêlée* Value to Defender *Mêlée* Value. Consult the *Mêlée* Modifiers for Infantry and Artillery Chart. Shift the odds according to the number of shifts obtained in Step 3a or 3c.

- Mêlée* Resolution (16.6):** Roll two dice, add modifiers from Step 3b and leader *Mêlée* modifiers, if any, and consult the *Assaut et Mêlée* Chart. Remove Roll to Close distance Markers since they will not apply if there is a round 2.

- **AS** – Attacker Surrenders. Remove all attacking units from play. The Assault is finished. Proceed to Step 8.
- **AR** – Attacker Routs. The attacking units conduct Rout movement. The Assault is finished. Proceed to Step 8.
- **AD#** – Attacking units become Disordered and Recoil (16.7.1) the number of hexes indicated. If an attacking stack was already Disordered it Routs instead. The Assault is finished. Proceed to Step 8.
- **Blank** – Firefight. Proceed to Step 4 for Round 2.
- **DD#** – Defending units become Disordered and Recoil the number of hexes indicated. If a defending stack was already Disordered it Routs instead. Proceed to Step 6. *EXCEPTION: Units in Special Structures do not Recoil when this result occurs. However, if they are already in Disorder, they will Rout per the usual second Disorder rule.*
- **DR** – Defender Routs. The defending units conduct Rout movement. Proceed to Step 6.
- **DS** – Defender Surrenders. Remove all defenders from play. Proceed to Step 6.

NOTE: Each Routing or Recoiling stack loses one increment for each Zone of Influence retreated from (10.5). The path of retreat must subscribe to the retreat priorities listed in 13.2.4. Unlimbered artillery which is forced to Rout is eliminated (18.10.4).

- Reserve Commitment (16.8):** Units of both sides in Line or Column formation, which are not in an enemy Zone of Influence at the end of round 1, may attempt to join an Assault within its Commitment Zone. The Assaulting player commits his units first.
- Round 2:** Round 2 will only occur if there is a Blank result on the *Assaut et Mêlée* Chart in the first round. There is no round 3.
 - Retreat Before Assault (16.3):** Skirmishers which are now the target of a unit committed in Step 4 may Retreat Before Assault.
 - Roll to Close (16.4) and Roll to Stand (16.5):** All units still involved in the Assault, including committed reserves, now Roll to Close and Roll to Stand again as in 3a above, except in the second round defenders check first. If all defending units fail their Roll to Stand Assaulting units must still Roll to Close, but they do not Disorder if they fail. The dice roll simply becomes a check to see if the units delivered effective fire. *NOTE: Some modifiers do not apply in the second round. Consult the Roll to Close and Roll to Stand Modifiers Charts.*
 - Offensive and Defensive Fire:** As in 3b above.
 - Determine *Mêlée* Odds (16.6):** After reserves are committed, it may not be possible to resolve resulting *Mêlées* with a single roll of the dice. In this case, the assaulting player determines which assaulting and defending stacks participate in each *Mêlée*. These *Mêlées* must conform to the rules for multi-hex Assaults (16.2.7). All assaulting and defending stacks must participate in one and only one *Mêlée*. Each resulting *Mêlée* is resolved with a separate roll of the dice. However, all results are applied simultaneously. Assaulting stacks execute Rout or Recoil prior to defending stacks.
- Mêlée* Resolution (16.6):** If reserves were not committed by either the attacker or the defender use the Firefight column on the *Assaut et Mêlée* Chart regardless of the odds.
 - **AS** – As in Step 3e. Proceed to Step 8.
 - **AR** – As in Step 3e. Proceed to Step 8.
 - **AD#** – As in Step 3e. Proceed to Step 8.
 - **Blank** – No result. Proceed to Step 8.
 - **DD#** – As in Step 3e. Proceed to Step 6.
 - **DR** – As in Step 3e. Proceed to Step 6.
 - **DS** – As in Step 3e. Proceed to Step 6.



6. **Advance after Assault (16.9):** If any of the defending hexes were vacated, for any reason, attacking units must advance into the vacant hex. If the hexes were vacated because of a result on the *Assault et Mêlée* Chart advancing units become Disordered. Mark them as disordered before they advance. If already disordered they remain Disordered, but do not become PGD. Advance after Assault may trigger Opportunity Reactions.
7. **Assault Impetus (16.9.3):** Units which advanced in Step 6, and which are not currently in a Zone of Influence, must then follow-up the number of hexes indicated by the Assault Impetus die roll or until they enter an enemy Zone of Influence. Assault Impetus may trigger Opportunity Reactions.
8. **Clean Up:** Remove Assault and any remaining Roll to Close Distance Markers.

16.2 Assault Restrictions

16.2.1 Facing: A stack may only Assault through its front facing.

16.2.2 Stacking: A stack of assaulting units, adjacent to its target, may not contain a mix of assaulting and non-assaulting infantry units. All infantry in the hex must participate in the Assault, using the shortest Roll to Close Distance Modifier acquired by any unit in the stack. All units in a stack must all Assault the same target hex(es).

16.2.2.1 Joining an Assaulting Stack: Additional friendly infantry units may join stacks conducting the Assault (those marked with the *Assault* Marker). They may combine into a single Assaulting stack, but are not allowed to violate stacking rules. Units that join an Assaulting stack are considered in the rear of the Assault and go to the bottom of the stack.

16.2.2.2 Joining a Target Stack: During their own movement additional friendly units may join a hex which is the target of an Assault, and also become targets of the Assault.

16.2.2.3 Infantry with Artillery: When infantry which is stacked with artillery declares an Assault against an adjacent target the infantry moves to the top of the stack. The artillery does not participate in the Assault, nor may it fire now that it is not the top unit in the stack. It does, however, suffer any adverse results of the Assault. An Opportunity Reaction may be triggered (11.2.1.1).

16.2.3 Mayhem: Assaulting units whose targets have vacated their hex(es) prior to the Assault Segment retain their *Assault* Marker and must advance into the target hex. Targets could possibly vacate their hex due to Rout, being eliminated or if they are a multi-hex formation which was required to shrink to fewer hexes. The assaulting units must advance into the vacated hex and may assault any unit in its front facing including the unit which vacated the hex. Essentially this is treated as an Advance after Retreat Before Assault (16.3.7). The distance Marker for the purposes of Roll to Close remains in place. The advance may trigger Opportunity Reactions.

16.2.3.1 Units which move into a hex which is the target of an Assault become targets of the Assault themselves, even if the target hex had been previously vacated.

16.2.3.2 Mayhem from Offensive and Defensive Fire: If all assaulting units are eliminated by Defensive Fire the Assault is finished. Proceed to Step 8. If all defending units were eliminated by Offensive Fire proceed to Step 6. If a defending multi-hex unit is forced to consolidate due to losses assaulting units no longer adjacent to its former target advance into the vacant hex, without changing facing, and will continue the Assault against the same unit if facing allows. If unable to Assault the same unit the Assault is finished. Proceed to Step 8. If an attacking multi-hex unit is forced to consolidate and is no longer adjacent to the target hex the Assault is finished. Proceed to Step 8.

16.2.4 Diverting an Assault: Remember that movement to an Assault occurs during the Maneuver Segment, whereas Rolling To Close or Stand and Mêlée occur during the Assault Segment. Therefore, it is possible that units that are marked by an *Assault* Marker may be “diverted,” (in turn being Assaulted, or Charged, by an enemy unit).

Assaulting stacks that are Assaulted or Charged in the same turn become diverted stacks. They now become defending stacks (targets of Assault/Charge) and remove their *Assault* Marker. When an Assaulting unit is diverted, remove its *Assault* Marker immediately.

16.2.4.1 Diverted by Charge: Assaulting units charged by cavalry may not form Square or Retreat Before Charge, but must Roll to Stand versus Cavalry with a -12 dice roll modifier.

16.2.5 Assault and Fire Combat: Infantry units which are either conducting an Assault or are the target of an Assault do not engage in fire combat during the Fire Segment that precedes the Assault Segment. They perform Offensive and Defensive Fire during the Assault Segment instead.

16.2.5.1 Artillery as the Target: Artillery units which are the target of an Assault may fire when the Artillery Chit is pulled.

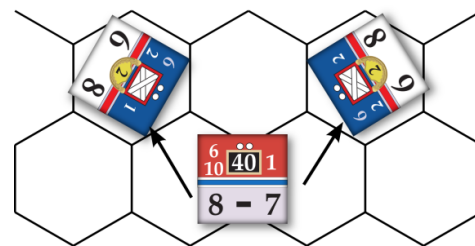
16.2.5.2 Non-assaulting Units: Units which are not assaulting and are not a target of an Assault themselves, may fire at units which are assaulting or are the target of an Assault.

16.2.5.3 Opportunity Fire: Assaulting units and their targets are not allowed to conduct Opportunity Fire.

16.2.6 Leaders: A leader, or a stack composed exclusively of leaders, may not be the target of an Assault.

16.2.7 Multi-Hex Assaults: An infantry unit in a multi-hex formation may not conduct two separate Mêlées against two enemy stacks if it could not physically enter those hexes upon winning them.

Illustration of an Illegal Assault



16.2.7.1 Assaulting in a Multi-Hex Line: An infantry unit in a multi-hex formation Assaulting two enemy stacks must conduct Mêlée against each hex with one-half of its Mêlée Value; split evenly between each Assault. Each of the Assaults may be modified differently depending on circumstances.

EXAMPLE: A unit in a two hex Line could strike an enemy unit from both one front and one flank hexside. The half striking the flank has its Mêlée Value doubled and the half striking the front does not; the net result is an increase in Mêlée Value of one and one-half times.

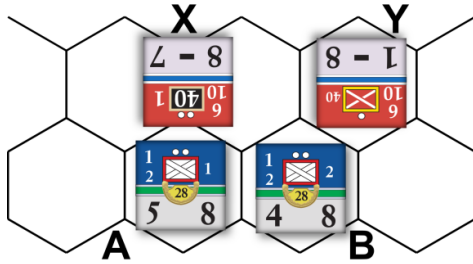
Each target stack Retreats Before Assault or Rolls to Stand separately. The assaulting infantry will Mêlée all remaining targets that it contacts. Each Mêlée is resolved separately. All applicable Mêlée modifiers apply to each Mêlée. The assaulting infantry suffers the aggregate of all of the Mêlée results. However, this result is not applied until all of the Mêlées pertaining to it are resolved. The assaulting infantry may Advance after Assault, or conduct Assault Impetus, only if all targets involved in the Mêlée were forced to retreat. In the event, that both targets vacated their hexes, the assaulting infantry may only follow up one of those stacks during Assault Impetus.

16.2.7.2 Multiple Stacks Assaulting a Target: Multiple stacks may Assault a single defending stack, but their Mêlée Values are combined into one attack and Mêlée Resolution is resolved as a single roll of the dice.

16.2.7.3 Even though several infantry units may combine their strengths into one Assault against a single enemy stack, and, a single unit may Assault several enemy stacks, several stacks may not coordinate Assaults against several enemy stacks and resolve them with a single roll of the dice.

EXCEPTION: Several stacks may Assault a multi-hex unit. Such an Assault is resolved it as one Assault.

Illustration of a Multi-hex Assault



EXAMPLE: Combat unit A may Assault combat unit X, combat unit B may Assault combat unit Y. Combat units A and B may Assault combat unit X. Or combat unit B may Assault combat unit X. A and B, however, may not attack X and Y as one attack. Nor could combat unit B Assault both combat units X and Y (since it could not occupy both hexes upon winning them). Combat unit X may Assault combat units A or B but may not Assault both (since it could not occupy both hexes upon winning them). Combat unit Y could Assault combat unit B. Combat units X and Y, however, could not Assault combat units A and B as one attack.

16.2.7.4 Assaulting a Multi-Hex Unit: A unit assaulting a multi-hex unit must assault all hexes of the multi-hex unit that are in its front hexes. All hexes of the multi-hex unit participating in the assault are totaled for Roll to Close and Roll to Stand modifiers and for Fire, if applicable, and for their Mêlée Value.

16.2.8 Assault vs. Cavalry: When infantry assaults cavalry the procedure is the same as in 16.1.1 with the following exceptions. If the cavalry is unable to Retreat Before Assault then in Step 3.a.ii they automatically Stand. However, they still roll the dice to determine if they are eligible for Defensive Shifts. If they fail, they do not receive any Defensive Shifts. If they pass, roll a die to determine the number of Defensive Shifts they receive. In Step 3.b the cavalry does not conduct Defensive Fire. If the assaulting units are successful there is no Assault Impetus in Step 7. Cavalry that is the target of an Assault may still Opportunity Charge, Reaction Charge or Reaction Move if able to under the restrictions for those rules.

16.3 Retreat Before Assault

Certain units may Retreat Before Assault (i.e., before the resolution of Mêlée). Essentially, units Retreat Before Assault instead of Rolling To Stand.

NOTE: Units in Skirmish Order that are not in General Order terrain must attempt to Retreat Before Assault when assaulted by formed units. In this case the only reason they are allowed to Roll to Stand is if a Path of Retreat is not available.

16.3.1 Which Units Are Eligible to Retreat Before Assault:

- Leaders (16.3.5)
- Limbered horse artillery if their printed Movement Potential is greater than the unit they would retreat from (16.3.4).
- Cavalry units which are not Exhausted nor PGD. (16.3.4).
- Infantry deployed as Skirmishers may Retreat Before Assault from other Skirmishers if they have a higher printed Movement Potential than the Assaulting units (16.3.3).
- Infantry deployed as Skirmishers may always retreat from Assaulting units not deployed as Skirmishers (16.3.3). Units in Skirmish Order in General Order terrain may elect to Roll to Stand instead of retreating.
- Light companies, in Skirmish Order or not, may still elect to retreat, if the first hex retreated into contains its parent battalion. If it does so, it stops its retreat and assumes the parent unit's facing and formation, and is placed at the bottom of the stack (16.3.3).

16.3.2 Path of Retreat: The path of hexes followed by the retreating unit is called the Path of Retreat. Units which Retreat Before Assault expend MPs to follow the Path of Retreat, changing facing as necessary. During their retreat they may only change formation to enter General Order or to join a stack of friendly *formed* units in Good Order in which case they change facing and formation to match the units presently in the hex and are placed at the bottom of the stack. However, if they attempt to join a Square the entire stack must make a Morale Check as in 12.9.4. If they have MPs remaining at the end of their retreat, they may reface. They may retreat up to their full Movement Potential, but must stop in the first hex they enter in the course of their retreat that mandates General Order for formed units. Combat units that Retreat Before Assault are not allowed to violate stacking rules in the course of their retreat.

16.3.3 Infantry: Infantry units may not retreat through enemy units nor may they retreat into enemy Zones of Influence. However, friendly units negate enemy Zones of Influence when units Retreat Before Assault into or through a friendly unit's hex (10.1.4). They may retreat through Cavalry Skirmish and Opportunity Charge Zones paying the extra MP penalties, and they may be Harassed (12.10.7.1) or trigger Opportunity Reactions. If a Path of Retreat is not available the infantry must Roll To Stand instead with a -6 modifier for the worse.

16.3.3.1 Exhaustion: Infantry units that expend more than half of their Movement Potential conducting a Retreat Before Assault end that retreat in Disorder.

16.3.4 Cavalry and Limbered Horse Artillery: Cavalry and limbered horse artillery may move through enemy infantry and artillery Zones of Influence and thus may retreat through them, but may incur Opportunity Fire. They may not retreat into enemy cavalry Zones of Influence. However, friendly units negate enemy Zones of Influence when units Retreat Before Assault into or through a friendly unit's hex (10.1.4). They may retreat through Cavalry Skirmish and Opportunity Charge Zones, but they may be Harassed (12.10.7.1) or trigger Opportunity Reactions. If a path of retreat is not available to a cavalry unit it must Stand and Mêlée. If a path of retreat is not available to a limbered horse artillery unit it must Roll to Stand.

16.3.4.1 Exhaustion: Cavalry that expends more than half their Movement Potential conducting a Retreat Before Assault end their retreat Exhausted. Limbered horse artillery units that expend more than half of their Movement Potential conducting a Retreat Before Assault end that retreat in Disorder.

16.3.5 Leaders: Leaders may freely Retreat Before Assault through any Zone of Influence. Leaders, however, that Retreat Before Assault and in so doing leave a hex containing combat units, are said to have "abandoned the troops." Combat units that have been abandoned modify their Roll To Stand by whatever the inverse value of that leader's Morale Rating modifier would have been had he stayed in the hex.

EXAMPLE: A leader with a Morale Bonus of "3" would affect the troops he abandoned with a -3 dice roll modifier for the Roll To Stand.

NOTE: Leaders with a negative Morale Bonus do not add their modifier to their Roll To Stand.

16.3.6 Opportunity Reactions: Units which Retreat Before Assault may trigger Opportunity Reactions, with the exception above for friendly units negating an enemy Zone of Influence. Retreating units which are Opportunity Charged, may in turn Retreat Before Charge (19.4, 19.5), providing they are eligible to do so. If retreating units are Opportunity Charged, suspend the Assault, resolve the Opportunity Charge and resume the Assault procedure.

16.3.7 Advancing After Units That Retreat Before Assault: Infantry units marked by an *Assault* Marker *must* advance into the hex vacated by a unit that Retreats Before Assault. This advance may trigger Opportunity Reactions. Infantry units that advance after a Retreat Before Assault may not advance further than the *initial* hex vacated by the retreating stack. It may not alter the formation or facing it had when

adjacent to the unit that retreated. If necessary, units in a multi-hex Line must consolidate in order to advance.

16.3.7.1 If more than one stack advances into the vacated hex(es) and they are in different formations or are unable to form a legal stack, then those stacks Disorder after the advance.

16.3.7.2 Declaring a New Target: If the target hex was not in General Order terrain, advancing infantry may declare a new target for their Assault upon entering the hex. This target, however, must be in the front facing of the advancing unit, and adjacent. If the new target is not being assaulted from any other hexes, the Assault is now resolved with the new target beginning with Step 1 of the **Assault and Mêlée Procedure**. Otherwise, if the new target is being assaulted from other hexes it joins that Assault. The distance Marker for the purposes of Roll to Close remains in place. The new target may be the same unit that had previously Retreated Before Assault if it did not retreat more than one hex.

NOTE: Under these circumstances it is possible for a hex to be assaulted more than once in the same Assault Segment.

16.3.8 British and KGL Light Companies: British or KGL Light companies, in Skirmish Order or not, that Retreat Before Assault into their parent battalion are allowed to give the assaulting units a “Parting Shot”. The retreating light company may execute one Fire Attack on an assaulting stack just before executing its retreat. Furthermore if the parent battalion is subsequently the target of an Assault after the assaulting units makes its mandatory advance after Retreat Before Assault it may conduct Opportunity Fire on the advancing units.

16.4 Rolling To Close

When Rolling To Close the top infantry unit in the stack must pass a Morale Check. Consult the Roll to Close Modifiers Chart. If the top unit in the stack passes this Morale Check then it and all other units in that stack automatically pass as well and have their Offensive Fire Value doubled. If the top unit in the stack fails then all units in the stack Disorder and will conduct Defensive Fire and Mêlée in that reduced state. Units which are already disordered Rout.

16.4.1 Roll to Close Distance: The Roll to Close distance is determined at the time the Assault is declared, or when it begins its movement. Use whichever is closer. It is the distance between the assaulting units and the nearest enemy combat unit, inclusive of the enemy’s hex, but not the hex of the assaulting units. Cross-reference the distance, the nationality and the time period, with the appropriate column of the Roll to Close Modifiers Chart. If multiple units from different hexes join a stack of assaulting units use the shortest Roll to Close Distance modifier for the entire stack.

16.4.2 Methods of Attack: Different nations applied different methods of attack during the Napoleonic Wars. To determine the Roll to Close modifier locate the Method of Attack column to use by the nationality and year the scenario takes place on the Roll To Close Modifier Chart. Units using the British or Prussian method suffer an additional -6 modifier if they are in Column formation at the time the Assault is declared.

16.4.3 Formation Changes: Maneuvering on the battlefield was far from a certain business. Once an Assault has been declared units may only voluntarily change formation if they successfully pass a Morale Check. If they fail the Morale Check they Disorder. If adjacent to the designated target hex they will conduct their Assault already in Disorder during the Assault Segment. If not adjacent to the designated target hex they will halt in their current hex and the Assault is canceled.

EXCEPTION: Units automatically change formation upon exiting General Order terrain and do not need to take a Morale Check to do so.

16.5 Rolling To Stand

Rolling To Stand requires the top unit in the defending stack(s) to make a successful Morale Check using the dice roll modifier found on the Roll To Stand Vs. Assault Modifiers Chart, and any other modifiers that may apply. If the top unit in the stack passes this Morale Check then it and all other units in that stack automatically pass as well. They

are considered to be Standing in the face of an Assault, their Defensive Fire Value is doubled, and they roll a die to determine if they receive any Defensive Shifts. If the top combat unit in the stack fails this Morale Check then it and all other units in the stack automatically Disorder, or Rout if already Disordered.

16.5.1 Assault Odds: To determine the “Odds Assaulting the Target Hex(es)” divide the number of hexes from which the attacker is launching his Assault by the number of defending hexes the attacker is adjacent to. If only a portion of a multi-hex formation is adjacent (either as attacker or defender) then only that portion is counted when tabulating the odds.

EXAMPLE: If the attacker is attacking from three hexes (one unit deployed in two hexes, and one unit deployed in one hex) and the defender is in two hexes the odds would be 3:2 which rounds down to 1:1 odds. The modifier yielded by the Assault Odds Morale Check Modifiers Chart is 0, which is added to any other modifiers that may pertain to the combat.

16.5.2 Cavalry: Cavalry units automatically Stand. However, they still roll the dice to determine if they are eligible for Defensive Shifts. If they fail they do not receive any Defensive Shifts. If they pass, roll a die to determine the number of Defensive Shifts they receive. Cavalry which is assaulted conducts Mêlée at half strength (19.14.7).

16.5.3 Multi-Hex Units Failing to Stand: When a multi-hex unit fails its Roll to Stand it disorders and must collapse into a single hex (12.11). If upon doing so the multi-hex unit vacates a hex, which was being assaulted, the assaulting units must advance and may assault any unit in its front facing, including the unit that just collapsed into a single hex. Essentially this is treated as an Advance after Retreat Before Assault (16.3.7) with the exception that if the target is the unit that just collapsed then the Assault is continued and is not resolved as a new Assault.

16.5.4 Special Structures: Units in Special Structures automatically Stand when assaulted. They must still roll the dice, however, to determine if they deliver effective Defensive Fire and receive any Defensive Shifts.

16.6 Mêlée

To resolve a Mêlée the sum of the Mêlée Values (printed Mêlée Values plus their modifiers) of all units in the Assaulting stack(s) are divided by the sum of the Mêlée Values of all the target stack(s). This produces the odds ratio. Round down any fractions to conform to the nearest odds column on the *Assault et Mêlée* Chart. Shift the odds left by a number of columns equal to the Defensive Shifts received, or in the case of a successful British Huzzah Charge, shift the odds right by the same number of columns. Roll the dice and locate the result in the appropriate column. The Assaulting player rolls the dice. Mêlée odds at less than 1:3 are conducted as 1:3 odds. Mêlées conducted at odds greater than 5:1 are treated as 5:1 odds.

