Vive l'Empereur !

STANDARD RULES

Third edition

Foreword

"Vive l'Empereur!" is a series of simulation games using a standard rules system and a set of exclusive rules specific to each battle. These particular rules include an historical commentary and the victory conditions for each scenario.

The aim of this system is to refight at the regimental scale the numerous battles fought during the Napoleonic Era in Europe, between 1805 and 1815. It uses a map on which the players move counters representing the combat units involved in these battles. The movement and fighting of these units are controlled by various charts and some die rolls. The game is performed by the succession of game turns divided into player turns and phases. Each player performs his whole player turn before the other player performs his own.

"In war, the commander is the only man who understands the importance of some elements, and he is the only man who can, with his will and his awareness, vanquish and overcome the difficulties.
With few exceptions, victory goes to the more numerous army. The Art of War consists in concentrating more troops on the point where the attack will take place. If your army is less numerous than your enemy, move it in such a surprising way that his corps will be isolated when you attack them. Plan your maneuvers so whenever you meet the enemy, you will have your whole army against single divisions. This is how a weaker army will win all its battles. This is how you will always be stronger than him on all the battlefields."

Napoleon

Vive l'Empereur ! is a series of simulation games simulating the battles fought during the Napoleonic Era in Europe, between 1805 and 1815.

Five games have been already published:

- Auerstaedt 1806, Davout versus Brunswick, Socomer Editions
- Hanau 1813, Napoleon versus de Wrede, Socomer Editions
- Eckmuhl 1809, Davout versus the Archduke Charles in Bavaria, Azure Wish Editions
- Friedland 1807, Napoleon versus Benningsen, Azure Wish Editions
- Austerlitz 1805, the battle of the three Emperors, Azure Wish Editions.

Hopefully more will follow:

- Leipzig 1813, the battle of Nations, Pratzen Editions
- Vitoria 1813, Wellington versus Joseph, Pratzen Editions

STANDARD GAME

I-Introduction

Each game can be played in several ways, either using only the standard rules for a simpler game, or using both the standard and advanced rules. In the latter case, the advanced rule prevail when they contradict the standard rules. The players can agree to use none, some or all advanced rules.

There is a third set of rules, known as specific rules. They apply to one game, and each game of the series has its own set of specific rules. The standard and advanced rules apply to all games of the series.

Some rule paragraphs may seem at first explained in the wrong chapter, or incomplete. But after you have read the whole rulebook, you will understand these paragraphs, which are summaries of rules explained farther in the rulebook. We urge you to read the rulebook at least twice, to fully understand the rules.

Approximate scale
   * 1 counter = 1 infantry or cavalry regiment or 2 artillery batteries.
   * 1 hexagon = about 250 meters.
   * 1 game turn = 30 minutes.
   * 1 loss step = 300 men or one artillery battery (about 6 guns).

Main changes from the second edition
-IV-B: cavalry formations
-IV-12: calculation of the artillery firepower
-VII-6 and VII-7: Line of sight and the ridge hexsides effects
-IX-2: Cavalry charge movements
-IX-6: square formations

II-Game Sequence

Each phase must be over before the following phase may begin. The other player can participate only during the defensive fire phase or sometimes to form square, to countercharge or to perform opportunity fire.

At the end of the two player turns, the marker on the turn record is moved to the next box on the turn track.

"The Art of War is a simple art, and a performing art. There is nothing nebulous: everything is dictated by common sense, there is no ideology."
Napoleon

1-First player turn.
   - Cavalry charges.
   - Regular movement.
   - Second player defensive fire.
   - Offensive fire.
   - Melee phase.
   - Rally phase.
2-Second player turn.

Same sequence as above, with the second player replacing the first player and vice versa.

Note: During his turn, the player is called attacker, and his opponent is called the defender whatever the tactical situation.

III-Game Components

III.1-The combat units (Fig.1)
They represent the various fighting formations, as opposed to the leader counters and game markers.

Figure 1
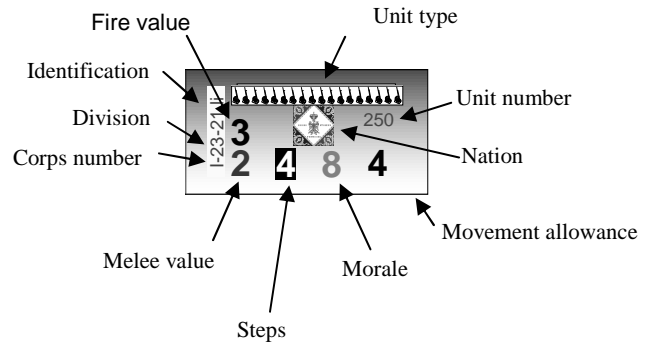
Each counter has two sides, the exposed side shows the current unit's formation:
- line or column for infantry and cavalry.
- limbered or unlimbered for artillery.
If in line or unlimbered, the unit is read "horizontally"; if in column or limbered, the unit is read "vertically".

Moreover, various symbols and values are printed on them:

-Unit Type:
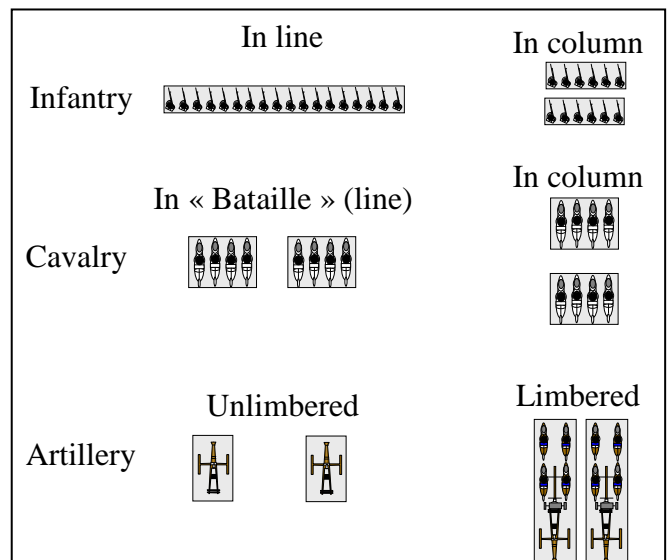
-Identification: regiment number or abbreviation. The identification is completed by a colored number or letter (corps, army, etc). Additionally, each counter has a unit number, to help the players find the unit on the loss sheet. For example, the 024 unit will appear on the 24th line of the loss sheet.

-Fire Range: 5 to 7 hexes for artillery, 2 for light infantry only in skirmish formation. Always 1 for infantry when no number is printed. Cavalry cannot fight by fire. As an example see IV-6 skirmishers.

-Firepower: This value depends on the unit type. Cavalry has none.

-Melee value: this value represents the ability of each unit to fight at close range. It is multiplied by the number of steps to determine the melee strength.

-Number of Steps: each step represents about 300 men or 6 guns. The number of steps represents the initial strength of the unit.

-Movement Allowance: number of movement points (MP for short) a unit can use every time it moves. The various terrain types have different movement costs. See the terrain effect chart.

- Morale: this value represents the staying power of a unit before breaking. At the start of the game, this value generally ranges from 6 to 11.

The melee and fire values can vary depending on the circumstances and the terrain. Round up each half.
For example 5 / 2 = 2 1/2, rounded to 3.

III.2-Leader counters

Front   Back
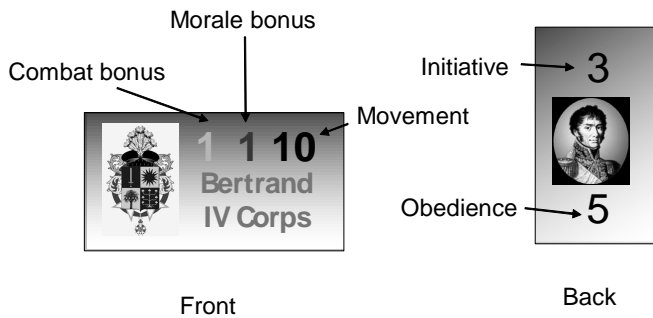
A leader counter represents not only the leader himself, but also his staff, his aides, and all his retinue.
The counter shows the leader's name and three numerical values. These values are:
- the combat value (left);
- the morale value (middle);
- the movement allowance (right).
The first two values are die roll modifiers, the last one is a standard movement allowance.
On the reverse side, there are two other values, initiative on the top and obedience on the bottom. The "initiative" allows the leader to act on his own, without orders (advanced rules, see XVII).

III.3-Markers
You can find also two types of markers:
- Square markers: placed back to an infantry unit in square formation. Use the line side of the infantry counter, so the two counters will really represent a square. See an example at IV-4.
- Numeric markers: placed across disorganized units. The number is the game turn during which the unit was disorganized. They are also used to indicate the presence of voltigeurs in the advanced rules.
Note: These markers can also be used to show the number of step losses (see option VII-8).

III.4-Other Counters
- Dummies: decoys are used to lure the bad guy.
- Reserve: reserve counters are used to hide units and keep them behind the front line.
- Random Events: these counters are drawn during the game (see advanced rule XXII).
Reserve and random events are not available in every battle.

III.5-Maps
The maps represent the battlefield. They are divided in hexagons (called "hexes" for short), and counters are placed on them.

Each hex contains a terrain type. Some terrain elements, such as ridges and streams also exist between hexes, along hexsides. The summary of terrain types used for a particular battle is given in the play aids.

Here is an abbreviated list of terrain types; the advantages are respective to the defender:
- Clear (normal terrain)
- Difficult: melee +
- Brush: fire +
- Forest / Woods: fire and melee ++
- Town / Village: fire, melee and morale ++
- House / Farm: fire and melee +
- Castle / Abbey: fire, melee and morale +++
- Gully: melee +
- Marsh: melee +
- Slope: melee + (if defender on the high ground)
- Stream: melee +
- River: cannot cross
- Road: movement +++
- Path: movement +
- Bridge: crossing a River, Stream or Gully is allowed.
- Ford: same as Bridge, but with a lower capacity.

Note: Not all terrains exist on the same battlefield.

For clarity's sake, there are two categories of waterways: "rivers", that is the rivers and the major streams, which cannot be crossed; and "streams", that is the brooks and the minor streams, which can be crossed with some restrictions.

The terrain used in the rules is the one covering the majority of the hex. For example a single tree in a clear hex is played like a clear hex.

There are several player aids at the end of the special rules, they can be freely copied.
- Each player has an Army sheet, to keep track of the losses. Losses are recorded by checking boxes, starting with the rightmost. A unit's remaining strength is the number of unchecked boxes.
- A sheet with the Terrain Effects Chart. These effects apply to the movement, the formation, the fire and the melee.
- A sheet with the Fire Table, the Melee Table and the Formations Table.

IV-Combat Formations

Each unit type can enter a number of formations, some of them voluntarily, other due to external factors like the terrain or the combat results (disorganized).
Formations are the heart of the game system, they determine each unit's movement and combat capabilities. The game was designed so the players will easily and instantly see a unit's current formation.

"The Art of War consists in deploying his troops so they are everywhere at the same time. Deploying the troops is the real Art of War." Napoleon

IV.0-Formations
Each unit can have only one combat formation at a time, but it can change formation during the course of a game.

- **Infantry:**
    - line (best when firing)
    - column (best when meleeing)
    - square (when facing cavalry)
    - general order (mandatory in a town, forest, brush and castle)
    - disorganized (after a failed morale check, or as the result of combat)
    - skirmishers: only for light infantry, that is infantry with a printed range 2.

- **Artillery:**
    - limbered (to move)
    - unlimbered (to fire)
    - disorganized

- **Cavalry:**
    - column (usual formation for movement)
    - line ("en bataille" during a charge)
    - general order (town, forest, brush or castle)
    - disorganized

The formation greatly influences the exposed side and the facing of the counter. The front of a unit is marked with a colored line.
In most cases, a counter always has its small sides along the opposite hexsides, no matter which formation it is currently in.

IV.A-Infantry
Here is the complete list of formations the infantry can use, and their effects.

IV.1) Infantry in Line Formation

- The exposed side of the counter is the side with a line unit symbol on the long side.
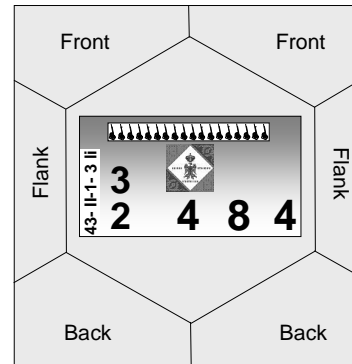
- This unit symbol faces an hex junction, the small sides of the counters are along hexsides.
- Use the reduced movement allowance printed on this side.
- Can stack with artillery, limbered or unlimbered, provided the units have at least two common front hexes.
- Fire range is 1 hex (including light infantry).
- When attacking or defending through the front, use the printed melee value. It is reduced by half when attacked from a flank or rear hex.
Note: Flank and rear attacks are described in VIII-6 (with the notable exceptions of mixed order and protected flank).

IV.2) Infantry in Column Formation
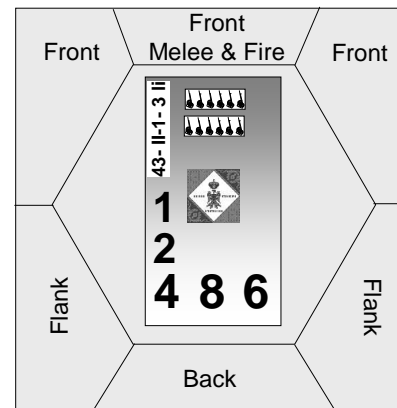
- The exposed side of the counter is the side with a unit symbol on the short side.
- When defending, the unit has a three-hex front.
- When attacking by fire or by melee, the unit has a one-hex front. The other two hexes are front hexes, but they cannot be used for the attacks, either by fire or melee.
- Movement can be executed through the hex facing the unit symbol only.
- Use the full movement allowance printed on this side.
- The **melee** value is modified by **+1** when attacking, but not when defending.
- Can stack with artillery, limbered or unlimbered, provided the units have at least two common front hexes.
- The **melee** value is reduced by half (round up) when attacked from a flank or rear hex.
Note: Flank and rear attacks are described in VIII-6 (with the notable exceptions of mixed order and protected flank).

IV.3) Infantry in General Order
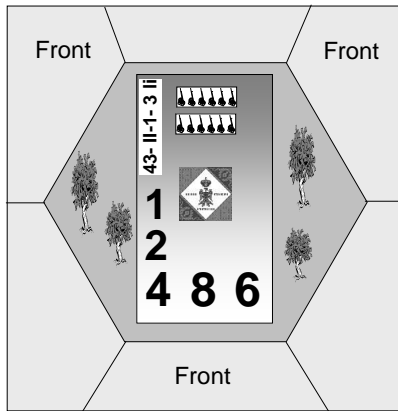
- This formation is mandatory in a **town, castle, brush** or **wood** hex.
- Use the column side of the counter.
- The six adjacent hexes are front hexes.
- The firepower is 1.
- Use the printed melee value for attack and defense
- Town and castle only: morale checks called by combat results (fire and melee) are ignored.
- Can stack with limbered artillery in a town or forest hex (on a road in this case).

Exceptions: an infantry does not adopt general order if it is disorganized (see IV-5).

