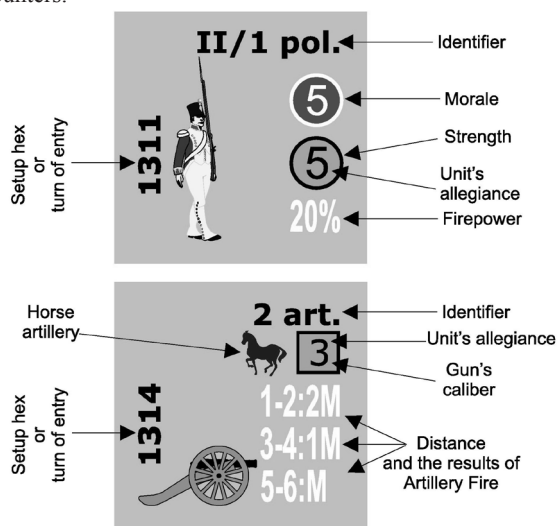Table of contents.

1.0 Introduction.

The board wargame "Maida 1806: Stuart vs. Reynier" allows to replay the events of this particular Napoleonic battle. It is, however, not only a simulation. Players make decisions both about the place and way to attack or defend. For this reason the outcome of the battle can differ from the historical one. Both sides have certain advantages and the key to success lies in making proper use of those. Before playing the game it is necessary to read the following rulebook. If not everything will seem to be clear during first time, it should not discourage the players. Particular section of the rules can be also consulted during the game. Thus, the rules will be familiarized quicker and the enjoyment from the play will increase.

2.0 Components.

The game consists of:
• following rulebook;
• map (30 x 42 cm) representing the terrain where the battle took place. Hexagonal grid was imposed on the map to facilitate units` movement and calculation of distances between them;
• 126 die-cut counters (15 x 15 mm) representing the forces participating in the battle and auxiliary markers;
• 7 counters (15 x 30 mm) representing the infantry units in line formation;
• 1 ten-sided die.
Pictures below explain the symbols that are to be found on the counters.

Icons that can be seen on the counters.

English - red background		French - blue background	
	general Stuart		general Reynier
	Leader		Leader
	Infantry - Line		Infantry - Line
	Infantry - Column		Infantry - Column
	Infantry - Skirmish order		Infantry - Skirmish order
	Scots - Line		Swiss - Line
	Scots - Column		Swiss - Column
	Scots - Skirmish order		Swiss - Skirmish order
	Sicilian volunteers		Chasseurs
	Corsican rangers		Artillery
	Artillery		Horse artillery

[2.1]. Scale of the game. One Turn equals 15 minutes on the battlefield. One hex on map equals to around 150 meters of terrain in diameter. Unit counters represent three distinct arms, present on Napoleonic battlefields: infantry, cavalry and artillery. Infantry units are organized in battalions, cavalry in squadrons. One artillery counter represents from 2 to 8 guns. One point of Size is 100 infantrymen or 50 cavalrymen.

[2.2]. Die. In "Maida 1806" random elements are resolved with the help of a 10-sided die. Result "0" means 0 and not 10.

3.0 Gameplay.

[3.1]. Players decide which one of them will command English side and which will play as French. Before starting the game, units must be set up in hexes which are noted on the appropriate counters. Unit starts in formation depicted on the counter with hex number. Leader counters with question marks on the back side are to be placed in a cup or other opaque container they will compose Activation Pool.

[3.2]. To facilitate procedures of the game, the whole game is divided into 7 Turns. Each Turn consists of Phases, during which players resolve certain actions. When all the ac-

tions are done, Turn marker is advanced to the next space. Game ends after conclusion of 7th Turn or when one of the players will achieve Automatic Victory - see [16.4].

[3.3]. Actions resolved during a Game Turn:

Phase 1. Creation of Activation Pool - see 17.0 Scenario.

Phase 2. Random draw of one chit from Activation Pool.

Subphase 2.1. Leader Activation.

Subphase 2.2. Movement of units under activated leader`s command. During this subphase Fire combat, cavalry Charges and Counterattacks are resolved.

Subphase 2.3. Movement of an activated leader.

Subphase 2.4. Clash. During this subphase hand-to-hand combat is resolved.

Subphase 2.5. If Activation Pool is empty, game continues with Phase 3. If not, players return to Phase 2.

Phase 3. During this phase markers "Fire" - see [14.10.11] and "Disruption" - see [14.8.2] are removed. Furthermore, players have to check if conditions for Automatic Victory were achieved by any side. If so, game ends. If not, Turn marker advances to the next space on Turn Track and game continues with Phase 1.

[3.4]. Definitions of terms present in the game:

Identifier. Unit designation following the historical organization of a given army.

Morale. Rating on the counter, represents training and motivation of a given unit. The higher, the better unit in question. It can be lowered because of suffered Losses.

Strength. Rating on the counter, represents the number of soldiers in a given unit.

Firepower. Rating representing the chance of inflicting losses in a Fire combat. Firepower can be rated in following manner:

• percentage value. For example: "66%" means that Firepower of such an unit equals ⅔ of its' Strength. Regardless of Strength, minimal Firepower is always 1 - this is an exception to rounding rule (see Rounding, below).

• Fire result. For example, "M-1" means that the target must check its' Morale with a modifier -1.

• Lack of rating. Unit cannot perform Fire combat because of its' equipment or employed tactics.

Movement Points. Represent the mobility of a unit (see [12.8]).

Clash Hex. A hex where units of both sides are present.

Modifier. Value added or deducted from the results of die roll.

Morale Check. Player has to roll a die and apply modifiers when necessary. If the total is lower or equal to Morale rating - test is passed. Artillery and Leaders do not check Morale.

Rounding. During calculations, fractions are to be rounded up or down according to the following rule. When fraction belongs to a range between 0,01 and 0,49 it is to be rounded down. If it is higher, it has to be rounded up.

Losses. A unit may suffer Losses because of reaction to enemy movement, Clash or Fire. To denote the current Strength of an unit player has to use markers "-1", "-2", "-3" and "-4".

Units mark their Losses according to following table:

Strength	Levels of Losses
1	front
2	front -- back
3	front „-1" back
4	front „-1" back „-1"
5	front „-1" „-2" back „-1"
6	front „-1" „-2" back „-1" „-2"
7	front „-1" „-2" „-3" back „-1" „-2"
8	front „-1" „-2" „-3" back „-1" „-2" „-3"
9	front „-1" „-2" „-3" „-4" back „-1" „-2" „-3"
10	front „-1" „-2" „-3" „-4" back „-1" „-2" „-3" „-4"

When unit cannot suffer any further Losses, it is eliminated and removed permanently from the board. Markers do not lower Morale rating. Note, however, that different Morale is on the front and back side of the unit`s counter.