16.6.1 Modifiers may apply to the Mêlée Values of the combat units involved (see Mêlée Modifiers For Infantry and Artillery Chart and Cavalry Mêlée Modifiers Chart). Modifiers may apply to the dice result for Offensive and Defensive Fire or if a leader is present with either the attacking or defending force.

NOTE: Refer to the Exclusive Rules for additional modifications of Mêlée Values for terrain.

16.6.2 Special Structures: Only six Increments may Assault or defend a special structure hex (e.g. walled farm, mill, chateau or fortified church). Regardless of the size of the forces, only six parts of the attacking or defending forces may be used for attack or defense. Consult the Exclusive Rules to determine which hexes are designated as special structures.

EXAMPLE: A battalion of eight Increments and a Mêlée Value of 16 occupies the hex. If Assaulted only 6/8ths of the unit's Mêlée value will count as the unit's defense strength (16/8 x 6 = 12).

16.6.2.1 Sappers: *Sapeurs* increase the Assault et Mêlée Chart odds against Special Structures by one column. The *Sapeurs* must be the top unit in a stack to increase the odds.



16.6.3 Assaults to the Flank: Infantry that Assaults an enemy unit in the flank has its Mêlée Value doubled for that portion of the unit contacting the enemy's flank.

16.6.4 Assaults to the Rear: Infantry that Assaults an enemy unit in the rear has its Mêlée Value multiplied by 3/2 for that portion of the unit contacting the enemy's rear.

16.7 Retreat after Assault

After Assault, units may be required to retreat due to Rout or Recoil.

16.7.1 Recoil: Units which suffer an AD# or DD# result from Mêlée and were not Routed are forced to retreat the indicated number of hexes. These units are said to be recoiling. Recoiling units must conform to the retreat priorities (13.2.4).

EXCEPTION: Units in Special Structures do not retreat due to Recoil. However, they still Disorder from a DD# or AD# and will Rout if they were already in Disorder.

16.7.2 Rout: If the Mêlée results in a DR or AR, or already disordered units suffer an AD# or DD# result, the defeated units Rout. The Routing units must conform to the retreat priorities (13.2.4).

16.7.3 Units that retreat because of Mêlée and retreat from enemy Zones of Influence lose one Increment per stack for each hex so exited (10.5).

16.7.4 Recoiling and Routing are considered Involuntary Movement (13.2) and do not trigger Opportunity Reactions. However, enemy cavalry in Skirmish Order may Harass Recoiling or Routing units (12.10.7.1).

16.7.5 Unlimbered artillery units that are forced to retreat due to Recoil or Rout are eliminated. Check to see if the guns are spiked (18.12).

16.8 Reserve Commitment

Infantry units of both sides in Line or Column formation, which are not in an enemy Zone of Influence at the end of Round 1, may join an Assault within its Commitment Zone. The Assaulting player commits his units first.

16.8.1 Commitment Zone: A unit's Commitment Zone extends two hexes from its front hexsides. Even though the Commitment Zone is only two hexes deep, a committed unit may still engage a unit adjacent to its Commitment Zone.

16.8.2 Commitment Check: For a stack to be committed the top, non-artillery, unit in the stack must pass a Morale Check. Apply all applicable modifiers from the General Morale Check Modifiers Chart.

- **Pass** – The stack is moved into an empty hex adjacent to any unit involved in Round 1 of this Assault, or enters a hex already containing friendly units involved in this Assault in Round 1. Units which enter a friendly occupied hex go to the bottom of the stack and assume the same facing and formation. This formation change does *not* trigger Opportunity Reactions. When entering a friendly occupied hex, all stacking limits apply. Friendly skirmishers may be displaced in a Pas de Charge (12.10.5.2).
- **Fail** – The stack remains in place, but does not Disorder.

16.8.3 Path of Advance: For units to be committed they must follow a valid path of advance. This path must be free of enemy units and their Zones of Influence, excepting hexes adjacent to the Round 1 participants or adjacent to any units which have already been committed, friendly or enemy. Units must be able to physically move along this path (i.e. they may not enter prohibited terrain or violate stacking limits). Units may not enter General Order terrain. They must remain within their Commitment Zone and may not expend more than one half of their printed Movement Potential in the advance. If such a path does not exist the units may not be committed. Committed units may trigger Opportunity Reactions (e.g. an Opportunity Charge) while advancing to the target, possibly preempting the unit's commitment.

Illustration of Reserve Commitment



EXAMPLE: French units 2/28 and 2/2 Ligne are assaulting British 1/28 Foot. It is the end of the first round and both sides are shown in their present positions with their respective Commitment Zones outlined in dashed lines. Assume that the tree hexes are General Order, clear hexes cost 1 MP to enter and sunken road hexes cost 4 MP to enter. The French as the attackers must decide their Reserve Commitment first. 1/28 Ligne is in Column. It may not advance through the woods to B, because units committed as reserves may not enter General Order hexes. It may not move to B through the clear terrain hex and into the sunken road hex, because the total MP cost of 5 exceeds half of its MP allowance. Its only option is to enter the same hex as 2/28 Ligne switching to Line in order to be in the same formation. 3/1 Ligne may advance into 2/28 Ligne's hex after contracting into a single hex. It may not move to A, because the MP cost to contract into a single hex and then advance two hexes in Line exceeds 1/2 of its MP allowance. The French player decides not to commit 1/2 Ligne. British 3/14 Foot cannot advance into X because of the General Order woods hex and cannot advance to A through 1/2 Ligne's Zone of Influence, hence 3/14 Foot may not be committed as a reserve. British 1/40 Foot may be committed advancing into either of its front hexes (Y and Z), or both if it first extends into two hexes. If British 1/40 Foot passes its Commitment Check, two Mêlées would be fought in the second round. 2/2 Ligne would Mêlée 1/40 Foot. 2/28 Ligne, possibly with 1/28 Ligne and 3/1 Ligne if they passed their Commitment Checks, would Mêlée 1/28 Foot.

16.9 Advance after Assault

Assaulting units must enter the hex they contested after it is vacated as the result of a successful Assault. This is called the Initial Hex of Advance. All units that will advance after Mêlée become disordered if they are not already Disordered. Mark the units as disordered before they advance. Units that advanced because the target stack vacated its hex before Mêlée (e.g. Disordered units failed their Roll to Stand) would have occurred do not become Disordered after advancing. Advance after Assault may trigger Opportunity Reactions. The targets of an Assault do not Advance after Assault.

16.9.1 Multi-Hex Lines: Units in a Multi-hex Line must consolidate to occupy the target's hex(es) if the target occupied fewer hexes than the advancing unit and the advancing unit could not physically occupy the target's hex while in more hexes (e.g. terrain prohibits a Multi-hex line or other units are in the way). Consolidation may trigger Opportunity Reactions.

16.9.2 Multiple Advancing Stacks: If several units from different stacks advance into the same hex and the stacking limit for the hex is violated, sufficient units must be displaced to the hexes from which they launched their Assault until the stacking limit for that hex is satisfied (11.1.5).

16.9.2.1 Different Formations: If more than one stack advances into the same hex and the stacks are in different formations or they are unable to form a legal stack, then the combined stack Disorders. It does not Rout, if already Disordered.

16.9.3 Assault Impetus: After the Initial Hex of Advance, Assaulting infantry units, which are not in the Zone of Influence of an enemy unit, must follow up. Units which conduct Assault Impetus may not violate stacking limits during their Impetus movement. The Impetus ends in the hex prior to the hex which would result in a stacking violation.

16.9.3.1 Procedure: Roll a Die and consult the Assault Impetus Chart. Assaulting units follow retreating units until they enter an enemy Zone of Influence or until they reach the limit of the Assault Impetus die roll. They must follow the retreat path exactly, changing facing only if necessary. For each hex of Assault Impetus the retreating units lose one increment. The top unit in the stack takes the losses (17.1.2).

16.9.3.2 If all defending units were eliminated before the Initial Hex of Advance or due to losses inflicted by Assault Impetus, the assaulting units may advance in any direction the player desires. They must advance until they reach the limit of the Assault Impetus die roll or upon entering an enemy Zone of Influence.

16.9.3.3 If multiple stacks of units are retreating then advancing units only follow stacks whose hexes they occupied in the Initial Hex of Advance.

NOTE: This may result in multiple stacks following up units retreating in different directions.

16.9.3.4 Assault Impetus and General Order Terrain: There is no Assault Impetus following an Assault against units in General Order. The advance ends after the Initial Hex of Advance.

16.9.3.5 Assault Impetus and Cavalry: There is no Assault Impetus following an Assault against cavalry. The advance ends after the Initial Hex of Advance.

16.9.4 Opportunity Reactions: Advance after Assault/Mêlée or Assault Impetus may trigger Opportunity Reactions.

16.10 French Old Guard Infantry Charge

Any infantry battalions of the French Imperial Guard designated as Old Guard in the Exclusive Rules may make an Old Guard Charge. The French player must declare Old Guard Charges as such. Assaults of the Old Guard that are not declared as Old Guard Charges are resolved in the same manner as Assaults by any other unit. An Old Guard Charge is resolved during the Maneuver Segment and not in the Assault Segment. An Old Guard Charge is conducted just as a regular Assault, except in the event the Old Guard Charge is successful and the stack Advances after Assault, it may continue moving. All rules regarding Assaults apply to Old Guard Charges except where noted here.

16.10.1 Procedure: All steps as in 16.1.1 except as noted.

- Automatic Advance:** As in 16.1 Step 1.
- Retreat Before Assault (16.3):** As in 16.1 Step 2 except as follows. After a target stack Retreats before Assault, the charging stack may continue moving, providing they are not currently in an enemy Zone of Influence. Proceed to Step 9.
- Round 1:** If a Blank result is obtained proceed to Step 8.
- Reserve Commitment:** There is no Reserve Commitment for an Old Guard Charge.
- Round 2:** There is no Round 2 for an Old Guard Charge.
- Advance after Assault:**
- Assault Impetus:**
- Clean Up:**
- Old Guard Charge Exploitation:** If the Old Guard units successfully advanced into or beyond the target hex they may continue

moving with any MPs remaining to them, provided they are not currently in an enemy Zone of Influence. The Initial Hex of Advance in Step 6 and any subsequent Impetus in Step 7 do not cost MPs and hence do not reduce the Old Guard unit's remaining MPs. They may declare a new Assault, even if disordered, which is resolved as a normal Assault during the Assault Segment.

16.10.2 Old Guard infantry Charges may be conducted by individual Old Guard battalions, stacks of Old Guard battalions, or any stack of units with an Old Guard unit as the top unit in the stack.

17.0 LOSSES

Losses should not be thought of as piles of dead. They are, instead, losses in unit effectiveness.

NOTE: If you want to get an idea of the actual casualties they represent; as a rule of thumb, for every Increment of infantry that is lost between ten and twenty-five men are casualties, and only two or three of these killed outright. The rest of the hundred men represented by the Increment are what is best called shaken; that is, separated from the unit for any number of reasons. Some of the more common were; helping a wounded comrade to the rear, utterly confused and wandering about, taken prisoner, taking advantage of the confusion to hunker down in some out of the way spot, or just plain running away.

17.1 Losses and Stacking

The position of a unit in a stack effects which unit takes the losses from Fire Combat.

17.1.1 Losses from Fire: Losses from Fire Combat are always taken from the top combat unit unless the following conditions apply. When the hex is the target of Medium or Long Range artillery fire, and the shot results in multiple casualties, the losses are split as equally as possible among each combat unit in the hex, starting with the top combat unit and working down to the bottom combat unit.

17.1.1.1 Artillery with Infantry: When a stack of unlimbered artillery and infantry takes losses from a Fire Attack the artillery takes the even numbered losses and the infantry the odd losses.

EXAMPLE: If three losses are called for, the artillery takes only one loss (the second), while the infantry in the hex suffers two losses (the first and third). If the artillery or infantry were alone in the hex, they would suffer all three losses.

17.1.2 Losses from Mêlée: The top combat unit is always the unit that suffers losses from Mêlée and involuntary movement through Enemy Zones of Influence.

17.1.3 Losses and Presentation: Units may be required to alter presentation due to losses (12.1.2).

17.1.4 Losses and Morale: When any unit in a stack takes losses from Fire Combat (except for Offensive or Defensive Fire) or Harassment the entire stack must take a Morale Check.

17.1.5 Minimum Stacking Requirement: Whenever losses cause a unit to fail the minimum stacking requirements for its current formation, it Disorders the instant the casualty occurs.

17.1.5.1 If Unlimbered artillery is stacked with infantry in Square, and the infantry falls below the minimum Increments required to maintain the Square, both are Disordered (12.9.3).

17.1.6 Closing Ranks: Multi-hex formations that no longer have enough Increments to form in more than one hex will shrink, but maintain the formation (i.e. Column of Companies, Line, Road Column and Skirmish). Whenever possible, a unit will shrink away from the hex which suffered the loss. Closing ranks is considered Involuntary Movement and does not trigger Opportunity Reactions.

17.2 Losses and Their Effect on Combat Units

17.2.1 Infantry: The "printed" Fire Value of infantry (printed on the specific side of the unit counter) is not reduced until the unit's overall



strength is down to one Increment. When an infantry unit is down to its last Increment this Fire Value is halved. Range is unaffected by losses.

17.2.2 Cavalry: For every three Increments lost, a cavalry unit's Skirmish Value and Lance Bonus are reduced by one (but never below one).

EXAMPLE: A cavalry unit with an initial strength of 11 Increments and a printed Lance or Skirmish Bonus of four would reduce these values to three after the unit has been reduced to eight Increments (i.e., after its third loss).

17.2.3 Artillery: An artillery unit reduces its various Fire Values proportionately to the losses it has taken.

EXAMPLE: If a battery has lost one-third of its initial strength its Fire Value becomes two-thirds of its printed Fire Value (multiply by 2/3).

17.2.4 Mêlée Value: When any unit takes a casualty its Mêlée Value is reduced proportionately to the amount of losses suffered.

EXAMPLE: A unit with an initial strength of six Increments and a Mêlée Value of 15 would reduce its Mêlée Value by two and one-half for every Increment it loses ($15/6 = 2.5$).

17.3 Losses and Their Effect on Morale

17.3.1 Each time any unit, whether infantry, cavalry or artillery, suffers a casualty due to Harassment, or Fire Combat, other than for Offensive or Defensive Fire, it must take a Morale Check.

EXCEPTION: French units of the Old Guard take Morale Checks only on even numbered losses (17.4).

17.3.2 If the top unit in a stack is eliminated by Fire Combat the remaining units in the stack still take a Morale Check.

17.3.3 Whenever a battalion or regimental unit is reduced to 50% of its initial strength, when making a Morale Check its dice roll will always be modified by -6 for the worse. Squadrons and companies are not affected in this manner.

17.3.4 Grievous Losses: Whenever a battalion or regimental unit, suffers losses from a single combat event that are equal to or greater than 50% of its current strength, its Morale Check dice roll is modified by a further -6 for the worse. Squadrons and companies are not affected in this manner.

17.3.5 Destroyed Units and Morale Level: Battalions that have suffered losses equal to their starting strength, or that have surrendered, are returned to their space on the Organization Display and placed flipped over (*specific* side up). Once every hour these units are counted and added to the number of PGD battalions from the same superior formation to determine if that superior formation will suffer from a Morale Level modifier in the coming hour (20.3).

17.4 L'Aigle Blessé - French Old Guard Infantry Losses

French infantry units specially designated as Old Guard Infantry in the Exclusive Rules can absorb twice as many losses as it has increments printed on the counter. For all intents and purposes, the number of increments the unit has actually lost is half (rounded down) of the marked losses. Furthermore, these units take Morale Checks only on even numbered losses.

EXAMPLE: A battalion with 6 increments could absorb 12 losses, before being completely eliminated. The same battalion in line with 7 marked losses would still be able to muster 3 full increments when it fires. Likewise it would count for 3 increments for stacking purposes or the minimum requirement to form Square, or to calculate its Mêlée Value.



18.0 ARTILLERY

"It is with the artillery that War is made."

- Napoleon 1er

18.1 Facing

When artillery is Unlimbered and in a hex composed exclusively of artillery, it always faces a hexside. It thus has three front and three rear hexsides. When artillery is deployed with infantry, it adopts the facing of the infantry. Limbered artillery has all-around facing (6 front hexsides).

18.2 Artillery Formations

Artillery has two voluntary formations: Limbered or Unlimbered. When artillery is Limbered, it is ready to move, and is deployed *general* side up. Unlimbered artillery is ready to fire and deployed with its *specific* (gun) side up. Artillery is still considered to be Limbered or Unlimbered even when in Disorder or in General Order terrain.

18.2.1 Changing Formation: Limbered artillery may Unlimber at will by expending two MPs for a Formation Change, however, for Unlimbered artillery to Limber it must roll a die to do so, and pay the usual cost for a Formation Change. Consult the Artillery Limbering Chart for the specific unit and die roll ranges.

18.2.2 Artillery and Road Column (12.8): Limbered Artillery that enters a road/trail hex from another road/trail hex is *automatically* considered to be in Road Column and does not pay a formation change cost. The artillery unit simply moves out of its starting hex and forms a Road Column with 1 increment of artillery per hex. When the artillery unit exits a road/trail hex into a hex not connected by that road or trail it must pay the MP cost for the trailing hexes of the Road Column to catch up. The change to and from Road Column is considered an Involuntary formation change and does not in itself trigger Opportunity Reactions.

18.3 Artillery Maneuvers

During this period artillery maneuvered in lines and columns in a similar manner as infantry and cavalry, but they also had some unique maneuvers when unlimbered.

18.3.1 Prolonging Artillery: Unlimbered artillery may be moved one hex when it is active only under specific circumstances. It is not necessary to Limber it, move it, and then Unlimber it again if the player merely wishes it to occupy an adjacent hex. Guns may only be prolonged from one clear terrain hex to another. Guns cannot be prolonged across any kind of slope, bridge, ford or other hexside impediment.

Consult the Exclusive Rules which may contain additional restrictions on when artillery may prolong.

18.3.1.1 Prolonging into Zones of Influence: Foot artillery may not prolong into enemy Zones of Influence unless stacked with or adjacent to an Artillery Leader of Special Ability. Horse artillery may freely prolong into enemy Zones of Influence.

18.3.2 Shifting Artillery: Unlimbered artillery that is not currently in an enemy Zone of Influence, and is not stacked with any other Combat units even other artillery, may shift one hexside, or about face the guns when meeting an enemy unit that moves adjacent to it. When guns shift, they must shift towards the approaching enemy unit.

18.3.2.1 Procedure: After the enemy unit moves adjacent, the artillery battery makes a Morale Check. If the battery passes the Morale Check the player owning the battery has the option to shift it 60° by rotating the counter one hexside, or shift the guns 180° by turning the counter three hexsides within its hex. If the battery fails the Morale Check then the artillery may not shift.

18.4 Artillery and Morale

Unlimbered artillery never suffers PGD. They are removed from play instead. Limbered Artillery will Rout if they suffer PGD. Destroyed batteries never count towards Morale Levels.

18.5 Artillery Fire

Artillery may fire more than once during a turn. They may fire once when the Artillery Chit is pulled and once again during the Fire Segment or Defensive Fire step of the Assault Segment. In addition they may conduct Opportunity Fire any number of times. When a stack is composed exclusively of artillery units, all of them in the hex may fire. They must fire at the same target, and their "shot path" will be the same. Other stacks including artillery may fire at the same target if:

1. That target is adjacent to all firing units.
2. Two adjacent stacks containing artillery may combine their fire on the same hex if one of the stacks contains a leader with an Artillery Bonus, or;
3. Three adjacent stacks of artillery may fire on the same hex if the center stack contains an Artillery Leader of Special Ability.

NOTE: In some situations multiple artillery units without a leader may have only one eligible target. In these situations only one artillery unit may fire. The other artillery units must forego their chance to fire for the current segment.

18.5.1 Artillery Leaders: When artillery units fire at the command of artillery leaders or Artillery Leaders of Special Ability (their fire is coordinated/combined by these leaders) each attack value is combined into one attack value, and fired as one attack on the same hex. The Fire Attack dice roll result for the *initial target* is modified by the leader's Artillery Bonus. Subsequent Ricochet Fire Attacks beyond the *initial target* are not modified by the leader's Artillery Bonus (18.9). See the Exclusive Rules to identify Artillery Leaders of Special Ability.

18.5.2 Artillery Fire When Stacked With Infantry: When stacked with infantry artillery *must* always be at the top of the stack in order to make a Fire Attack. Artillery stacked with infantry in Line may combine their fire if the attack is made upon an adjacent hex. In addition to its fire, a number of infantry Increments may join this Fire Attack. The number of infantry Increments that may fire is the normal number of Increments that may fire from a Line (4), less the number of Increments of artillery in the hex.

EXAMPLE: A battalion of French Line infantry with six Increments is in Line formation in a single hex under the divisional artillery battery of the 4th Division. They fire on an adjacent target. The Fire Value of the artillery is 14. Because there are two Increments of artillery in this battery, two Increments of infantry may also fire ($4 - 2 = 2$). Assume French Line fires with a x3 multiple when in Line formation. In this case the infantry unit fires a six ($2 \times 3 = 6$). The total Fire Value of this

attack is 20 ($14 + 6 = 20$) plus two column shifts for point blank range, (18.8).

18.5.2.1 Artillery and Infantry in Square: When stacked with infantry in Square up to 9 Increments of infantry and all the artillery in the hex may fire subject to the rules governing fractional strength for units firing from Square (12.9.6). Even if the artillery in the Square makes multiple Fire Attacks only one point of Ammunition is consumed.

18.6 Counter-battery Fire

18.6.1 Exploding Caissons or Ammunition Wagons: Whenever artillery fires on artillery units or artillery ammunition wagons, and the odds are at least 1 to 3, there is a chance of a secondary explosion if the dice result is a natural (unmodified):

DICE ROLL	RESULT
65 or 66	The artillery counter is eliminated
61 through 66	The Ammunition Wagon, wrecked or not, has a caisson explode

If the target was a stack of artillery units then only the top unit is eliminated and moved directly to the Organization Display. If the target was an AAW, which is not wrecked, then the ones die of the dice roll determines the number of ammunition rounds which are eliminated.

EXAMPLE: A dice roll of 63 would see 3 rounds of ammunition eliminated. A dice roll of 65, 5 rounds eliminated, etc.

If the number of rounds eliminated reduces the AAW to zero rounds then the AAW is "wrecked." Flip the AAW counter over to its *specific* side indicating its wrecked status.

18.6.2 Morale Checks: Any unit stacked with an artillery unit that is eliminated due to an exploding caisson must immediately make a Morale Check. Any units adjacent to an ammunition wagon counter, wrecked or not, which suffers an exploding caisson result must immediately make a Morale Check.

18.6.3 If a leader is stacked in either of the above hexes (with the artillery or, with or adjacent to the ammunition wagon counter) roll the dice again. If this second roll of the dice results in a natural 65 or 66 the leader is wounded. For the type of wound suffered by the leader, roll on the Leader Casualty Chart. Exploding caissons take precedence over leader casualties. In other words, if a leader is in the hex with the artillery or AAW, and a natural 65 or 66 is rolled, instead of the normal occurrence of a leader casualty, the caissons explode instead. But, the leader may still become a casualty with the second roll.