IV.4) Infantry in Square Formation

- This formation is allowed only in **clear**, **farm** or **difficult** terrain (where there is no mandatory formation).
- Use the Line side of the counter, and place a square marker along the back of the unit counter.
- The six adjacent hexes are front hexes (no flank, no rear).
- The movement allowance is **1 MP**.
- Use the printed melee value against attacking cavalry.
- Halve the printed melee value when defending against infantry. If a square is attacked both by infantry and cavalry, the defending infantry is halved and the cavalry melee value is reduced to 1.
- A square cannot initiate melee.
- The firepower is the line firepower modified by **-2**, but with a minimum of 1.
- The morale is modified by **+2** against cavalry.
- The square may include an unlimbered or limbered artillery unit in mixed order (see IX-6).

IV.5) Disorganized Infantry

This is a formation for game purposes, but actually it was the state the unit was in after it lost cohesion, and until it would recover its cohesion only after some time.
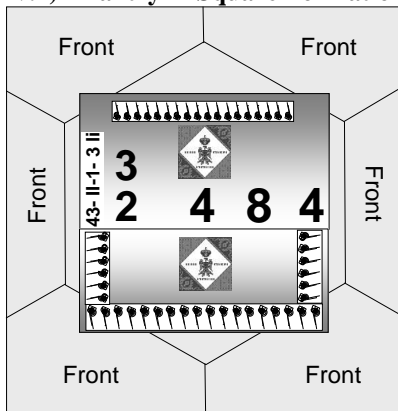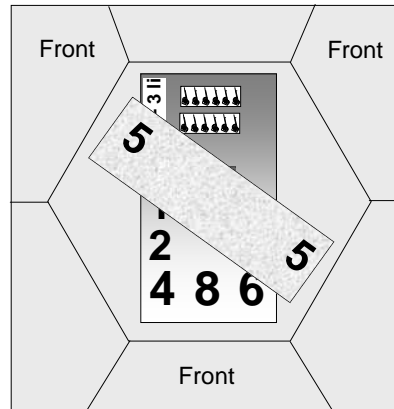- Use the column side of the counter.

- Place a numeric marker across the unit counter. Use the current game turn number.
- The six adjacent hexes are front hexes (no flank, no rear).
- Upon its disorganization, the unit immediately retreats 2 hexes (see VIII.9).

- A disorganized unit cannot attack in melee, but it can defend.
- Use the column movement allowance, but the movement can only be executed towards the lines of communication (see XV).
- The firepower and the melee value are **1**.
- Use the column morale with a **-2** modifier.
- If a disorganized unit suffers a second disorganization, it is eliminated for good (exception when the army is demoralized, see XII).
- Cannot stack with a good order unit (that is, any other formation).

IV.6) Tirailleurs

Note: this rule has been openly criticized because it allows the deployment of whole units. It has been thereafter deeply transformed by allowing almost every unit to deploy a light company of voltigeurs but the light infantry battalions can not totally deploy this way. As the rule is delicate to use it was placed in the "optional rules" section. We encourage the players to use it after they feel comfortable with the standard rules.
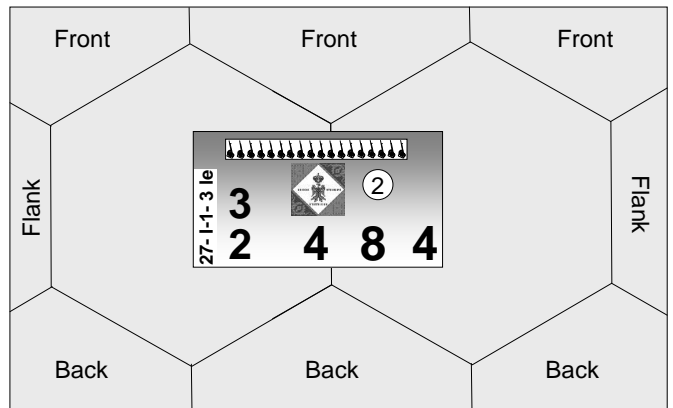
Only light infantry can use this formation. Light infantry are infantry units with a printed range 2.
- This formation is allowed only in **clear, farm** or **difficult** terrain (where there is no mandatory formation) and sometimes in marshes according to the special rules.
- Use the "line" side of the counter, and place it on an hexside, to cover two hexes.
Note: when a unit enters or leaves the tirailleurs formation, the counter is moved one half hex. This operation is not a movement. It is just a change of formation. No opportunity fire or countercharge

can take place except if the unit makes several formation changes to make a lateral move.
- There are three front hexes, two flank hexes and three rear hexes.
- Fire: * 1-hex range with the full firepower printed on the line side
          * 2-hex range with a firepower modified by -2 with a minimum of 1
- Offensive and defensive fire range: 2 hexes.
- Opportunity fire range: 1 hex.
- A light infantry (with a fire range 2) can fire at this range only in tirailleurs formation. In any other formation, it behaves like a normal infantry with a range 1.
- Even if just one "half-unit" (that is, what is on one of the two hexes) is disorganized because of the result of a combat that took place in one hex only, or for any other reason, the whole unit is disorganized.
- Melee against tirailleurs is resolved as if the unit was defending both hexes.
- The melee value is reduced by half (round up) in every circumstance.
Note: Flank and rear attacks are described in VIII-6 (with the notable exception of protected flank).
- Every fire attack against a unit in tirailleurs is made with a –1 to the dice.
- Everything else is similar to the line formation (see IV-1).

IV.B-Cavalry
Here is the complete list of formations the cavalry can use, and their effects.

IV.7) Cavalry in Line ("en bataille")
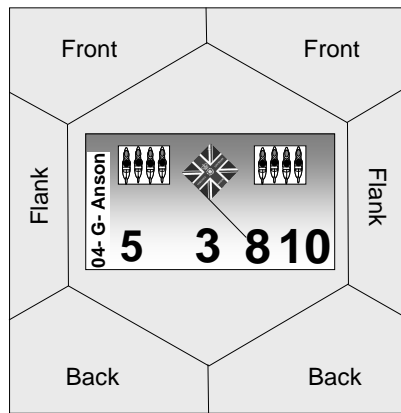
- Facing is similar to infantry in line formation.
- Every **charge** or **countercharge** can be performed only in line. The formation change does not cost any MP. The unit uses this formation after the countercharge morale check is resolved or at the beginning of the charge phase. The line formation is never allowed when using normal movement.
- Reverts to column formation or general order formation when the charge combat is resolved.
- Some terrain is forbidden: crossing a river, charging into a castle, gully or marsh.
- The melee value is reduced to 1 when attacking a square, brush, a town, a wood, or if the cavalry attacks from these terrain types.
- The melee value is halved when countercharged from a rear / flank hex.
Note: Flank and rear attacks are described in VIII-6 (with the notable exception of protected flank).

IV.8) Cavalry in Column
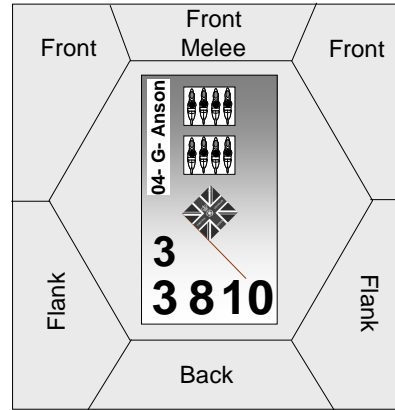
- Facing is similar to column infantry.
- This formation is mandatory in the two following cases:
* the unit is not moving
* the unit uses normal movement.
- The melee value is halved (round up) when attacked from a rear / flank hex.
Note: Flank and rear attacks are described in VIII-6 (with the notable exception of protected flank).

IV.9) Cavalry in General Order
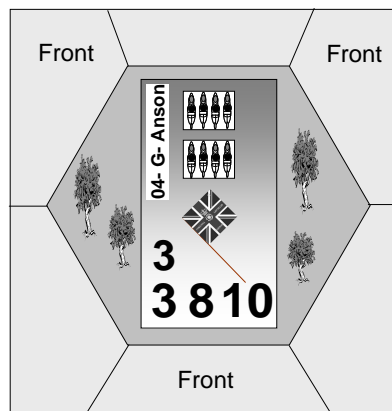
- Mandatory in **town, wood**, **brush** and **castle.**
- Use the column side of the counter.
- The six adjacent hexes are front hexes (not flank, no rear).
- The melee value is 1 when the cavalry defends (no possible attack in general order).
- No morale check due to fire or melee while in a town or castle hex.

- This formation is mandatory in the following cases:
* when the unit occupies a town, brush, castle or wood hex and is not moving
* during normal movement as soon as the unit enters one of these terrain types, and until it leaves these terrain types.
Exceptions:
- if the cavalry is disorganized.
- if the cavalry charges or countercharges: it uses the line formation for the duration of the charge, with a melee value of 1 (see IX-1).

IV.10) Disorganized Cavalry

This is a formation for game purposes, but actually it was the state the unit was in after it lost cohesion, and until the unit would recover.
- Use the column side of the counter.
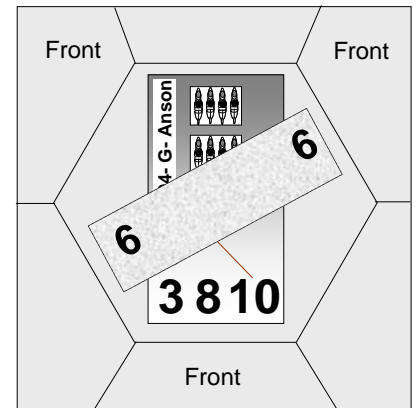
- Place a numeric marker across the unit counter. Use the current game turn number.
- The six adjacent hexes are front hexes (no flank, no rear).
- Upon its disorganization, the unit immediately retreats **2 hexes** (see VIII.9).
- Cannot charge.
- Use the column movement allowance, but movement is allowed only toward the lines of communication (see XV).
- The melee value is **1**.
- Use the column morale with a **-2** modifier.
- If a disorganized unit suffers a second disorganization, it is eliminated for good (exception when the army is demoralized, see XII).
- Cannot stack with a good order unit (that is, any other formation).

A cavalry unit can **voluntarily adopt a disorganized state** (see VI-5). The decision is immediate, the cost is **0 MP**.
Special: in this case, only, the marker is the previous turn's number.

IV.C-Artillery
Here is the complete list of formations the artillery can use, and their effects.

IV.11) Limbered Artillery
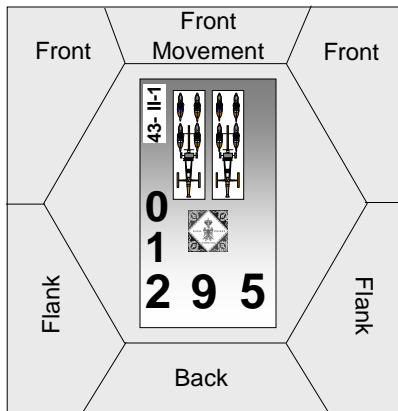
- Mandatory in **town**. In this case it has a front, flank and rear like in clear terrain.
- Movement not allowed in forest, brush, or marsh, except through a road.
- Facing is similar to column infantry.
- Fire is not allowed while limbered.
- The melee value is the printed value when defending, but attacking is not allowed.
- No morale check due to fire or melee while in a town hex.

IV.12) Unlimbered Artillery
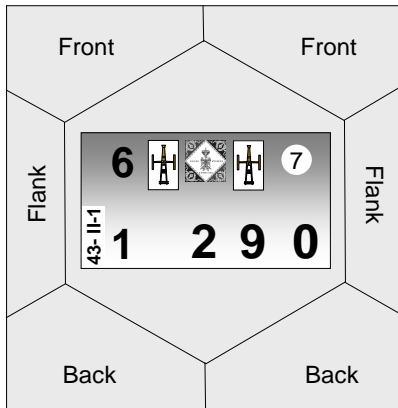
- This formation is allowed only in **clear, farm** or **difficult** terrain (where there is no mandatory formation).
- Facing is similar to infantry in line formation.
- Same thing for the front hexes.
- Movement **0 MP** unless the unit changes formation. If the artillery changes from

unlimbered to limbered, the formation change cost is 2 MPs, and is subtracted from the limbered movement allowance (see VI-3). If an artillery has 5 MPs while limbered, it can change from unlimbered to limbered, and then executes a 3 MP movement. The same applies if the artillery becomes disorganized, except that the movement cost is 0 MP.
- Can pivot 60° per turn for free.

- Range dependant fire value
The fire value decreases with the distance of the target. Subtract the number of free hexes from the firing artillery to the target, with a final minimum of 1 whatever the distance up to the maximum range. For example, if the target is three hexes away (2 empty hexes between them), then the fire value will be 6-2=4. The "4" column will be used on the fire table (if no other modifier applies). A unit 7 hexes away (maximum range of some units) will be attacked at 6-6=0, therefore final value of 1
Exception: Two batteries with one loss each combine their fire at long range. According to the rule they have a final value of 1+1 =2. In this case the final value is 1, to avoid two half batteries firing better than one full battery

The fire value can be decreased by terrain and if the battery takes losses (see VII-1).

- Opportunity fire range is 2 hexes only, no matter what is the printed range.
- Melee: attack is not allowed, but the artillery can defend with the normal rules.
- Rear attack: see VIII-6, and especially the exception that applies to unlimbered artilleries.
- Artillery and Squares: see square (see IX-6).

IV.13) Disorganized Artillery
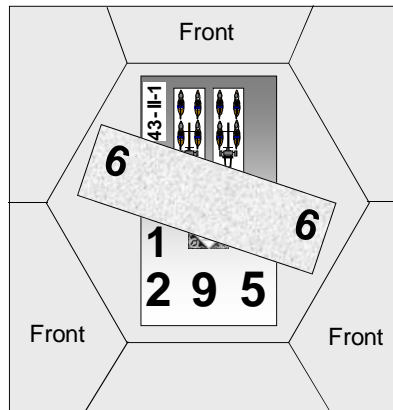
- Place a numeric marker across the unit counter. Use the current game turn number.
- Upon its disorganization, the unit immediately retreats **2 hexes** (see VIII.9) except if optional rule XVI-3 is in effect.
- Use the printed morale with a **-2** modifier.
- Use the limbered movement allowance, but movement is allowed only toward the lines of communication (see XV).
- Cannot attack with melee or fire.
- Automatically eliminated if attacked in melee except is stacked with a disorganized infantry. In that case it is ignored for the melee but suffers the result of the infantry
- If a disorganized unit suffers a second disorganization, it is eliminated for good (exception when the army is demoralized, see XII).
- Cannot stack with a good order unit (that is, any other formation).

Historical Note: the artillery units' density was lower than the cavalry's and the infantry's. Therefore, we suggest that you apply optional rule XVI-2.

V-Stacking

Several units can occupy the same hex, but they must obey some conditions. A player cannot examine the enemy stacks, only the upper unit.

v.1-Stacking Limits
A single hex can contain:
- either up to **10 steps** of artillery and infantry
- or up to **7 steps** of cavalry.