Example: I/42 starts game in Line formation and its` counter has following ratings: Morale 7, Strength 5, Firepower 66%. Losses are marked as follows: first two Losses with markers "-1" and "-2". Next Loss requires flipping the counter: its` ratings then are: Morale 6, Strength 2, Firepower 66%.

4.0 Leaders.

[4.1]. On the units` counters, color filling the circle with Strength rating identifies a leader which commands a unit. In case of Artillery, this color is to be found within the square (gauge) or circle (caliber).

[4.2]. Unit is In Command when it is no further than **3 hexes from its` Leader**. When calculating this distance hexes occupied by enemy units cannot be used but this restriction is lifted in case of Clash Hexes. Unit In Command may move in subphase 2.2. Exception: companies in Skirmish order - see [8.7].

[4.3]. If a given Leader dies, his units become part of Overall Commander`s command. In such a case, Overall Commander loses the ability to activate any other Leader (see [4.4]) and **must command** units of fallen Leader. If two or more Leaders should die, then, when Overall Commander activation is drawn, player must declare (remembering [4.2]) which units will be commanded by OC in a given phase. It is forbidden to command at the same time units which belonged to different Leaders.

[4.4]. General Reynier and general Stuart. Those two Leaders are Overall Commanders of French and British army, respectively. For this reason they are subject to following special rules:

a) when Jean Reynier activation chit is drawn, French player **may activate any French Leader**,

b) when John Stuart activation chit is drawn, British player **may activate any British Leader.**

[4.5]. French 9th Chasseur Regiment may resolve actions in subphases 2.2 and 2.4, when Reynier chit is drawn. Similarly, English 20th Foot Regiment may resolve actions in subphases 2.2 and 2.4, when Stuart chit is drawn. In those

cases distance from the Leader is not important point - [4.2] is ignored.

[4.6]. Leader is permanently removed from play (his chit must be immediately removed from Activation Pool), when:

• all his units will be eliminated or

• unit with which he is stacked with will be eliminated in Clash or

• will die because of Fire Combat or Clash.

[4.6.1]. If Fire Combat is resolved in a row "5-7" or "8 and more", then the result of Fire must be applied and a player has to roll a die. On result of:
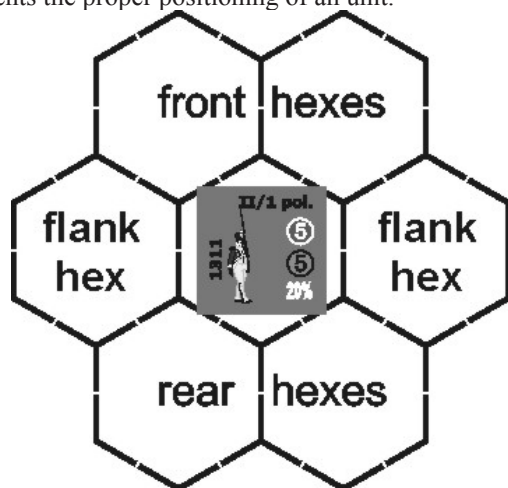
• 0 - Leader is killed. Counter is removed from map and does not return to the game;

• 9 - Leader is injured. Chit of that Leader has to be removed from Activation Pool. In a current turn he may not be activated, unless it has happened already;

• from 1 to 8 - no effect.

[4.6.2]. If Artillery Fire is resolved at a range of **3 hexes or less** and hex is occupied by a Leader, result of such a Fire must be applied and roll a die, according to [4.6.1].

[4.6.3]. If a Leader is stacked with a unit which is routed, a die must be rolled, according to [4.6.1]. If it resulted in "no effect", Leader must be moved to adjacent hex, free of enemy units. If such a move is impossible, Leader is eliminated.

5.0 Infantry in Column.

In game "Maida 1806" unit in column formation must be positioned properly in a hex that it occupies. Picture below presents the proper positioning of an unit.

[5.1]. British infantry cannot in its` own subphase enter Clash Hex in Column formation. It may Counterattack in such formation - see [12.12].
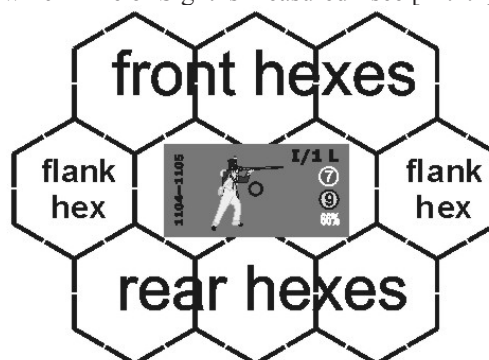
6.0 Infantry in Line.

[6.1]. In game "Maida 1806" infantry in line is represented by two types of counters: a square 15x15 mm and a rectangle 30x15 mm.

[6.2]. Square counter is being used when:

• Strength of **British** infantry unit is **below 6**;
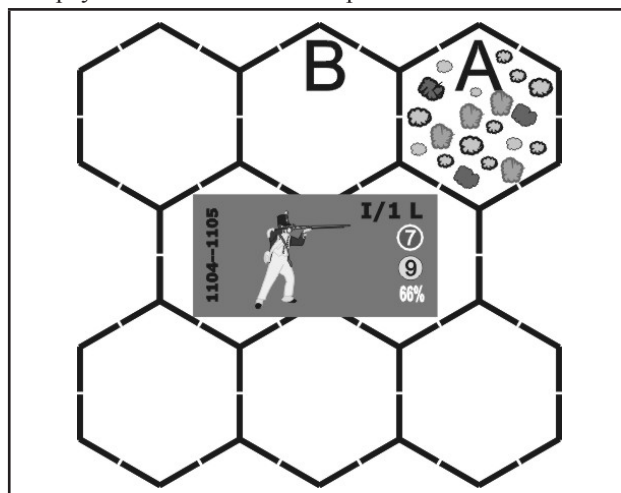
• Strength of **French** infantry unit is **below 8**.

In any other case, a rectangle counter is being used.