18.7 Range

The *specific* side of an artillery counter gives the various Fire Values of that unit at three different ranges. The top right number is the maximum distance that unit may fire at Long Range. This number also corresponds to the type of AAW from which this battery must draw its rounds. The top-left number is the Fire Value of the battery when it fires at Short Range (adjacent or two hexes away). The middle left number is the Fire Value at Medium Range (3 to 5 hexes away). The bottom-left number is the Fire Value of the battery at Long Range (6 hexes up to its Maximum Range; the top-right number).

18.8 Point Blank Range (Mitraille)

Whenever artillery units fire at adjacent hexes (either alone or in conjunction with other artillery or infantry) the Fire Attack gets a bonus of two column shifts to the right on the Combat à Feu Chart.

EXAMPLE: If the Fire Attack would normally result in a 5:1 attack, shift the odds to the 7:1 column.

18.8.1 Opportunity Fire: Even though Opportunity Fire Attacks are halved in Fire Attack value, artillery would still get the point blank benefit when conducting Opportunity Fire on an adjacent hex.



18.8.2 Defensive Fire: When artillery conducts Defensive Fire, it receives the point blank benefit even if its Roll to Stand leaves it in Disorder.

18.9 Ricochet

Medium and long Range Fire Attacks anticipated a bounce through effect.

18.9.1 Shot Path: When firing at Medium Range or further use a straight edge to delineate the LOS from the center of the firing hex to the center of the target hex. This delineates the "ray" through which the cannonballs will ricochet. The "shot path" is coincident with this ray and extends from the *initial target* hex through to the last hex of the artillery unit's Range. All units three or more hexes from the firing hex, which this ray passes through, are in the shot path, and receive fire from the artillery unit. A separate Fire Attack is made for each unit on the shot path receiving fire (i.e., roll the dice for each target and apply all modifiers). The shot path extends into certain terrain, but terminates in them (regardless of where these hexes fall in the shot path, the shot path enters them, but does not extend beyond them). Consult the Exclusive Rules to determine which terrain terminates the shot path of ricochet fire. Friendly units in a shot path are also attacked.

18.9.2 Severe Slopes: An uphill slope will terminate a shot path. A downhill severe slope will create a one hex "shadow" over which the shot will pass with no effect before continuing along the shot path beginning again with the second hex beyond the down slope.

18.9.3 Normal Slopes: Uphill slopes terminate the shot path of ricochet fire. A downhill normal slope does not block ricochet fire nor does it create one hex shadows behind the slope.

18.9.4 Up Slope Targets: Firing at an *initial target* that is up slope does not terminate the shot path.

18.9.5 Hex Spines: When the shot path is coincident with a hex spine conduct a Fire Attack against both hexes that share the hex spine. The Fire Value is reduced by $\frac{1}{2}$ and applied to both hexes.

18.9.6 Ricochet and Ammunition Consumption: Even though several attacks may result along a single shot path, they are all considered the result of a single Fire Attack, and thus do not expend more than a single point of ammunition.

18.9.7 Ricochet and Range Bands: Each attack along a shot path is conducted at the strength the artillery would have at that range.

EXAMPLE: A stack of artillery units with a combined Medium Range Fire Value of 15, a Long Range Fire Value of 10, and a printed Range of 11 would attack each and every unit in its shot path between 3 and 5 hexes with a Fire Value of 15; each and every unit in its shot path between 6 and 11 hexes away with a Fire Value of 10.

18.9.8 Multiple Ricochet Attacks: The only time a unit may be attacked more than once in the Fire Combat Segment, or during the Artillery Action chit sequence, is when it happens to be at the intersection of more than one shot path.

Ricochet Shot Path Examples



In the diagram above, all slopes are considered to be severe slopes. The circles indicate the *initial target* hexes. Solid lines indicate subsequent hexes attacked along the shot paths. Dashed lines indicate "shadow" hexes not attacked. Shot paths terminate as indicated or continue off the map. Assume all initial target hexes are at 3 hex range, and all ranges are sufficient to carry the shot off the map.

18.9.8.1 Multi-Hex Units: A series of Ricochet Fire Attacks originating from the same initial target hex that inflicts losses on more than one hex of the same unit is considered only one event for Morale Checks (20.1.6).

18.10 Artillery and Assault or Charge

Artillery units may not Assault or Charge. They may be the targets of such, however.

18.10.1 Assault: Limbered horse artillery units alone in a hex may attempt to Retreat Before Assault (16.3) if the target of an infantry Assault or Old Guard Charge (16.10). Artillery in Road Column Routs when the target of an Assault or Old Guard Charge. Limbered artillery which is not in Road Column and cannot Retreat Before Assault must Roll to Stand. Unlimbered artillery which has a supply of Ammunition (18.14) must Roll To Stand. In other words, they are handled just like infantry in these situations. Limbered artillery always Mêle with one-half their printed Mêle Value and may not conduct Defensive Fire.

18.10.2 Charge: When alone in a hex and Charged, Unlimbered artillery, which has a supply of Ammunition (18.14), is treated just like infantry and must attempt to "Stand Before Charge" (19.6). Limbered artillery units alone in a hex and contacted by Charging cavalry automatically Rout and may be Pursued.

18.10.3 Unsupplied Artillery and Assault/Charge: When alone in a hex, unsupplied artillery units, which are the target of a Charge or Assault, are automatically PGD and are eliminated (18.4). When stacked with other units, the unsupplied artillery in the hex is ignored, as if it was not in the hex, for the purposes of the Assault or Charge. If the other units in the hex vacate the hex for any reason then the unsupplied artillery becomes PGD and is eliminated. If the other units remain in place so does the unsupplied artillery.

18.10.4 Rout or Recoil: Unlimbered artillery which is forced to Rout or Recoil is eliminated. Check to see if the guns are spiked (18.12).

18.10.5 Artillery Losses In Mêle: Artillery suffers all losses due to Mêle from either Assault or Charge unlike losses from fire combat (17.1.1).

18.11 Destroyed Batteries

Whenever artillery is removed from play as a result of losses (not from results of surrender or exploding caissons) it is placed in the appropriate Battery Box found on the Sequence of Play Chart. At the start of each hour some of these batteries may be returned to play.

18.11.1 Procedure: Choose three batteries of like kind; (i.e. foot or horse). Place one of them on the friendly depot hex. The other two are then placed on the Organization Display flipped general side down. The battery on the depot hex is treated as a Reinforcement when the next Reinforcement Action chit is pulled. The two batteries placed on the Organization Display are considered destroyed.

18.11.2 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 desire, and are not forced to return any of them to play. However, when one is chosen from three at the start of the hour, it must enter that turn at the depot hex. Batteries still in the Battery Box at the end of a scenario are considered destroyed, however.

18.12 Spiking the Guns

Whenever Unlimbered artillery units are removed from play as a result of being forced to Recoil, being Disordered a second time or PGD due to an Assault or Charge a die is rolled. Consult the Spiked Guns Chart. Spiked guns go immediately to the Organization Display and not to the Battery Box.

18.13 Volunteer Gunners

French Batteries that have taken losses, but are still in play may replace these losses if Napoleon makes an appeal for gunners among his Imperial Guard from units specially designated as Old Guard in the Exclusive Rules. The Napoleon counter must be stacked with the combat units for the appeal to be made. The appeal is made during the Reorganization Segment. The results of the appeal are automatic. The French player deducts Increments from units equal to twice the number of casualties he wishes to replace. Two Increments of volunteers will replace one Increment of artillery casualties of any type because Old Guard losses are halved (17.4). The replacements immediately appear at the battery they are intended for and the casualty Marker removed from that battery. Increments deducted from Guard infantry units are permanently removed and may not later rejoin the unit during the game.

18.14 Artillery Ammunition

For artillery to fire at any time it must have a supply of ammunition. Artillery consumes ammunition whenever it conducts Fire Combat during the Fire Segment, Artillery Chit or for each time it conducts Defensive Fire, including the second round of an Assault. Artillery does not expend ammunition when it conducts Opportunity Fire. However, Artillery without a supply of ammunition cannot conduct Opportunity Fire. Artillery is supplied with ammunition by either Intrinsic supply or AAWs depending on player preference.

18.14.1 Artillery Ammunition Wagons: For artillery to fire, it must be able to trace a path of supply back to an Artillery Ammunition Wagon (AAW) of the same nationality and caliber. Foot batteries trace a span of up to three hexes. Horse batteries trace a span of up to five hexes. Whenever artillery makes a Fire Attack other than for Opportunity Fire the AAW that provided the round depletes the number of rounds it currently has available. Depleted rounds are indicated by placing Increment Markers beneath the AAW in the same manner casualties are indicated on a combat unit.

1. All French Imperial Guard AAWs begin the game with 16 rounds.
2. All other AAWs begin the game with 12 rounds.

When an AAW consumes all of its ammunition it is removed to the Battery Box, where it may attempt to re-enter play when re-supplied (18.14.3).

18.14.1.1 Supply Path: For artillery to fire and consume Ammunition from its AAW, the path between the artillery unit and the AAW must be

free of enemy units and their Zones of Influence. The path may not enter hexes or cross hexsides which are prohibited to the movement of artillery. If such a path does not exist the artillery is considered to be unsupplied.

18.14.1.2 Formation: AAWs are always considered Limbered unless wrecked. AAWs are considered to be Limbered artillery for the purposes of movement. AAWs have all around facing, but do not have a Zone of Influence.

18.14.1.3 Stacking: Only Leaders may end their movement stacked with an AAW. AAWs may not stack with any other combat units. Only skirmish units may voluntarily move through hexes containing AAWs (wrecked or otherwise). Units may Rout through AAWs (wrecked or otherwise). However, AAWs which are not wrecked must make a Morale Check as per the stacking violation rules (11.1.4).

18.14.1.4 Command: Although most AAWs are corps specific, any artillery unit may draw rounds from any AAW that is of the same nationality and caliber. AAWs begin the game attached to specific formations and are considered part and parcel of that formation for command purposes.

18.14.1.5 Fire Combat: AAWs have the same Fire Defense as limbered artillery. Each loss due to a Fire Attack reduces the rounds available by one. If this reduces the number of rounds to zero the AAW is wrecked.

18.14.1.6 Assault and Charge: AAWs are considered to have one Increment. If this Increment is destroyed due to Assault or Charge the AAW is considered wrecked. When assaulted AAWs, are treated like Limbered Artillery. They are not eligible to Retreat Before Assault. When the target of a Charge, AAWs Rout and are wrecked. If the AAW is wrecked in an Assault or Charge, there is no Advance after Assault or Charge, nor is there any Impetus or Pursuit.

18.14.1.7 Wrecks: Wrecked AAWs are flipped to their *specific* side and remain in the hex they were wrecked in. Thereafter, the AAW will no longer supply ammunition, but can still explode due to Fire Attacks.

18.14.1.7.1 Removing Wrecks: A wreck may be removed from the map by a battalion of infantry or a sapper company. To do so, the unit must be in Good Order and begin the Maneuver Segment adjacent to the wreck, and remain there in Good Order until the immediately following Reorganization Segment. It must do so, without firing or participating in a Mêlée whether by assaulting, being assaulted or as a result of a Charge. If the above conditions have been met the wreck may be removed during the Reorganization Segment. Each eligible unit may remove one wreck counter per turn.

18.14.2 Intrinsic Ammunition: If players are not using AAWs, Artillery is considered to have an Intrinsic supply of ammunition that is carried with the battery counter. Artillery ammunition expenditure is performed as with AAWs except that the Marker indicating number of rounds expended is placed beneath the artillery counter.

NOTE: In games without Artillery Ammunition Wagons, the confusion of marking losses and spent ammunition with the same numerical Markers can be avoided by using Tired and Exhausted Markers to mark Artillery losses. A Tired Marker represents one loss and an Exhausted Marker represents two losses. Combine Markers to represent losses for those few batteries with more than 3 increments.

18.14.3 Re-supply: Artillery ammunition re-supply varies per game. Some scenarios allow re-supply and others do not. Consult the Exclusive Rules to determine if re-supply is possible.

18.14.3.1 Re-supplying Intrinsic Ammunition: In games where re-supply is possible Artillery must be limbered and within 5 hexes of a road or trail that leads to a friendly Depot in order to re-supply. Only batteries that are out of ammunition may attempt re-supply. During the Reorganization Segment the player rolls a die. If a 5 or 6 is the result the battery is re-supplied. This may be attempted once per turn for each qualifying battery.

18.14.3.2 Re-supplying AAWs: AAWs are removed to the Battery Box when empty, but not wrecked. Resupply occurs during the Reorganiza-



tion Segment. For an AAW to return to play the owner must roll a single die. On a 5 or 6 the AAW returns to play during the following Reinforcement Chit as a reinforcement. When returned to play the AAW is placed on any depot hex of the corresponding army. Each AAW must be rolled for separately if there is more than one in the Battery Box. An unsuccessful roll keeps the AAW in the Battery Box and unavailable for play but may be subsequently rolled for in later turns.

18.15 Howitzer Attacks

Specially designated Howitzer batteries, such as Bull's battery at Mont St. Jean, may make a special Fire Attack called a Howitzer Attack. In addition, should players agree, allow additional Howitzer Attacks as outlined below in Howitzer Sections.

18.15.1 Howitzer Batteries: Although they are rare, some nationalities had some batteries dedicated exclusively to howitzers. These batteries differ from regular batteries in that they have only short and long range Fire Values. An attack at short range by a howitzer battery is the same as every other type of Fire Attack by artillery and all of the same restrictions apply. Defensive Fire Attacks are by definition short range. When firing at long range howitzer batteries make a Howitzer Attack. They may make a Howitzer Attack every Artillery Chit and Fire Segment. Howitzer batteries making a Howitzer Attack may not also conduct a regular Fire Attack in the same segment. An LOS is not required when making a Howitzer Attack.

18.15.2 Howitzer Sections - Optional: It was common during the period to have a section of two howitzers assigned to each battery, though this practice was not universal. During each o'clock turn of each hour one Howitzer Attack may be made for every three unlimbered batteries present on a side. Howitzer Attacks may be made both when the Artillery chit is pulled and during the Fire Segment. A battery whose Howitzer Section makes a Howitzer Attack may also make a normal fire attack this turn.

EXCEPTION: If the battery has an enemy unit within short range it may not make a Howitzer Attack that turn.

18.15.2.1 Restrictions for Howitzer Sections:

- The target hex must be within the range of all three batteries.
- NOTE: The final target hex may be outside of the range due to scatter. See below.*
- An LOS is not required to conduct a Howitzer Attack.
- The target hex may not be closer to any firing battery than medium range.
- The batteries combine their long range Fire Values for the attack regardless of the actual distance separating them from the target.

18.15.3 Procedure: The firing player designates the target hex with a Howitzer Scatter Marker such that the 1 is oriented on a hexside. He then rolls a die for direction. Roll a second die and consult the Howitzer Scatter Chart applying applicable modifiers. Locate the direction on the Scatter Marker and then count out the result of the distance die in the indicated direction. The fire attack is made on that hex, regardless of whether or not the hex is occupied by friendly, enemy units or empty. In the latter case, if the hex is a Town or Village check to see if a fire starts as below.

18.15.4 Ammunition: Howitzer Attacks by howitzer batteries consume ammunition. Howitzer Attacks made by Howitzer Sections do not consume ammunition, however, they must have a supply of ammunition in order to make a Howitzer Attack.

18.15.5 Fires: Howitzer Attacks against Town or Village hexes will start a fire in the target hex if the fire attack roll is an unmodified 65 or 66. The fire starts even if the hex has no units in it. Mark the hex with a Fire Marker. Units in a hex when the fire starts automatically Disorder or Rout if already in Disorder. If a second fire result occurs there is no additional effect. During the Reorganization Segment units in a hex which is on fire must take a Morale Check. After any Morale Checks are taken roll a die for each hex on fire. On a 5 or 6 the fire goes out. Remove the Fire Marker.



19.0 CAVALRY

"Any hussar who isn't dead by thirty must be goldbricking."

- General LaSalle

19.1 Cavalry Charges General Rule

A cavalry unit moves as part of a MU during the Maneuver Segment. While a cavalry unit is moving, it may stop at any point and declare a Charge. At this time a Charge Marker is placed on top of the cavalry unit and it projects a Charge Zone. The Cavalry unit now waits for the Cavalry Charge Sub-segment.

All elements of the MU must complete their movement before the cavalry Charges are executed. Once all elements of the MU have completed movement, each Charge is executed one at a time up to the point at which Mêlée would occur. Then proceed to the next Charge.

Once all Charges are complete the Mêlées, if necessary, are resolved. The charges are executed in any order the phasing player desires. Each Mêlée is resolved one at a time. Players alternate choosing which Mêlée will be resolved next regardless of which side initiated the Charge. The phasing player chooses first. Cavalry may only initiate Mêlée as a result of a Charge.

NOTE: Units of a Grand Charge conduct their movement simultaneously as if they are one unit.

There are four types of Charges:

1. Cavalry Charges occur when cavalry is active as described above.
2. Grand Charges is a special cavalry Charge which may only occur when a MU is active and with the aid of a Cavalry Leader of Special Ability. Consult the Exclusive Rules to determine which leaders are Cavalry Leaders of Special Ability.
3. Reaction Charges occur during an opponent's Charge when the active cavalry enters the reactive cavalry's Reaction Charge Zone.

4. Opportunity Charges occur when an opponent is moving.

19.1.1 Cavalry Charge Procedure: Players should refer to the following procedures while resolving Charges and follow the steps in their proper sequence as numbered below. Doing so will help answer many questions.

1. **Charge Declaration:** During the Maneuver Segment the phasing player may, at any time, move cavalry units of an active MU and place a Charge Marker on them to indicate that they intend to Charge. Once a Charge Marker is placed a Charge Zone (19.2.1) is projected and the stack's movement is complete. The decision to Preserve Readiness is made at this time (19.15.2). The player then proceeds to move the remainder of the MU.
2. **Charge Movement:** Once all desired movement for the MU is complete, each Charge is executed up to the point where Mêlée would take place. MPs expended after a Charge is declared is referred to as Charge Movement. Charging units have 5 MPs with which to conduct their Charge Movement (19.2.1). When within two hexes of a potential target the charging cavalry must declare whether or not that stack is the target of the Charge (19.2.7). After having selected a target the cavalry moves adjacent to the target.
 - Charge Movement may trigger Opportunity Fire (15.6) and Reaction Charges (19.17), but not Opportunity Charges nor Reaction Moves.
 - Light cavalry may attempt to Recall (19.8) at any time during Charge Movement. Heavy cavalry may only attempt to Recall when a declared target has successfully formed Square or has vacated the target hex due to Retreat Before Charge (19.4, 19.5) or Rout.
 - Charging units may displace friendly skirmishers as in a Pas de Charge (12.10.5.2).
3. **Enemy Reactions to Charge:** The reacting player may take the following actions as applicable.
 - a. **Forming Square (19.7):** At any time during the cavalry's movement, including Charge Movement or any other voluntary movement, the reacting player's infantry that is in Line or Column and is not the target of an Assault may attempt to form Square when the phasing cavalry moves within 4 hexes of the checking stack. Infantry in Skirmish Order or in Road Column may attempt to form Rallying Square.

Cavalry Options to Forming Square: If a target has not been declared, the cavalry may continue moving and declare a target at a later point.

If a target has been declared and

- i. the target successfully formed Square, the charging cavalry may:
 1. attempt to Recall (19.8) and if successful:
 - continue the Charge and choose a new target, if a potential target exists
 - or end the Charge. Proceed to Step 5.
 - or continue the Charge by "riding over" the Combat Units in Square toward a new target (19.7.4).
 2. or if they elect not to, or fail to Recall, Charge and Mêlée the Combat Units in Square. Conduct any remaining Charges, then proceed to Mêlée in Step 4.
- ii. the target disordered from the Square attempt, conduct any remaining Charges, then proceed to Mêlée in Step 4.
- iii. the target routed from the Square attempt, the charging cavalry may:
 1. attempt to Recall (19.8) and if successful:
 - continue the charge and choose a new target, if a potential target exists
 - or end the Charge. Proceed to Step 5.
 2. Or if they elect not to, or fail to Recall, and the cavalry were adjacent to the target, Pursue the routed

units. Finish the Charge using the **Cavalry Charge vs. PGD Mêlée Procedure (19.1.4)**.

- b. **Reaction Charge (19.17):** At any time during Charge Movement the reacting player may attempt to Reaction Charge as long as the reacting cavalry is in Good Order, is not Exhausted and the charging cavalry is in its Reaction Charge Zone. Each eligible reacting stack may make a Reaction Charge attempt once per Charge. For this purpose a Grand Charge is considered one Charge.

Reaction Charge Sequence: Reacting cavalry takes a Morale Check. Apply all applicable Morale Check and Reaction Charge modifiers.

- **Pass** – The reacting cavalry and charging cavalry are brought face to face, altering facing if necessary, midway between the two stacks. The reacting cavalry now becomes the attacker for the remainder of this Charge. Conduct any remaining Charges, then proceed to Mêlée in Step 4.
 - **Fail** – The reacting cavalry remains in place, but does not Disorder. The charging cavalry continues its Charge Movement.
- c. **Cavalry Skirmishers (12.10.9):** At any time during Charge Movement reacting cavalry in Skirmish Order in the Charge Zone and with a LOS to the charging cavalry may attempt to Form Up and Stand.
 - d. **Retreat Before Charge (19.4, 19.5):**
 - If the target of the Charge is infantry or cavalry in Skirmish Order it must attempt to Retreat Before Charge when the cavalry moves adjacent. If unable to Retreat Before Charge they Rout. If the target Routs, mark them as PGD and conduct any remaining Charges, then proceed to Mêlée in Step 4.
 - If the target of the Charge is cavalry which has a printed Movement Potential which is higher than the charging cavalry they may Retreat Before Charge or Stand (19.6).
 - If the target Retreats Before Charge, the cavalry may attempt to Recall. If the cavalry succeeds in Recall they may choose a new target and continue the Charge or end the Charge. If they fail to Recall they must follow the retreating units and Charge and Mêlée any unit that the Skirmishers retreated into or through. If the Charge ends proceed to Step 5.
4. **Mêlée Resolution (19.9):** When all Charges are complete, resolve any Mêlée's resulting from Charges. Each Mêlée is resolved one at a time. Players alternate choosing which Mêlée will be resolved next regardless of which side initiated the Charge. The phasing player chooses first.
 - If the target is PGD or is limbered artillery, units in Road Column, or units in Skirmish Order which were unable to Retreat Before Charge use the **Cavalry Charge vs. PGD Mêlée Procedure (19.1.4)**.
 - If the target is infantry or unlimbered artillery use the **Cavalry Charge vs. Infantry and Artillery Mêlée Procedure (19.1.2)**.
 - If the target is cavalry use the **Cavalry Charge vs. Cavalry Mêlée Procedure (19.1.3)**.
 5. **Cavalry Regroup:** When the Charge and any resulting Mêlée is finished, both attacking and defending cavalry, if any, which did not Rout, Recoil or Bounce may regroup if desired. Each stack may expend up to 5 MPs to move away from their current location. Cavalry Regroup is voluntary. Cavalry Regroup may trigger Opportunity Reactions.
 6. **Charge Completion (19.13):** The cavalry is marked with a Tired Marker or an Exhausted Marker as appropriate (19.15). Mark the cavalry with a Charger Marker flipped to its reverse side to indicate



that they have participated in a Charge this turn. Cavalry Charge Markers are removed during the Reorganization Segment.