These limits are in effect at all instants, including during movement. If a unit must retreat into an hex where overstacking would occur, the whole stack is disorganized. If the stack is already disorganized, it executes an additional one or two hexes retreat, see VIII-9.

v.2-Stacking Prohibitions
If a cavalry unit must enter an hex occupied by infantry or artillery, or vice versa (for example during a retreat move), the two stacks are immediately disorganized, and both retreat 2 hexes.
If a stack is already disorganized, it executes an additional 1- or 2-hex retreat (see VIII-9). At the end of the movement, the prohibition against stacking cavalry with other must be adhered to, and this can cause the player to execute as many additional retreats as necessary.

v.3-Stacking & Combat
When several units are stacked:
- Only the top unit can fire.
- A stack can attack only one hex, it cannot split to attack several hexes.
- All the units in the stack take part in melee, attack and defense alike.
Exceptions:
- If a unit's melee value is zero, it does not take part in melee, but it suffers the combat results D, D1 and E. If a melee requires a morale test, the first unit with a positive melee value of the stack checks.
- An unlimbered artillery attacked through the rear does not fight (see the end of VIII-6).

v.4-Stacking & Losses
The step losses are applied to the top unit.

Exceptions:
- During melee, if the top unit has a zero melee value, the losses are applied to the unit underneath.
- If the top unit is completely eliminated and if the step loss result is not totally fulfilled, the remaining losses are applied to the next combat unit, and so on. And this next unit will execute the morale check, if any is required.

v.5-Stacking & Morale Checks
If a morale check is required, the unit stacked on top executes this check. If it succeeds, the whole stack holds. If the test fails, the unit underneath executes a morale check modified by -2, and so on.

Note: the concept "stacked on top, therefore in front" is just an easy way to explain why only the top unit checks morale and fires. If the stack is fired upon from a rear hex, the losses are still applied to the top unit.

v.6-Stacking & Opportunity Fire
if a unit leaves the hex and **exits** to the rear, leaving other units in the hex, it is still subject to opportunity fire, no matter where this fire comes from. The static top unit does not screen the moving unit, the triggering event is simply exiting the hex (see VII-5). If this fire triggers a morale test, the entire stack performs it because the hex is the target.

v.7-Stacking & Facing
At the end of the movement phase, units stacked together and with the same formation must have a common facing.
If several units are stacked together but with different formations, they can have different facings, but they must share at least **two front hexes**. This is called "**mixed order**".
Front hexes and flank / rear hexes are determined with respect to the whole stack, not individual units. If an adjacent hex is a front hex for one unit, it is a front hex for all the units in the stack (the first unit "covers" the other units).

Example: mixed order. The top infantry is in line to fire and the bottom infantry is in column to get its melee value modified by +1. Both units have two front hexes which are also front hexes for the other unit. Because of mixed order, the infantry in line formation has three front hexes if attacked, and the column has two possible front hexes for fire and melee, the two hexes that are also front hexes for the line.

Exception:
- An infantry in square formation cannot stack with an infantry in any other formation.
- Skirmishers can stack only with other skirmishers.

If two units end any phase stacked together but not with compatible facings, both execute a morale check. This can happen if a movement has been interrupted by a countercharge, or if a unit retreats before combat. If both morale checks succeed, the player must change the facing of one unit to obey the rule.
Note: this case is checked only at the end of a phase.

v.8-Disorganized Unit & Other Formation
A disorganized unit cannot be stacked with other formations, except during a **retreat**, and in this case, the good order unit checks morale. Nevertheless, the disorganized unit cannot stay in the hex, and it continues the retreat until it enters an available empty hex.

v.9-Stacking: who is up, who is down
The player can change the order of his units in a stack during his movement or charge phase only (exception, artillery moving down upon infantry square formation, see IX.6). These changes are free.

VI-Movement and Terrain Effects

During his movement phase, a player can move all, some or none of his units, spending movement points (MPs) according to formation and terrain (see the Terrain Effect Table, in the play aids).

"The Art of War consists in the following: with a less numerous army, you concentrate more troops than your enemy on the point where you attack, or on the point where you are attacked. But this art cannot be learned in the books, or acquired as a habit, it is a way of acting which is the proper genius for war." Napoleon

VI.1-General Case
Movement is not mandatory. Unused MPs cannot be transferred to other units, nor accumulated to be used in a subsequent turn. Each turn a unit can use its full movement allowance.
Exception: if a cavalry executed or attempted to execute a charge during the charge phase prior to the regular movement phase, it cannot execute a voluntary movement during the movement phase.

The number of MPs a unit can spend is indicated on the exposed face of the counter (exception, a square has 1 MP). Each spent MP is subtracted from the new movement allowance. If the number of spent MPs is now higher than the exposed face (when a column goes to line for example), then the unit stops.

An infantry or artillery unit can enter an hex occupied by friendly units provided there is no overstacking (see V-1). The same applies to the cavalry, which can cross an hex occupied by friendly cavalry. A disorganized unit cannot voluntarily cross an hex where there is a "good order" friendly unit (except during a retreat, see V-1).

A unit can not enter an hex occupied by an enemy unit. A leader is not an unit.

VI.2-Entering an Hex
Depending on its formation, a unit can, or cannot, enter any adjacent hex:
- Line: the unit can enter one of the 2 front hex.
- Column, limbered: the unit can enter the central front hex (the hex where attack and fire is allowed).
- Square, general order, disorganized: the unit can enter any adjacent hex.

The MP cost when entering the hex is a function of the terrain type. See the Terrain Effect Table in the player aids. Sometimes, there is an additional cost to cross the hexside: gully, stream, going uphill, etc.

Example: a column infantry has 6 MPs. It enters a clear hex (1 MP), another clear terrain uphill, crossing a ridge (1+1=2 MPs), and ends its movement by entering a forest (2 MPs). The total movement cost is 5 MPs.

VI.3-Formation Change
A voluntary change of formation is executed while staying in the hex, and costs
* **1 MP** for infantry,

* **2 MPs** for cavalry or artillery.
But a **mandatory** change of formation requires **no MP** expenditure (from or to disorganized, from or to general order). Disorganization and rally cost no MP.

Column / Line
When a unit switches formation from column to line, the two line front hexes must be among the three column front hexes. The same is true for changes from line to column.

Limbered / Unlimbered
An unlimbered artillery has 0 MP. Yet, it can change to limbered. Its movement allowance is the limbered movement allowance, with 2 MPs already spent by the formation change. During a formation change, the orientation of the new formation is free.

Example: an artillery starts the movement phase unlimbered. The movement allowance on its limbered side is 5 MPs. It can limber by spending 2 MPs, and then move with the remaining 3 MPs.

Light Infantry (with a 2-hex fire range)
Light infantry can adopt all the formations available to regular infantry. It can adopt an additional formation, Skirmishers, which allows firing at a 2-hex range (see IV-6).
The counter is placed on the line side, and across an hexside. The unit occupies both hexes.
Note: this formation change does not trigger opportunity fire (or counthercharge).

VI.4-Facing Change
- A unit spends **1 MP** for each 60° facing change.
There are two exceptions:
- unlimbered artillery can change facing 60° per turn at no cost if this is its only move.
- column cavalry or infantry units, as well as limbered artillery: the first 60° facing change before or after entering a new hex is free. A column unit can use this free facing change at the start of its movement, and then each time it enters a new hex.
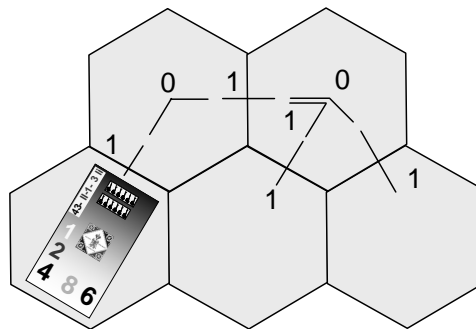
Special Cases:
- A 180° countermarch costs **2 MPs** in any formation.
- A rearward move without facing change nor formation change costs **1 MP** plus the normal terrain cost.
Note: this does not apply to formations with six front hexes: general order, square and disorganized.

- The cost of facing change of charging cavalry is covered in chapter IX.

VI.5-Deliberate Disorganization of the cavalry
A cavalry unit can voluntarily adopt a disorganized state at <u>any time</u>
- during its turn
- or during its opponent charge phase and movement phase when an enemy unit enters or starts a charge in an adjacent hex.
This decision must be immediately taken when the occasion occurs. Its cost is **0 MP**.
The unit must retreat two hexes (see VIII-9 for the retreat precedences).
A numeric marker is placed across the unit. Use the <u>previous turn</u> number.
This exception applies to deliberate disorganization only, not to any other disorganization. The cavalry will be able to check its rally as soon as the next turn.
After this deliberate disorganization, the enemy unit may continue its move or charge if it has any MP left.

VI.6-Terrain Effects on Movement
To cross a <u>bridge</u>, a good order unit (exception: cavalry charge) must adopt the column formation (limbered for artillery) and if necessary pay the formation change MPs. No formation change is necessary for disorganized units crossing a stream or a bridge.

A <u>stream</u> can be crossed in any formation but the extra cost is shown in the terrain chart of the special rules. Other special rules may apply.

In a <u>town</u>, <u>brush</u> or <u>wood</u> hex, a good order infantry or a non charging good order cavalry must use the general order formation (remember: free formation change). Disorganized units do not change formation.
In a town, an artillery can only be limbered or disorganized. It can cross a brush or wood hex only by using road movement, while limbered or disorganized.

VI.7-Road
To be eligible for road movement, infantry and cavalry must be in column or disorganized. Likewise, artillery must be limbered or disorganized.

When moving on a road, a unit spends **1 MP** only per hex (the road cancels streams, forests, etc). As long as the unit stays on the road, no formation change is required (this is an exception to rule VI-5).

<u>Movement Bonus</u>:
A unit has an additional **2 MPs** in a turn if it executes its whole movement on a road.

<u>Infantry / Cavalry</u>:
If the unit leaves the road while in a town, forest of brush hex, it immediately changes to general order (spending 0 MP).
If the unit stops in a road hex within the town, brush or wood, the owning player must choose one of the two possibilities: either adopt the general order formation, or stay in column on the road. In this case the unit is marked with a blank counter until it leaves the terrain (the only purpose of this counter is to remind the players the unit is on the road). If any morale check is required, a unit in this situation is automatically disorganized.

<u>Artillery</u>:
An artillery can cross a wood or a brush hex only by road. In town, artillery can be limbered or disorganized, other formations are forbidden.
If the artillery stops in a road hex within the brush or the wood, it is marked with a blank counter until it leaves the terrain (the only purpose of this marker is to remind the players the artillery is on the road). If any morale check is required, the artillery is automatically disorganized.

VI.8-Cavalry Withdrawal
This movement is available only to good order cavalry not performing a charge. It can retreat **1 or 2 hexes** as soon as an enemy unit enters an adjacent hex.
<u>Exception</u>: It cannot retreat if charged by an enemy cavalry or if disorganized.

A cavalry unit can execute several retreats during the same enemy movement phase if several withdrawal occasions arise during the enemy movement phase. Or it can retreat one time and countercharge another time, see IX-7, or become disorganized as described in VI.5.

To retreat, **check morale** first, with no modifiers.
- If the morale check succeeds, the counter is displaced **1 or 2 hexes** in the direction opposite to the enemy unit triggering this special movement. The withdrawing cavalry stays in its current formation if it is compatible with the terrain. Then, the enemy unit can continue its move. This ;ove;ent can trigger opportunity fire.
If the cavalry is attacked again by the same unit during the same movement phase, it can withdraw again, without checking morale.
- If the morale check **fails**, the cavalry is disorganized, with the usual results (see VIII-9, including a 2-hex retreat). The enemy unit can move into the vacated hex and continue its movement.

VII-Fire

Infantry and artillery units (not cavalry) can open fire against enemy units within range. This can happen at several occasions during a turn. First, the enemy can use opportunity fire when the phasing player moves units, under some conditions. Then, during defensive fire phase, he executes the bulk of his fire attacks (usually against units about to attack him). And then, the phasing player can execute his own fire attacks, during the offensive fire phase.

"Military science consists in first computing all the probabilities, and then, evaluate precisely, with a nearly mathematical method, what is the share of chance... Chance is a mystery for lowly minds, and it becomes a real thing for superior men..." Napoleon

VII.1-Firepower
This is the <u>upper</u> number on the left-hand side of the counters.

Firepower:
- **Infantry** firepower is a <u>constant</u>. It does not vary with the remaining number of steps.
- **Artillery** firepower is **halved** (round up) when an artillery loses one of its two steps.
Example: a battery with a firepower 5 or 6 has only 3 if reduced to one step.
Note: some artilleries have 3 steps. In this case, they use a special rule, which is written among the special rules for the battle.
- The firepower can be modified by other factors: the unit formation and the surrounding terrain. In some cases, it can even be reduced to 0, and the unit therefore cannot fire.

<u>Historical note</u>: it may seem odd that the firepower is not proportional to the number of remaining steps. But when arrayed in a line formation, the frontage of a regiment was never more than 400 men. So, even if the regiment is reduced to this manpower, the firepower is the same as initially. Exceptions covering two-rank units like the British will be added in the special rules.

VII.2-Range
This is the maximum distance from the firer to the target within which fire is possible.
Remember that a unit can fire only through its front. For column infantry, only the central front hex is used, not the side front hexes.

During <u>defensive</u> and <u>offensive</u> fire:
* **1 hex** for regular infantry, and for light infantry not in tirailleurs
* **2 hexes** for light infantry in tirailleurs
* **5 to 7 hexes** for unlimbered artillery (see the fire tables).

Note: the farther an artillery fires, the less efficient its fire attack is (unless several artilleries fire together).

During <u>opportunity</u> fire:
* **1 hex** for regular infantry, and for light infantry whatever its formation
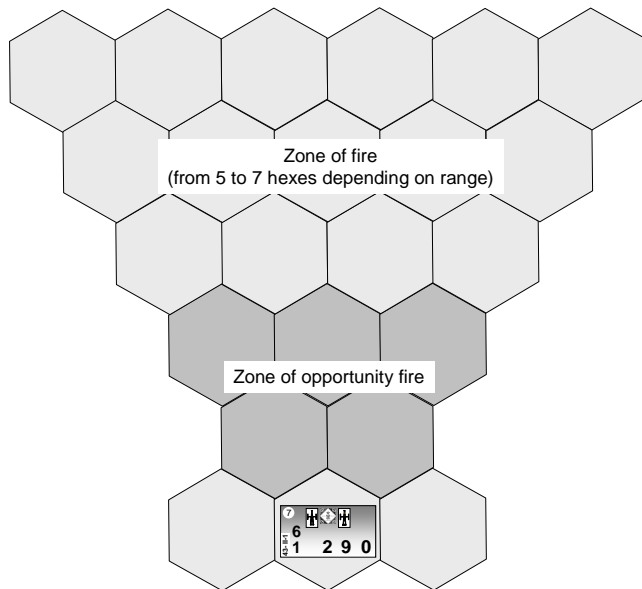
* **2 hexes** for unlimbered artillery.

VII.3-Fire
First compute the total modified firepower (with any modifiers due to the terrain or the formation), and then roll a die.
If several units fire into the same hex (including infantry and artillery firing together), they must combine their firepower into a single one, and the die is rolled only once.

Then, read the result on the fire table:
- a **#** result is the number of **steps** the target loses. Any step loss induces an immediate morale check (see VII-9).
- a ***** result means that the target loses no steps, but it **checks morale** immediately.

<u>Exception</u>: a unit in a **town** or **castle** hex does not check morale when fired upon.