[6.3]. Facing of a unit in Line, represented by a square counter is identical to infantry unit in Column. Following picture shows a unit in Line, represented by rectangle. Front, flank and rear hexes are noted, along with a point from which Line of Sight is measured - see [14.2.1].
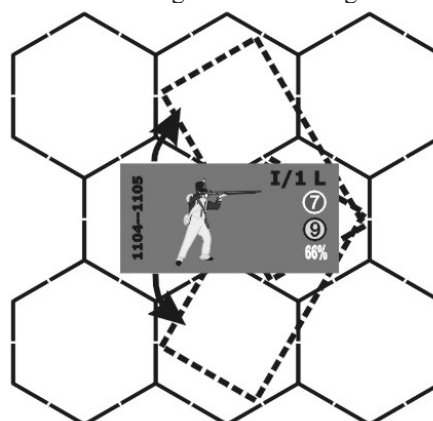

[6.3.1]. A unit, when moving forward, enters two out of three available Front hexes. Similarly, moving backwards (see [12.6]) player decides which Rear hexes the unit would enter.
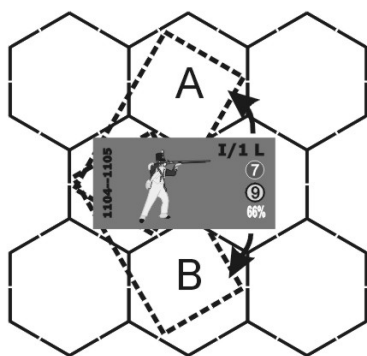
[6.3.2]. If cost of entering those two hexes is different, the unit pays the cost of a more "expensive" hex.

Example: If unit wants to enter hexes A and B, it would have to expend 2 Movement Points - cost of entrance into hex with Thicket for infantry in Line.

[6.3.3]. When changing facing, amount of Movement Points expended equals the amount of terrain cost. Following pictures present how rectangle counter changes facing.

Example: If hex A would contain Thicket, such a maneuver would cost 2 Movement Points. Entry into hex B costs 2,5 Movement Points - 1,5 points for entrance into Clear hex and 1 point for a move backwards - see [12.6].

[6.3.4]. When unit suffers appropriate amount of Losses (see [6.2]), rectangle counter must be removed and replaced by square counter with the same identifier on one of the two occupied hexes (players` choice). All markers are retained. Facing also stays as before.

[6.3.5]. Similarly, when unit changes formation from Line, represented by rectangle counter, into Column unit`s counter must be removed and replaced by square counter with the same identifier on one of the two occupied hexes (players` choice).

[6.3.6]. When Line, represented by rectangle counter, changes formation into Square, player follows the procedure of [6.3.5] and puts an additional "Square" marker.
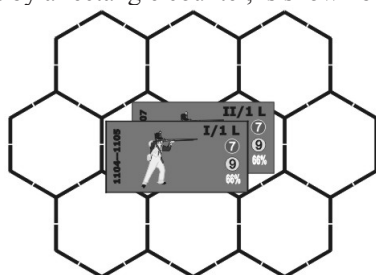
[6.3.7]. When battalion in Line detaches skirmishers (see [8.2]), its' lowered Strength may cause the inability to occupy two hexes. In such a case rule [6.3.4] has to be applied.

[6.3.8]. When battalion reattaches skirmishers (see [8.3]) and because of Strength must be represented by a rectangle counter, a square counter has to be replaced by such rectangle counter (occupying the same and one of the adjacent hexes). Battalion stays in Column when one of the hexes:
• is occupied by enemy or friendly units;
• is a Clash hex - see [3.4];
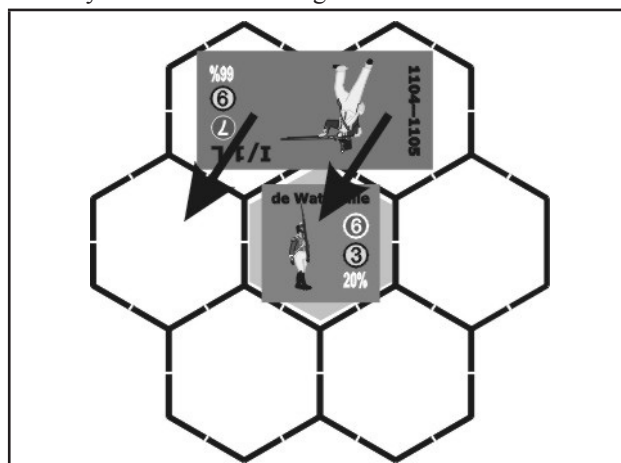• is an impassable terrain - see Terrain Effects Chart.

[6.3.9]. Line, represented by a rectangle counter, can be formed from any formation. Conditions given in [6.3.8] must be met.

[6.4]. The only possibility of stacking by infantry in Line, represented by a rectangle counter, is shown below.
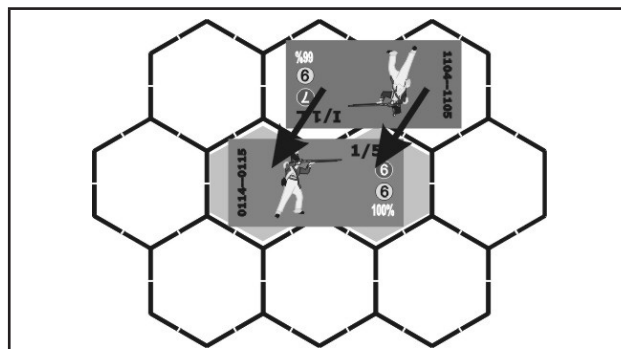

[6.5]. Clash Hex and infantry in Line represented by a rectangle counter. Following pictures show situations that may happen in game. Quite often, Clash Hex will be created in two hexes. Arrows show the movement which was made by units before entering the Clash Hex.
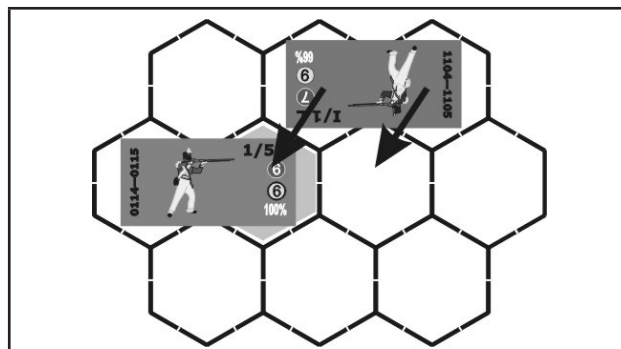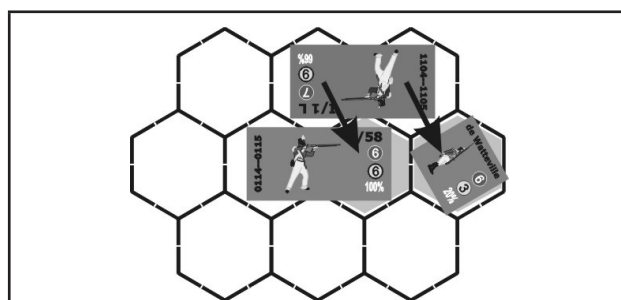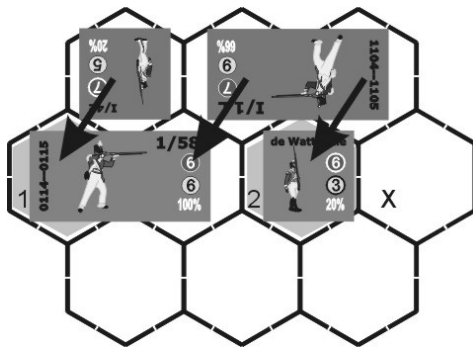