19.1.2 Cavalry Charge vs. Infantry and Artillery Mêlée Procedure:

1. **Unsupplied Artillery Rout (18.10.3):** Unlimbered artillery which does not have a supply of ammunition Routs if it is not stacked with infantry or other supplied artillery. If no targets remain proceed to Step 6.
2. **Roll to Stand (19.6):** Each Target stack takes a Morale Check. Consult the Roll to Stand vs. Cavalry Modifiers Chart.
 - **Pass** – Passing stacks multiply their Defensive Fire Value by 2 and a die is rolled to determine the number of *left* column shifts (Defensive Shifts) on the *Assaut et Mêlée* Chart.

DIE ROLL	LEFT COLUMN SHIFTS
1-3	0
4-5	1
6	2

- **Fail** – Failing stacks *not* in Square nor in General Order terrain Disorder or Rout if already Disordered. If all Target units Routed or were eliminated proceed to Step 6. Units in Square, in General Order terrain, or Special Structures do not Disorder if they fail, however, their fire is not doubled and they do not receive any Defensive Shifts.

NOTE: Assuming facing and ammunition allow, defending stacks containing artillery has its fire shifted right two columns on the Fire Chart for firing canister at an adjacent target (18.8) in addition to any fire benefits it may receive from passing the Roll to Stand.

3. **Defensive Fire:** Defending units with the charging cavalry in its front hexsides conduct Defensive Fire. Defensive Fire is conducted as a Fire Attack with the usual modifiers plus any modifiers obtained in Step 2. For each casualty inflicted by the defenders the Mêlée resolution die roll is modified by -6. If all Charging units are eliminated by Defensive Fire the Charge is finished.

NOTE: Charging units do not take Morale Checks from casualties resulting from Defensive fire.

NOTE: The losses and the modifier for the losses caused by Defensive Fire is applied only to the first wave for cavalry in Column of Companies.
4. **Calculate the Mêlée Odds (19.9):** The odds are calculated as a ratio of Attacker Mêlée Value to Defender Mêlée Value. Consult the Cavalry Mêlée Modifiers Chart for modifiers. Shift the odds according to the number of shifts obtained in Step 2.
5. **Mêlée Resolution:** Roll two dice, add modifiers from Step 3 and leader Mêlée modifiers, if any, and consult the *Assaut et Mêlée* Chart. See 19.2.9 for handling Cavalry in Column of Companies formation.
 - **AS** – Attackers Surrender. Remove all attacking units from play. The Charge is finished. Proceed to Step 8.
 - **AR** – Attackers Rout. The attacking units conduct Rout movement. The Charge is finished. Proceed to Step 8.
 - **AD#** – Attacking units become disordered and Recoil the number of hexes indicated. If an attacking stack was already disordered it Routs instead. The Charge is finished. Proceed to Step 8.
 - **Blank** – Bounce. Cavalry units Bounce (19.9.3) and the Charge is finished. Proceed to Step 8.
 - **DD#** – Defending units become disordered and Recoil the number of hexes indicated.

EXCEPTION: Units in special structures do not Recoil when this result occurs. However, if they are already in Disorder, they will Rout per the usual second Disorder rule.

If a defending stack was already disordered it Routs instead. If all target hexes were vacated proceed to Step 6, otherwise proceed to Step 8.

- **DR** – Defenders Rout. The defending units conduct Rout movement. Proceed Step 6.
- **DS** – Defenders Surrender. Remove all defenders from play. Proceed to Step 6.

NOTE: Each Routing or Recoiling stack loses one increment for each Zone of Influence retreated from (10.5). The path of retreat must subscribe to the retreat priorities listed in 13.2.4. Unlimbered artillery which is forced to Rout is eliminated (18.10.4).

6. **Advance after Charge (19.10):** If any of the target hexes were vacated, charging units must advance into the vacant hex. If the hexes were vacated because of Mêlée in Step 5 the charging units become disordered. Mark them as disordered before they advance. If already disordered they remain Disordered, but do not become PGD.
7. **Pursuit (19.11):** After any retreats are conducted, cavalry that does not Recall (19.8) must pursue the retreating units. There is no Pursuit if the target units were eliminated prior to this step.
8. **Return to Step 5 (Cavalry Regroup) of the Cavalry Charge Procedure (19.1.1)**

19.1.3 Cavalry Charge vs. Cavalry Mêlée Procedure:

1. **Calculate the Mêlée Odds (19.9)**
2. **Mêlée Resolution (19.9)**
3. **Advance after Charge (19.10)**
4. **Return to Step 5 (Cavalry Regroup) of the Cavalry Charge Procedure (19.1.1)**

19.1.4 Cavalry Charge vs. PGD Mêlée Procedure:

1. **Retreat:** The PGD units conduct their Rout move losing one increment for each Zone of Influence they exit including the first (10.5). They may lose additional increments due to Step 3 below.
2. **Advance after Charge (19.10)**
3. **Pursuit (19.11)**
4. **Return to Step 5 (Cavalry Regroup) of the Cavalry Charge Procedure (19.1.1)**

19.2 Cavalry Charge (Charge à Cheval)

19.2.1 Charge Zone: Once a Charge has been declared and a Charge Marker has been placed a Charge Zone is projected. The configuration of a cavalry Charge Zone is determined by the formation the cavalry unit is currently in. Essentially, it extends five hexes out from each of its front hexsides (see the illustration below). A cavalry unit has 5 MPs with which it may Charge within this Charge Zone. Cavalry units may not exit their Charge Zone, but may still Charge a unit on the edge of its Charge Zone (i.e. it may still Charge a unit that is adjacent to its Charge Zone, but only if it can move adjacent by expending no more than 5 MPs).

NOTE: Even though the Charge Zone is 5 hexes deep, a cavalry unit only has 5 MPs and may not be able to reach the end of its Charge Zone due to terrain movement costs.

19.2.1.1 Charge Zone and Column of Companies: The 5 MP Charge limit applies only to the head of a Column of Companies. Subsequent waves of a Column of Companies may still hit the target even if doing so would exceed the 5 MP limit.

19.2.2 Charges and Formations and Facing: Only cavalry units in Line, or Column of Companies may execute a Charge. Cavalry units in other formations may not initiate a Charge. A cavalry unit is not allowed to voluntarily change Presentation, Orientation or Formation during Charges and Grande Charges. Thus, who and how it may Charge is fixed by its Charge Zone upon declaring the Charge.

EXCEPTION: Charging cavalry that is Reaction Charged must turn to face the Reacting cavalry if possible (19.17).



19.2.2.1 Column of Companies: When a Column of Companies Charges it is not required to keep the Column in a straight line (12.5.3.2). Each hex of the Column of Companies must retain its original facing at the end of their Charge Movement and conduct any resulting Mêlée with their current facing.

19.2.2.2 Extending/Consolidating Lines during a Charge: Charging cavalry units in Line may attempt to extend into multiple hexes during a Charge. This may be done at a rate of one hex for each hex of forward movement. Cavalry units in a multi-hex Line may also attempt to consolidate in the same manner. For each hex of consolidation or expansion the unit must make a Morale Check. If the Morale Check is failed the Charge ends and the cavalry is Disordered. The cavalry is marked Tired for having charged.

EXCEPTION: Cavalry conducting a Reaction or Opportunity charge may not attempt to consolidate or expand.

19.2.3 Charges and LOS: A cavalry unit does not need a LOS to a target in order to declare a Charge, Reaction Charge, Opportunity Charge or Grand Charge, but a potential target must exist within their Charge Zone. Cavalry units may Charge into, but not through terrain that blocks LOS.

EXCEPTION: Moving to a greater or lesser elevation does not stop a Charge.

NOTE: Cavalry always had outriders who were posted just over a hill or on the other side of the barn, or anywhere LOS was obstructed, or who would precede the unit as it moved through woods or tall grass. Sometimes they were accompanied by a bugler. Their NCO or officer had the discretion to call the entire regiment to attention in order to avoid bureaucratic delay.

19.2.4 Charges and General Order Terrain: Regardless of its initial formation, cavalry units are considered in General Order the moment they enter terrain that would cause them to enter General Order during normal movement. Although cavalry may Charge enemy units that are in General Order terrain, entering General Order terrain during a Charge ends the Charge. A cavalry unit may not initiate any type of Charge while in General Order terrain.

19.2.5 Charges and Prohibited Terrain: Cavalry may not Charge into terrain they are prohibited from entering.

19.2.6 Charges and Stacking: Cavalry units may Charge through friendly Skirmishers, Cavalry Skirmishers (11.1.2, 12.10.5.1) and over units in Square (12.9.5, 19.7.4). Cavalry may not Charge through units in any other type of formation.

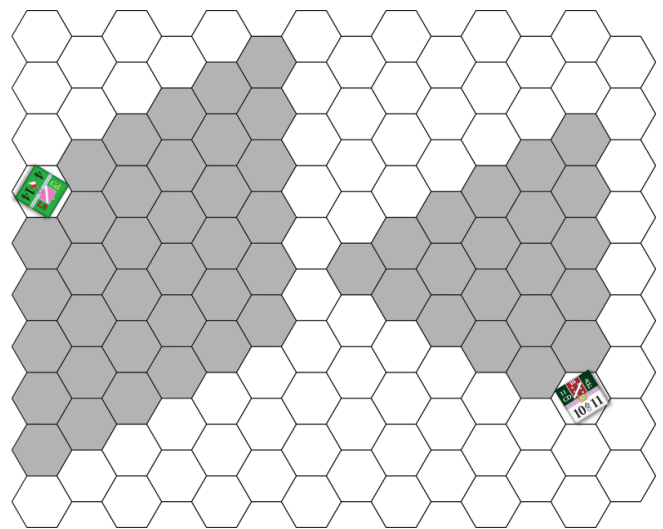
19.2.7 Targets of the Charge: Only enemy Combat Units within or adjacent to the Charge Zone, as defined at the moment the Charge is declared, can be targets of the Charge. Only enemy Combat Units in the front facing of the Charging unit may be targets of the Charge. When the Charging cavalry unit is within two hexes of an enemy unit and it has a LOS to the unit, the Charging cavalry unit must declare if this unit is the target of the Charge before charging further. If the enemy unit is not the target of the Charge the Charge continues, but the unit may not later be charged by this same cavalry unit in this turn. Any cavalry units that begin their Charge one or two hexes away from an infantry or artillery target must immediately declare the target of the Charge before executing any Charge Movement. A charging cavalry unit that does not contact a target ends its Charge. If the cavalry fails to move adjacent to a declared target by the time it has expended its 5 MPs it is disordered and the Charge is finished.

NOTE: Remember that Skirmishers or Cavalry Skirmishers, and units in Square do not block LOS during the execution of a Charge.

19.2.7.1 Multiple Charges vs. a Target: A cavalry unit may not Charge a Combat Unit which has already been declared a target of a previous Charge and is awaiting Mêlée.

EXCEPTION: Units participating in a Grand Charge may charge the same unit.

19.2.7.2 Targets and Opportunity Fire: Targets of a Charge who are currently adjacent to charging cavalry cannot conduct Opportunity Fire.



Charge Zone Illustration

19.2.8 Charges by Cavalry in a Multi-Hex Line: Cavalry in a multi-hex Line formation may charge more than one enemy stack. However, it may not Charge a combination of Cavalry and Infantry/Artillery units.

In the case where there is a line of enemy units being charged and one of them is cavalry it must charge the cavalry and only the cavalry. When doing so each enemy stack forms Square, Retreats Before Charge or Rolls to Stand versus Cavalry Charge separately. The cavalry will Mêlée all remaining targets that it contacts. Each Mêlée is resolved separately.

EXCEPTION: If the Charging cavalry is contacting a single multi-hex unit then that Mêlée is resolved with a single roll of the dice.

EXAMPLE: A unit in a three hex Line Mêlées a unit in a two hex Line and another unit in Column. There would be two Mêlées one involving the two hex Line and another for the unit in Column.

The charging cavalry's Mêlée Value for each Mêlée is the proportion of hexes actually contacting the target's hex. All applicable Mêlée modifiers apply to each Mêlée. The Charging cavalry suffers the worst of all of the Mêlée results. Worse progressing in the following order: Blank/Bounce, AD#, AR and AS. However, this result is not applied until all of the Mêlées pertaining to it are resolved similar to a Column of Companies. Furthermore, a Bounce is negated if any target hex suffers a DD#, DR or DS result. The cavalry may pursue only if all targets involved in the Mêlée retreat.

If a cavalry unit in a multi-hex Line Charges and Mêlées it ends the Charge in Disorder. This Disorder does not cause the unit to become PGD if it was already disordered due to a Mêlée result. When advancing after Charge Cavalry units in a Multi-hex Line must consolidate to occupy the target's hex if necessary. Consolidation may trigger Opportunity Reactions.

A cavalry unit in a multi-hex Line cannot Recall only a portion of its formation. If a Recall is made the entire unit must Recall.

EXAMPLE: A cavalry unit in a four hex Line Charges a stack of infantry in Line, an infantry unit deployed as Skirmishers and a stack of infantry in Column. Before the cavalry moves adjacent, the formed infantry units attempt to form Square. The stack in Line fails its Square attempt and is disordered. The stack in Column succeeds in forming Square. The cavalry now moves adjacent to the three stacks. The infantry in Skirmish order elects to Retreat Before Charge into an adjacent town hex. Only the disordered stack and the Square remain. The disordered stack now Rolls to Stand versus Charge. Luckily the stack Stands. The units in Square automatically Stand of course. Defensive Fire is conducted without result. Since this is the only Charge for this MU we proceed to Mêlée. The cavalry unit has 16 increments and a Mêlée Value of 48. Assuming two hexes of the cavalry unit are adjacent to each

target, eight increments (or a Mêle Value of 24) will be applied to the attack on the disordered stack and eight will be applied to the attack on the Square. The Mêle Value for the attack on the Square will be multiplied by 1/3 for a Mêle Value of 8. The attack on the disordered stack goes well and a DD2 result is obtained forcing the stack to PGD, because of a second Disorder. The attack on the Square is more difficult and a blank result is obtained. The blank result does not cause the cavalry to bounce because of the DD2 result obtained by the other part of the cavalry unit. The cavalry unit may not pursue the PGD stack because the Square did not retreat. The cavalry now Disorders and conducts Cavalry Regroup.

19.2.9 Charging in Column of Companies: If a cavalry unit Charges while in a Column of Companies, it makes successive and independent Mêlées equal to the number of hexes it currently occupies (e.g. if it is deployed in three hexes it makes three Mêlées). The Mêle Value of each attack is equal to the total Mêle Value, with all applicable modifiers, divided by the number of hexes it occupies.

NOTE: The Column of Companies does not physically move forward while resolving each successive Mêle.

As each Mêle is resolved the results to the defender are applied immediately. If the defender Routs, Recoils or surrenders the subsequent Mêlées are cancelled, proceed to the next step of the appropriate Cavalry Charge Mêle Procedure.

Adverse results for the attacker are applied only after all waves have conducted their Mêle. However, if the attacker receives an AR or AS result on the *Assaut et Mêle* Chart subsequent Mêlées are cancelled. The worst result of the Mêlées is applied to the attacker in order of Attacker Surrender, Attacker Rout, Attacker Disorder or Blank/Bounce. If more than one Disorder result occurs the attacker Routs. If the target of the Charge was forced to Surrender, Rout or Recoil any Bounce results are cancelled.

When cavalry in a Column of Companies charges and becomes Disordered or PGD, for any reason, it consolidates into the head hex of the column. This is an exception to the general rule that the hex of consolidation is left up to the player.

EXAMPLE: A cavalry unit with a Mêle Value of 33 in a Column of Companies occupying three hexes charges an infantry unit in Line. It would conduct three separate Mêlées on the target, each with a Mêle Value of 11. Assume the Mêlées are conducted at 1:1 odds. The first Mêle roll is a 41 which is a Blank result. Normally this would cause a bounce, but in this instance it is ignored until the other Mêlées are completed. Next a 62 is rolled causing the target to Disorder and Recoil two hexes. The aggregate effect of this Charge is now applied to the Charging cavalry. Since, the cavalry caused the target to Disorder in the second wave the bounce results of the first wave is ignored. The infantry conducts its retreat and the cavalry pursues.

19.3 Enemy Reactions to Charge

19.3.1 Defending Combat Units have several options when they are in the Charge Zone of Charging cavalry units.

- Defending cavalry units in Good Order may Stand (do nothing), Reaction Charge (19.17), or Retreat Before Charge (19.5). Cavalry automatically Stands when Charged and does not Roll to Stand to do so.
- If the target of the Charge, Cavalry Skirmishers must attempt to Form Up (12.10.9) and Stand or Retreat Before Charge (19.5). Cavalry Skirmishers unable to Form Up or Retreat Before Charge become PGD and are subject to Pursuit (19.11) when contacted by the Charging cavalry.
- Infantry units in Line or Column may Roll To Stand versus Cavalry Charge (19.6) or may attempt to form Square (19.7).
- Combat units in Square or in General Order automatically Stand and their Roll to Stand die roll simply becomes a check to see if they deliver effective Defensive Fire.
- Infantry units in Skirmish Order may be able to Retreat Before Charge (19.4), attempt to form Rallying Square (19.7.2) or if in General Order terrain attempt to Stand (19.6). If unable to do ei-

ther the skirmishers become PGD on contact with the Charging cavalry and are subject to Pursuit (19.11).

- Units already in PGD or in Road Column become PGD, and Rout on contact with the Charging cavalry and are subject to Pursuit (19.11).
- Unlimbered artillery units must Roll To Stand (19.6) or, if stacked with a Leader and infantry units forming Square (19.7), be a part of that Square.
- Limbered artillery units stacked with Infantry units may not form Square. The stack must Roll to Stand versus Cavalry Charge (19.6).
- Limbered artillery units alone in a hex become PGD on contact with the Charging cavalry (18.10.2).
- Combat Units in Disorder must attempt to Stand (19.6) and cannot attempt to form Square.

19.4 Retreat Before Charge by Infantry

19.4.1 All Skirmishers are eligible to Retreat Before Charge under the restrictions below. See the Exclusive Rules for additional units which may be eligible.

19.4.2 Procedure: When the charging cavalry moves adjacent to the target, eligible infantry units, which are the target of the Charge, may elect to Retreat Before Charge. They may retreat into or through an adjacent hex under the restrictions below. Units which Retreat Before Charge expend MPs as they move. If they expend more than half of their MPs in their retreat, they end the retreat in Disorder. When the target of a Charge retreats, the charging cavalry may attempt to Recall (19.8). If it does not Recall the cavalry unit must advance into the target hex and Charge the adjacent hex which the Skirmishers retreated into or through, unless the current hex halts Charges. Skirmishers which are unable to Retreat Before Charge, and are not in terrain that would cause formed cavalry units to enter General Order, will instead become PGD and are subject to Pursuit (19.11).

EXAMPLE: Cavalry units may not Charge the next woods hex if it has just entered a woods hex or if the new hex is outside of its Charge Zone (unless this hex is exactly 5 MPs from the Charge Marker).

19.4.3 Restrictions:

- Infantry units in Skirmish Order may Retreat Before Charge into an adjacent hex containing terrain that mandates General Order for formed units, or into a hex containing friendly *formed* infantry units in Good Order in which case they would change facing and formation to match the units presently in the hex and be placed at the bottom of the stack. However, if they attempt to join a Square the entire stack must make a Morale Check as in 12.9.4. They may also Retreat Before Charge through an adjacent hex containing *formed* infantry units in Good Order, thus blocking the cavalry units with the intervening infantry unit. If they have MPs remaining at the end of their retreat they may reface.
- They are not allowed to violate the stacking rules in the course of its retreat. If in retreating they cannot legally form a stack they may continue to retreat through units until they can legally stack.
- They may not retreat into an enemy Zone of Influence. However, friendly units negate Zones of Influence in their hex for the purposes of Retreat Before Charge (10.1.4).

19.4.4 Infantry Skirmishers in Two Hexes: Skirmishers deployed in more than one hex may retreat into a hex adjacent to any of its constituent hexes at the owning player's discretion provided the hex retreated into or through meets the restrictions above.

19.4.5 Opportunity Reactions: The retreating units and pursuing cavalry may trigger Opportunity Reactions. If the retreating stack is Opportunity Charged, they may in turn Retreat Before Charge from the Opportunity Charge. The originally charging cavalry is finished with its Charge and proceeds with Step 5 Cavalry Regroup of the **Cavalry Charge Procedure** (19.1.1). If the pursuing unit is Opportunity Charged then the retreat ends. The pursuing unit's Charge is now over. The Opportunity Charge is then resolved (19.18).



19.5 Retreat Before Charge by Cavalry

19.5.1 Cavalry which is the target of a Charge or Grand Charge, is in Good Order, is not Exhausted, and has a printed Movement Potential greater than the unit charging it may Retreat Before Charge. See the Exclusive Rules for additional units which may be eligible. Cavalry may not Retreat Before Charge from a Reaction Charge or an Opportunity Charge.

EXCEPTION: A cavalry unit which is Retreating Before Charge which is Opportunity Charged may in turn Retreat Before Charge from the Opportunity Charge as long as it has a printed Movement Potential greater than the unit Opportunity Charging.

19.5.2 Procedure: When the charging cavalry moves adjacent to the target, they may Retreat Before Charge. Units which Retreat Before Charge expend MPs to follow the Path of Retreat, changing facing as necessary. During their retreat, they may only change formation to enter General Order or to join a stack of friendly *formed* units in Good Order in which case they change facing and formation to match the units presently in the hex and are placed at the bottom of the stack. If they have MPs remaining at the end of their retreat, they may reface. Cavalry that Retreats Before Charge may retreat up to their full Movement Potential in the course of this retreat, but if they expend more than half of their Movement Potential they end this retreat Exhausted. During this retreat they may trigger Opportunity Reactions or Harassment (12.10.7.1).

19.5.2.1 Path of Retreat Restrictions:

- Cavalry that Retreats Before Charge must follow a Path of Retreat that does not enter terrain that prohibits movement for cavalry, nor hexes that contain enemy units.
- Nor may they retreat into enemy cavalry Zones of Influence. However, friendly units negate Zones of Influence in their hex for the purposes of Retreat Before Charge (10.1.4).
- Formed cavalry may not retreat through friendly units that are not in Skirmish Order or in Square. The retreating cavalry may pass through friendly skirmishers or ride over friendly Squares (12.9.5).
- Retreating units are not allowed to violate stacking rules in the course of their retreat.
- Cavalry skirmishers may retreat through all friendly units, providing stacking limits are not violated.