VII.4-Offensive / Defensive Fire
Each unit can fire twice:
- once during the defensive fire phase (during the enemy player's turn)
- once during the offensive fire phase (during the player's own turn)
That is, twice per game turn.

VII.5-Opportunity Fire
A unit (infantry or artillery) can execute "opportunity fire" each time a unit **leaves** an hex into which the friendly unit can fire.
- Infantry: any **front** hex for a line and the **melee front** hex for a column (see IV-A).
- Unlimbered artillery: any hex within the **front area**, and within a **2-hex** range (no matter what is the real range of the artillery).

Opportunity fire combat is not available when the enemy unit just changes facing or adopts a new formation while staying in the hex. The enemy unit has to **leave** the hex to trigger opportunity fire.

The enemy unit is <u>immediately</u> fired upon in the vacated hex, with the corresponding formation and facing, not the formation and facing within the entered hex. Likewise, if disorganized, the 2-hex retreat starts from the vacated hex, not the entered hex (see VIII-9).

Remember that, if several units can fire on the same target, they add their modified firepower together, and only one opportunity fire attack is resolved <u>per hex</u>.
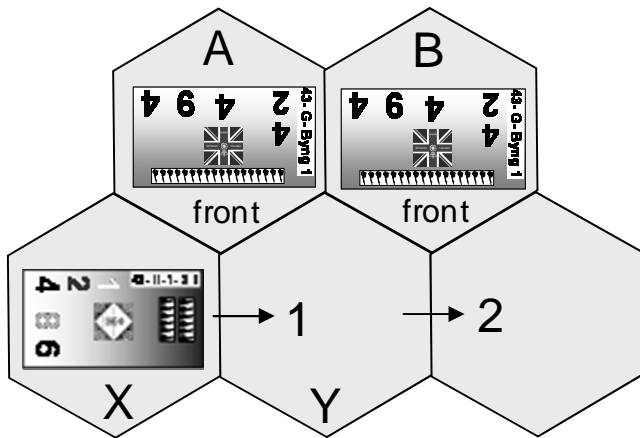
The unit exits X and enters Y. A can fire into X, because the unit is leaving X. Then the unit leaves Y. A can fire a second time, and B can fire for the first time. This fire is resolved in hex Y.

Each time an infantry or artillery gets an occasion to execute an opportunity fire attack, it is allowed to fire. There is no limit to the number of fire attacks the unit can execute, in addition to the offensive and defensive fires.

If the opportunity fire is triggered by a disorganized unit doing a retreat move, the unit that took part in the combat which disorganized the retreating unit (either fire combat or melee combat) cannot execute opportunity fire. Moreover, no unit involved in a melee that turn (either this melee, a melee resolved before in this melee phase or a melee to be resolved after but always in the same melee phase) can make an opportunity fire.

Special Cases:
- **Retreating** unit does not check morale if it is fired upon during its retreat.

- If **several units** move stacked **together** during the "dangerous" part of the movement, only one opportunity fire is executed, and losses are applied to the top unit (except if it is destroyed, see V-4). But this is done only if the units are stacked together during the move. If they move separately, even if the paths are the same, there are two or more opportunity fires.

- If an enemy unit or stack crosses **several hexes** under the fire of the same unit, it is subject to opportunity fire in each hex it leaves.

- If an enemy unit, stacked **under** another enemy unit, leaves the hex, it is subject to opportunity fire upon leaving the hex. Only this unit is the target of the fire attack (see V-5).

VII.6-Line of Sight for Artillery and Skirmishers
The line of sight represents what a unit can see beyond the adjacent hexes. Without a line of sight, a unit cannot fire.
The line of sight is checked from the firing hex **center** to the target hex **center**.

VII.7-Blocking Terrains
The line of sight cannot cross the following hexes (even partially crossing):
- a wood, brush, castle or town hex;
- a ridge hexside;
- an hex occupied by any unit (leaders are not units). Note that the line of sight is blocked if it crosses the hex where the unit is, not just if it crosses the unit counter.
But fire is possible from these hexes or to these hexes, with modifiers in some cases.
Note: a gully never blocks lines of sight.

A **ridge line** is located on the hexside, even if the artwork does not exactly follow the hexside. It blocks fire, except:
- if the firing unit is adjacent to the ridge line, and up that ridge.
- or if the target is adjacent to the ridge line, and up that ridge.

A line of sight going down a ridge then up a ridge to a target located up is not blocked, except if other blocking terrains are on the way (even if they are down the ridge).

Note: in some cases, the line of sight is drawn along a hexside. The line of sight is clear if at least one of the two hexes does not block the line of sight.

Example: fire attacks #1, 2 and 3 are allowed (#3 is adjacent to the ridge and up), #4 is forbidden as it crosses the previous ridge, #5 is forbidden because the target is down, #6 is allowed for the same reason as 3, #7 is forbidden because the target is down, #8 and 9 are allowed as no ridge is crossed, and #10 is allowed as difficult terrain is not blocking.

VII.8-Losses
Losses are recorded on each player's Loss Sheet, by checking the boxes starting from the right. To ease this recording, each counter has a regiment name and a sequential number.

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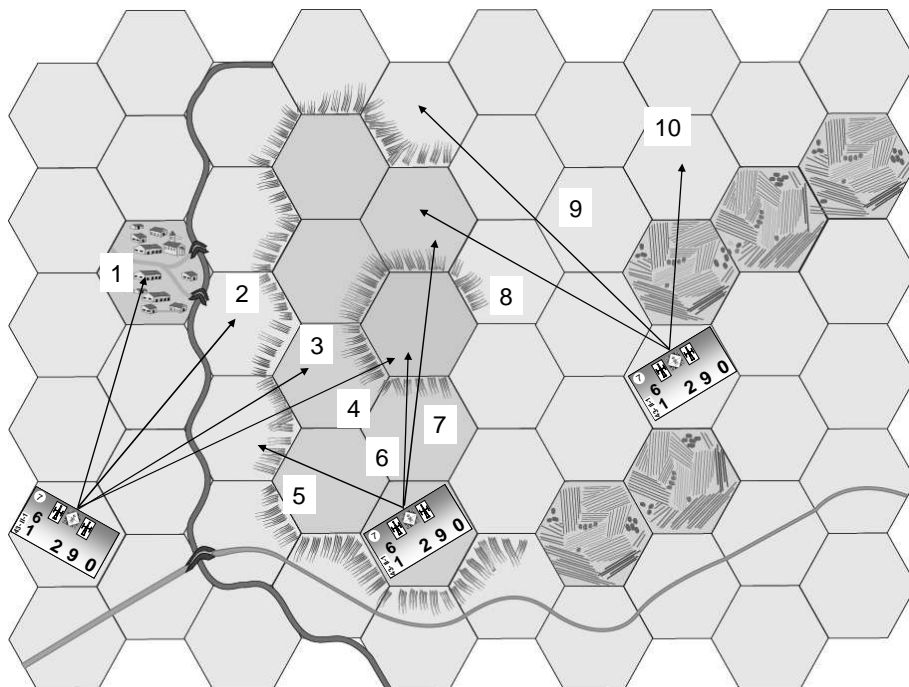
Option: The players can choose to use the numeric markers instead of checking the boxes on the sheet. They put the loss marker across and **under** the counter.

A Piece of Advice: This option is a good way to show which artilleries have a reduced size.

VII.9-Morale Check
A successful morale check has no effect. But a failed morale results in:
- the target unit is **disorganized** (if previously disorganized, the unit is eliminated)
- the target unit retreats **two hexes** towards the lines of communications (see VIII-9 melee).

If the fire result eliminates the last step of a unit, the morale check is executed by the unit underneath (if such a unit exists), but without the negative for being stacked under a unit that just failed a morale check..

Even if, because of the morale check, the hex is vacated by the elimination or the retreat of the target unit, the firing unit(s) cannot occupy the hex.
Note: advance after combat is possible only for melee combat.

VII.10-Fire Against a Square
The die is modified by **+1** if the target is in square formation, no matter from whom the fire comes.

VIII-Melee

During his melee phase, a player can attack one or more enemy units with adjacent friendly units. The higher the melee value or the step strength, the more powerful the attack. For infantry, column formation is ideal for melee.
Cavalry is especially powerful when charging, except against an infantry square.

"The Art of War does not consist in elaborate maneuvers, simple ones are better: all you really need is common sense... This is like a fistfight: the more you give, the better..." Napoleon

VIII.1-General Case
Each enemy unit can be attacked once per melee phase, even if it retreated after combat, ending its retreat in another unit's front. But a unit can be attacked by several units in a single combat.

Exception: a retreating unit can trigger a countercharge.

Melee is never mandatory. The phasing player decides whether he will attack or not.

VIII.2-Stacks and Melee
An attacking stack cannot be split to attack different hexes. If a stack attacks, every unit that can attack takes part in the melee.
Likewise, a defending stack cannot be split. If attacked, it must be attacked as a whole.
Moreover, a unit cannot attack two hexes in a single melee.

VIII.3-Melee Value
The melee value is printed under the fire value.

The melee value can be modified:
- Attacker: the formation and the defender's terrain can modify the attacker's melee value. See the Formation Table and the Terrain Effects Table in the play aids.
- Defender: his formation and terrain can modify the melee value. The attacker's terrain is irrelevant (exception: charging cavalry from woods, town, brush).

The melee value is used to compute the unit's **melee strength**, used to resolve the combat (see VIII-4).

If an attacking unit's modified melee value is **0**, this unit does not take part in the melee, and it suffers no losses.
If a defending unit's modified melee value is **0**, it is ignored for the combat resolution, but it suffers the retreats, disorganizations and eliminations nevertheless.

VIII.4-Melee Strength
For each combat, the attacker and the defender compute their melee strengths, by **multiplying** each unit's **modified melee value** by the unit's current **number of steps**, and adding together the results. That means that the melee strength decreases as the unit takes losses.

Example: A unit's melee value is 2, and it currently has 5 steps remaining. Its melee strength is therefore 10 (2 x 5).

VIII.5-Attack Hexes
A unit can attack with melee combat only into **front hexes**.
- one of the **2 front hexes** for a line infantry / charging cavalry
- one of the **3 front hexes** for skirmishers
- the **central font hex** for a column infantry (no attack is allowed through the lateral front hexes). Cavalry can not attack in column.
- any one of the **6 adjacent hexes** for an infantry / cavalry in general order.

Remember that disorganized units and artillery cannot attack during the melee phase, but they can defend.

VIII.6-Flank / Rear Attack
A unit attacked from a rear or flank hex has its melee value **reduced by half**, rounded up. And if a morale check is required, it is modified:
- by **-2** for a flank attack;
- by **-3** for a rear attack.
Even if only one unit attacks from the rear or the flank, the modifiers are applied.

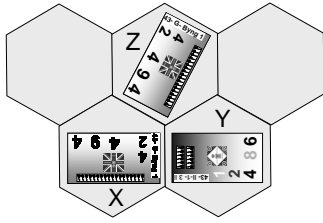**Exceptions**:
- Mixed Order: flank / rear attack does not apply if any defending unit is attacked from front hexes only (see V-7).

- Protected Flank:
If a friendly unit X is attacked by an enemy unit Y through the flank or the rear, its flank or rear can be "protected" if Y is itself in the front of a friendly unit Z*.
In this case, the flank / rear negatives do not apply.

* except if Z is a limbered artillery, or a disorganized unit (whatever its type).

<u>Unlimbered Artillery</u>:
- Artillery alone: if attacked from a flank or rear hex, the combat result applies to the defending artillery only. Any <u>0</u> or <u>1</u> result (with or without *) is replaced by **D**. All other combat results are applied normally.

Example: the combat ratio is 4 vs. 1, and the die roll is 1. The melee table gives a 1/1* result, but it is replaced 0/D; if the result had been 0/D1, it would have been applied without change.

- Artillery stacked with infantry: if the artillery is stacked with infantry and is attacked through its rear or flank, it does not participate in the melee. But if the infantry is disorganized or eliminated, the artillery suffers the same adverse results. The infantry unit takes the first loss.

VIII.7-Melee Prohibitions
Some units cannot attack in melee:
- disorganized units
- units with a melee value modified to zero (because of the terrain, for example)
- Infantry in square formation
- Cavalry in column or general order
- artilleries
Note: these units can still defend if attacked in melee.

VIII.8-Melee Combat
The attacker <u>divides</u> his melee strength by the defender's melee strength to get a combat ratio. This ratio is always rounded in favor of the defender.

A die is rolled, possibly modified by a leader stacked with the attacker or the defender.

The combat result from the **Melee Table** is applied immediately.

- **0** or **1**: number of step losses.
- *****: immediate morale check for the stack that took part in the combat, see X-2
- **D**: Disorganization and 2 hexes retreat
- **D1**: Disorganization, one step loss and 2 hexes retreat
- **E**: Elimination.

The first result applies to the attacker, the second result to the defender (A / D).

<u>Note</u> that a unit already disorganized which suffers a D or D1 result is eliminated.

<u>Exception</u>: a unit in town or in a castle does not check morale if the melee result is *.

Example 1: an infantry in line formation with no loss (7 steps, melee value 2, melee strength 14) and a column infantry with two losses (7 - 2 = 5 steps, value 2 + column modifier 1, total strength 5 x 3 = 15)

attack a unit in line formation with no loss (6 steps, value 2, total 12). The combat ratio is 29 : 12, rounded in favor of the defender to 2 : 1.

Example 2: a 4-step infantry in general order (in town) attacks an adjacent forest hex. Its basic melee value is 2. It is not modified by the attacker's terrain, but it is modified by -1 because of the defender's terrain which is forest. The melee value is 1, and the melee strength is 4 (4 x 1).

VIII.9-Disorganization and Retreat
If a combat result includes a disorganization (D, D1, or failed morale check), the involved unit(s) must retreat **2 hexes**. This retreat must be executed, by decreasing priority:
1) <u>towards</u> the lines of communication, through empty hexes.
2) towards the lines of communication, through hexes occupied by friendly units.
3) into any other empty hex.
4) into any other hex occupied by a friendly unit.
Note: if all surrounding hexes are impassable or enemy-occupied, the disorganized unit cannot retreat, and is eliminated instead.

If the retreat path crosses one or several hexes occupied by **friendly units**, these units must <u>immediately check morale</u>, unless they are already disorganized. Stacking limits must be obeyed (ex: automatic disorganization if infantry retreats over cavalry). See V Stacking.

If the retreat path crosses one or several front hexes of enemy units, the retreating units may be fired upon by the enemy units, using the rules of **opportunity fire** (see VII-5). But the fire cannot be executed by units that take part in a melee this phase. In other words, the retreating unit cannot be fired upon by the unit that repulsed it.

Retreating through enemy-occupied hexes if forbidden. An enemy leader is not a unit. Attacking empty hexes, hoping to get an advance after combat for free is also forbidden.

The retreat movement length is two hexes only, unless an impossibility occurs *(e.g. terrain where the unit cannot stop)*. In this case, the unit can retreat <u>one additional hex</u>.

A unit that **leaves the map** while disorganized cannot come back. It counts as an **eliminated** unit for victory points purpose, unless it exited the map through a <u>line of communication</u> (see XV).

VIII.10-Advance After Combat
If the hex is **vacated** (all the defenders have been disorganized and have retreated), one or several attacking units can occupy it.