A. Clash Hex has a grey background.

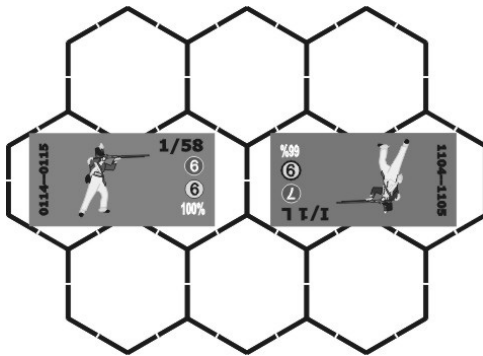*B. Clash hexes have a grey backgrounds.*

C. Clash Hex has a grey background. Both units fight using their whole Strength rating.
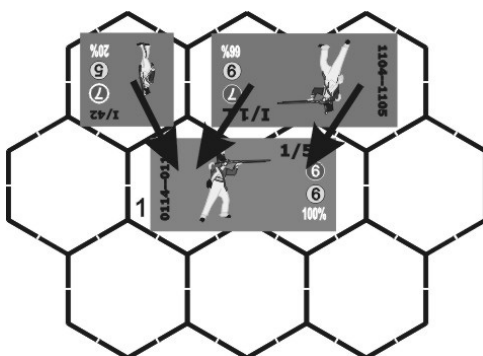

D. Clash Hexes have a grey backgrounds. During Clash, Strength of English units must be totalled. French unit receives a shift for attack from Flank.
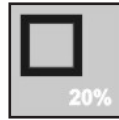
E. Clash Hexes have a grey backgrounds. On Clash Hex no. 1, French infantry formed in Column fights against English infantry in Line. On Clash Hex no. 2 French Line fights agaits English Column. It is forbidden to concentrate both French units against British Line, as it would be against the rule [15.2] - French infantry in Line can participate only in one combat per subphase and English infantry in Column has to be attacked (see [15.1]). If French Column would lose the combat and French Line would win, then after concluding the subphase units would occupy hexes as depicted below.

If hex X would be occupied by other units or it would contein impassable terrain, then such movement would be forbidden and there would be only combat in Clash Hex no. 1. Explanation: players must move their counters as to meet the rules from 11.0 at the end of movement.

F. Movement depicted above is forbidden. Rule 11.0 would be broken - French units have different formations and, additionally, they cannot stack together in the hex no. 1 - see [6.4].

7.0 Square.

[7.1]. This formation may be created in Clear terrain by a battalion of infantry of **minimal Strength of 3**. After changing the formation, unit receives "Square" marker. If Square is created during one`s own Movement subphase, unit has to expend all Movement Points. Exiting the Square costs 1 MP - unit assumes another formation and assumes facing chosen by the player.

[7.2]. Square can be created when the hex occupied by unit is entered by enemy cavalry. Morale Check has to be passed. If it succeeds, infantry forms up in Square. If not, unit (or stack) suffers one Loss and remains in previous formation.

[7.3]. Square characteristics:
• all adjacent hexes are Front hexes of the unit,
• Squares can create a line (see [12.10]), if they are all adjacent,
• infantry in Squares cannot enter the Clash Hex,
• if unit in Square is **defending against cavalry**, combat is resolved with column "Square against cavalry",
• in Clash it uses its` whole Strength,
• in Fire combat it uses 20% of its` Strength.

8.0 Skirmish Order.

[8.1]. Detached companies operate in this formation. Their facing and positioning within the hex are the same as infantry in Column - see [5.0].

[8.2]. Detaching procedure:
• during player`s own Movement subphase player places appropriate infantry company on the hex with battalion;
• Losses must be marked on the battalion according to table from [3.4];
• in the same Movement subphase infantry in Skirmish Order may move and fire regardless of its` battalion actions, but such unit cannot exceed the Movement Points limit.
Example: British Light Battalion in Line moved two hexes in Clear terrain and expended 3 Movement Points. Player decides to detach tyr./20. Both units, Light Battalion and tyr./20 have still 1 Movement Point available.

[8.3]. Reattachment procedure:
• infantry company is removed from the map it can be detached in a following Turn;
• Strength is increased appropriately.
This procedure has to be done immediately, when only infantry Battalion and Skirmisher company will occupy the same hex.

[8.4]. Detaching companies within a Clash Hex is forbidden.

[8.5]. Detaching decreases the unit`s Strength. Because of that, Morale of the unit may also drop.

[8.6]. Reattaching increases the unit`s Strength and this may increase Morale.

[8.7]. Skirmisher company abilities:
• company expends **one Movement Point per hex**, regardless of terrain;
• unit does not expend Movement Points to change its` facing;
• Line of Sight may be measured through Flank hexes (see [14.2]);
• Morale Check is the effect of Fire combat. During Fire at the distance of 2 hexes, modifier -1 must be used;
• company doesn`t have to be In Command to perform actions listed in subphase 2.2;
• unit in Skirmish Order may not enter Clash Hex.

[8.8]. When enemy company in Skirmish Order enters adjacent hex, player decides whether he will react to enemy movement. If yes, procedure of [13.1A] is to be observed.

9.0 Cavalry.

[9.1]. Facing and positioning within a hex of cavalry counter is the same as with infantry in Column - see [5.0].

[9.2]. Cavalry Charge.

[9.2.1]. Cavalry unit can perform a Charge in Movement subphase when such a unit:
• moved for at least 3 hexes and during this move:
• didn`t change its' facing,
• didn`t cross River hexsides or entered Thicket hexes or hexes occupied by other units (also artillery).

[9.2.2]. Stack of cavalry units may perform a Charge if units began subphase on the same hex.

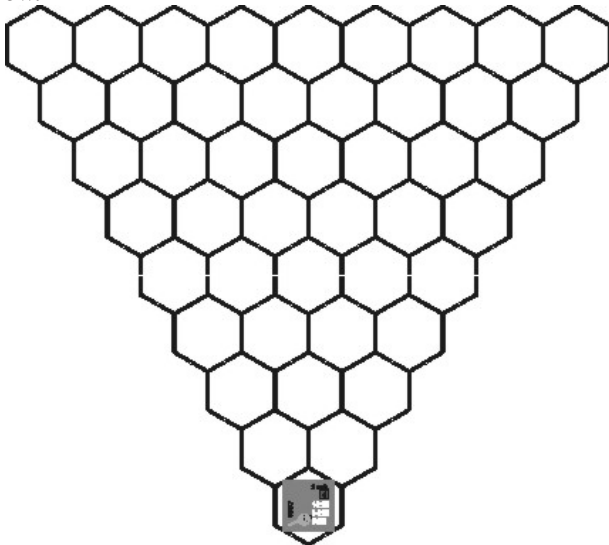**[9.2.3].** To resolve a Charge the procedure of [15.7] is to be observed.