19.5.3 Pursuit of Cavalry that Retreats Before Charge: The charging cavalry units must pursue cavalry units that Retreat Before Charge unless they pass a Recall check (19.8). Cavalry that successfully Recalls stops and moves no further. Cavalry that does not Recall, must pursue the retreating cavalry along its path of retreat as far as its 5 MPs for a Charge, or Charge Zone for a Grande Charge allows, occupying those hexes vacated by the retreating unit immediately after the retreating unit vacated them. If at the end of a pursuit there is no Mêlée the pursuing cavalry proceeds with Step 5 Cavalry Regroup of the **Cavalry Charge Procedure** (19.1.1).

19.5.3.1 Restrictions:

- Pursuing cavalry ends its pursuit if it enters an enemy cavalry unit's Zone of Influence.
- Pursuing cavalry may not pursue into terrain which mandates General Order for formed units.
- Pursuing cavalry may not pursue into terrain they may not enter.

19.5.3.2 Recall: Pursuing cavalry may only attempt to Recall once at the beginning of the pursuit, before the first hex of pursuit is entered and once again if the retreating cavalry retreats through a friendly unit.

19.5.3.3 Retreat Through Friendly Units: If during pursuit the retreating unit rode over a friendly Square, the pursuing cavalry unit must Mêlée that Square, unless they successfully Recall. Likewise, if during this pursuit the retreating unit passed through a friendly Skirmisher the pursuing unit must attack those Skirmishers, who in turn may be permitted to Retreat Before Charge or may attempt to form a Rallying Square at this time. In the case of cavalry skirmishers the Pursuing cavalry must Mêlée any units the retreating unit passed through, unless they successfully Recall.

19.5.3.4 If the pursuing cavalry ends its pursuit adjacent to the retreating cavalry, they may Mêlée the retreating cavalry whose Mêlée Value is now reduced by ½. Proceed to Step 4 of the **Cavalry Charge Procedure** (19.1.1).

19.5.4 Opportunity Reactions: The retreating and pursuing cavalry may trigger Opportunity Reactions. If the retreating stack is Opportunity Charged, they may in turn Retreat Before Charge from the Opportunity Charge if eligible. Otherwise, they must Stand and the Opportunity Charge is resolved. The originally charging cavalry is finished with its Charge and proceeds with Step 5 Cavalry Regroup of the **Cavalry Charge Procedure** (19.1.1). If the pursuing unit is Opportunity Charged then the retreat ends. The pursuing unit's Charge is now over. The Opportunity Charge is then resolved (19.18).

19.6 Rolling To Stand Versus Cavalry Charge

Rolling to Stand requires the top unit in the target stack(s) to make a successful Morale Check using the modifiers found on the Roll to Stand vs. Cavalry Charge Chart. If the Morale Check is passed the defender delivers effective Defensive Fire and their Fire Value is doubled. Roll a die to determine the number of Defensive Shifts received, if any. If the Morale Check is failed, the defending units Disorder or Rout if already in Disorder.

19.6.1 Standing Against Multiple Charges: A target Combat Unit is considered to Stand once it has successfully Rolled To Stand even if it is Charged by other cavalry units prior to resolving Mêlée. Thus, although a stack may be the target of several charging units in a single Grand Charge, it only needs to Roll To Stand once.

NOTE: Only charging units participating in a Grand Charge may target the same unit.

19.6.2 Multi-Hex Units Failing to Stand: When a multi-hex unit fails its Roll to Stand it disorders and must collapse into a single hex (12.11). If upon doing so the multi-hex unit vacates a hex, which was being charged, the Charging units must advance and may Charge any unit in its front facing unless the hex halts the Charge.

19.6.3 Steady Lads!: Units in General Order, Square or Special Structures automatically Stand when charged. They must still roll the dice, however, to determine if they deliver effective Defensive Fire and receive any Defensive Shifts.

19.7 Forming Square

Infantry units in Line or Column that are not stacked with Limbered artillery may attempt to form Square anytime enemy cavalry voluntarily expends MPs within 4 hexes of the units. Units attempting to form Square must have a clear Line of Sight to the cavalry. A unit does not have to be a target of a Charge to attempt to form Square. They may attempt to form Square whenever enemy cavalry performs voluntary movement, including Charge movement, within 4 hexes of the infantry units. If a cavalry stack starts within 4 hexes of an infantry unit they may attempt to form Square as soon as the cavalry begins to move or as soon as a Charge Marker is placed on the cavalry stack. A stack may attempt to form Square once per Charge or once per movement of a cavalry unit. A Grand Charge is considered a single Charge for this purpose. If the unit forming Square is in more than one hex it consolidates into any of its constituent hexes when forming Square at the owning player's discretion.

19.7.1 Procedure: The reactive player announces that he will attempt to form Square. The active player suspends moving his cavalry until the result of this attempt is resolved. Locate the nationality of the unit on the Carré Realization Chart and the distance separating the active cavalry unit from the reactive infantry unit (see Exclusive Rules Charts). Consult the Dice Result Modifiers at the bottom of the chart for any that may apply. Roll the dice. The result applies to the entire stack.

- Units that successfully roll on this chart form Square and are marked with a Square counter.
- Units that Disorder do so in place, and are marked with a Disorder counter.



- Units that PGD execute their Rout movement. If the cavalry unit is adjacent the cavalry may Pursue (19.11).

19.7.2 Forming Rallying Square: Infantry in Road Column or Skirmish Order may attempt to form Rallying Square (*en Carré Perdu*). All of the restrictions for forming Square apply to forming Rallying Square as well.

19.7.2.1 Procedure: The reactive player announces that he will attempt to form Rallying Square. The active player suspends moving his cavalry until the result of this attempt is resolved. Forming a Rallying Square is a function of morale and distance. The stack makes a Morale Check and consults the Form Rallying Square Chart. If this Morale Check is successful the unit changes formation into Square. If it fails, it Disorders.

19.7.3 Opportunity Reactions: Change of Formation into Square or Rallying Square is considered Voluntary Maneuver and may trigger Opportunity Reactions prior to the change being attempted (i.e. upon declaration of the attempt to form Square). This Opportunity Reaction could thus preempt the change of Formation.

19.7.4 Riding Over Enemy Units in Square (12.9.5): Charging cavalry may continue their Charge even though their movement takes them into a hex occupied by enemy units in Square.

- Cavalry that rides over a Square pays the MP cost for entering the hex containing the Square and enters the hex. The cavalry first suffers Opportunity Fire for exiting the hex adjacent to the Square. Then if the number of combined increments in the hex exceeds the Stacking Limit all units in the hex take a Morale Check as a result of the Stacking Violation (11.1.4). If the cavalry Disorders they may not stop and Mêlée the Square as in Step 3 below, but must continue the Charge. If the Square Disorders and the cavalry did not the cavalry may attempt to Mêlée the Square if it passes a Recall Check as in Step 3. If the cavalry continues Charging they will suffer Opportunity Fire for exiting the hex containing the Square and Opportunity Fire if it continues movement after exiting the hex adjacent to the Square. When in the same hex as the Square the cavalry cannot be Opportunity Charged or Opportunity Fired upon by units outside the Square.
- Once clear of the hex containing the Square the cavalry may continue its movement and Charge some other unit. Cavalry, however, may not Charge another unit while it is still stacked with the Square.
- While in the same hex as the Square the cavalry may attempt to Mêlée the Square if the cavalry passes a Recall Check. If the cavalry fails to Recall it cannot Mêlée the Square and must continue Charging. When all Charges in the MU are complete, follow the Cavalry Charge vs. Infantry and Artillery Mêlée Procedure for Mêlée with the Square.

19.8 Cavalry Recall

Cavalry units may elect to end a Charge through Recall when certain events occur. Roll a die and consult the Cavalry Recall Chart to determine success (see Exclusive Rules Charts). A successful Recall ends the Charge, or allows the player to pick a new target and continue the Charge, or allows the cavalry to ride over a Square, or attempt to Mêlée a Square it is riding over (19.7.4).

An unsuccessful Recall Check makes continuing the Charge, Pursuit or Mêlée mandatory.

19.8.1 Cavalry may attempt to Recall if one of the following conditions is true:

- After a defender that has been declared a target vacates its hex by Retreating Before Charge. The Recall must be attempted before the first hex of Pursuit is entered.
- Or if units Retreating Before Charge retreat through or into a stack of friendly units.
- After a defender that has been declared a target vacates its hex by becoming PGD either due to a failed Roll to Stand or as a result of Mêlée. The Recall is attempted at the beginning of the Pursuit step of the Charge.

- The moment a defender that has been declared a target vacated its hex by becoming PGD due to a failed Square Formation Check.
- The moment a defender that has been declared a target has successfully formed Square.

19.8.2 Light Cavalry and Recall: Regardless of the above conditions, light cavalry may attempt one Recall to end its Charge any time prior to moving adjacent to its target. Light cavalry does not need to declare a target before attempting Recall.



19.9 Cavalry Mêlée

As soon as all the Charges have run their course, the resulting combats are resolved. Each Mêlée is resolved one at a time. Players alternate choosing which Mêlée will be resolved next regardless of which side initiated the Charge. The phasing player chooses first.

19.9.1 Procedure: To resolve an individual Mêlée the sum of the Mêlée Values (printed Mêlée Values plus their modifiers) of all units in the Charging stack(s) are divided by the sum of the Mêlée Values of all the target stack(s). This produces the odds ratio. Round down any fractions to conform to the nearest odds column on the *Assaut et Mêlée* Chart. Shift the odds left by a number of columns equal to any Defensive Shifts received. The Charging player rolls the dice, and locate the result in the appropriate column. Mêlée odds at less than 1:3 are conducted as 1:3 odds. Mêlées conducted at odds greater than 5:1 are treated as 5:1 odds.

19.9.2 Modifiers may apply to the Mêlée Values of the combat units involved (see the Cavalry Mêlée Modifiers Chart) and modifiers may apply to the dice result if a leader is present with either the attacking or defending force or the cavalry suffered casualties from Defensive Fire.

NOTE: Refer to the Exclusive Rules for modifications of Mêlée Values for terrain.

19.9.3 Cavalry Bounce: Cavalry which are involved in a Mêlée either as the attacker or defender when a blank result is obtained will “bounce” (that is, retreat) one-third of their printed Movement Potential. If both the attacker and defender are cavalry then both bounce from a blank result. In this case the “bounce” moves are considered to be simultaneous, but procedurally the attacker conducts his bounce move first. This retreat is considered Involuntary Movement and does not trigger Opportunity Reactions. Each bouncing cavalry stack will lose one Increment for each hex in enemy Zone of Influence retreated from or through during this retreat (10.5). The path of retreat for bouncing cavalry

subscribes to the priorities of retreat (13.2.4). After retreating one-third of its printed Movement Potential the cavalry makes a Morale Check. If it passes this Morale Check it Disorders, or Routs (PGD) if already disordered. If it fails the Morale Check it Routs (PGD) and executes its Rout movement the full distance less the MPs it expended due to the bounce.

EXAMPLE: A cavalry unit with a Movement Potential of 11 bounces. It retreats three MPs ($11/3 = 4$) then fails its Morale Check. It now becomes PGD and retreats another 13 MPs as a Routed unit ($11 \times 1.5 = 17$, $17 - 4 = 13$).

19.10 Cavalry Advance after Charge/Mêlée

If the target of a Charge vacates its hex the cavalry must advance into the vacant hex. The Advance after Charge is conducted prior to any potential Pursuit. Cavalry units in a Multi-hex Line must consolidate to occupy the target's hex if necessary. Consolidation may trigger Opportunity Reactions.

19.10.1 All cavalry that advances after Mêlée are disordered unless already disordered. If the unit was already disordered there is no further effect (i.e. the unit does not become PGD). Mark the units as disordered before they advance. Cavalry that Charges and perhaps Pursues, but did not Mêlée the target are *not* Disordered when they advance. If the hex is over-stacked, sufficient units must be displaced back to the hexes where they advanced from until the stacking limit is satisfied (11.1.5).

19.10.2 Opportunity Reactions: This advance may trigger Opportunity Reactions.

19.11 Pursuit

When the target is infantry or artillery Cavalry pursues following a successful Charge or Grand Charge.

NOTE: This is not the same as Pursuit following Retreat Before Charge. Refer to 19.4 and 19.5 for that case.

After retreats are conducted, cavalry that elects not to Recall (19.8) or does not pass a Recall check, pursues and follows exactly the path of retreat up to three hexes.

NOTE: Cavalry does not pursue cavalry after a Mêlée. See the Cavalry Charge vs. Cavalry Mêlée Procedure (19.1.3).

19.11.1 Procedure: The number of hexes which cavalry may Pursue is the number of hexes the defender Recoiled via a DD# result on the *Assaut et Mêlée* Chart, or if they retreated after becoming PGD, up to a maximum of three hexes. If the target(s) were eliminated there is no Pursuit. The pursuing cavalry follows the path of the retreating units. For each hex of Pursuit each target stack loses an increment. Light cavalry inflicts one extra loss on retreating stacks for a maximum of up to four losses inflicted from Pursuit. The Pursuit ends as soon as the pursued units are eliminated. Pursuit losses are in addition to each increment lost for each Zone of Influence exited during their retreat.

EXAMPLE: A target of a Charge with 2 Increments remaining Routs as a result of Mêlée. The target conducts its Rout losing 1 Increment for leaving the ZoI of the charging cavalry. The cavalry Advances after Charge and begins its Pursuit. It Pursues one additional hex inflicting one more loss on the target, eliminating it. Since, the target was eliminated the Pursuit is now complete and the cavalry may regroup.

19.11.2 Restrictions:

- Cavalry may not pursue into terrain they are prohibited from entering. Nor may they pursue into General Order terrain.
- The Pursuit ends immediately upon the cavalry entering an enemy Cavalry Zone of Influence. If the cavalry begins its Pursuit in a Cavalry Zone of Influence, there is no Pursuit.
- If the retreating units retreated through a friendly stack the Pursuit ends when the cavalry moves adjacent to the stack retreated through.

19.11.3 Recall: Cavalry, which wishes to end a Pursuit may attempt to Recall. Roll a die and consult the Cavalry Recall Chart. A passing die roll means the Pursuit ends. Failure means the cavalry must pursue up

to the allowable limit. Recall may only be attempted at the beginning of the Pursuit step of the Mêlée procedures.

19.11.4 Multiple Target Stacks: If the pursuing cavalry wishes to Pursue multiple stacks it must be capable of advancing into the hexes of all stacks being pursued without extending into more hexes. They may choose to pursue fewer stacks. If unable to pursue the Pursuit ends immediately.

19.11.5 Opportunity Reactions: Pursuit movement may trigger Opportunity Reactions. An Opportunity Charge will end the Pursuit at the moment the unit(s) making the Opportunity Charge passes its Morale Check.

19.12 Cavalry Regroup

When a Charge, including Reaction and Opportunity Charges, and any resulting Mêlée is finished, both attacking and defending cavalry which did not Rout, Recoil or Bounce may Cavalry Regroup. Each stack may expend up to 5 MPs to move away from their current location. Cavalry Regroup is voluntary and may trigger Opportunity Reactions.

19.13 Charge Completion

19.13.1 Readiness Reduction: Cavalry units are marked with Tired or Exhausted Markers as appropriate (19.15).

19.13.2 Charge Markers: After the Mêlée is complete and all retreats and Pursuits have been resolved the Charging units are marked with Charge Markers flipped to their reverse side to indicate that they have participated in a Charge this turn. Cavalry Charge Markers are removed during the Reorganization Segment.

19.14 Cavalry Modifiers to Mêlée

All cavalry Mêlée modifiers are listed on the Cavalry Mêlée Modifiers Chart. All modifiers to Mêlée are cumulative, except where noted.

19.14.1 Heavy and Light Cavalry: Heavy cavalry is cavalry with a printed Movement Potential of 12 or less. Light cavalry is cavalry with a printed Movement Potential of 13 or more.

NOTE: Some games may have poorly trained cavalry with a movement allowance of 12 or less, but are not considered heavy cavalry. Consult the Exclusive Rules.

When heavy cavalry is involved in a Mêlée with light cavalry as either the attacker or defender, the Mêlée Value of the heavy cavalry is doubled. If heavy cavalry Mêlées a combination of heavy and light cavalry it would not be doubled.

19.14.2 Multi-hex Line Formations: Cavalry in a multi-hex Line that Charge, Reaction Charge, Opportunity Charge or Grand Charge and Mêlée a Cavalry target that is deployed in fewer hexes will increase their Mêlée Value by one and one-half times ($\times 3/2$).

19.14.3 Lancers: Lancers have a Lance Bonus (+#) printed on their counters. The Lance Bonus is added to the Mêlée Value of the attacking lancer unit. Only the top unit in a stack adds its Lance Bonus to its Mêlée Value. The Lance Bonus is not modified by any other Mêlée modifiers. It is determined only by formation and losses to the unit. For every three casualties lost by the unit the Lance Bonus is reduced by one, but never below one (17.2.2).

19.14.3.1 Line: If they are attacking in Line their Lance Bonus is doubled for each hex they are deployed in as long as each hex participates in Mêlée. Lancers only receive this doubling of their Lance Bonus if attacking. If they are defending (target of Assault or Charge) they receive their Lance Bonus at face value divided equally for each hex of their deployment, but is never reduced below one.

EXAMPLE: A lancer unit with a Lance Bonus of +4 would add +8 to its Mêlée Value if in Line in a single hex, +16 if in Line in two hexes, or +24 ($4 \times 2 \times 3$) if in Line in three hexes.

EXAMPLE: A lancer unit with a Lance Bonus of +3 and a Mêlée Value of 18 deployed in Line in two hexes Charges an enemy Square. The cavalry unit brings both hexes of its two hex formation to bear on

the Square. The cavalry *Mêlée*s with a value of 18. ($3 \times 2 \times 2 = 12$) for the lance bonus plus ($18 \times 1/3 = 6$) = 18.

19.14.3.2 Column of Companies: If they are attacking or defending in a Column of Companies the printed Lance Bonus is divided equally between the hexes of the Column, but is never reduced below one.

EXAMPLE: A lancer unit deployed in a three hex Column of Companies with a printed Lance Bonus of 6 would receive a Lance Bonus of 2 for each hex of the Column.

19.14.4 Length of Charge: Heavy cavalry units that Charge infantry or artillery units have their *Mêlée* Value doubled if the last three hexes they enter during their Charge is in a straight line and these last three hexes cost no more than 1 MP each to enter including any hexside terrain costs. This modifier is not cumulative with all modifiers (see the Cavalry *Mêlée* Modifiers Chart).

NOTE: Because of the uneven nature of the hex grid what would normally be a straight line in nature might be construed as not being a straight line with regard to these rules. For the designers of these rules a straight line is the shortest distance between the target and the Charging cavalry unit.

19.14.4.1 Short Charges: Cavalry units that Charge infantry or artillery units and are unable to Charge the last three hexes in a straight line before striking their target have their *Mêlée* Value halved.

*NOTE: In essence, cavalry units that begin their Charge in such proximity to the enemy that they were unable to Charge three hexes in a straight line may still Charge and execute *Mêlée*. However, they lose whatever shock value their momentum may have been able to give them.*

19.14.4.2 Column of Companies: An extremely large cavalry unit in a Column of Companies may not be able to gather enough momentum to strike an enemy infantry unit with its full shock value with the head of its Column. However, its rear squadrons might start the required distance away in order to have sufficient momentum to use its full shock value for charging three hexes in a straight line.

EXAMPLE: A cavalry unit in a 3 hex column of companies begins its Charge 2 hexes from a target. The first wave of the Charge is a Short Charge. The 2nd and 3rd waves having begun 3 and 4 hexes from the target, respectively, are not conducting a Short Charge.

19.14.4.3 Opportunity Charge: Opportunity Charges are always short Charges because they must, by definition, begin within one or two hexes of the target.

19.14.5 Cavalry Charges to the Flank: Cavalry that Charges an enemy unit in the flank has its *Mêlée* Value doubled for that portion of the unit contacting the enemy's flank.

19.14.6 Cavalry Charges to the Rear: Cavalry that Charges an enemy unit in the rear has its *Mêlée* Value multiplied by 3/2 for that portion of the unit contacting the enemy's rear.

19.14.7 Cavalry that Stands before Assault or Charge: Cavalry that did not Reaction Charge charging cavalry, or that did not Opportunity Charge assaulting infantry, and merely stands reduces its *Mêlée* Value by one half ($\times 1/2$).

19.15 Ready, Tired and Exhausted Cavalry

Cavalry units are either Ready (rested), Tired or Exhausted.

19.15.1 Losing Readiness: Cavalry loses one degree of readiness as follows:

1. At the end of a segment in which it was involved in *Mêlée*.
2. If it made a cavalry Charge or Grand Charge that segment (not if it was the target of a Charge, or if it Opportunity or Reaction Charged).

A cavalry unit loses two degrees of readiness whenever it performs both of the actions described above.

19.15.1.1 Cavalry may not voluntarily perform an action that would take it beyond Exhausted.

19.15.1.2 Tired and Exhausted informational Markers are placed on the cavalry units at the end of the segment in which they performed the

action(s) that caused a reduction in readiness. In other words, an active cavalry unit could move, Charge, *Mêlée* a unit, pursue that unit, and Cavalry Regroup at the end of which it would receive a single Exhausted Marker.

19.15.1.3 Cavalry units that perform a Reaction Move, or Retreat Before Assault or Charge and use more than half of their Movement Potential in doing so end their movement Exhausted.

19.15.2 Preserving Readiness/Squadron Attacks: Cavalry units involved in *Mêlée* may elect to use only their first squadron in order not to lose a degree of readiness for the entire regiment. The intention to preserve readiness must be declared when the Charge is declared. When a cavalry unit in Line elects to use only the first squadron it *Mêlée*s with one-third of its *Mêlée* Value (*Mêlée* Value $\times 1/3$). Cavalry in a Column of Companies may preserve readiness if one-half or less of the cavalry executes its *Mêlée*.

*EXAMPLE: A cavalry unit in a 2 or 3 hex Column of Companies could preserve readiness if only the first hex *Mêlée*s and a unit in a 4 or 5 hex Column of Companies could *Mêlée* with 2 hexes of its formation and still preserve readiness.*

19.15.3 Recovering Readiness: Cavalry that "rests" recovers readiness during the Reorganization Segment.

NOTE: A cavalry unit may recover readiness even if in a state of Disorder or PGD as long as the unit did not move half of its Movement Potential that turn (one degree) or did not move at all (two degrees) and subscribed to the other criteria listed above. Readiness is a condition of the horses, whereas Disorder and PGD are conditions of the men.

19.15.3.1 One degree of readiness is recovered if:

- a. The cavalry unit moved no more than half its available MPs including in Rout movement, and;
- b. Did not Charge, and;
- c. Did not Retreat Before Assault or Charge and expend more than half of its available MPs, and;
- d. Did not Reaction Move and expend more than half of its available MPs, and;
- e. Was not involved in *Mêlée* that turn without preserving readiness.

19.15.3.2 Complete readiness is recovered by not moving at all, including for Rout movement, and not Charging, and not being involved in *Mêlée*.

19.15.4 Tired Cavalry: A Tired cavalry unit moves at one-half its printed Movement Potential, and *Mêlée*s at one-half its printed *Mêlée* Value. It may not Charge. It may Opportunity Charge, Reaction Move, Reaction Charge, and may Retreat Before Assault or Charge (if it retreats greater than one-half of its half-movement allowance it will become Exhausted).