The advancing units can neither change formation (unless the terrain requires another formation) nor facing, and they must obey the stacking rules. The attacking units can go no further during this phase (except in the case of a victorious cavalry charge, see IX-4).

IX-Cavalry Charges

Cavalry has a considerable melee strength when charging. The only response against it is the square formation (for infantry) or the countercharge (for cavalry). However, charging an artillery's front is not advisable.

Charges occur before the other units' movements. Beware that the rules that apply to the charges and countercharges contain many exceptions to the other rules.

"Do not attack the fronts of enemy positions when you can attack their flanks." Napoleon

IX.1-General Case

To attack, cavalry must charge. This move is performed during the charge phase. To make a regular move (with no combat), the cavalry moves during the movement phase. The units having performed a move (or a charge with no move) during the charge phase cannot make a regular move during the movement phase. The charging units will melee during the melee phase (exception: countercharges, which are resolved immediately).

The cavalry's formation for regular move is the column (or general order if need be). The cavalry's formation for a charge is always the line. There is no cost to change formation for a charge.

To defend, a cavalry unit may opt to stay in column or general order formation, or it may attempt a countercharge during the opponent's movement or charge phases. In this case, the defending cavalry becomes for a few moments the attacker. It may also choose to become disorganized, or retreat (if attacked by infantry only).

IX.2-Charge Movement

During his charge phase, the active player states which units will attempt to charge, but he does not state which enemy units are targeted. The charging cavalries may not be disorganized.
The unit executes a normal movement with the following restrictions:
- Only two 60° orientation changes can be performed for the whole charge move.
- Each of this orientation change costs 2 MPs.
- Each unit can change 60° only once per hex.
- There is no free orientation change (only in a regular move).
- During a charge, to enter a village or a wood hex costs 6 MPs, brush 4 MPs, difficult terrain or a farm 2 MPs.
- If the unit starts its move in such a terrain, it pays this cost first.
- To cross a **stream** costs 6 MPs, to climb a **ridge** 2 MPs, to go down 2 MPs also.
- In a wood, brush, or town, the cavalry changes its formation to line for the charge. The same happens for a countercharge.
- A charging cavalry cannot cross a **gully** or a **marsh**, and cannot enter a **castle** or cross **fortified walls**.

Each charge is resolved separately. Yet, if several cavalries are stacked at the beginning of the charge phase, they can charge together. Cavalries can also come from different hexes, provided the player states he will attempt a "combined charge" (see IX-5).

A leader can charge with the cavalry if it is stacked from the beginning. In that case it will not be allowed to move further during the regular movement phase.

If, during the movement, the cavalry happens to be in the neighborhood of an **enemy cavalry** facing the right direction, this enemy cavalry may immediately attempt a **countercharge**, by checking morale.
If the destination hex contains at least one **infantry**, the defender may attempt to form square (morale check see IX-6).

When a charging cavalry moves, the owning player can state which hex the cavalry will attack if, and when, he wants. Of course, a cavalry in line formation has two front hexes, and can attack either. The charging player may wait for the melee phase to state which hex he attacks. It is the defender's task to guess which hex is targeted... However, the cavalry can attack one hex, the other or even none by choosing to become disorganized, not both hexes.

A charging cavalry may **voluntarily become disorganized** at any time, (including after the combat, to be allowed to retreat 2 hexes). The game turn marker placed on the cavalry will have the **previous** game turn number (see VI-5 and optional rule XVI-4).

A charge ends only by a melee, losing a morale check (after a loss due to fire for example) or by voluntarily becoming disorganized at any time. Once a unit starts a charge, it **cannot voluntarily stop it**. If it fails to make contact, it must disorganize voluntary.

Note: there is no morale check requirement to charge. This morale check exists only for countercharges, see IX-7.

IX.3-Charge Combat Resolution

All charge combats are resolved during the **melee phase**. The cavalry fights with the usual procedure, with all the modifiers that apply (value reduced to 1 when attacking a square, for example). Exception: a countercharge is resolved immediately upon its declaration (see IX-7).
If the target of the charge contains no enemy unit (or only markers or leaders), the melee is considered over. This can happen when the defenders retreated after a fire and its morale check.
When applying the combat results, an infantry targeted by a charge loses **1 additional step**, except if in square or general order formation, or if the result was 0 step loss (see IX-6).

Remember that an already disorganized unit which gets a **"D"** result is eliminated.
At the end of the melee phase, every cavalry unit involved in a charge reverts to the column formation (or general order if within a town, forest or brush), obeying the rule about "facing with at least two front hexes in common", see V-7.

IX.4-Charge Exploitation

If, when the combat is resolved, the target unit is disorganized (D combat result or failed morale check) or eliminated:
- a disorganized unit retreats 2 hexes (see VIII-9);
- the cavalry can enter the combat hex, change its orientation by 60° if needed, and then the first retreat hex or an adjacent hex (in case the attacked unit was eliminated); the change of orientation is

limited to 60°, if the enemy retreats in a non-reachable hex there is no exploitation.
- if the first retreat hex contains a unit (which has to check morale immediately, see X-2), the cavalry can charge this new unit if the morale check was successful. If this unit is infantry, it can form square before the cavalry enters the adjacent hex. If the infantry cannot see itm no square attempt is possible.

IX.5-Combined Charges
The charging player can declare a "combined charge" with several cavalry units from different hexes. These cavalries must meet when charging. This rule allows cavalries to fight together if countercharged. Then the cavalries can move and fight as a whole.

If the cavalries follow different paths during the movement, they are no longer considered as combined.

IX.6-Square
An infantry can be in square formation at the start of the charge, or it can attempt to form square at any moment during the charge (except if disorganized or if the cavalry is adjacent) even before the cavalry makes a single move.

An <u>infantry</u> not in square during a charge can suffer **one additional step** loss. When the melee is resolved, any result <u>other than 0</u> implies an additional step loss.
Example: 0 still is 0, 1 becomes 2, D becomes D1, D1 becomes D2.

To attempt to form square, the defender executes a **morale check**, with all the usual modifiers, except the -2 for being attacked from a rear / flank hex (the troops from the last rank always looked behind from time to time, the contrary would be surprising… and the square was formed, no matter where the order was issued from). Moreover, the morale check is modified by the distance from the charging cavalry:
- If this distance is 3 hexes or more, a bonus of 1 applies.
- If this distance is 2 hexes, no modifier applies.
- If the cavalry is adjacent to the target, no square attempt can be made, the infantry must stand the melee unchanged.
The line of sight might be important. If the cavalry is 3 hexes away but is seen only at 2 hexes, the last will be used for the morale check.

If the morale check succeeds, the infantry immediately adopts the square formation. Other infantries (stacked underneath) automatically adopt this formation too.
<u>Artillery in the square</u>:
Players can freely move artillery units up or down the pile during the square formation change, but cannot change the artillery formation. Artillery retains its orientation, it does not have 6 hexes of front as the square has.
- limbered artillery in the pile: it is protected by the square, no matter what its position in the stack is;
- unlimbered, stacked <u>on</u> the infantry: it can use only half of its fire value against cavalry (both in opportunity fire and regular defensive fire), and if the cavalry actually melees the hex, the artillery will take at least one step loss whatever the melee result. The artillery has no +2 morale bonus for being stacked with a square, but if attacked by cavalry, this cavalry melee value is still reduced to 1 due to the presence of the protective square. If the square is attacked by infantry only, the fire value of the artillery is full.

- unlimbered, stacked <u>under</u> the infantry: it can only take part in melee and does not fire, but it benefits from the +2 morale bonus.

If the morale check fails, the infantry is disorganized, but does not retreat now. It will retreat when the charge combat is resolved, unless it is eliminated during this combat...

If several infantries are stacked together, the top unit checks morale. If successful, the whole stack adopts the square formation. If it fails, it becomes disorganized, and the second unit in the stack checks morale with a **-2** modifier to form square (see V-5). If all the units in the hex fail, they remain in place and await for the melee result before retreating. If a single unit passes the morale check, the others retreat and do not wait for the cavalry melee. This avoids having units both in disorder and in square on the same hex.

IX.7-Countercharge
An enemy cavalry, even being charged, can attempt to countercharge. This can happen during the charge, movement and melee phases. This is a charge "without movement", <u>available only</u> to the enemy cavalry. However it could happen during player A's turn if a unit from B retreats after a melee and passes in front of a non charging cavalry belonging to A.

If a unit enters one of the **front hexes** of an enemy cavalry unit, this cavalry can attempt to countercharge. It must first **check morale**:
- If the morale check **fails**, nothing happens and the countercharged unit may go on.
- If the morale check **succeeds**, the countercharging cavalry changes to line formation, but some terrain penalties may apply, see IX-1. Then, it **immediately engages** the enemy in melee without moving. The countercharging cavalry is the attacker for the resolution of the countercharge only.
If an infantry is countercharged, it cannot attempt to form square before the melee as the cavalry is now adjacent to this infantry.

The countercharge is resolved like any other melee. The countercharged unit can fire normally, provided that it is facing the right way, and then the melee is resolved.
All the units currently stacked with the moving unit are countercharged, even if some of them were not involved in the charge.
Note: beware of combined charges! (see IX-5)

<u>After the combat resolution</u>:
- The countercharging cavalry does not move (no advance after combat), and reverts to the formation before the countercharge.
- No matter the combat result, the countercharge stops the active unit's movement.
- The charging cavalry reverts to column or general order (depending on the terrain where it has been countercharged). Its actions are over for this turn.
- But an infantry, even if countercharged, can engage in melee during the next melee phase (advance after combat is allowed).

<u>Some remarks</u>:
- A cavalry which failed its countercharge attempt will still be able to attempt other countercharges if a new possibility arises or any other allowed action.

- If several cavalry units are stacked together, and if some of them fail the countercharge morale check, they are ignored during the countercharge combat resolution. But they will have to check morale, if the countercharging cavalries were disorganized during the combat.

X-Morale

Each unit has a morale basic value, usually in the 7-11 range. This value has no connection with the unit's step, melee and fire values. There are many times when a unit is required to check morale, to know whether it will keep its cohesion. A failure results in a disorganization and an early retreat. The unit will have to be "rallied" to recover its fighting spirit, and be arrayed in a combat formation.

"In war, three quarters is a question of morale; the test of strength is only one quarter." Napoleon

x.1-Causes
Morale is checked:
- each time a unit is **fired** upon and suffers one or more losses. Exception: the unit has just been disorganized, and is fired upon during its retreat. In this case, the unit does not check its morale. It just loses a few more steps;
- **melee** result, when the table yields a "*";
- a good order unit is occupying an hex through which a disorganized unit retreats.
- a cavalry attempts a **countercharge** (but failure does not result in a disorganization);
- an infantry attempts to **form square** during a cavalry charge or countercharge.
- a disorganized unit attempts to rally.

x.2-Morale Check
To check morale, roll two dice and add both.

If the result is **lower than or equal to** the morale value, the check succeeds. If the result is **greater than** the morale, the unit becomes **disorganized** or stays disorganized (depending on the cases above), and must retreat **two hexes** (beware of opportunity fire). See VIII-9.

Note: there is a special case for the 2-hex retreat. This special case applies to failed rally attempts. In this case, the retreat can be toward a close forest or town, see XI-4.

x.3-Automatic Success and Automatic Failure
No matter the dice roll modifiers:
- a natural **2** is always a success;
- a natural **12** is always a failure.

x.4-Modifiers
All modifiers are cumulative. The morale is modified by:
* Formation:
- if the unit is disorganized: **-2**
- if the unit is infantry in square formation, attacked by cavalry only: **+2**.

* Adjacent units: if the unit attempts to rally (see XI-2) in an hex adjacent to an enemy unit: **-1**.

* A leader: + **morale bonus** of the leader (middle value on his counter).

* The attack or fire direction:
- if the unit is attacked or fired upon through a flank hexside: **-2**.
- if the unit is attacked or fired upon through a rear hexside: **-3**.
Exceptions: protected flanks, or when attempting to form square, see IX-6.

* Another morale check failure in the same hex: if a unit has just failed a morale check, the morale of the unit stacked underneath is modified by **-2**.
* Losses: if a unit has lost several steps, the morale is lowered. If the players have opted to use the decreasing strength counters, they use the morale printed on the counter currently in play. If they prefer using only the original counter, they refer to the following table to determine the morale malus, which depends on the original step strength and the current step strength.

strength	7+	6	5	4	3	2	1
9	-	-1	-1	-1	-2	-2	-2
8	-	-	-1	-1	-1	-2	-2
7		-	-	-1	-1	-2	-2
6			-	-	-1	-1	-1
5				-	-	-1	-1
4					-	-1	-1

Left column: original step strength
Top line: current step strength.

"-": no effect
"-1": morale modified by -1
"-2": morale modified by -2

Note: units with an original step strength of **3 steps or less** never have their morale modified because of losses.

XI-Rally

During the rally phase, the player can attempt to rally his previously disorganized units with morale checks.

XI.1-Eligible Units
A unit stays disorganized for at least **two full turns** before the first rally attempt. Exception: a cavalry choosing to become disordered, see VI-5.
In other words, a unit can be rallied only if the **number on its marker is 2 lower than the current turn number**.
Example, during turn 8, the player will attempt to reorganize the units with markers numbered 6 or less.

XI.2-Rally Check
Each eligible disorganized unit can check morale, with all proper modifiers, including the **-2** modifier for being disorganized.

A rally check is voluntary. Each turn, the owning player chooses which units will check, on a unit-per-unit basis.
Example, during turn 5, the player will attempt to reorganize the units with 1, 2 or 3 markers.

XI.3-Success
If the rally die roll is successful, the "disorganized" marker is removed, and the owning player can choose any allowed formation for the unit, taking into account the terrain the unit is in.

XI.4-Failure
If the rally die roll fails, the unit retreats two hexes:
- toward a line of communication
- or toward a town hex or a wood hex within two hexes, in any direction.

If the unit is already in a town or forest hex, it is not required to retreat for failure of a rally attempt.

XI.5-Disorganized Units Stacking
It may happen that units disorganized during different turns are stacked together. If a unit is reorganized and the other is still disorganized, this second unit must retreat 2 additional hexes, even if it is in a wood or in a town. The reason is that a good order unit cannot stack with a disorganized unit.

XII-Army Morale

When a given level of losses is reached, an army can be "demoralized". In some scenarios, demoralization applies to army corps separately, instead of applying to the army as a whole.
This threshold is given in the special rules for the battle.
When the demoralization level is reached, the army (or corps) morale collapses immediately and until the end of the game.

"The outcome of a battle is the result of an instant, of a thought. We close in with various maneuvers, we mingle, we fight for some time, a moral fire lights, and the smallest reserve prevails." Napoleon

XII.1-The "Chain Reaction" Effect
When the army is demoralized, each unit with at least one step loss has its morale permanently modified by **-2**.

When a unit in a demoralized corps is disorganized, it can trigger a "chain reaction":
- every adjacent good order unit belonging to a demoralized corps must **immediately check morale**.
- the same applies to such units adjacent to the 2-hex retreat path.
If these morale checks fail, the corresponding units are themselves disorganized, they retreat 2 hexes, and they can induce other units to check morale.