[9.2.4]. If charging cavalry won combat, it may move further (remembering [9.3]), as long as it has Movement Points. It may also make another Charge.

[9.3]. Cavalry unit may attack in Movement subphase and its' own Clash subphase. After each combat that was won Morale Check has to be passed. French cavalry received -1 modifier for this check. If the test is passed successfully, unit remains on map. If test is failed, unit must be placed on the next space on Turn Track. It returns to play according to strictures of [15.11.3]. In case of cavalry stack, all units have to check Morale separately.

10.0. Artillery.

[10.1]. Each artillery unit has to be positioned within a hex like an infantry in Column see - [5.0].

[10.2]. Each artillery unit has field of fire as depicted below.

[10.3]. Range and effect of its' fire are described on a counter.

Example: "3-4:1M" means that at range of 3 and 4 hexes fire result is a Morale Check with +1 modifier.

[10.4]. Each artillery unit fires separately. It is forbidden to combine fire with any other unit.

[10.5]. Each artillery unit may fire **once in Movement subphase**, after activation of **one`s own, appropriate** Leader and fire **once in Movement subphase** following activation of **each enemy** Leader. Because of that, amount of Artillery Fire in a Turn depends on amount of activation chits in Activation Pool.

[10.6]. Player announces decision to open fire and result is immediately applied. If during a Morale Check a 0 (zero, without taking any modifiers into consideration) is rolled, such an artillery cannot fire further during this Turn due to technical difficulties.

[10.7]. To mark artillery unit as fired, a counter is to be flipped to the back side. At the end of Movement subphase, players flip artillery counters to thier front side. Only Foot Artillery that moved (see [10.13]) along with guns having technical difficulties (see [10.6]) remain on the back side. These artillery units can be fliped to their front side in third Phase.

[10.8]. Multiple gun batteries. They are designated with white stars. During a Morale Check defender adds a modifier equal to the amount of white stars. It is cumulative with any other modifiers.

Example: British 2 art. fires upon I/42 from distance of 4 hexes. Let`s assume that target is in Thicket hex and in Line formation. French unit makes a Morale Check with a total modifier of +1 (1 for distance +1 for a white star -1 for Thicket hex).

[10.9]. If artillery unit being alone in a hex (there are no other infantry or cavalry units) is a target of Artillery Fire **at the range that gives result of 1M or 2M**, a die roll has to be made. If the result is higher than the distance between firer and the target, a roll has to be repeated. If the second result is 0 or less, it is assumed that, in reference to Victory Points, enemy artillery was captured (see [10.12]). In case multiple gun batteries, amount of white stars has to be deducted from the second die roll.

[10.10]. Artillery alone in a hex, attacked in Clash, defends itself like infantry in Line with Strength of 1. If attacking side wins, it is assumed that guns were captured (see [10.12]).

[10.11]. If artillery is stacked together with friendly unit, it doesn`t participate in Clash in any way. If friendly units will be forced to rout, guns are captured (see [10.12]).

[10.12]. Players receive 2 Victory Points (plus amount equal to number of white stars) for capturing enemy artillery and 2 Victory Points for recapturing own artillery. Neither side can fire from captured or recaptured guns - it is assumed that enemy had enough time to damage them.

[10.13]. Movement of Foot Artillery. In Movement subphase, after the activation of a proper Leader, a Foot Artillery may:
• change its' facing by as many vertices as player wants, but it cannot fire in this Turn,
• move to one of adjacent hexes and assume any facing the player would choose as long as this unit didn`t fire or move this Turn. After finishing this move, it cannot fire in this Turn. Artillery unit cannot enter in this manner a hex that would be forbidden for infantry in Column.

[10.14]. Movement of Horse Artillery. In Movement subphase, after the activation of a proper Leader, a unit of Horse Artillery may:

• change its' facing by as many vertices as player wants - it may fire in this Turn, but not in this subphase,

• move to one of adjacent hexes and assume any facing the player would choose. After finishing this move, it may fire in this Turn, but not in this subphase.

11.0 Stacking.

Whenever one hex contains units belonging to one army (English or French), also under command of different leaders, stacks are created. Battalions of infantry, represented by rectangles, create stacks in both hexes - see [6.4]. Unit that joins the other one to create a stack is placed at the bottom. Sequence of the units in a stack can only be changed during friendly Movement subphase - all units expend then 1 Movement Point. All units in a stack must share the same formation and have the same facing. Exception: artillery units, which can have a different facing.

[11.1]. By the end of every subphase, one hex **cannot be** occupied by infantry and cavalry units at the same time.

[11.1.1]. Cavalry units can move through hexes occupied by infantry units (and vice versa).

[11.1.2]. Infantry and cavalry units cannot Counterattack together. Similarly, units in different formations cannot Counterattack together.

[11.2]. Stacking limits:

• four infantry battalions or

• four cavalry squadrons or

• artillery and two infantry battalions or

• artillery and two cavalry squadrons or

• any number of infantry units in Skirmish Order.

[11.3]. In Movement subphase units may, by paying an additional 1 Movement Point, move through hexes occupied by friendly units. They do not have to expend that additional point when:

• pass through a hex occupied only by a Leader or

• they join a stack.

[11.4]. Leaders may pass or enter any hex, occupied by friendly units or vacant.

[11.5]. Markers are not considered for stack limit purposes.

[11.6]. Units in a stack **must** fight together during Clash - their Strength is added together.

[11.7]. Only top unit can Fire. Exception: artillery units, which always may Fire, regardless of their position within a stack.

[11.8]. Only top unit is subject to Rifle Fire results.

[11.9]. When a stack is being fired upon by artillery, all units within a stack are subject to Fire results, separately.

Example: I/23 L and II/23 L occupy one hex. Result of incoming Artillery Fire is 1M. Each unit in a stack checks its' Morale.

Example 2: Same units as above won in Clash. They suffer one Loss (player decides which unit will be weakened).

[11.10]. Units of both players may end up in the same hex. To enter a hex occupied by enemy unit (stack) costs 1 extra Movement Point.

[11.11]. Within Clash Hex all units retain their formation (exception - see [7.2]) and facing. Neither side may cross the limits given in [11.2].

[11.12]. Clash Hex can be left only as a result of Clash (see [15.0]).

12.0 Movement.

[12.1]. A unit may generally move by entering one of the Front hexes. See [6.3.1] - movement of infantry in Line, represented by rectangle counter.