*EXAMPLE: A Tired and Disordered cavalry unit would *Mêlée* at $1/4$ (one-quarter) of its *Mêlée* Value ($1 \times 1/2 \times 1/2$). The same unit with a MP of 12 could not expend more than 3 MP and recover a degree of readiness ($12 \times 1/2 \times 1/2 = 3$).*

19.15.5 Exhausted Cavalry: An Exhausted cavalry unit moves at one-third its printed Movement Potential, and *Mêlée*s at one-third its printed *Mêlée* Value. It may not initiate any type of Charge, nor may it Reaction Move, Retreat Before Assault or Charge.

*EXAMPLE: An Exhausted and Disordered cavalry unit would move and *Mêlée* at one-sixth its values ($1 \times 1/3 \times 1/2 = 1/6$). If it were Exhausted and PGD it would Rout move at one-half its movement rate ($1 \times 3/2 \times 1/3 = 1/2$).*

19.16 Grand Charges

A Grand Charge permits several adjacent hexes of cavalry units to Charge simultaneously. Unless contradicted by the rules below, all the rules governing Charges apply to a Grand Charge (e.g., Charging three hexes or more, etc.).

19.16.1 Forming Up for the Grand Charge: A Cavalry Leader of Special Ability must be stacked with or adjacent to all cavalry units involved in a Grande Charge for the duration of the Charge (i.e., while



the cavalry units are moving) unless the cavalry units drop out of the Charge for lack of Movement Potential or are blocked. If a cavalry unit is in a Column of Companies or a multi-hex Line, only one of the hexes need be stacked with or adjacent to the Cavalry Leader. Refer to the Exclusive rules to determine which leaders are Cavalry Leaders of Special Ability.

19.16.1.1 MU: All cavalry units participating in a Grand Charge must belong to the same MU and Charge when the chit for this MU is drawn.

19.16.1.2 Formation: All cavalry units involved in a Grand Charge must be in the same Formation and have the same Facing.

19.16.2 Morale Bonus: All cavalry units in the Grand Charge receive the Morale Bonus of the Leader of the Grand Charge while the Grand Charge is being executed (i.e. it is only used for Morale Checks). His cavalry M     bonus is not used by any cavalry units in the Charge for its duration and resulting M    .

19.16.3 Grand Charge Zone: Cavalry units of a Grande Charge project an extended Charge Zone. The Charge Zone consists of all the hexes within the printed Movement Potential of the slowest cavalry unit in the Grande Charge.

19.16.4 Grand Charge Movement: Cavalry units of a Grand Charge do not perform normal movement during the Maneuver Segment. Instead, they begin the Charge from their current location. They conduct their Charge using their entire printed Movement Potential (paying all terrain MP costs). All cavalry units in the Grand Charge move as one giant cavalry unit.

EXCEPTION: When a portion of a Grande Charge is blocked or drops out for lack of Movement Potential.

19.16.4.1 Facing: Cavalry units that Grand Charge may not change Facing during the Charge. They Charge straight ahead according to how they were facing at the start of the Charge.

19.16.4.2 They must Charge their full Movement Potential unless blocked. A Grand Charge pays MPs according to the most costly terrain any part of it enters.

19.16.4.3 Squares: Grand Charges must ride over enemy units in Square, and cannot stop to M     them. The cavalry units automatically ride over the Square. A Recall Check is not necessary.

19.16.4.4 When A Portion Of A Grand Charge Is Blocked: When a portion of a Grand Charge halts (as a result of contacting Reaction Charges, enemy Combat Units that will attempt to Stand, or impassable terrain) the remaining portion must continue the Charge. If cavalry units find their path blocked by other parts of the Grand Charge that are blocked, they must keep up with the main body by “slipping” around the obstacle by entering any of their front hexes as long as they do not change their Facing and as long as they remain stacked with or adjacent to the Cavalry Leader of Special Ability. Otherwise the cavalry unit(s) must stop.

19.16.5 Forming Square In The Face Of A Grand Charge: Units that attempt to form Square in reaction to a Grande Charge modify their roll by +6 to the Square Formation dice roll.

19.16.6 Riding over Enemy Units in Square: Grand Charges must ride over enemy units in Square, and cannot stop to M     them. The cavalry units automatically ride over the Square. A Recall Check is not necessary.

19.16.6.1 Blocked: If a cavalry unit cannot ride over a Square, because of impassible terrain, General Order terrain or other combat units behind the Square, the hex containing the Square is considered blocked. The cavalry may slip around the blocked hex (19.16.4.4). If unable to slip around the blocked hex, the cavalry must M     the Square.

19.16.6.2 Squares and Opportunity Fire: When units in Square are ridden over by a Grand Charge they may conduct Opportunity Fire at only the first hex of the first cavalry unit of the Charge to ride over it. Also see 19.7.4

19.16.7 Reaction Charges: When Reaction Charged, at least one cavalry unit of the Grand Charge must accept the Charge. The part of the Grand Charge closest to the reacting cavalry unit must accept the Reaction Charge.

19.16.8 Targets: Cavalry units in a Grand Charge do not need to declare targets when within two hexes of an enemy unit. Unlike regular Charges cavalry units participating in a Grand Charge may charge the same target.

19.16.9

19.16.10 Roll To Stand In The Face Of A Grand Charge: Infantry and unlimbered artillery units that attempt to Roll To Stand in the face of a Grand Charge modify their Morale Check dice roll by -12 and ignore the “type” of cavalry units making up the Grand Charge. Targets of the Grand Charge Roll to Stand after all cavalry units of the Grand Charge complete their Charge Movement.

19.16.11 M    : No M    s are conducted until all units of the Grand Charge have completed moving. This includes any Reaction Charges that may have resulted during the Grand Charge.

19.16.12 Recall: Cavalry units participating in a Grand Charge may not Recall, but must always pursue their target if possible.

19.16.13 Cavalry Regroup: Cavalry participating in a Grande Charge may expend up to 5 MP when conducting Cavalry Regroup (19.12).

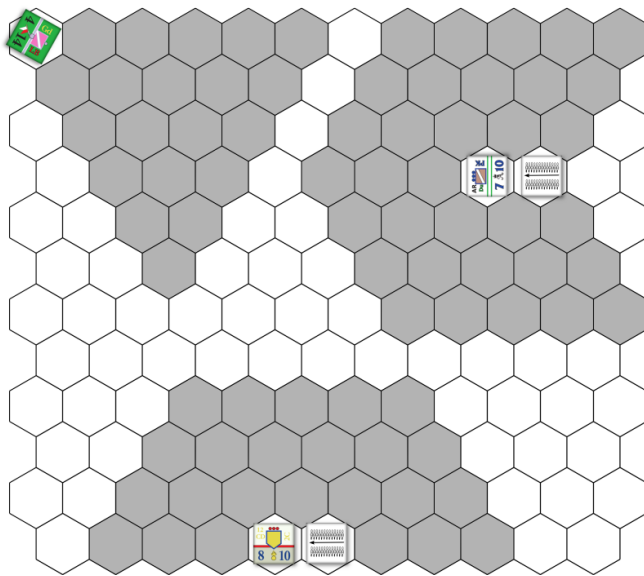
19.17 Reaction Charges

All cavalry units in Line or Column of Companies which are not Exhausted have a Reaction Zone and thus have the ability to Reaction Charge. High morale cavalry units will tend to react, low morale cavalry units will tend not to.

- Reaction Charges only occur during the Charge Sub-segment of the Maneuver Segment when cavalry are conducting Charge Movement.
- Reaction Charges may be declared any time charging cavalry are in the Reaction Zone of reactive cavalry.
- A cavalry stack may attempt only one Reaction Charge per charging cavalry stack and only once for each Grand Charge.
- Only one cavalry stack may successfully Reaction Charge a charging cavalry stack.

19.17.1 The Reaction Zone: The Reaction Zone extends out of the front Orientation of each cavalry unit that is in Line or Column of Companies, is not Exhausted and is not already participating in a Charge either as an attacker or a defender. The Reaction Zone extends five hexes for light cavalry and three hexes for heavy cavalry. Tired cavalry units have a Reaction Zone of three and two hexes deep for light and heavy cavalry, respectively. While executing a Reaction Charge, cavalry units may not Charge beyond the area bounded by their Reaction Zone.

19.17.1.1 Extended Reaction Zone: Cavalry units in Column of Companies or in Line with no more than 4 increments per hex have an extended Reaction Zone. Cavalry units in a Column of Companies have a Reaction Zone of that of a Column extending from their front, and that of a Line extending from their flanks. Cavalry units in Line, with no more than 4 increments per hex, have a Reaction Zone of that of a Line extending from their front and that of the head of a Column extending from their flanks. Refer to the Reaction Charge Zone Illustration.



Reaction Charge Zone Illustration

19.17.2 Procedure: To determine if a Reaction Charge may be initiated, the reacting cavalry unit makes a Morale Check. If it passes this check, the opponent is informed that his cavalry unit is being Reaction Charged. The opponent's charging cavalry unit must move to accept Mêlée by the reactive cavalry unit (i.e., it must accept the Charge). Each cavalry unit is moved until they meet such that both cavalry units end in one another's front hexes. The charging cavalry must change facing if necessary. Reacting cavalry may only change facing per 19.17.5. They are moved in as direct a fashion as possible and their movement should be as equidistant as possible. The charging cavalry moves one more hex than the reacting cavalry if the intervening number of hexes is odd. A reacting unit has 5 MPs with which it may Reaction Charge. Even though the Reaction Charge Zone may be 5 hexes deep a reacting unit may not be able to reach the charging unit due to terrain movement costs. In this case the Reaction Charge may not be attempted. Both the charging and reacting cavalry must follow a path in their respective Charge Zones which is free of hexes which prohibit Charge Movement (19.2.4, 19.2.5). Charging and reacting cavalry may not violate stacking restrictions while executing Charge Movement. If such a path does not exist the Reaction Charge may not be attempted. The cavalry units now await the Charge Mêlée Sub-segment. If a cavalry unit fails the Morale Check to initiate a Reaction Charge, it just sits there, but does not Disorder. Reactive cavalry units become the attacker when Mêlée is resolved. Use an appropriately colored Charge Marker to indicate the attacking side. Cavalry units that Reaction Charge lose one step of Readiness if they participate in Mêlée.

19.17.3 Restrictions:

- A cavalry unit need not be In Command in order to Reaction Charge.
- A cavalry unit does not need a LOS to the Charging cavalry to attempt a Reaction Charge.
- A cavalry unit may not Reaction Charge if it is already contacted by charging cavalry.
- Targets of a Reaction Charge may not Retreat Before Charge.

19.17.4 Wheeling to Face a Reaction Charge: Cavalry units in a multi-hex Line that are being Reaction Charged must attempt to wheel (9.2.1) to meet the Reaction Charge. If they are unable to wheel to face the Reacting cavalry for any reason (for example if enemy or friendly units or terrain are in the way) then they wheel as far as possible and the Reacting cavalry completes its movement. If unable to wheel only the portions of the Charging cavalry that are actually contacting the Reacting cavalry may participate in the subsequent Mêlée.

19.17.5 Reaction Charges and Formation Change: Cavalry units may quarter-wheel from an appropriately formed multi-hex Line into a multi-hex Column of Companies or vice versa (12.3.7), upon declaring a Reaction Charge and passing the pre-Charge Morale Check. Reaction Charging from the flank involves a 90° wheel. If the cavalry unit passed its Morale Check this wheel, either to the left or right, is automatic and does not cost MPs. The Reaction Charging cavalry unit resolves its Reaction Charge in its new formation thereafter.

19.18 Opportunity Charge

19.18.1 Reactive cavalry may only make Opportunity Charges on active enemy units while they are moving (not Charge Movement, which would be a Reaction Charge). Whenever an enemy unit moves into, attempts to move from, or expends MPs in the Opportunity Charge Zone of a cavalry unit, it may attempt to Opportunity Charge. Each cavalry stack whose Opportunity Charge Zone has been violated may attempt an Opportunity Charge once for each triggering event. If a moving unit is in multiple Opportunity Charge Zones each cavalry stack whose Zone has been violated may attempt to Opportunity Charge. However, since, Opportunity Charges are conducted immediately only one reacting cavalry stack may pass its Morale Check and conduct an Opportunity Charge.

EXAMPLE: If a unit moves into an Opportunity Charge Zone and then changes formation in the Opportunity Charge Zone, reacting units could attempt a Charge first on the move and if they fail to pass their Morale Check, then could attempt a second time to Opportunity Charge when the moving unit changes formation.

19.18.2 Opportunity Charge Zone: Reactive cavalry have an Opportunity Charge Zone. An Opportunity Charge Zone is the same shape as a Reaction Charge Zone (19.17.1), but is only two hexes deep.

19.18.3 Procedure: If the cavalry is in Good Order and is not Exhausted, the owning player may declare an Opportunity Charge.

1. The active unit ceases movement. If the active unit was in the process of changing formation it does not change formation.
EXCEPTION: See Odd Cases below.
2. The reacting player makes a Morale Check for the cavalry unit attempting to Opportunity Charge. If the cavalry passes it immediately moves one hex, if necessary, to move adjacent to the active unit that now becomes the target and the Charge is resolved immediately. If the cavalry fails the Morale Check it just sits there, but does not Disorder. The moving stack may finish its movement.
3. **Charge Resolution:**
 - If the target is infantry or artillery use the **Cavalry vs. Infantry and Artillery Mêlée Procedure** (19.1.2).
 - If the target is Cavalry use the **Cavalry vs. Cavalry Mêlée Procedure** (19.1.3).
 - If the target is limbered artillery use the **Cavalry vs. PGD Mêlée Procedure** (19.1.4).
4. **Cavalry Regroup (19.12)**
5. **Charge Completion (19.13):** Cavalry units that Opportunity Charge lose one step of Readiness if they participate in Mêlée.
6. The target of the Opportunity Charge may not voluntarily expend any more MPs during the remainder of the Maneuver Segment.

19.18.4 Active units that begin their movement adjacent to reactive cavalry may also be Opportunity Charged as long as they are in the Opportunity Charge Zone of the reactive cavalry, and the reactive cavalry is in Good Order and is not Exhausted. This Opportunity Charge may not be declared until the active player actually starts to move the unit (i.e., the moment he touches it to begin moving the counter). In this case everything is resolved as in 19.18.3 above except that the cavalry unit is not moved adjacent to the active unit.

19.18.5 Restrictions:

- Cavalry units which Opportunity Charge may not themselves be Opportunity Charged during their Charge. They may, however, be Opportunity Charged during Advance after Charge or during Pursuit.

- A cavalry stack may attempt only one Opportunity Charge per triggering event. And only one cavalry stack may successfully make an Opportunity Charge on a target stack per triggering event.
- Units which are the target of an Opportunity Charge may not attempt to form Square or Rallying Square in reaction to the Opportunity Charge. Nor may cavalry skirmishers, which are the target of an Opportunity Charge, attempt to Form Up.
- A cavalry unit need not be In Command in order to Opportunity Charge.
- A cavalry unit does not need a LOS to the target to attempt an Opportunity Charge.
- Units conducting a Retreat Before Assault or Charge that are Opportunity Charged may continue to Retreat Before Charge. Units not already conducting a Retreat Before Assault or Charge may not Retreat Before Charge when Opportunity Charged.

19.18.6 Odd Cases:

- If a unit enters a hex with units in Skirmish Order or vice versa and an Opportunity Charge is declared then the units in Skirmish Order displace (11.1.5) to the hex from which the moving units originated. If the units cannot displace for any reason, then all units in the hex become PGD and Rout. If any units remain in the target hex, the Opportunity Charge proceeds.
- If a unit enters a hex with units not in Skirmish Order, nor in Square and an Opportunity Charge is declared, then all units in the hex assume the formation of the units which were already in the hex and all become the target of the Opportunity Charge.
- When units enter a hex with a Square and an Opportunity Charge is declared see 12.9.4.1.

19.18.7 Opportunity Charges and Formation Change: Cavalry units may quarter-wheel from an appropriately formed multi-hex Line into a multi-hex Column of Companies or vice versa (12.3.7), upon declaring an Opportunity Charge and passing the pre-Charge Morale Check. Opportunity Charging from the front is handled as any other Opportunity Charge. Opportunity Charging from the flank involves a 90° wheel. If the cavalry unit passed its Morale Check this wheel, either to the left or right, is automatic and does not cost MPs.

19.19 Reaction Move

Cavalry that is not in the Zone of Influence of enemy cavalry, is not Exhausted and is not PGD may move up to its full Movement Potential, when an enemy infantry or artillery unit voluntarily attempts to expend MPs within its Opportunity Charge Zone or attempts to move adjacent to the cavalry unit.

19.19.1 Procedure: The moving player announces his intention to move adjacent to the cavalry unit or to expend MPs within the Opportunity Charge Zone of the cavalry. The moving player ceases moving and the reacting player then conducts its Reaction Move. Once the Reaction Move is finished the phasing player may continue moving (possibly triggering another Reaction Move by the same unit.)

NOTE: Cavalry may move through enemy Zones of Influence and thus may move through them, but may incur Opportunity Reactions.

19.19.2 Restrictions:

- A cavalry unit must elect to Opportunity Charge or Reaction Move and cannot combine the two in a single triggering event. That is, a cavalry unit cannot begin to move and then conduct an Opportunity Charge.
- Combat units that Reaction Move may not violate stacking restrictions.
- They may move up to their full Movement Potential, but must stop in the first General Order hex they enter in the course of their movement.

19.19.3 Exhaustion: Cavalry that Reaction Moves may move up to their full Movement Potential, but if they move more than half of their Movement Potential they end this move Exhausted.

20.0 MORALE

Morale is the glue that holds a unit and an army together. The Morale Rating of a unit reflects more than the spirit of the men, it is the effectiveness of the unit. It determines the unit's likelihood to cope with danger, both real and perceived. How it performs the evolutions of Maneuver is in direct proportion to the experience, training and motivation of the officers and men within the unit. When a unit is in Good Order, Disorder or PGD the terms are intended as a tactical description of it, rather than variable degrees of panic. Likewise, a leader's Morale Bonus is not just a measure of his charisma, but also his tactical and organizational skills.

NOTE: A unit that is Routing is not several hundred men running away screaming. The physical distance a Routing unit covers in its Rout (and its recovery and march back into the command radius of its leader) is the way this game system represents the time the unit is taken out of the battle. In this era truly Routed units did not return to battle later that same day. Thus the term Plus Grand Désordre (which probably means absolutely nothing to speakers of the French language). Truly Routed units are ones that Rout off the map and are eliminated from play.

20.1 The Morale Check

To make a Morale Check for a unit roll the dice. The resulting number plus all modifiers must *exceed* the printed Morale Rating of the unit to pass. Ties fail.

20.1.1 Stacking: Whenever making a Morale Check for a stack of units roll once for the stack. If the top unit in the stack passes, the next top-most unit will modify the dice roll result by +3. If this unit passes modify the dice roll for the next one in the stack by another +3 (or +6) and so forth, until all units in the stack have checked against this dice roll result. Whenever a unit in a stack fails a Morale Check, all units beneath it in the stack also fail regardless of their Morale Rating. If some units in the stack pass and some units fail the Morale Check displace the units as in 11.1.5.

20.1.2 Elite Units: Units with printed Morale Ratings of –, 11, 12 and 13 are elite units. Elite units never apply negative dice roll modifiers (i.e. modifiers that worsen their chance for success) for any checks against their Morale Rating. Units with a Morale Rating of – always pass any check against their Morale. Units stacked with a Leader with an “A” Morale Rating always passes any check against their Morale.

20.1.3 “Sauve Qui Peut!”: A natural 11 rolled for a Morale Check always fails unless one of the following conditions apply:

1. If the combat unit has no Morale Rating (~), or;
2. If the combat unit has a Morale Rating of 11 or 12 and there are enough positive modifiers to allow it to pass with a roll of 11.

20.1.4 Failing a Morale Check: When a combat unit fails a Morale Check it will generally Disorder.

EXCEPTION: Cavalry that fails to Opportunity or Reaction Charge, Cavalry that fails to Form Up or a unit that fails a Reserve Commitment Check.

Combat units in Disorder that fail a Morale Check become PGD (Routed).

20.1.5 Passing a Morale Check: Under the conditions of 20.2, units which pass a Morale Check during the Reorganization Segment recover Good Order otherwise, they remain in their current Morale state.

20.1.6 Multiple Morale Checks Resulting From A Single Event: A combat unit may be required to make several Morale Checks within the course of a single turn. It may even be forced to make several Morale Checks in the course of a single segment of that turn. Combat units, however, are never required to make more than one Morale Check resulting from a single combat event. If an event engenders two Morale Checks, then only one is made which combines all modifiers from both Morale Checks.



EXAMPLE: As a result from a fire combat, an infantry unit takes losses equal to half of its current Increments and a leader in the hex is mortally wounded. The resulting Morale Check would be modified for the unit losing 50% in a single fire combat and for the negative value of the leader's Morale Bonus.

20.2 Recovery of Good Order

Units in Disorder or PGD may only recover Good Order in the Reorganization Segment. This is accomplished by the unit passing a Morale Check. When making a Morale Check for a stack, roll the dice once and apply the result to all units in the stack. Units which pass the Morale Check recover to Good Order. Units which do not pass the Morale Check remain in their present Morale state. Apply modifiers from the General Morale Check Modifiers Chart.

20.2.1 Disorder: Units in Disorder may not make this Morale Check when they are adjacent to enemy units.

20.2.2 Plus Grande Désordre (PGD): Units in PGD may not make this Morale Check if they are less than 15 hexes away from an enemy unit in Good Order, unless they are stacked with a leader and are not adjacent to an enemy unit.

20.2.3 Mixed Results: If some units recover Good Order while other units in the stack remain in Disorder or PGD, displace (11.1.5) the units in Disorder or PGD from the stack. If the units in PGD are no longer in cover because of displacement, Rout them to cover, or, if they are not 15 hexes away they must Rout to achieve this distance.

20.2.4 Recovery and Formation: Infantry units that recover Good Order in the Reorganization Segment go immediately to Column unless in General Order terrain. Cavalry units that recover Good Order in the Reorganization Segment go immediately to Line unless in General Order terrain. These formation changes are considered involuntary and do not trigger Opportunity Reactions. Artillery units that recover Good Order remain Unlimbered or Limbered. The owning player of the unit that recovers Good Order may freely choose its facing.

20.3 Morale Levels

Accumulated losses not only affect the morale of a unit, but after a while begin to affect the army at higher levels as well. There are four Morale Levels determining the will of the main superior formations to which combat units belong. Level 0 has no adverse modifier, and is considered the normal “fresh” state of a formation. Losses in superior formation are measured in battalions. Battalions are counted as lost when either they have been removed to the Organizational Display by casualties or surrender, or, if they are currently on the map in a PGD (routed) state. To determine the current Morale Level of a superior formation, count the number of destroyed and routed battalions (or their equivalent; see Morale Level Tracks for details) in a superior formation. Find this number for the formation on the Morale Level Track and mark as appropriate with the formation's Morale Level Marker. Read up the column to determine the Morale Level and its effect (if any). As Morale Levels are achieved all battalions currently in play from that superior formation have all of their Morale Check dice rolls modified by the specified amount. Lost or PGD cavalry and artillery are not included when counting units for Morale Level determination, nor are they affected by them.