XII.2-Stragglers
A disorganized and demoralized unit that suffers another disorganization result is no longer eliminated. But for victory purposes, the opponent gets the victory points as if this unit were destroyed. Mark the unit on the Army sheet and add a second demoralization marker on the unit.

The unit retreats towards the lines of communication with its full movement allowance. It does not stop upon entering a town hex or a wood hex. If this movement is not possible, the unit is eliminated.

Historical note: this rule represents the chaos created by routed units when an army's morale was broken. Although the unit is no longer an efficient unit and can no longer be used in a combat, it still has effect on the battle, by hindering the retreat of friendly units, and spreading panic on the rear...

XIII-Reinforcements

They enter the map during the movement phase, in any formation and order the owning player desires, and they can fight at once. If the entry hex is occupied by an enemy unit, reinforcements enter in the nearest empty hex on the map edge.
In some cases, reinforcements are placed on the map directly to a location as they become available (or released from a reserve for example). If an enemy unit enters in an hex adjacent to this location, the reinforcements are immediately placed and act normally.

XIV-Leaders

Each player has one leader per army corps, plus an army commander (usually Napoleon, for the French player).
Leaders provide benefits to the units they are stacked with, although they are not combat units themselves.

"A warrior must have as much character strength as intelligence. Men with intelligence but no character strength are the worst: it is better to have much character strength and little intelligence." Napoleon

XIV.1-The Various Leaders
Usually, each leader commands an army corps. Units in his command have the number or the abbreviation of the corps on their counters.

Each player has also a supreme commander, who leads the whole army. He can command and influence any unit belonging to his side. In some cases, there is an intermediate level in the chain of command (for example, wing leaders in the Russian army).
Leaders have no firepower, and no melee value. They do not count for stacking, and they are never in a specific formation. Anytime the word "unit" is used, this does not include the leaders.
Leaders influence combats and morale checks. If several leaders are stacked with a unit, the owning player chooses which leader will influence the unit (for example a corps commander with the supreme leader).

XIV.2-Values
The leader counters show three numerical values. These values are:
- the combat bonus (left);
- the morale bonus (center);
- the movement allowance (right).
The first two values are added to the die roll, the last one is a standard movement allowance. Use infantry costs when moving leader counters.

XIV.3-Combat Value Effects

The combat bonus applies to <u>melee</u> only. Fire is never modified by a leader.

The melee value is added to the die roll when the leader attacks and it is subtracted when the leader defends.

This bonus is added only to the units the leader commands. The army commander bonus applies to any unit belonging to his army, if the player opts to use the supreme commander instead of the corps commander.

Using the combat modifier is an option, and the player can choose not to use the leader (except in rare circumstance when the modifier is negative...). The player has to clearly declare the use of the leader before rolling the die.

Example: Oudinot attacks with a unit. His combat value is +1, therefore he adds 1 to the attack die roll. When defending, Oudinot subtracts 1 from the attacker's die roll.
Example (special case): the King of Prussia has a -1 combat value. If he attacks, the die roll is modified by -1, and if he defends, the attacker's die roll is modified by +1.

<u>Historical Note</u>: Napoleon

His combat bonus is **"1"** only. This is a deliberate result of the game design, because Napoleon is the commander-in-chief and the sovereign. Therefore, he had to be careful about his life, and he had to stand away from the fighting.

XIV.4-Morale Effects

A leader provides a morale bonus to any unit he is stacked with. This bonus is algebraically added to the stacked units when checking morale.

This bonus is added only to the units the leader commands. Hozever, if a corps commander is stacked with units from another corps, the maximum value he can use for these units is +1, instead of the real value.

The army commander can apply his bonus to any unit belonging to his army, instead of the corps commander's bonus, provided the units are stacked with the army commander.

Remember that an unmodified **12** is always a failure.

Example: Napoleon has a 6 morale bonus!

XIV.5-Elimination

A leader can be eliminated if:
- the leader is stacked with a unit that loses **2 or 3 steps** in a single fire attack (2 or 3 result on the fire table). Roll a single die to check for casualty, a **6** eliminates the leader.
- the stack in the same hex is eliminated. A **6** die roll eliminates the leader.
- If they are alone in an hex, and an enemy unit enters the hex, roll a die. A **6** eliminates the leader. Otherwise, he is shifted to an adjacent hex.
- Special: if a leader is totally surrounded by enemy units and is the lone survivor of a fight, a **4, 5 or 6** eliminates the leader. If he survives, he is placed on any hex two hexes away.

If several elimination cases occur simultaneously, several die rolls are executed. These tests are executed before the tests that apply to the units, such as morale checks.

If the army commander is eliminated, his army immediately becomes demoralized.

<u>Beware</u>: losing a leader costs victory points... Losing the army commander is a good recipe to get a major defeat.

If **Napoleon** dies in the battle, the French player immediately loses the game. This result is far worse than a major military defeat, because that means the end of the greatest epic of these times and of a glorious legend...

XIV.6-Substitute Leaders

If a leader is killed, a new one appears at the start of the next game turn, stacked with a unit belonging to the leader's corps. Suppose that a division general or an aide assumes the command.

The leader counter is used, reverse side up to remind the players that the historical general has been killed. This reverse side shows the initiative value. The new leader's values are: combat bonus 0, morale bonus +1, movement allowance 10 MPs. When playing advanced rules, the initiative and obedience values are 2.

If the substitute leader is killed himself, another substitute leader appears the next turn with the same procedure.

XV-Lines of Communication

The lines of communication were the backbone of the Army. This is where supply and reinforcements came from. In game terms, the lines of communication are the main retreat path for the units.

Each game will state the lines of communication for the armies.

If a unit **leaves the map** through a line of communication, it provides <u>no victory point</u> to the enemy, except specified otherwise in the game special rules.

ADVANCED RULES

Once they master the standard game, the players may want to use a more realistic rules system, to grasp more accurately the complexity of the battles of the Napoleonic Era. These new rules are optional, of course, and players can modify them as they see fit. A game becomes richer and richer through the players' input.

On a more practical side, the players agree before the game on which advanced rules they will use: none, one, some or all. Some advanced rules are rather simple, other are more difficult to apply, such as command and control.

Beware, the new modifiers (die roll, combat values, etc) are not printed on the charts.

"The overall commander follows his own experience or his genius. Tactics, deployments, science can be learned in books, just like geometry. But knowledge of the higher principles of war can be acquired only through experience and by studying wars and the great captains' battles." Napoleon

XVI-Optional Rules

XVI.1-Voltigeurs
If this rule is used, do not use the tirailleurs formation as described in IV-6. Every infantry unit can deploy voltigeurs. They are implemented by using numerical markers (used for losses) deployed in an adjacent hex. This hex must be free of any unit and in the front of the deploying unit. These voltigeurs are deployed like line infantry, and therefore have two front hexes. A line infantry in column or in general order can deploy one voltigeur, a line infantry in line two, the light infantry (called light, jagers, chasseurs, grenz, rifle, légère) can deploy three. A disorganized unit, a unit in square, or a militia unit (militia, Archiduke Charles Legion, Landwehr) cannot deploy any. These markers are part of the mother-unit, they do not subtract losses when they are deployed, they only simulate the presence of voltigeurs.
- They can be deployed in any terrain where the movement is allowed.
- They are deployed in an hex where the mother unit can fire, except for light infantry where they are deployed in any adjacent hex.
- Only the upper unit of the stack can deploy voltigeurs.
- They do not block the line of sight.
- To deploy and reintegrate voltigeurs does not cost any MP. This action is voluntary during the movement phase, or involuntary when a friendly or enemy unit enters the hex where the voltigeur is. A unit can deploy voltigeurs once during his movement phase, and once at the end of his rally phase.
- A voltigeur unit fires on an adjacent front hex with a fire power of 1. This value is not modified, can not be added to another voltigeur fire, but one (only) can be added to a regular fire.
- Fire on a unit beyond a voltigeur is made with a negative of 1, except if this value was already one. In this case it is not modified. Several voltigeurs on the path decrease only by 1 the final fire value. As a reminder, the line of sight is not blocked.
- Voltigeurs can not stack with enemy units.
- They can never be adjacent to an enemy cavalry unit.

- Two voltigeurs from opposite sides annihilate each other.
- A friendly voltigeur stacked on a unit is simply ignored. It is reintegrated if still stacked at the end of the movement phase.
- When an enemy infantry or artillery enters a voltigeur hex, they trigger an opportunity fire if they enter from a front hex, then the voltigeurs are reintegrated.
- When an enemy cavalry enters an hex adjacent to a voltigeur, he is simply reintegrated with no fire.
- Practically, the movement of the mother-unit is made first, then the voltigeurs follows and are set around. If any opportunity fires occur their precise position is set hex by hex. They do not trigger an opportunity fire by themselves. They cannot be attacked in any way.
- With the exceptions stated above, they are not considered as "units".

XVI.2-Artillery Losses
Artillery fire did not have the same effect when the target was infantry in close order or when it was a lone artillery battery, with a much lower number of men. Moreover, artillery was arrayed in a single line, which is why ricochet fire achieved nothing.

This optional rule exists in two flavors: A or B. Players can choose either before the start of the game.

Systeme A - half losses:
Each time an artillery is fired upon by enemy artillery, its losses are tallied as **half-losses**. The first time the fire table (not the melee table) indicates there is a step loss, the artillery suffers only one-half step loss, and a single bar, not a cross, is drawn on a square on the loss sheet. The artillery values are affected in no way by this half-loss.

The next time the artillery suffers a half-loss, another bar is drawn on the same square, which gives a complete cross. This time, the artillery suffers all the adverse effects of having lost a step.

If the artillery is stacked on infantry:
- the first step loss is applied to the artillery (and therefore only one half applies)
- the remaining step losses, if any, are applied to the infantry as full step losses.
The morale check is executed by the artillery.

If the fire attack is a **combined attack** by infantry (or skirmishers) and artillery, the half-loss rule applies if the artillery provides half the total fire value or more. Use the fire value modified by terrain, distance, and any other modifier for this computation.

Systeme B - Random Losses:
Each time an enemy artillery fires on a friendly artillery, the following applies:
- if the artillery is alone in the hex, roll a die. 1-3 the loss is effective, 4-6 the loss is ignored. In all cases, the artillery checks morale.
- if the result is 2 or 3 losses required, a die is rolled for each step loss required.
- if the artillery is stacked on an infantry unit, roll a die for the first step loss. 1-3 the loss is effective, 4-6 the loss is ignored. The remaining step losses, if any, are applied to the infantry. The artillery checks morale.

If the attack is a **combined fire** attack, use the same rule as in system A.

XVI.3-Artillery Retreat

A **limbered** artillery retreats normally if disorganized.

If an **unlimbered** artillery is disorganized, it does not execute a retreat, but it stays in the hex. The player puts a turn number marker across the counter, but does not retreat the counter.
- an artillery disorganized in this fashion may rally normally.
- other units in the hex act as if the artillery had left the hex, they do not take the presence of the artillery into account.
- but if the enemy enters the hex, the artillery is automatically eliminated, with no combat.
- During the movement phase of the following turn, the artillery can retreat as a regular disorganized unit does (use the limbered side of the counter).

XVI.4-Cavalry
During the Napoleonic Era, this arm was the most efficient, but also the most difficult to control, because from time to time the horses had something to say about all this. Hence some kind of difficulties! So, to simulate more skill when you use your cavalry, here are some additional rules.

Light Cavalry (green cavalry symbol): Cavalry units with a movement allowance of 10 or more are light cavalry. These units do not need to pass a morale check to retreat before combat (see VI-8). This automatic movement can be repeated as many times as necessary.
They can change direction three times instead of twice per charge movement. They receive a +**1** die roll modifier when meleeing against disorganized units.
Remember that withdrawal before combat is not allowed if the attacking unit is a cavalry, light or heavy (see VI-8).

Line cavalry (green or grey cavalry symbol): cavalry unit with a movement allowance of 9. They must make a morale check to retreat before combat. They can change direction twice per charge movement. They receive a +**1** in melee against light cavalry.

Heavy Cavalry (grey cavalry symbol):
Cavalry units with a movement allowance of 8 or less are heavy cavalries. They can change direction only once per charge movement. When heavy cavalry charges, its melee value is modified by +**1**, except when charging against heavy cavalry (even stacked with light cavalry).

Charge: No cavalry unit can charge during two successive turns. A cavalry that has charged during the current turn must spend the next turn without charging, but normal movement and countercharge are authorized. Having charged does not prevent cavalry from making any defensive action, including countercharging.
This rule does not apply to countercharge.

Cavalry Retreat: when the charge is over, whatever the result, light or heavy cavalry can become **disorganized** (see VI-5 deliberate disorganization).

It must retreat toward the lines of communication. The length of the retreat can be
- 2 hexes
- or the number of remaining movement points (at least 2).

Example: a light cavalry (10 MPs) uses 4 MPs during a charge. After the charge combat, no matter the result, it can adopt the disorganized formation and retreat with up to 6 MPs.

XVI.5-Rout
Rout can be used by the players who think that the disorganization of a unit already disorganized does not mean its elimination, but its rout. The rout makes rally more difficult, and it takes into account the stragglers who clutter the rear.

A unit already disorganized, suffering a new disorganization result (either a fire result or a melee result, but not for failing a rally morale check) becomes **routed**.

Its marker is replaced by **two markers** equal to the current turn number plus 2.

Example: a disorganized unit suffers another disorganization result during turn 4. This unit receives two "6" markers. It will be able to rally no sooner than turn 8.

The unit retreats with its whole movement allowance towards its lines of communications, and it will do the same each time it fails a rally morale check.

Other effects:
- Its morale is lowered by -**3**.
- Its fire value is **0**.
- Its melee value is **0**.
- Its front covers the six adjacent hexes.
- If an enemy unit enters one of the six front hexes, the routed unit retreats with its whole movement towards the lines of communication. Failing that, its retreats on any free hex. If this fails too, the unit is eliminated.

A routed unit that passes through a non routed unit "**contaminates**" this unit; that is, the other unit becomes immediately routed also, without any morale check. The opposite is true: if a unit in any morale status passes through the hex occupied by a routed unit, the first unit is routed too.

When rallied, a routed unit becomes in good order, just like a disorganized unit. There is no intermediate disorganized status.

XVI.6-Morale in town and in a castle.
If one thinks a unit in town or on a castle is too powerful because it never tests its morale, apply the following:
- A unit in town has a morale bonus of 2, with a maximum of 11. It normally checks when it takes losses or after a melee, with this bonus of 2.
- A unit in a castle as a morale bonus of 3, with a maximum of 11. It normally checks when it takes losses or after a melee, with this bonus of 3.

XVI.7-Troops reintegration.

A unit in good order, out of fire range of an enemy unit, with a leader on it, that did not move during a movement phase, that already took losses, can try to recover one loss during a rally phase. It must pass a morale check (adding the leader bonus) to recover one step. If more steps have to be recovered, it can follow the same procedure the following turns.

A unit totally eliminated cannot recover losses.

XVI.8-Modulated demoralization.

For a corps-based demoralization, to avoid the players knowing exactly when it will occur, the following process is used.

When the demoralization level –5 is reached, the player rolls two dice and adds this value to the normal value –5. This gives the new threshold of demoralization. For example, for a level of 30 the player rolls when it reaches 25. If it rolls a 6, the threshold will be 31. For a 9, it will be 34, and so on.