[12.2]. A unit expends Movement Points (MPs) during entering hexes. The cost depends on terrain and unit`s formation. They are listed in Terrain Effects Chart. Leaders **always expend 1 MP**, regardless of terrain.

[12.3]. Unit may use all or some of Movement Points.

[12.4]. Remaining Movement Points cannot be transferred to other units or saved for subsequent Movement subphases.

[12.5]. Spending all MPs, a unit can move to adjacent hex, even if its' Movement cost is greater than Movement Allowance of an unit. After entering such a hex, movement is finished.

[12.6]. A unit can enter, in its' own Movement subphase, by expending **an additional Movement Point**, one of its' Rear hexes. It cannot in this manner step onto a Clash Hex.

[12.7]. When unit wants to change its' facing, it must turn. Turning by 60° costs 1 MP. Leaders do not have facing. See [6.3.3] - turning of infantry battalion in Line, represented by rectangle.

[12.8]. Movement Allowances for particular types of units:

• infantry: 4 MPs,

• cavalry: 8 MPs,

• Leaders: 9 MPs.

[12.9]. Double march. Before the actual move of **an infantry unit**, player can declare that unit will use double march, which gives certain benefits and restrictions:

• Movement Allowance is increased by 2,

• a unit cannot Fire,

• a unit must expend all Movement Points,

• a unit cannot change facing, change formation or detach Skirmishers,

• a unit cannot cross through hexes occupied by friendly units,

• a unit cannot enter Thicket hexes or cross the River hexsides,

• a unit cannot move backwards.

[12.10]. Line. Units of **one particular type**, starting to move while being adjacent (flank-to-flank to each other), form a line. Player can "simultaneously" move all units forming a line. It is an exception to [12.13].

Explanation: This rule allows players to coordinate movement and fire of more than one unit.

[12.11]. In Movement subphase Clash may ensue. Attacking side always consist of Counterattacking units or Charging cavalry.

[12.12]. Counterattack.

[12.12.1]. If player can perform a Counterattack (see [13.0]), he moves chosen unit onto the hex occupied by

enemy unit.

[12.12.2]. Movement of enemy unit is finished and Clash ensue. Units that Counterattack are the attacking side.

[12.12.3]. To resolve a Counterattack, a procedure of [15.7] must be observed.

[12.12.4]. One unit (stack) can be a target for only one Counterattack. Several units (stacks) can counterattack at the same time - though rule [11.1.2] must be remembered.

[12.12.5]. Any infantry and cavalry unit can Counterattack multiple times during a given enemy Movement subphase - there is no limit.

[12.12.6]. Counterattack does not influence in any way combat in Clash subphase. All units that were counterattacked may attack and all units that counterattacking may be attacked.

[12.12.7]. Moving other units is allowed after resolving a Counterattack.

[12.13]. It is allowed to move the whole stack. Player can move next unit (stack) when the move of previous unit (stack) is definitively over.

13.0 Reaction to enemy movement.

[13.1]. In enemy Movement subphase, when unit finds itself in Front hex of an enemy unit that entered that hex or turned within that hex, player **must** use one of the following procedures:

A. Infantry vs enemy infantry. Unit performs a Morale Check:
• if result is 1 or less, player can Fire and Counterattack **or** change facing by 60º, to have more beneficial facing;
• if result is more than 1, but test was successful, unit can Fire **or** Counterattack **or** change facing by 60º - decision is up to the owner;
• if result is 9 or more, unit suffers two Losses and Routs - see [15.11];
• if Morale Check was unsuccessful, but result was lesser than 9, unit suffers one Loss and Withdraws (see [14.11]) one hex.

Morale Check modifier (only when enemy unit is in Front hex):
- 2 - British infantry (all units except for Sicilian volunteers) check their Morale with this modifier.

B. Infantry in Skirmish Order vs enemy infantry. Unit checks Morale. If test is successful, it may Fire and Withdraw **one hex** - player can decide after resolving Fire. If test was failed, unit cannot Fire and Withdraws **two hexes**.

C. Infantry vs enemy cavalry. Unit checks Morale:
• if test is successful, it may Fire **or** change facing by 60º;
• if test was unsuccessful, unit suffers two Losses and Routs.

Modifiers for Morale check:
- 4 - infantry is in Square
+1 - infantry is in Line
+1 - infantry is in Clear terrain
+2 - infantry is in Skirmish Order.

D. Cavalry vs enemy infantry. Unit checks morale. If test is successful, unit may:

• make counterattack or
• change facing by 60º or
• Withdraw **one hex**.
If test is unsuccessful, unit Withdraws **two hexes**.

E. Cavalry vs enemy cavalry. Unit checks morale. If test is successful, unit may:
• make Counterattack or
• change facing by 60º.
If test is unsuccessful, unit suffers one Loss and Routs.

[13.2]. If enemy unit is in Flank or Rear hex, Morale Check is further modified by +2.

[13.3]. If unit is In Command (see [4.2]), Morales Check is modified by - 1.

[13.4]. Unit that is in Clash Hex do not follow procedure [13.1]. Additionally, procedure [13.1] isn`t used when adjacent hex is a Clash Hex.

[13.5]. In stack, only top unit has to make a Morale Check. However, all units are subject to results of that test.

[13.6]. Artillery may only Fire. Procedure [13.1] does not apply to Artillery.

[13.7]. Units do not react to artillery movement. [13.1] does not apply.

[13.8]. Players are obliged to move their units in such a way as to give their opponent a possibility to react.
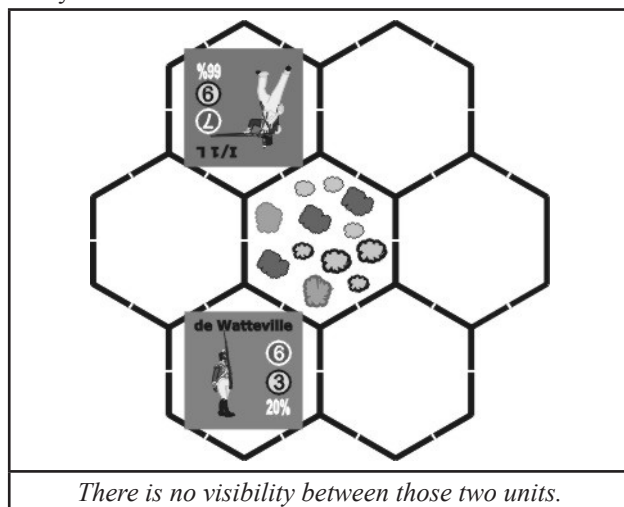

14.0 Fire combat.
In "Maida 1806" game there are two types of Fire: Rifle Fire executed by infantry and Artillery Fire.

[14.1]. Visibility. It is assumed that units can see each other if line connecting centers of their hexes do not cross:
• Thicket hexes;
• hexes occupied by other units (with exception of guns and Leaders).
A hexside of a hex that blocks visibility also blocks visibility.