20.3.1 Morale Levels are determined every hour during the Reorganization Segment of the :40 turn. The morale effects of a Morale Level are in force for the entire hour (the :00, :20 and :40 turns inclusive). Battalions that were PGD and subsequently recover Good Order do not improve a superior formation's Morale Level until the Morale Levels are re-determined at the end of the Reorganization Segment of the next hourly turn (:40).

20.3.2 La Garde Recule: Units specially designated as French Old Guard Infantry in the Exclusive Rules form their own formation for the purposes of determining Morale Levels. The current Morale Level of the Old Guard is added to the Morale Level for all other French and French Allied formations.

EXAMPLE: If the Old Guard is currently on Morale Level 1 then a French corps on Morale Level 2 would now be on Morale Level 3.

21.0 Dusk and Night

The exclusive rules will designate which turns are subject to Dusk and Night rules.

21.1.1 Dusk: When dusk begins the following restrictions apply:

- The printed Movement Potential of cavalry is reduced by 4.
- Cavalry has its Mêlée Value multiplied by ½.
- The printed Movement Potential of horse artillery is reduced by 2.
- All PGD units modify their Reorganization Morale Check dice roll by a further -3, for a total modifier of -9.

21.1.2 Night: When night falls the following restrictions apply:

- The printed Movement Potential of cavalry is reduced by 6.
- Cavalry has its Mêlée Value multiplied by 1/3.
- Cavalry lancers do not receive a Lance Bonus.
- The printed Movement Potential of horse artillery is reduced by 3.
- All PGD units modify their Reorganization Morale Check dice roll by a further -6, for a total modifier of -12.

22.0 Example 1

This example takes place on the field of *La Bataille des Quatre-Bras*. The French 9th Division/II Corps is advancing on the cross-roads which is defended by the 10th Brigade of the 6th Division/Reserve Corps. The 10th Brigade is backed up by the 1st KGL Brigade of the 2nd Division/II Corps. The 9th Division operates as a single MU. Each British brigade operates as a separate MU per the Exclusive Rules.

Turn 1 Maneuver Segment: The French MU is pulled first. French skirmishers from the 4th Légère move up to engage the British skirmish line. 3/4 Légère moves through the woods to place pressure on the British flank. The 1st Co./6th Artillery à Pied moves up and unlimbers. The Artillery Chit is pulled next. 1st Co/6th Artillery fires at 1/4 Foot. The odds are 1:1.5 (8 for medium range versus a Fire Defense of 9 for Line). A die roll of 26 misses. Ricochet continues through to the 4th KGL. The odds are also 1:1.5. A roll of 41 is a miss. The AAW for the battery decrements its ammunition by one. The British player decides to hold fast and did not assign any MUs to this portion of the field. The Regroup, Artillery and Reinforcement Chits result in no additional activity. Diagram A shows the situation at the end of the Maneuver Segment of Turn 1.



Diagram A

Turn 1 Fire Segment: All fire is simultaneous. The right hex of 1/4 Légère, which has 6 increments, fires at 1/4 Foot's Light Co. at 1:2 odds (3 increments x 3 Fire Multiple vs. a Fire Defense of 14 for Skirmishers). A roll of 56 misses. The left hex of 1/4 Légère and the right hex of 2/4 Légère, which has 5 increments, combine to fire on 1/27 Foot's Light Co. at 1:1 odds (3 x 3 for 1/4 Légère and 2.5 increments x 3 for

2/4 Légère vs. a Fire Defense of 16 for Skirmishers in a cultivated hex). A roll of 52 scores a hit and eliminates 1/27 Foot's Light Co. The left hex of 2/4 Légère fires at 1/40 Foot's Light Co. at 1:2 odds and misses with a roll of 32. 3/4 Légère uses its printed Fire Value, since it is in General Order, of 8 vs. 1/40 Foot for 1:1.5 odds (8 to a Fire Defense of 9 for Line). A roll of 41 misses. The artillery has the same shot as it had during the Artillery Chit. A roll of 56 causes a casualty on 1/4 Foot, which must take a Morale Check. They pass with a roll of 62. Ricochet fire also causes a hit on the 4th KGL with a roll of 55. They also pass their Morale Check with a roll of 44. The artillery again decrements its ammunition in its AAW. The British now return fire. Since fire is simultaneous 1/27 Foot's Light Co. will still be able to fire. 1/4 and 1/27 Light Co. Fire on the left hex of 1/4 Légère at 1:2 odds (1 increment each x a Fire Multiple of 4 for a total of 8 vs. a Fire Defense of 14). They miss with a roll of 46. 1/40 Light Co. does not have a shot at 2/4 Légère since its Fire Value of 4 cannot achieve 1:3 odds or higher vs. a Fire Defense of 14. 1/40 Foot fires one hex at 3/4 Légère at 1:1 odds (4 increments x a Fire Multiple of 4 vs. a Fire Defense of 16 for infantry in General Order in Woods). They just miss with a roll of 46. The Assault Segment is skipped since no Assaults were declared.

Turn 2 Maneuver Segment: The Regroup Chit is pulled first. 3/4 Légère could move towards its leader to attempt to re-enter its leader's Command Span (remember it is not in an enemy Zone of Influence since it is in General Order terrain), but decides to stay put. The French MU is pulled next. After a very brief preparation by the skirmishers French columns of the 100th Ligne declare assaults from 6 hexes away, and are marked with *Assault Markers* and a 6 Marker to indicate the Assault was declared 6 hexes away from enemy units. They move up beating the Pas de Charge and displace 2/4 and 1/4 Légère (12.10.5.2). The Légère units are displaced into the hexes from which the Assaulting units entered the Skirmisher's hex and become disordered. This is considered Involuntary Movement by the Skirmishers and does not trigger Opportunity Fire. 1/100 and 2/100 Ligne designated 1/4 Foot's Lt. Co. as their target. 3/100 Ligne targets 1/40 Foot's Lt. Co. Due to the Pas de Charge the Lt. Co.'s must declare whether they will attempt to hold their fire for the Assault Segment or conduct a Fire Attack on the displaced French Skirmishers. Since, the British Skirmishers will Retreat Before Assault, and in any event, will not make a Defensive Fire attack it makes sense for them to elect to make their Fire Attack now. However, their Fire Value will be too low to register on the Fire Chart and no Fire Attack can be made. So the turn continues. When the Artillery Chit is pulled the battery takes the same shot at 1/4 Foot and the 4th KGL and causes a hit on the 4th KGL which must take a Morale Check. The 4th KGL must now subtract 6 from all Morale Checks since it has suffered 50% losses. However, a good roll of 63 allows the 4th KGL to remain in Good Order. Again the British have not allocated any MUs to this portion of the field and hold fast. The remaining chits result in no more activity in this part of the battlefield. Diagram B shows the situation at the end of the Maneuver Segment of Turn 2.

Turn 2 Fire Segment: 3/4 Légère and 1/40 Foot exchange fire, as before and both miss. The artillery again has the same shot and misses both 1/4 Foot and the 4th KGL. The assaulting units and their targets do not fire in the Fire Segment. Their combat will be resolved in the Assault Segment.

Turn 2 Assault Segment: There are two Assaults to resolve. The Assault on 1/4 Foot's Lt. Co. is conducted first. The light company must Retreat Before Assault. Before, it does it gets a Parting Shot at an assaulting stack (16.3.8). The Lt. Co. fires at 1/100 Ligne with a Fire Value of 4 to a Fire Defense of 6. A roll of 32 misses. It retreats into its 1/4 Foot's hex and joins it at the bottom of the stack with the same facing and formation. Since the designated target vacated its hex, 1/100 and 2/100 Ligne must advance into the target's hex and may declare a new target. 1/100 Ligne advances first and will therefore be on the top of the stack. They decide to continue the Assault on 1/27 Foot and the

assault sequence begins anew with Step 1. Note that 1/27 Foot does not get to conduct Opportunity Fire as the 100th Ligne units advance since the Lt. Co. belonged to 1/4 Foot. Since, 1/27 Foot cannot Retreat Before Assault and it is not Routed we proceed to Step 3 of the Mêlée Sequence. In Round 1 assaulting units must Roll to Close before their targets Roll to Stand. The French are using the French Method, of course, and add 3 to the dice roll for starting the Assault 6 hexes away from enemy units. However, they must subtract 3 since two units are stacked with another unit without a leader (11.1.3). 1/100 rolls a 35 and passes. 2/100 adds 3 to 35 for 42 and it passes as well. They will have their Offensive Fire doubled. 1/27 now Rolls to Stand. The Assault Odds are 1:1 because only one hex of 1/27 Foot is in 100th Ligne's front hexes. They pass with a roll of 36 and will have their Defensive Fire doubled. A die roll of two results in no Defensive Shifts. Offensive and Defensive Fire is conducted simultaneously. Only the top unit in a stack in Column can fire so 2/100 Ligne will not contribute to the Offensive Fire Attack. 1/100 Ligne uses its printed Fire Value of 8 which is doubled to 16 yielding 1.5:1 odds. A roll of 43 inflicts a hit on 1/27 Foot which will modify the Mêlée dice roll by +6. Note that units do not take Morale Checks from Offensive and Defensive Fire. 1/27 Foot returns fire at 4:1 odds (3.5 increments x 4 fire multiple doubled to 28 against a Fire Defense of 6). A dice roll of 26 inflicts one hit on 1/100 Ligne, which counters the +6 Mêlée dice roll modifier with a -6 modifier. At this time 1/27 Foot decides to try and preempt the Assault and declares a Huzzah! 1/100 must now Roll to Stand against the Huzzah. They roll a 34 passing their Roll to Stand. We now proceed with the Mêlée sequence with the French remaining in the attacker's role. The Mêlée odds are now calculated as approximately 17 (1/100 contributes 7 after 1 loss from Defensive Fire and 2/100 contributes 10) to 7.5 (1/27 Foot has a Mêlée Value of 15 after one loss, from Offensive Fire, which is halved since only one hex is involved in the Mêlée) or 1 to 1. Anything could happen. There are no dice roll modifiers and a roll of 63 yields a DD2 result causing 1/27 Foot to Disorder and Recoil two hexes. 1/27 Foot loses an increment for retreating from an enemy Zone of Influence. 1/100 and 2/100 Ligne Advance after Assault. They become disordered and then advance into the now vacant target hex. As they advance they will receive Opportunity Fire from 1/4 Foot, because they are exiting 1/4 Foot's Zone of Influence. The Opportunity Fire is conducted at 16/2 to 8 odds or 1 to 1. A roll of 32 has no effect. The advancing stack now checks for Assault Impetus. A die roll of 4 indicates there is no Assault Impetus and the Assault is complete.

The Assault on 1/40 Foot's Lt. Co. follows the same course as the first one. The Lt. Co. Retreats Before Assault and joins its parent unit assuming the same facing and formation. However, in this case, the Lt. Co. gets its Parting Shot at 3/100 Ligne. Assume it misses. 3/100 Ligne advances and declares 1/40 Foot as the new target of the Assault. 1/40 Foot gets to conduct Opportunity Fire as 3/100 Ligne advances since its Lt. Co. retreated into it. The Opportunity Fire attack is 8 to 7 or 1 to 1 and a roll of 16 misses. 3/100 Ligne now Rolls to Close adding 3 to the dice roll for starting 6 hexes away. They roll a 43 and pass. 1/40 Foot Rolls to Stand. The Assault Odds are 1:1 because 3/100 Ligne has only one hex of 1/40 Foot in its front hexes. 1/40 Foot rolls a 32 and passes. A die roll of 5 results in one Defensive Shift. 3/100 Ligne conducts Offensive Fire at 16 (Printed Value doubled) to 10 (Line in Farmettes) or 1.5 to 1. A roll of 21 results in a miss. 1/40 Foot fires back at 32 (4 x 4 doubled) to 7 (Column in cultivated) or 4 to 1. A roll of 21 inflicts a hit, which will subtract 6 from the Assault Chart dice roll. The British player decides not to Huzzah, since a successful advance would leave 3/4 Légère on their flank. 3/100 Ligne has a Mêlée Value of approximately 6 (reduced from 8 due to the casualty). 1/40 Foot and its Lt. Co. have a Mêlée Value 10.5 (19 + 2 halved since only one hex is being assaulted). The odds are 1 to 2 shifted to 1 to 3 for the Defensive Shift. The French player gets a lucky roll with a 62 modified to 51 for the loss and Lambert's Mêlée modifier which results in a Blank.

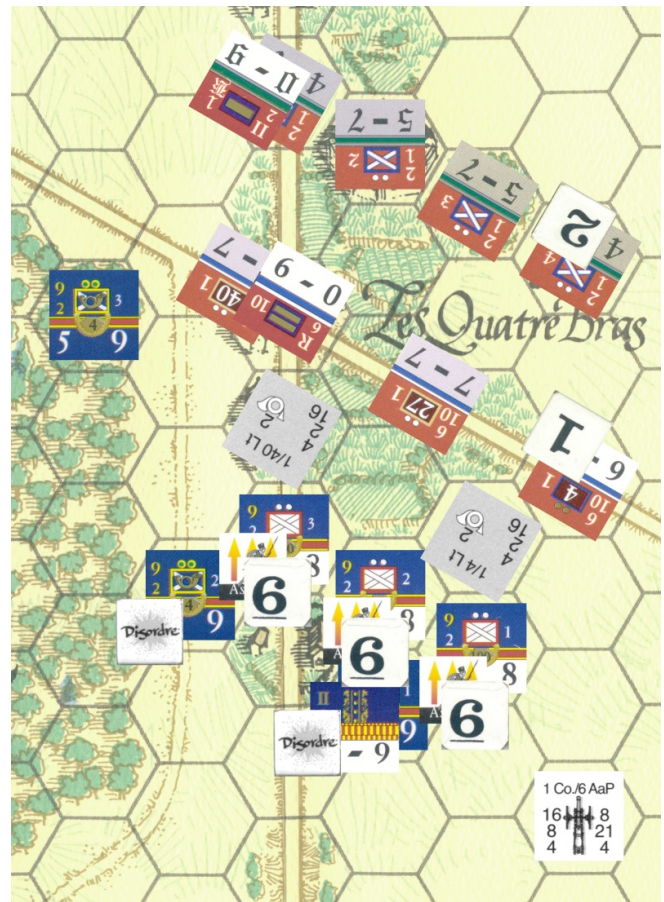


Diagram B

Since the result was a Blank there will be a second round. The attacker must decide to commit reserves first. The French have no reserves to commit so it now falls upon the British player to decide. Wishing to maintain his reserves the British player decides not to commit any units at this time. Since, no reserves were committed Round 2 will use the Fire-Fight column on *Assault et Mêlée* Chart regardless of the actual Mêlée odds. Round 2 proceeds much the same as Round 1. Since this is the second round 1/40 Foot Rolls to Stand first, and 3/100 Ligne makes its Roll to Close second. Both pass. The Defensive Shift roll is irrelevant since we are using the Fire-Fight column no matter what. The British conduct Defensive Fire at 4 to 1 again and roll a 12 missing. 3/100 Offensive Fires at 1.5:1 odds and misses with a roll of 32. On the Firefight column, a Mêlée roll of 26, modified to 25 for Lambert, results in a Blank result. Since, neither side gave way there is no Advance after Assault and the Assault is complete.

Turn 2 Reorganization Segment: 1/4 Légère rallies with a dice roll of 43 which exceeds its Morale of 16. 27th Foot rolls a 13 failing its roll to recover and remains in Disorder. 2/4 Légère fails to recover as well.

Turn 3 Maneuver Segment: This time the British have constituted the KGL brigade as a MU. However, the French MU is pulled first again. 3/100 Ligne assaults 1/40 Foot again and is marked with an Assault Marker and a one Distance Marker since they declared the Assault when just one hex away. 1/100 and 2/100 Ligne declares an Assault on 1/4 Foot from the flank with a one Distance Marker. 1/4 Légère switches to Line and Assaults 1/4 Foot from the front at a distance of 3 hexes from the nearest enemy unit. When the KGL's chit is pulled, the British player decides that the flank of 1/40 Foot needs to be secured and declares an Assault on 3/4 Légère. The Artillery Chit is pulled next. There is no activity since the battery does not have a clear LOS to any

targets. Diagram C shows the situation at the end of the Maneuver Segment of Turn 3.

Turn 3 Fire Segment: The Fire Segment proceeds as before and does not result in any more losses for either side.

Turn 3 Assault Segment: The French player has more Assaults to conduct and decides to conduct the Assault on 1/4 Foot first. 1/4 Légère Rolls to Close. Their roll is modified by -6 for starting 3 hexes away and +2 for General Foy. They pass with a roll of 24 or higher and pass with a roll of 32. 1/100 Ligne's roll is modified by -12 for starting adjacent and -3 for Disorder and -3 more for being stacked without a leader. A high roll of 62 modified to 32 easily exceeds their Morale of 21. 1/4 Foot's Roll to Stand is modified by -3 for being assaulted from two hexes and -6 more for being assaulted in the flank. They roll a 45 passing their Roll to Stand. A Defensive Shift roll of 2 means there will not be any column shifts on the *Assaut et Mêlée* Chart. The French conduct Offensive Fire at 32 (4x3 for 1/4 Légère plus 4 for 1/100 Ligne in Disorder and then doubled) to 6 (enfilade Fire) or 5 to 1 odds. A roll of 33 inflicts one hit on 1/4 Foot. 1/4 Foot returns Defensive Fire at 32 to 9 or 3 to 1. Note they may only fire at 1/4 Légère due to their facing. A roll of 42 inflicts a hit on 1/4 Légère negating the -6 modifier achieved from Offensive Fire. 1/4 Foot decides not to Huzzah. 1/4 Légère has a Mêlée Value of 11.5 after subtracting for the loss. 1/100 and 2/100 Ligne has a Mêlée Value of 17 halved for Disorder, but doubled for assaulting an enemy's flank. 1/4 Foot has a Mêlée Value of approximately 12 including its Lt. Co. The Mêlée odds are 2:1. A roll of 32 modified to 34 for General Foy is a Blank result. The French have no reserves to commit. The British player decides now is the time to commit his reserves. 3rd and 4th KGL are designated as reserves and must pass a Commitment Check. The 4th KGL has 50% losses and with a roll of 16 which is lower than their modified Morale they fail to be committed. The 3rd KGL passes with a roll of 52 and is moved forward one hex so as to place the 100th Ligne in its front facing.

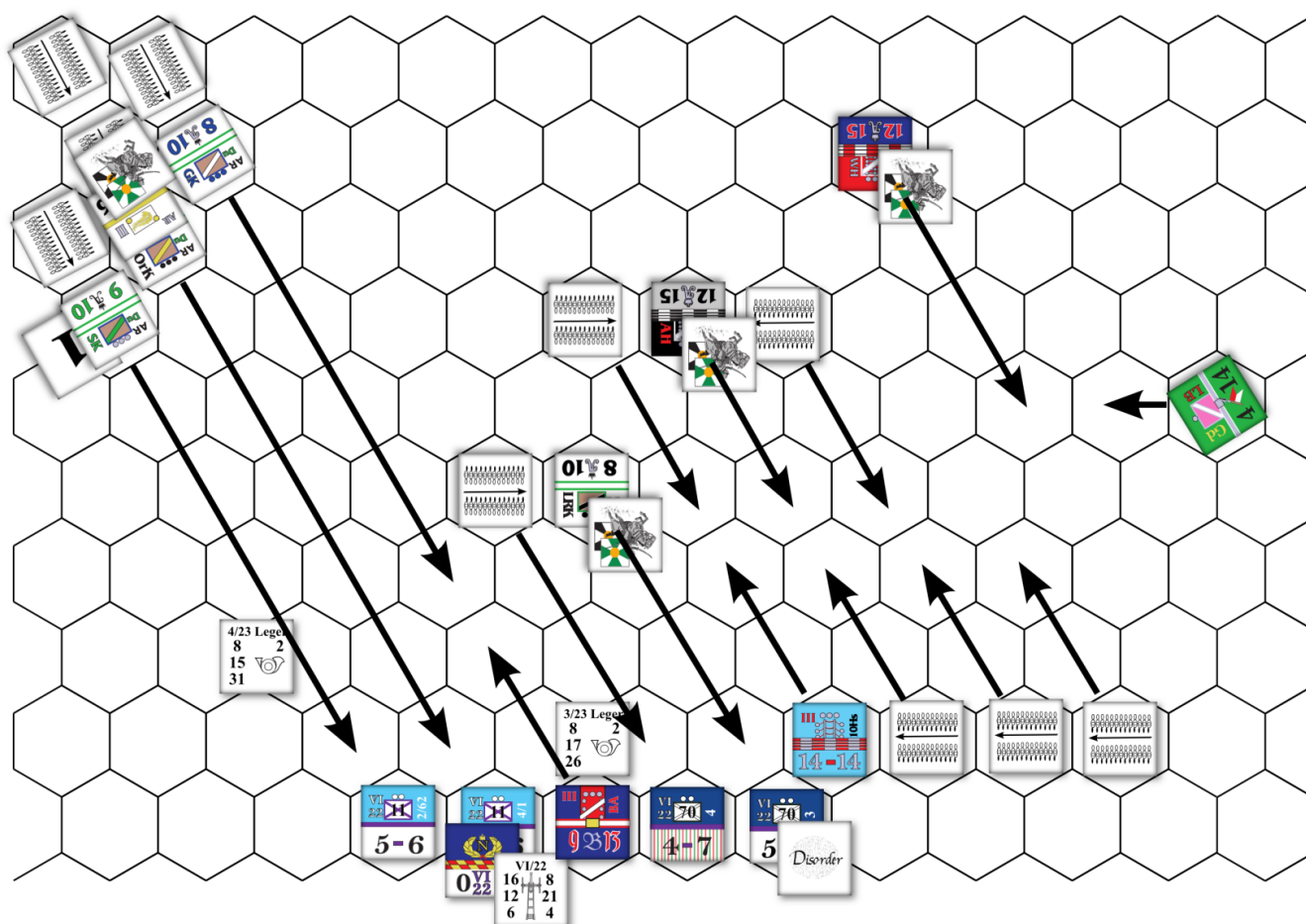
For Round 2 assume that all units pass their Roll to Close and Roll to Stand and no Defensive Shifts are awarded. Offensive Fire inflicts one hit on the 3rd KGL and 1/4 Foot. Defensive Fire inflicts one hit on 1/4 Légère. A British Huzzah is not allowed in Round 2. Now since the resulting Mêlée cannot be resolved with a single roll of the dice (i.e. all attackers are not adjacent to all defenders) the Mêlées must be resolved as two separate Mêlées (16.2.7). The assaulting player (the French) decide which units will be involved in each Mêlée. In this case the choices are obvious. The 100th Ligne will Mêlée the 3rd KGL and 1/4 Légère will Mêlée 1/4 Foot. Since reserves were committed the Mêlées do not use the Fire-Fight column. The French player decides to resolve the Mêlée with the 3rd KGL first. The odds are approximately 8.5 to 10 or 1 to 1.5. There are no Defensive Shifts and the dice are modified by +6 since the French inflicted a hit on the 3rd KGL. A roll of 14 modified to 24 results in an AD2. The 100th Ligne units are already disordered so they Rout instead. The 100th Ligne must wait until the Mêlée with 1/4 Légère is resolved before executing their Rout movement. The Mêlée Value of 1/4 Légère is 10 and 1/4 Foot's Mêlée Value is 12 for 1 to 1.5 odds. The dice are modified only by Foy's Mêlée Bonus of two. A modified dice roll of 61 results in a DD1. Before the result is applied the assaulting units must execute their retreat prior to any defenders which must retreat. The 100th Ligne Routs away and 1/100 Ligne loses one increment for retreating from the ZoI of 3rd KGL and one more when it routs through the ZoI of 1/4 Foot. 1/4 Foot is now disordered and executes its Recoil movement of one hex losing one increment for retreating from the ZoI of 1/4 Légère. 1/4 Légère now becomes disordered, Advances after Assault, and checks for Assault Impetus. A die roll of 2 yields an advance of two hexes. However, after the advance 1/4 Légère is in 1/4 Foot's ZoI and may not move any further. The Assault is complete.