XVII-Command and Control

There are 4 levels of optional rules about command and control, with increasing realism and complexity. Before the game starts, the players agree which level they use. Using a given level implies using the lower levels also. For example, if the players choose the second level, that means they will use the rules from the first and second levels. If they choose the fourth level, they will use all the command and control rules.

"Military genius is a gift from God, but the first quality of an overall commander is steadfastness and the will to win at all costs." Napoleon

XVII.1-First Level: Leaders

Use all standard rules from chapter XIV.

Additional option when a leader is eliminated.
When a leader is eliminated, roll the die a second time.
- 1 to 5: this is the number of game turns the leader cannot act.
- 6: the leader is killed or severely wounded. He is out of the game for good.

If the leader is wounded, the victory points for an eliminated leader still apply, even if the leader returns to the battlefield a few turns later. But they do not apply the second time the leader is eliminated.

XVII.2-Second Level: Command Radius

Each **unit** must be within **6 hexes** from its commander (corps, army or wing). The unit must draw a 6-hex path without any enemy unit. The terrain cost is irrelevant, only impassable hexes are forbidden.

Leaders themselves must be within **10 hexes** from their own superior commander to be allowed to move. Being out of command prevents only the leader from moving. Yet, the units (and possibly the subordinate leaders he commands) can move, provided they stay within 6 hexes (or 10 hexes for the subordinate leaders).

An overall commander does not bother about this, and can always move and lead.

Out of command units cannot voluntarily exit their hex, except if the movement they plan can bring them within their commander's radius. But they can
- change facing, adopt a new formation, fire or melee;
- advance after combat;
- (for cavalry) charge into adjacent hexes (like a countercharge), countercharge or withdraw before combat (see VI-8).

During the first turn, all the units are under command.

XVII.3-Third Level: Tactical Orders

This level can be played only if each player trusts his opponent and plays a tenacious yet honest game...

With this level, the army commander sends secret orders to his subordinates. These leaders must lead their units so they will execute the army commander's plan. These orders are sent by aides (use numerical markers to represent them). See XVII-5.

When using this rule, a **leader** no longer needs to be within 10 hexes from his superior to move.

The **army commander's** movement allowance is **3 MPs** only. He gets back his whole movement allowance if the army is demoralized or if half his corps (round up) have a retreat order. In this case, he no longer has to lead, and he can gallop to any place he likes...

When the aide reaches his destination, roll a die to check that the general will obey the order, see XVII-6. If the test is successful, the order is applied the next game turn. Each time a general receives an order, this order cancels the previous one.

If the **army commander** is stacked with his subordinate, the order is immediately transmitted and automatically obeyed, no die roll is made. The order is put in effect the next turn.

Tactical Orders are:

- **Attack**: the leader must engage at least one third of his good order units (round up). Artilleries and reserve units (see XX) are not taken into account for this computation. Engaged units must move at least 4 hexes toward the enemy, and if possible, attack it (with fire or melee, as the owning player sees fit).
Exceptions:
- artillery can move and fight freely:
- disorganized infantry and cavalry do not count when computing the 1/3 fraction;
- in a Guard corps, the cavalry and the artillery can be engaged separately.
Special case: a cavalry corps can freely switch from an attack order to a march order, or vice-versa, at any time.

- **March**: the units of the corps can move only in column or general order formation (limbered for artillery). **No attack** (fire or melee) is allowed, only opportunity fire is possible. Units cannot voluntarily be disorganized.
The owning player can choose one unit, no more, in the corps, and act freely with this unit. This can be a different unit each turn.
Units cannot exit the map.

The corps commander can switch to an <u>attack</u> or <u>defense</u> order freely, without checking initiative and without penalties. Once such a decision is taken, the new order is fully in effect.

<u>Special case</u>: a cavalry corps can freely switch from a march order to an attack order, or vice-versa, at any time.

- **Defense**: the leader can move only **2 hexes** per turn laterally but only one hex toward his line of communication, and he cannot move closer to the enemy lines of communication.

As soon as the defense order is in effect, the player must draw a line on his position, which is the **forward limit** of his defense area.

This line is drawn 1 hex in front of the most forward units (looking toward the enemy lines of communication), and extends beyond the leftmost and rightmost units of the corps.

The units belonging to the corps cannot cross this line (including during advance after combat).

- **Withdrawal**: the leader must withdraw **2 or 3 hexes** (no more, no less), toward his lines of communication.

At least **one half** the number of units belonging to the corps (round down) must do the same, if the withdrawal movement is possible.

The units can act and fight without limits, provided the conditions above are fulfilled.

- **Retreat**: every unit in the corps must move in column (limbered for artillery) or disorganized. They must move **at least 3 hexes** per turn toward the lines of communication, if possible. **No attack** (fire or melee) is allowed, only opportunity fire is possible.

The corps commander can choose <u>two units</u> in the corps, and act freely with these units. They can be different units each turn.

This is the only order allowing units to exit the map, see VIII-9.

- **Reserve**: this order can be used only at the start of a game. Movement is allowed, but the units must stay at **6 hexes or more** from the nearest enemy unit. **No attack** (fire or melee) is allowed, only opportunity fire is possible.

The player can replace this order by a defense order at any time, without any die roll and without any penalty. Once this decision is taken, the new order is fully in effect.

When the corps commander receives an order (attack, defense, march, etc), and after a delay (given in the scenario), the units are considered more apt to fight than the other units, having no combat fatigue. They have a **+1 bonus** in each **melee** combat they execute for <u>3 turns</u> (this turn and the next two turns).

Note: this bonus applies only if all friendly units involved in this combat are "new" units.

Cavalry Corps:

A cavalry corps is rather autonomous: it can switch from an attack order to a march order (or vice-versa) at any time.

<u>Special Cases</u>:
- If the chain of command includes a wing commander between the army commander and the corps commander, the order must be sent from the army commander to the wing commander, and then from the wing commander to the corps commander. Specific leader rules are given for each scenario.

- At the start of the game, each leader has an initial order. The owning player can choose any order, except if specified otherwise in the scenario.

- Units with a "Reserve" marker" (see XX-1) have the same bonus as units with a reserve order, if they discard their marker after the specified delay (see reserve order).

Army Commanders Order Capabilities

French: **3** orders per turn
Russian and Austrian: **1** order per turn
Prussian: **1** order per turn in 1807 or before, **2** orders per turn after 1807
English: **2** orders per turn

These values can vary with the battle. See the special rules.

Only the army commander can send new orders. A wing commander (if any) can never send a new order. On the other side, he can decide to send to all his corps an order that was sent for just one of his corps. All corps will receive the same order.

<u>General Retreat Order</u>:
The army commander can send a retreat order to all corps, no matter how many corps are present and how much his order capability is. These orders are sent directly to the corps commanders, even if there are wing commanders. Of course, the army commander can send no other order this turn.

<u>Notes</u>:
- These distances are in straight line, except for forbidden terrain. To zigzag does not fulfill the requirement of a mandatory movement.
- An out of command unit complies with rule XVII-2, not to its leader's orders.
- A disorganized unit obeys the rules V-5, IV-10 or IV-13 and is not considered part of the corps as far as the orders are concerned.

XVII.4-Fourth Level: Written Orders

Please read the warning for the third level rules. This system is the most elaborate, but also the most difficult to play and "interpret".

The system is essentially the same as level 3, with the following change: additional information are written in a free format order after the standard order on the leader sheet.

Each order contains two elements:
- a tactic (like in the third level)
- and an objective (place, direction or enemy, with possibly a time limit), and any useful information.

Written Orders:

- Tactic (attack, march, defense, withdrawal, etc) like the third level command and control rules;
- Objective, which can be a place, a direction or an enemy (division or corps), with optional additional information like a time limit, or a start hour;
- secondary order, if the primary order succeeds;
- secondary order, if the primary order fails;
- a primary or secondary order can include additional conditions, about places, timetables or other units' actions.

A leader must execute his primary order for at least **3 continuous turns**. Then, starting with the fourth turn, he is allowed to consider his endeavor failed and to fall back to his secondary order. There is no penalty to change the order in this case.

Note: if a leader wants to disregard the order he has received and adopt another one, he must check initiative (see XVII-7) and he gets a morale penalty.

Example:
- attack village XXX;
- then defend in XXX, and wait for AAA corps to occupy the ridge, or attack YYY if the ridge if already controlled;
- else withdraw to ZZZ.
Comment: if, after 3 turns have elapsed, XXX still is in enemy hands, the leader can consider during the 4th turn that the attack failed, and he can withdraw to ZZZ.

Example
- defend forest EEE;
- else withdraw to TTT
Comment: there is no success secondary order, because the primary order is a defense order.

Special Cases:
- If a primary order is fulfilled, and the corps has no secondary order for a successful primary order, the corps acts as if its order were a defense order, until it receives a new one.
- The same happens if for any reason an order becomes irrelevant (e.g. attack an already eliminated enemy, or an enemy which fled off the map).

Don't Do That:
Written orders must be as clear as possible, with neither too many not too few details. For example, do not write orders like the following:
- Attack the 24th Line (this order is too narrow, it targets a regiment, and what will the corps do when the regiment is eliminated?);
- Attack and annihilate II Corps (must include limits, else the friendly corps will have to pursue the enemy corps if it withdraws or routs, even if such a pursuit is tactically unsound);
- Defend where you are ("where you are" can vary, if units become disorganized and have to retreat farther and farther).

XVII.5-Aides And Order Transmission
This rule applies only to the level 3 and 4 Command and Control rules.
Orders are sent using aides, which appear on the map as numeric counters. An aide starts his movement from the army commander's hex, and moves toward the recipient of the order.

An aide has a **12 MPs** movement allowance per turn. He must spend all his MPs and end his movement as near as possible from the recipient leader.
An aide spends MPs like a column cavalry, while obeying the following rule:
- he must always be <u>more than 2 hexes away</u> from the nearest enemy unit
- except if the leader is within 5 hexes, in which case the aide is allowed to be one hex away from the nearest enemy unit.

When the aide reaches the leader to which the order is sent, this leader checks obedience to ensure the order was correctly transmitted (received, interpreted and understood, see XVII-6).

<u>Allied Armies</u>:
Some allied armies had a more rigid chain of command, with "wing leaders" commanding several corps. In this case, the aide must first reach the proper wing general, and the next turn continues toward the corps commander.
Note: this rule usually applies to the Russian Army.

<u>Intercepting An Order</u>:
If an enemy units moves within 2 hexes from a friendly aide, the enemy player immediately moves this aide beyond this distance, to an adjacent hex. Then the enemy unit can continue its movement. This movement can be executed more than once per aide and per turn if necessary.
Note: an aide does not constitute a valid target the enemy can attack. With the game scale, it would not be realistic.

XVII.6-Obeying Orders
This rule applies only to the level 3 and 4 Command and Control rules.
This rule shows how quickly the various leaders would put their commander's orders in effect.

The obedience value is indicated on the back of each leader counter This value typically ranges from 3 to 5. The average value for each army is:
France (and its allies): **4**
Coalition: **3**
Depending on the simulated battle, this value can vary by +/-1, when using Play Options.

When the leader receives a new order, he must do an obedience check. The order is "accepted" if the die roll is less than or equal to the leader's obedience.

* Success:
- the previous order is still in effect for this turn (N);
- the new order is put in effect the next turn (N+1).

* Failure:
- the previous order is still in effect for this turn (N) and the next (N+1);
- a "delay check" is executed the next turn (N+1).

Delay Check: this check depends in no way on the leader's obedience value or any other value.
1-4 Success: the new order is put in effect the next turn (N+2)
5 Delay in the execution: same as above, but with one more delay turn (N+3)
6 Aide lost (or killed): the general never received the order; the previous order is still in effect...

<u>Remember</u>: if the army commander and the leader to which the order is sent are in the same hex, the order is automatically accepted. There is neither an obedience check nor delay check, the order is in effect the next turn.

Example: the army commander sends a new order to a corps commander during turn 2. The aide leaves the army commander's hex and reaches the leader's hex the same turn (with 12 MPs, the aide runs fast).

The corps commander executes an obedience check. He has a obedience value equal to 3. If he succeeds, the order will be in effect at the start of turn 3.

Unfortunately, the obedience check fails. During turn 3, the corps commander will try this time a delay check. On 1-4, the check will succeed, and the order will be put in effect during turn 4. On 5, the order will have a notable delay, and will be in effect during turn 5 only. On 6, the aide lost his way and never found the corps commander!

Note: if there is a wing commander, senior to the corps commander, the aide will have to reach the wing commander (with no check). Then, during turn 3, the aide will leave the wing commander and reach the corps commander. The obedience check will take place at this time. This route reflects the slowness of order transmissions in some coalition armies...

XVII.7-Initiative

This rule applies only to the level 3 and 4 Command and Control rules.

A corps commander can decide to act according to his own initiative, instead of obeying the order received from the army commander. He executes an <u>initiative check</u>.

If the leader acts so, his units will have a morale penalty, and he will have some problems if he fails.

Whatever the result of the check, the effects will take place the next turn.

On the leader counter and on his card, there is an initiative value.
- genius: **5**
- good: **4**
- average: **3**
- bad: **2**

Depending on the simulated battle, this value can vary by +/-1, when using Play Options.

When a leader decides to modify his tactic, he rolls a die, and the new order is applied if the die roll is lower than or equal to the initiative value.

* Success:
- the previous tactic is still in effect for this turn (N);
- the new tactic is put in effect the next turn (N+1);
- all units in the leader's command have a -1 morale negative during the next turn only (N+1).

* Failure:
- the previous tactic is still in effect...;
- all units in the leader's command have a -2 morale negative during the next turn only (N+1).

<u>Historical Note</u>: negatives represent the leader's hesitation and confusion, as well as those of his subordinates.

Note: a wing commander cannot use his initiative to alter the order of a subordinate corps commander.

XVII.8-Order Check

Use this rule with the level 4 Command and Control rules (or possibly level 3).

An order is never revealed to the enemy except if the opponent feels he is being cheated, having noticed for example that the actions of a given corps seem rather awkward, and therefore in contradiction to a written order of any kind. In this case, the owning player must reveal the order to his opponent, and he can ask for the order of any enemy corps he chooses (this will prevent systematic and dishonest challenges).

A common agreement or an initiative check can solve any problem. Of course, we recommend that you act faithfully, so you will enjoy playing the game.

XVIII-Strategic Deployment

This optional rule allows an alternate battle set-up. A battle did not start with both sides agreeing on their respective set-up. The deployment was the result of small scale combats, probes, withdrawals, occupations of key positions, etc. And then the full scale battle would start. Most simulation games start with this resulting situation.

We suggest here that you simulate the various skirmishes preceding the real battle in a abbreviated way, so each army commander will more or less decide how his army will be arrayed for the battle.

Note: this is a generic rule. It is highly dependent on the game battlefield, and so it can be altered in each specific game.

"Do not do what the enemy wants you to do, mainly because he wants you to do this. Avoid deploying your army in a battlefield he knows, and avoid at all costs a battlefield he has fortified and where he has entrenched." Napoleon

XVIII.1-Dividing the map

The players mentally divide the map into 16 identical squares (4 by 4) of equal sizes. But this can vary with the simulated battle.