There is no visibility between those two units.

[14.2]. Line of Sight (LoS) is a line connecting centers of two hexes. One of them is occupied by the target of Fire and the second by firing unit. LoS exists when there is a visibility it also must cross through Front hexes of a firing unit. Exception - units in Skirmish order (see [8.7]) that may also draw LoS through their Flank hexes.

[14.2.1]. In case of infantry unit in Line, represented by rectangle, we use the point that lies in the middle of hex-side connecting both occupied hexes - see picture in [6.3].

[14.3]. Fire is only possible when there is a LoS.

[14.4]. When LoS goes through Flank or Rear hex of a target unit, its` Morale Check is modified by +1.

[14.4.1]. If LoS goes **precisely along the hexside** dividing Front and Flank hex, then modifier above is not used.

[14.5]. Players fire alternatively. First, fires the side that is not activated with any unit or units (see [14.10.5]). After that, active player may move or fire.

Example: In the first Turn general Compere is activated. British player may execute one Fire with any unit or units (see [14.10.5]) that are currently on map. After resolving this Fire, French player may move or fire with a unit in Compere`s command or execute Fire with any infantry unit belonging to French army.

[14.6]. If there is an enemy unit in Front hex of a friendly unit, **only** that unit may be a target of Fire.

[14.7]. Unit in a Clash Hex (see [3.4]) cannot fire or be fired upon.

[14.8]. Disruption. Unit may become Disrupted because of Fire result - it receives marker "Disruption". Such a unit can act normally with following exceptions:
- Morale is lowered by 1,
- a unit cannot move or change facing,
- during reactions on enemy movement unit cannot change facing and cannot Counterattack,
- unit cannot detach Skirmishers,
- when Disrupted unit is firing, a modifier -1 is used.

[14.8.1]. If Disrupted unit is fired upon and it fails Morale Check, it must withdraw **one hex** - see [14.11].

[14.8.2]. In third phase of each Turn, all markers "Disruption" are removed.

[14.9]. Maximum range of Fire for every unit type is:
- infantry: 2 hexes,
- artillery: depends on the gun.

[14.10]. Rifle Fire.

[14.10.1]. Each infantry unit may fire up to **4 times in a Turn**. Player declares the Fire attempt in Movement subphase and immediately performs procedure [14.10.3].

[14.10.2]. When unit fires in its' own Movement subphase it expends 1 MP.

[14.10.3]. Rifle Fire procedure:
a) Firepower must be divided by distance to the target,
b) result from a) is rounded up or down according to [3.4].
c) in Rifle Fire Table we find appropriate row corresponding to the result from b) and find the Fire result,
d) Fire result must be applied immediately.
After executing Fire, unit receives a marker "Fire" with number 1, 2, 3 or 4.

[14.10.4]. Procedure above is not used against a lone artillery unit (that is, when it is not stacked with non-artillery units). Artillery is captured (for Victory Points purposes), when following conditions will be met:
- distance is one hex,
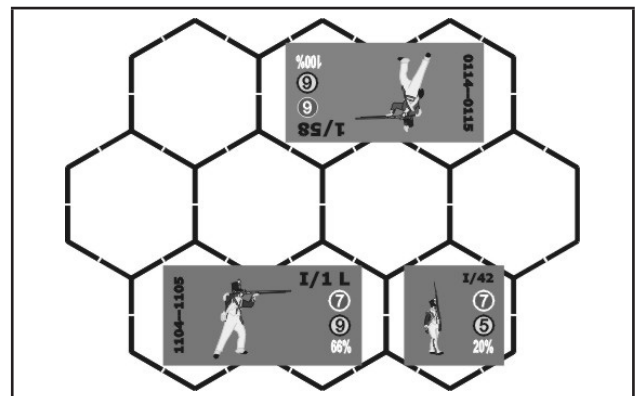- die roll is lower than Firepower (in case of Skirmishers lesser than their Strength).
Following modifiers apply:

+1 when unit is Disrupted,
+1 when unit fires for the third or fourth time.

[14.10.5]. It is possible to have several units firing at one target at the same time. For this to happen it is necessary that **infantry units occupy adjacent hexes to each other (flank-to-flank) and each one of them have LoS** to the target (according to [14.2]). In [14.10.3a] the highest Firepower of all units is used. Then player has to go **down in the Rifle Fire Table** as many rows as many there are hexes from which Fire is executed, less one.

[14.10.6]. If Fire is executed by infantry in Line that is represented by rectangle, there is one row shift down on Rifle Fire Table.

I/1 L and I/42 occupy adjacent hexes and fire together at 1/58. We start at row "2-4". Because Fire is being executed by two units from three different hexes, we go two rows down - "8 and more". Fire result is 2M. English unit makes a Morale Check with modifier +2.

[14.10.7]. Skirmishers **cannot fire together** as described in [14.10.5]. Each such unit fires separately.

[14.10.8]. If infantry unit fires for the **first time**, +1 modifier applies.

[14.10.9]. If infantry unit Fires for the **second time**, there is no modifier.

[14.10.10]. If infantry unit Fires for the **third and fourth time**, -1 modifier applies to resulting Morale Check.

Example continued: Let`s assume that I/1 L has a marker "Fire" with number of "3" and I/42 with number of "1". We use the most beneficial modifier for the target. 1/58 makes a Morale Check. Final modifier is +1.

[14.10.11]. In third phase of each Turn players remove all "Fire" markers.

[14.11]. Withdrawal. Unit withdraws, because of Fire results (if it was Disrupted), reactions to enemy movement (see [13.0]) or crisis of Morale (see [15.12]).

[14.11.1]. The unit must be withdrawn so as to increase the distance from an enemy unit, causing the withdrawal. Possible hexes of withdrawal should be seen strictly in the order given :
1) rear hexes;
2) flank hexes;
3) front hexes.

Note. During the withdrawal, the priority is to move away from the opponent . When there are several directions, the unit should be withdrawn in a hex located in the first of these possibilities.

[14.11.2]. During Withdrawal unit does not expend Move-

ment Points and cannot change its' facing.

[14.11.3]. During Withdrawal unit may join a friendly stack - it goes to the bottom of the stack and unit automatically assumes facing of the stationary unit.
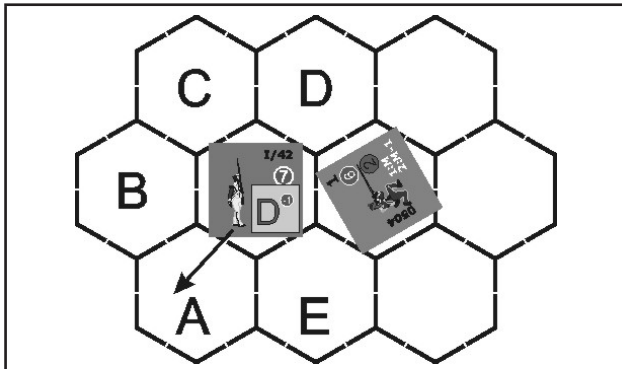
[14.11.4]. Unit suffers one Loss after Withdrawal across the River hexside.