Diagram C

The British player chooses the next Assault to be resolved and selects 1st KGL. The 1st KGL Rolls to Close and passes. 3/4 Légère Rolls to Stand and passes. A die roll of 5 results in one Defensive Shift. Offensive and Defensive fire results in one hit on 3/4 Légère. The Mêlée odds are 10 to 9 or 1 to 1 reduced to 1 to 1.5 for the single Defensive Shift. A roll of 51 modified to 63 for +6 from the casualty on 3/4 Légère and +2 for du Platt's Mêlée Bonus, results in a DD2. 3/4 Légère retreats two hexes along the edge of the woods. They do not lose any extra increments, because ZoIs do not extend into General Order hexes. The 1st KGL becomes disordered and advances into the vacated hex. There is no Assault Impetus, because they advanced into General Order terrain.

Last the Assault on 1/4 Foot is executed. 3/100 Ligne fails its Roll to Close and is disordered. 1/4 Foot passes its Roll to Stand and a roll of 6 results in two Defensive Shifts. Offensive and Defensive Fire obtains no results. Their flank now secure the British player decides to Huzzah and declares an Assault on 3/100 Ligne and wheels such that both of its hexes are adjacent to 3/100 Ligne (12.6.7). The British are now considered the assaulting troops for the remainder of this Assault. 3/100 Ligne now Rolls to Stand with a -6 for a Huzzah, -3 for being disordered and -3 more for being assaulted from two hexes. A roll of 14 sees them Rout since they were already disordered. 3/100 Ligne executes its Rout move losing one increment for retreating from an enemy ZoI. 1/4 Foot Advances after Assault into the hex vacated by 3/100 Ligne. They do not Disorder, because 3/100 Ligne vacated its hex before the Assault Chart was needed. 1/4 Foot rolls for Assault Impetus and obtains a 2. 1/4 Foot only advances one hex along 3/100 Ligne's path of retreat, stopping because of 2/4 Légère's ZoI, inflicting one more loss on 3/100 Ligne. The Assault is complete.



23.0 Example 2

In this example all of the Russian cavalry units are considered to be part of the same MU. The situation at the end of all movement and at the point where Charges are about to be executed is shown above. The Russians are throwing everything they have at the French.

Gallizin with the Starodobvskii, Ordenskii and Gluchov Kurassiers are making a Grand Charge. Note the Starodobvskii Kurassier (SK) already have a casualty and are thus deployed in only two hexes. The Little Russia Kurassiers, Alexandria Hussars and White Russia Hussars are also marked with Charge Markers. The Russian player decides to conduct the Grand Charge first. 4/23 Légère sensing its dire predicament rolls to form Rallying Square. They must subtract 3 from the dice roll since they are four hexes from the charging cavalry. They pass and form Square in the path of the oncoming Kurassiers. The Starodobvskii Kurassiers cannot Recall since they are part of a Grand Charge. They must ride over the square. All units of the Grand Charge move forward together as one large cavalry unit. That is the Starodobvskii, Ordenskii and Gluchov Kurassiers all move forward one hex at a time in unison.

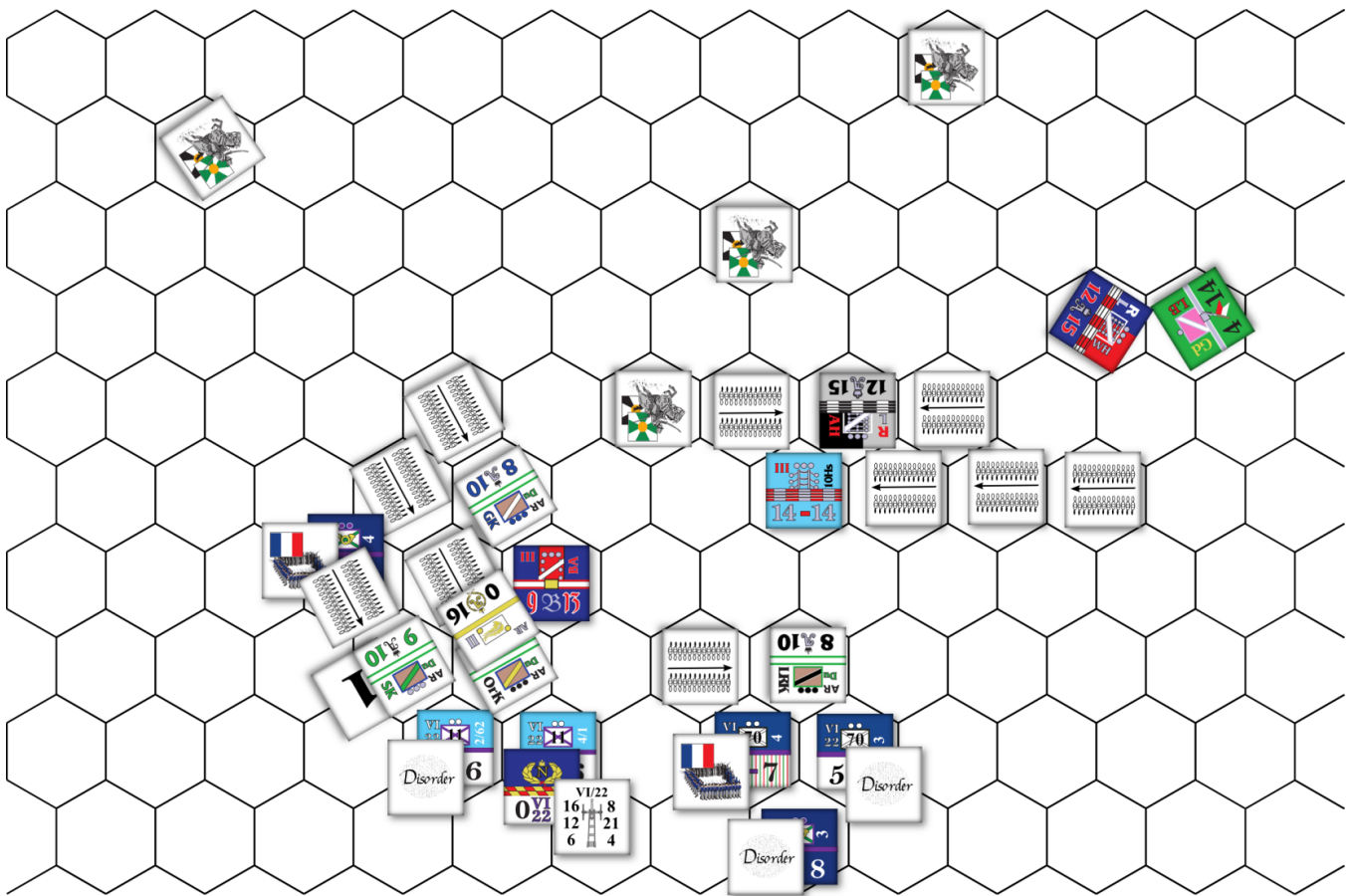
When the Grand Charge enters the Bavarian Light Dragoon's Reaction Charge Zone (5 hexes) they declare a Reaction Charge. They pass the Reaction Charge check and move forward two hexes to meet the Gluchov Kurassiers. The Gluchov Kurassiers must meet the Reaction Charge and moves forward two additional hexes. Meanwhile the rest of the Grand Charge continues on.

The Starodobvskii Kurassiers ride over the Square undergoing two Opportunity Fire attacks as they do (once for entering the Square's hex, thus exiting its ZoI, and once for leaving the Square's hex). They would suffer Opportunity Fire one more time were they to exit the ZoI behind the Square (the hex between it and 2/62 11th Provisional Ligne). Only

the head of a Column of Companies is subject to Opportunity Fire during a Charge. So 4/23 Légère fires at 4.5 (9 increments x 3 Fire Multiple divided by 3 for Square formation and divided by 2 for Opportunity Fire) to a Fire Defense of 6 or 1 to 1.5 odds. A 55 is rolled hitting the Kurassiers. They take a Morale Check and pass. The second Opportunity Fire misses and the Starodobvskii Kurassiers contact the 2/62 11th Provisional Ligne. Both stacks now await the Charge Mêlée Sub-segment while the remaining Charges are executed. Note that units of a Grand Charge do not have to declare a target when within two hexes of a unit. The Ordenskii Kurassiers, in the middle of the Grand Charge, suffer two Opportunity Fire attacks at 4.5 to 6 odds as they pass the Square on its right. One fire attack for each hex adjacent to the Square that the Ordenskii Kurassiers exit. The Square misses. Once by the Square the Kurassiers contact the stack of infantry and artillery and charge them. Both stacks now await the Charge Mêlée Sub-segment while the remaining Charges are executed.

Next the Little Russia Kurassiers formed in a two hex Line Charge. 4/70 Ligne decides to attempt to form Square when the cavalry is four hexes away. Consulting the Square Formation Chart, 4/70 Ligne succeeds in forming Square. The Little Russia Kurassiers continue their Charge moving adjacent to 3/23 Légère, but declares 3/70 and 4/70 Ligne to be the targets of the Charge instead. 3/23 Légère decides to exercise their option to Retreat Before Charge into the Square of 4/70 Ligne. 3/23 Légère moves into the Square and all units in the stack take a Morale Check with a single roll of the dice. A roll of 26 results in 3/23 Légère disordering while 4/70 Ligne passes, because they get to add 6 to their Morale Check roll for being in Square. Since 3/23 Légère disordered it is a stacking violation and they cannot remain stacked with the Square. They must displace behind the Square away from the oncoming cavalry. The Little Russia Kurassiers now contact and charge





4/70 Ligne and 3/70 Ligne. They await the Charge Mêlée Sub-segment while the remaining Charges are executed.

Next the Alexandria Hussars Charge. The 10th Hussars declare a Reaction Charge. The 10th Hussars pass their Morale Check and move forward two hexes as shown in the example. The Alexandria Hussars must meet the Reaction Charge and move forward two hexes. Both units await the Charge Mêlée Sub-segment while the remaining Charges are executed

Finally, the White Russia Hussars begin their charge. The Berg Lancers declare a Reaction charge when the White Russia Hussars enter their Reaction Charge Zone. They pass their Morale Check and move to the intersection of their Charge zones. Thus, the Berg Lancers move forward one hex. The White Russia Hussars move forward three hexes and change facing to meet the Reaction Charge.

Charge Mêlée Sub-segment: After all of the Charges have run their course up to, but just short of, Mêlée we now conduct the Mêlées. The situation just prior to Mêlée is shown in the picture above.

2/62 Ligne did not elect to attempt to form Square and must Roll to Stand subtracting 12 for attempting to stand in the face of a Grand Charge. They fail with a roll of 36. They are disordered and will conduct Defensive Fire and Mêlée in that state. Their Defensive Fire is halved to 3 and is conducted at 1 to 2 odds. A roll of 52 misses. The Stardobvskii Kurassiers have two waves of Mêlées against 2/62 11th Prov. Ligne since they are deployed in a Column of Companies in two hexes. The first wave has a Mêlée Value of 36 (36 divided by 2 for being in two hexes, but then doubled again for heavy cavalry Charging the last three hexes in a straight line) versus a Mêlée Value of 4 (8 halved for Disorder) for 2/62 11th Prov. Ligne. The odds are 9 to 1, but we use the 5 to 1 column. A roll of 21 yields a DD3. Since 2/62 Ligne is already disordered a second Disorder causes them to Rout. 2/62 Prov. Ligne loses one increment for retreating from a ZoI. After 2/62 completes its Rout the Starodobvskii Kurassiers, become disordered and

advance into the vacated hex. The Kurassiers attempt to Recall to avoid ending up behind enemy lines. They succeed and become exhausted. The Kurassiers suffer Opportunity Fire from the Square of 4/23 Légère as they advance. Since the Stardobvskii Kurassiers neither bounced nor retreated they may expend 5 MPs to Cavalry Regroup away from their current location. The cavalry is marked with an inverted Charge Marker indicating they charged this turn.

Next the Ordenskii Kurassiers Mêlées the battery and 4/1 11th Prov. Ligne. The target stack again Rolls to Stand with a -12 modifier for the Grand Charge, but with a leader's help. They roll a 56 and Stand. A Defensive Shift die roll of 2 produces no shifts, but they will have their Defensive Fire doubled. The artillery delivers a mighty blast at 8 to 1 odds (16 for the battery + 4 for the infantry x 2 for effective Defensive Fire with two column shifts for canister). A roll of 15 produces two hits, which are applied to the first wave of the Kurassiers. The Ordenskii Kurassiers have 10 increments. The Ordenskii Kurassiers are deployed in a three hex Column of Companies and conduct three Mêlées. The second two waves have a value of 30 (45 divided by 3 waves x 2 for heavy cavalry Charging the last three hexes in a straight). The first wave, however, lost two increments. Its Mêlée Value is then 12 (15 - 9 for losses, then doubled to 12). This yields Mêlée odds of 12 to 12 (8 for 4/1 11th Prov. Ligne + 4 for the battery) or 1 to 1 odds. The first wave rolls a 52, modified to 32 for the two Defensive Fire losses, which is a Blank result. Note that the die roll is not modified by Gallizin's Charge Mêlée bonus during a Grand Charge. The 2nd wave is 2 to 1 odds and rolls a 13, which is an AD2 result. The result is not applied until the final wave goes in. The 3rd wave roll of 34, is a Blank result. The cavalry must now apply the AD2 result from the 2nd wave. They become disordered and retreat 2 hexes losing one increment for retreating from the ZoI of the target and one more when they retreat past the Square of 4/23 Légère. Blank results usually cause a Cavalry Bounce. However, the Blank is supersede by the AD2 result because it is a more

severe result. Since the cavalry retreated they may not perform Cavalry Regroup. The cavalry are now marked with Exhausted and inverted Charge Markers. This Charge went very badly indeed with the Ordenskii Kurassiers losing 4 of their 10 increments.

Next the Bavarian Light Dragoons Mêle the Gluchov Kurassiers as the attackers since they Reaction Charged. Even though the Kurassiers are in a Column of Companies they Mêle with their full value since they are being charged in their front hex. The Kurassiers have a Mêle Value of 34 doubled to 68 for heavy versus light cavalry. The Bavarians have a Mêle Value of 25. The odds are 1 to 3. A die roll of 36 results in an AD3. The Bavarians retreat 3 hexes losing one increment for retreating from enemy ZoI and are marked as disordered. The Kurassiers are marked as disordered, Advance after Mêle and may then Cavalry Regroup 5 MPs out of harm's way. The Bavarians are marked as Tired and the Kurassiers are marked as Exhausted. Both are marked with inverted Charge Markers.

Next the Little Russia Kurassiers Mêle 4/70 Ligne and 3/70 Ligne. The Square of 4/70 automatically stands, but must still roll the dice to determine if they deliver effective Defensive Fire and if they receive any Defensive Shifts. A roll 14 means their fire will not be doubled and they receive no Defensive Shifts. Their low odds fire attack of 1 to 1.5 is a miss with a die roll of 32. 3/70 Ligne must Roll to Stand with a -12 modifier for a Charge by Armored Cavalry. They pass with a good roll of 64. Their Defensive Fire is 8 halved to 4 then doubled to 8 again yielding a 1 to 1 attack. A roll of 42 misses. The defenders check for Defensive Shifts and a roll of 2 results in no shifts. The Kurassiers will now Mêle both target hexes. The unit has a printed Mêle Value of 32. One hex versus the Square has its Mêle Value thirded for charging a Square, but doubled for charging the last three hexes in a straight line, and halved again since only one hex of the unit is attacking the Square or 5 1/3. The Mêle Value of the Square is 8. At odds of 1 to 2 the Kurassiers roll a 42 which is a Blank result. The other hex of the Kurassiers has a Mêle Value of 16 doubled to 32 versus 3/70 Ligne's Mêle Value of 10 halved for Disorder to 5 for 5 to 1 odds. A roll of 24 gives a DR result causing 3/70 Ligne to Rout. They lose one Increment for exiting the Kurassiers ZoI. There is no Advance after Charge and there is no Pursuit, because the Kurassiers did not force all of their targets to vacate their hexes. The DR result cancels out the Blank result. The Little Russian Kurassiers become disordered and now Cavalry Regroup. They will suffer Opportunity Fire if they leave the ZoI of the Square when they regroup. They are marked with Exhausted and inverted Charge markers.

Next the 10th Hussars attack the Alexandria Hussars. In this Mêle only the left three hexes of the 10th Hussars are counted since they are the only hexes adjacent to the Alexandria Hussars. The Alexandria Hussars have a Mêle Value of 36 whereas the 10th Hussars have a Mêle Value of 31.5 ($42 \times \frac{3}{4}$) multiplied by 3/2 for being deployed in Line in more hexes than the target. The odds are ~47 to 36 or 1 to 1. A die roll of 64 inflicts a DD3 result on the Alexandria Hussars. The Alexandria Hussars are disordered and retreat 3 hexes losing one Increment for retreating from enemy ZoI. The 10th Hussars, are marked as disordered, Advance after Charge and may then Cavalry Regroup. The Alexandria Hussars are marked as Exhausted and the 10th Hussars are marked as Tired. Both cavalry units are marked with inverted Charge Markers.

Finally, the Berg Lancers attack the White Russia Hussars. The Lancers have a Mêle Value of 18 plus a lance bonus of 6 (3 doubled for being in a single hex in Line). The Hussars have a Mêle Value of 36. The odds are 1 to 2. A 65 die roll is a DD2 result. The White Russia Hussars are disordered, then retreat 2 hexes and lose an Increment for retreating from ZoI. The Berg Lancers are disordered, Advance after Charge and may then Cavalry Regroup. The White Russia Hussars are marked Exhausted and the Lancers are marked as Tired. Both units are marked with inverted Charge Markers.



24.0 DEFINITIONS

Bounce: When charging cavalry receives a *Blank* result on the Assault et Mêlée Chart they Bounce. They become disordered, if not already in Disorder. They retreat (Involuntary Movement) 1/3 of their Movement Potential and then take a Morale Check. If they pass they remain where they are. If they fail they become PGD and Rout less the number of MP they expended in the Bounce retreat.

Cavalry Skirmish Zone: The cavalry Skirmish Zone extends two hexes from the front hex sides of a cavalry unit deployed in Skirmish Order. Infantry and artillery expend extra MP when entering hexes within the zone. Enemy light cavalry nullifies this zone when move adjacent to the cavalry skirmishers.

Charge Movement: MP expended after a Charge has been declared.

Charge Zone: A zone extending 5 hexes from the front hex sides of a cavalry unit after a Charge Marker has been placed. Cavalry may expend only 5 MP during Charge Movement within this zone.

Combat Units: Infantry, cavalry, artillery and AAW units.

Commitment Zone: The Commitment Zone is the area where units not currently participating in an Assault and not adjacent to any enemy unit may be committed as a reserve during the second round of an Assault. The Commitment Zone extends two hexes (adjacent plus one) from the front hex sides of a unit.

Formed Units: Units in Line, Column or Square.

General Order Terrain: Terrain that requires Formed units to enter General Order upon moving into the hex.

Good Order: Units not in Disorder or Plus Grande Disorder.

Grand Charge Zone: The Charge Zone of a Grand Charge extends from the cavalry unit's front hex sides as far as its Movement Potential will take it. Units in a Grand Charge can expend their entire MP during Charge Movement.

Harassment Zone: Harassment Zone is another name for the Cavalry Skirmish Zone. Units retreating through the Harassment Zone are subject to Harassment Attacks.

Heavy and Light Cavalry: Heavy cavalry is cavalry with a MP of 12 or less. Light cavalry is cavalry with a MP of 13 or more. Some games have exceptions to this rule. Consult the Exclusive Rules.

Increment: A measure of the number infantrymen, cavalymen or guns in a unit. Like a strength point.

Kedging: To move (a ship) by means of a line attached to a small anchor dropped at the distance and in the direction desired. In the game this means moving a leader by himself ahead of his subordinate troops placing them Out of Command. During the Regroup Chit the Out of Command troops move to re-enter the Command Span of their leader.

Opportunity Charge Zone: A zone extending two hexes from the front hex sides of a cavalry unit. Cavalry in Line with no more than 4 Increments per hex and cavalry in a Column of Companies also exert an Opportunity Charge Zone out of their flank hex sides. Enemy Combat Units voluntarily entering or expending MP, other than Charge Movement, within this zone may be Opportunity Charged.

Opportunity Reactions: Opportunity Reactions include Opportunity Fire, Opportunity Charges and Reaction Moves.

Personality: Another name for leaders. It includes civilians, such as kings and queens, who may be on the field of battle.

Reaction Charge Zone: A zone extending from the front hex sides of a cavalry unit when an enemy cavalry unit exerts a Charge Zone. Cavalry in Line with no more than 4 Increments per hex and cavalry in a Column of Companies also exert a Reaction Charge Zone out of their flank hex sides. A unit must not be Exhausted and must be in Good Order to exert a Reaction Charge Zone. Enemy cavalry performing Charge Movement that enter this zone may be Reaction Charged. The zone has

a variable depth depending on whether the exerting unit is light or heavy cavalry and whether it is Tired or not.

Retreat: There are two types of retreats. Retreats due to adverse combat results include Bounce, Recoil and Rout and are considered Involuntary Movement. Involuntary Movement never triggers Opportunity Reactions. Retreat before Assault and Retreat before Charge, though in some cases required, are not considered Involuntary Movement and may trigger Opportunity Reactions.

Stack: All units and leaders in a hex. A stack may also be a multi-hex unit.

Target: In an Assault the target is the hex(es) a stack intends to Assault. The target is declared when the Assault Marker is placed. In a Charge the target is the hex the cavalry is charging. In a Charge the target does not need to be declared when the Charge Marker is placed. It is only necessary to declare a potential target to be the target when within two hexes of it. Not declaring the target of a Charge can limit Recall options.

Zone of Influence: Some Combat Units exert a Zone of Influence into hexes adjacent to its front hex sides. Units in Road Column, PGD, limbered artillery and AAW do not exert a Zone of Influence. Combat Units expending MP in this zone are subject to Opportunity Reactions.



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