[14.11.5]. Unit suffers one Loss if it withdraws into enemy Front hex.

[14.11.6]. Unit cannot withdraw off the map or into hex occupied by enemy units. If there are no other possible hexes, unit is **eliminated**.

[14.11.7]. Unit is **eliminated** if it cannot fulfill the conditions of [11.1] or [11.2] or [6.4].

[14.11.8]. Leader can withdraw by one hex in any subphase, whenever enemy unit moves into adjacent hex.

Disorganized I/42 was fired upon and forced to withdraw. The only permitted hex is A. Withdrawal on the hexes B and C increases the distance, but they lie in flank and front of the unit, that have a lower priority than the rear. Withdrawing on the hex D, does not increase the distance from the enemy. Hex E is also in a rear of the unit, but the withdrawal would not increases distance from the enemy.

15.0 Clash.

Clash takes place in Clash subphase and/or Movement subphase (Counterattack, Charge).

[15.1]. Clash occurs only when units of both sides occupy one hex (see [6.5] for infantry units in Line, represented by rectangle). **All** enemy units have to be attacked by **all** friendly units - Strength of both sides must be added up.

[15.2]. All units belonging to activated Leader, which fulfill condition from [15.1] must participate in a Clash. They are considered to be attacking.

[15.3]. Any given unit can attack or be attacked **only once in a particular Clash subphase**.

[15.4]. Owner of the activated Leader decides in what sequence Clashes are to be resolved.

[15.5]. Next Clash can be resolved only after procedure [15.7] will be fully concluded.

[15.6]. Clash subphase lasts as long as condition given in [15.2] will be fulfilled.

[15.7]. Clash procedure:

a) attacking side chooses hex where Clash is resolved (having in memory [15.1] and [15.2]),

b) finding an appropriate column in Clash Table. Basic column is "0". Attacker first and then defender count all applicable shifts - see Clash Combat Shifts,

c) attacker rolls a die,

d) combat result is read from intersection of column b) and row c).

[15.8]. Clash results. Clash Table tells which side **lost the combat** and on which Turn defeated units will be able to return to game.

Example: Result A+2 means that attacker lost combat. His units Rout and will be able to return to map in two Turns from now.

Additionally:

• defeated units suffers two Losses and are Routed (see [15.11]),

• victorious units suffer one Loss, remain on the hex and assume facing decided by their owner.

[15.9]. If **victorious** unit would be eliminated because of Clash, the unit must make Morale Check. If it is successful, the unit does not suffer any Losses and remains within the hex. This rule applies **only then**, when victorious unit has before resolving Clash a Strength of "1".

[15.10]. Charge and Counterattack leads to Clash, resolved in Movement subphase.

[15.11]. Rout. Unit (stack) routs because of Clash or reaction to enemy movement (see [13.0]) according to following procedure.

[15.11.1]. Unit (stack) has to be removed from map and placed on Turn Track.

[15.11.2]. Unit returns in next Turn, if it was Routed because of reaction to enemy movement - see 13.0.

[15.11.3]. Unit returns on map **Disrupted** during activation of their Leader. If Leader wasn`t activated, returning unit has to be moved onto the next space on Turn Track.

[15.11.4] Returning unit has to be placed in a hex with its` Leader or a hex adjacent to its` Leader. If Leader isn`t on map, units return on following hexes:
• French - hex 1611;
• British - hex 0111.

If above hexes are occupied by enemy units, returning units are moved onto the next space on Turn Track.

[15.11.5]. Unit is removed from game if it must return after 7th Turn.

Example: 2/78 lost Clash in 6th Turn (result A+2). The unit does not return to the battlefield.

[15.12]. Crisis of morale. Unit must make Morale Check, if friendly unit (stack), **occupying adjacent hex**, was Routed. If test was successful, the unit remains in a hex. If the test was failed, unit withdraws one hex, in accordance with [14.11].

[15.12.1]. Rule above does not apply to artillery, Leaders and units in Clash Hexes.

16.0 Victory conditions.

[16.1]. Players receive Victory Points (VPs) for:

• winning Clash combat — 1VP,

• eliminating enemy unit in Fire combat — 1VP,

• eliminating enemy unit through blocked Withdrawal — 1VP;

• capture of enemy artillery — 2VPs plus amount of white stars;

• recapturing of one`s own artillery — 2VPs;

• eliminating enemy Leader — 3VPs.

[16.2]. Current result must be marked on Turn Track. *Example: French army has 3 VPs. If it loses 4 next Clash combats (French units will have to withdraw), marker "Victory Points" has to be placed on space 1, reverse facing up as British army has 1 VP.*

[16.3]. After finishing the last Turn this side wins, which is currently depicted on VP marker. If VP marker isn`t on a Turn Track it is assumed that the battle was won by British.

[16.4]. It is possible to finish the battle before the end of last Turn. French army wins if in third subphase of any Turn it has 7 VPs. British army wins when in third subphase of any Turn it has 5 VPs. Before game both players can arrange for different thresholds for automatic victory.

17.0 Scenario.

Scenario represents the situation after 9 o`clock. Both armies taken positions at the plain. French extended their left wing and English did the same with their right wing. In the beginning, picked brigade of general Louis Compere closes in on the enemy positions.

Initial set-up - according to hex numbers on the counters.

British reinforcements: 20th Foot Regiment enters the game in Line formation (rectangle counter) in **fifth Turn**, entering the map hexes from 0119 to 0619, inclusively. Rule [4.5] has to be observed.

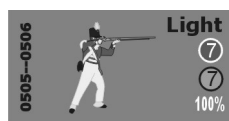In the **first** Turn Activation Pool consists of only general Compere.

In **second** Turn Activation Pool consist of:

• French: gen. Compere;

• British: col. Kempt.

From **third** Turn onwards Activation Pool is created from:

• French: gen. Reynier and **any two** Leaders chosen by the player;

• British: gen. Stuart and **any two** Leaders chosen by the player.

Leaders that are not in Activation Pool cannot be shown to opposing player.

British Light battalion. This unit consisted of light companies, which player can detach from this battalion to fight in Skirmish Order. It is forbidden to detach Skirmishers if it would cause lowering the Strength equal to or below the half of its` original rating

Example: Light battalion starts game with Strength of 7. In this moment it can detach up to 3 companies. When its' Strength will be lowered to 5 because of Losses, it will be able to detach maximum two companies.