Each player takes in his hand the commander counters belonging to the infantry corps that were present at the start of the historical battle. He leaves the army commander and the cavalry commanders.

XVIII.2-Entry of the Infantry Corps

The first player places one infantry corps leader counter face down on the map, in one of the four square adjacent to his mapedge. The other player does the same. Then, in alternance, they put another counter on the mapedge, or they move an already present leader to an adjacent square (diagonal moves are not allowed), provided this square is not enemy-occupied.

This procedure lasts while a player has to place on the map a leader who is present on the battlefield in the game set-up.

<u>Limit</u>: during this phase, the stacking limit is 2 infantry corps per square.

XVIII.3-Entry of the Cavalry Corps

A cavalry corps can deploy and move with an infantry corps.

Note: the cavalry corps are not tallied when checking the 2-corps stacking limit.

XVIII.4-Unit Deployment
When one player decides that the deployment suits him, the strategic deployment ends, and the combat units are placed in the areas which correspond to the square their leaders occupy.

First, the leaders are placed face-up on the normal-scale map. Then, alternatively (or simultaneously if the players agree), each player places a unit in the hex where its commander is, and he executes a movement, with the full movement allowance, and any allowed formation. He must obey the following limits:
- the combat unit must stay within the area that corresponds to the square on the small map;
- the combat unit must not move within 3 hexes of any enemy unit;
- combat is not allowed, of course.
Note: units can be placed under a reserve marker as soon as they enter play.

XVIII.5-Starting the Battle
When the deployment is over, the proper battle can begin, with the standard rules.
The corps (infantry and cavalry) that have not deployed arrive as reinforcements, except if specified otherwise in the scenario rules.

This system allows variations on the historical set-up, while staying within reasonable limits.

XIX-Time Limits and Penalties

The real time available to a general to act and react is seldom simulated in the wargames, yet it was a factor during battles.
This optional rule can be played after one or two games. You should use an hourglass.

"Loss of time is a real problem in war. The reasons put forward to explain the failures are always bad ones, for the real reason is the delay." Napoleon

XIX.1-Allowed Time
Each player has a limited time to execute his movement phase. This time limit varies with the game and is written in the battle special rules.
Yet, this time does not include the time required to execute the enemy's reactions (opportunity fire, countercharge and square formation). Counting time is halted when such reactions are resolved.

XIX.2-Penalty
If a player uses more time than his time limit, all units belonging to the corps have their morale lowered by **-1** for each 30 seconds of excess time (round up). This penalty lasts until the start of the next game turn.

XIX.3-Demoralization
A demoralized army has no time left!

The allowed time for a demoralized army or corps is 15 seconds only, no matter what is written in the game special rules. Then the morale penalty is **-1** for each 15 seconds of excess time. This penalty is recomputed each turn.

Remember that units belonging to a demoralized army and with at least one step loss already have a -2 morale malus (see XII)

Every player with a demoralized army will feel what panic looks like...

XX-Fog of War: Dummies and Reserves

The game system was designed to allow the players to easily get the information they need when reading the counters. Playing the game is streamlined, to the expense of the fog of war, because the enemy player also knows what are the characteristics and strengths of the units he faces.

XX.1-Reserve
Each player can designate as reserve up to 2 units per corps. He places a Reserve counter on these units.
Note that most corps have 1 or 2 reserve counters. Other corps have none, but the scenario special rules state that these corps use the reserve counters of another corps. Each army has also an army reserve counter, which can be used on any unit belonging to any corps. Sometimes, there are even wing reserve counters, which can of course be used on units belonging to the proper wing.

At the start of the game, the reserve counters are set up 1 or 2 hexes behind their corps' set-up area. The same applies to the army counter, which is deployed 1 or 2 hexes behind any corps.

A reserve counter is removed as soon as an enemy unit move within 2 hexes of this reserve unit, and the real units are exposed. Note that other units can screen the reserve units (use the line of sight rules).

XX.2-Dummies
One or more decoys can be set up on the map, under normal units or under reserve counters. Of course, the opponent must not be told where the decoys are. Decoys are removed when they are exposed (melee combat or step loss).

The player can get new decoys by drawing the "decoy" event (#7). He must keep it secret, and play it discreetly.

XXI-Interactive game

This game variant adds more interaction, more uncertainties and more thrill to the game.
Each player activates one corps during a given time limit, and then his opponent activates one corps, and play returns to the first player. This optional rule can be played after one or two games. You should use an hourglass.

"You mainly need common sense. This is the reason why the generals make mistakes; they try to act with panache..." Napoleon

XXI.1-Alternate Activation
The player with the more corps commanders activates one corps (the commander and the combat units). Once he has played all these

units, the other player does the same, and this sequence lasts until there is no longer any unactivated corps.

A player can decline activating a corps if his number of unactivated corps is lower than his opponent's.

If the number of corps to activate is the same for both sides, the French player chooses who will begin the game turn.

The army commander can be activated at the same time as any corps, as the owning player sees fit.

A wing commander can be activated at the same time as any corps he commands.

Out of command units (if they exist) are played last.

XXI.2-Game Sequence

The game sequence for this optional rule is rather similar to the standard one:

1-First activated corps turn (first player).
- Cavalry charges.
- Regular movement.
- Second player defensive fire.
- Offensive fire.
- Melee phase.
- Rally phase.

2-Second activated corps turn (second player).
Same sequence as above, with the second player replacing the first player and vice versa.

3-Third activated corps turn (first player).
Same sequence as above.

And so on.

Note: the attacker is the player to whom the activated corps belongs, and his opponent is the defender for the duration of the corps activation. Then, during the next activation, the roles are swapped.

XXI.3-Time Limit
"You must plan slowly and act swiftly." Napoleon

A player has a finite time limit to move the activated units. This time limit is given in the battle special rules.

If the player reaches his time limit, he immediately stops playing the current corps' units, and he activates another corps.

Yet, time counting is halted when executing the enemy's reactions (opportunity fire, countercharge and square formation).

Exception: the player can spend more time than allowed, but he gets a morale penalty, as explained in the advanced rule "Time Limit", see XIX.

XXI.4-Last Activated Leader

No corps can be activated twice in a row. Notably, the last activated corps in one turn cannot be the first activated corps during the next turn.

XXI.5-Cavalry Corps

A player can activate a cavalry corps and another corps (infantry or another cavalry corps) at the same time, in a joint activation. There is no penalty to do so.

Both corps are played together, and they can freely execute combined attack. The player has a higher time limit than when activating a single corps (see the scenario special rules).

XXI.6-Cross-Attached Units

When activating a corps, the player can activate up to 2 units belonging to other corps, and temporarily cross-attach to the activated corps. This allows executing combined attacks with other corps.

Of course, these units will not be activated when their regular parent corps is activated.

XXII-Random Events

Chance and the lack of situation awareness had a great importance in the outcome of the battles. To add more interest to the game, the players can use the random event chits, each one of them having a name and a number. At the start of the game, these chits are put in two opaque containers such as mugs, one per side.

XXII.1-Drawing Events

Each player draws a number of chits at the start of the game, and he draws more during the game. These numbers are given in the scenario special rules. For each drawn chit, the player reads the generic event table below. He is free to use one or more event at any time during any turn, unless specified otherwise in the event description.

When an event is played, the player puts the chit back into the container, so the chit can be drawn a second time, or even a third time, during the game.

Note: in some battles, some events are not available. Other can appear several times in the same battle.

XXII.2-Playing an Event

Each player can play an event at any time, unless specified otherwise in the event description, and the same unit can benefit from several events.

Exception: Playing the same event twice for the same unit is not allowed. For example, a single artillery unit cannot use two "Rolling Fire".

XXII.3-List of Events

1 Elan: (Inf, Cav) the infantry / cavalry unit receives a +1 melee value bonus.

2 Fire Volley: (Inf) the infantry unit receives a +1 fire value bonus.

3 Rolling Fire: (Art) the artillery unit receives a +2 die roll bonus when resolving the fire attack.

4 Military Feat: the unit can execute a second morale check if the first failed.

5 Fatigue: (during the enemy turn) an enemy unit has its movement allowance modified by -1 if in line formation, or by -2 if in column formation. Can be played starting with the 6th game turn.

6 Telescope: this event allows the player to know how many real units are under a corps reserve counter or an army reserve counter (remove all decoys).

7 Decoy: the player receives all his decoy counters.

8 Light Charge: (Cav) the player chooses one of two possibilities: 1) the enemy (except guard) gets a -1 morale check negative when attempting to form square, or 2) light cavalry receives a +2 movement allowance bonus when charging.

9 Heavy Charge: (Cav) the player chooses one of the two possibilities: 1) the enemy (except guard) gets a -1 morale check negative when attempting to form square, or 2) a heavy cavalry is immune to any negative when charging a square.

10 Forced March: a unit has its movement allowance modified by +1 if in line formation, or by +2 if in column formation.

11 Interarm: (Inf, Cav) the friendly unit receives a +1 die roll bonus when resolving fire or melee if the enemy is (or has been) attacked by a unit of another type (Inf, Cav, Art). The bonus is +2 if the enemy unit is attacked by the 3 unit types.

12 Reaction: (during the enemy turn) a friendly unit attacked from the flank or the rear can pivot to face the attacker.

13 Staff Officer: (advanced rules) the player chooses one of two possibilities: 1) one general has a +1 obedience die roll bonus, or 2) a unit, in command or out of command, can move and fight freely no matter what is its current order.

14 Maneuver: the unit can change its facing and formation by spending just 1 MP.

15 Bravery: the unit gets a +1 die roll bonus when checking morale.

16 Rally: a disorganized unit gets a rally check with a +2 die roll bonus and no negative of any kind. Can be played at any moment!

17 Fright: the enemy unit (except guard) gets a -1 die roll negative when checking morale.

18 Initiative: (advanced rules) the player chooses one of the two possibilities: 1) one general has a +1 bonus initiative die roll, or 2) he can play two corps in a row (if the interactive game rules apply, see XXI).

19 Pursuit: (Cav) can be played only if the enemy army (or an enemy corps) is demoralized. A light cavalry has a +2 melee die roll bonus, or a heavy cavalry has a +1 melee die roll bonus.

20 Intuition: (during the enemy movement phase, and applying to a unit within 3 hexes from the enemy) a unit can move 2 hexes. It can change facing, but it cannot voluntarily change formation (formation change required by the terrain is allowed). This event cannot apply to an unlimbered battery.

21 Counterattack: (during the enemy turn) instead of being attacked in melee, a unit counterattacks with a +1 die roll bonus. It cannot use defensive fire.
Exception: infantry cannot counterattack when charged by cavalry.

22 Tactics: (Inf, Cav) +1 die roll bonus when resolving fire or melee.

23 Guard: 2 units (except guard) within 3 hexes of a friendly guard unit (see VII-6 line of sight) get a +1 morale bonus this turn. This bonus is +2 if this guard unit has attacked during this turn or the previous turn.
This even cannot apply if any guard unit has been disorganized since the start of the game.

24 Vive l'Empereur!: (French player only) the player can choose any available event.

25 Surprise: if in a wood, brush or town hex, or on the high ground of a ridge hexside, a unit can ambush an adjacent enemy unit.

The enemy unit checks morale with a -1 negative. If successful, nothing special happens. If the morale check fails, the enemy is surprised. If attacking, it attacks with a -2 melee die roll malus. If the enemy unit is defending, the friendly unit attacks with a +2 melee die roll bonus. In either case, failure of the surprise morale check does not disorganize the enemy unit.

26 Incompetence: (during the enemy turn) an enemy unit checks morale with a -1 negative. If the check fails, its melee and fire values are modified by -1 (but never less than 1). Failure of the morale check does not disorganize the enemy unit.

27 Strategy: (advanced rules) the player chooses one of two possibilities: 1) the opponent reveals the order he gave to a corps, or 2) he chooses an additional 1-point battle option.

28 Ford: the player finds a ford across the river. The player can choose any river hex more than 3 hexes from any bridge crossing the river.

29 Shadow of the Emperor: (French player only) 2 enemy units with a line of sight to Napoleon, and within 6 hexes (see VII-6 Line of Sight) must check morale with a -2 malus.
Exception: the enemy Guard is immune to this event.

30 Void: cancels any event played by the enemy.

XXIII-Battle Options

In addition to the random events, each scenario gives a list of "Battle Options" (about ten per side).

These options can alter the order of battle, the victory conditions or the course of the game. These options have more influence on the game than the random events.
Choosing an option allows balancing the game and adds variety to it. An option can change the order of battle by adding or removing a leader or a corps, or it can change the number of victory points required to win, etc.
The options can be chosen by the players, or drawn randomly and kept secret.
These options do not alter the structure of the game. An option is revealed when its effect is visible (for example, an additional leader is present), or at the end of the game if the effect is secret.

There are two systems. System A allows the players to choose the options they will use. With system B, options are drawn randomly. The players choose either system before starting to play.

XXIII.1-System A - Choosing the Strategic Options
Each player has a **4-point** allowance to choose one or more options among the options available to his side.
Each option costs from 1 to 3 points. Each player chooses secretly the options, within the 4-point allowance, and writes them on the army commander's sheet. Each option can be chosen only once.
The list of options and their costs are given in the scenario special rules.

Example: Friedland
The French player has 4 points. He chooses option #3 (1 point) and option #6 (3 points). He writes them on Napoleon's sheet.
The Russian player chooses two 2-point options and writes them on Bennigsen's sheet.

Then, each player reveals his options (usually at the start of the game).

XXIII.2-System B - Semi-Randomly Drawing the Strategic Options

Each player secretly draws **2 options** at the start of the game, before the set-up. This option drawing uses a special procedure, so the drawn options can be checked at the end of the game.

First, each player <u>secretly</u> chooses a number **from 1 to 10**, and writes it on his army commander's sheet. Then the French player rolls two dice, and both players write the result on the proper place on their army commander sheets. The opponent rolls two dice, and the result is written by the two players in their army commander sheet.

These steps are executed a second time, but the players must secretly choose another number.

Then, each player checks which options apply. The number of the option is found by cross-referencing the line corresponding to the secret number and the column corresponding to the dice roll.

If the two options have the same number, it applies only once, but the player gets 10 additional VPs to compensate.

Example: Battle of Friedland
The French player secretly chooses option #3 and option #6. He writes them on Napoleon's sheet (Numbers 1 and 2). Then, with the Russian player looking, he rolls two dice and gets 7. Both players write 7 as the first dice roll (roll 1 for Napoleon, and <u>Enemy</u> roll 1 for Bennigsen). The French player rolls once more and gets 11. Both players write 11 as the second dice roll (roll 2 for Napoleon, and <u>Enemy</u> roll 2 for Bennigsen).
The actual result is:
- #3 and dice 7: option #3 (what the player hoped)
- #6 and dice 11: option #4
The Russian player chooses option and rolls the dice similarly.
At the end of the game, both players expose the chosen numbers. They can check that the options stated and played by their opponent were the real options.

secret # \ dice roll

	2	3	4	5	6	7	8	9	10	11	12
#1	10	9	7	5	3	1	2	4	6	8	10
#2	1	9	7	5	3	2	4	6	8	10	1
#3	2	1	9	7	5	3	4	6	8	10	2
#4	3	1	9	7	5	4	6	8	10	2	3
#5	4	3	1	9	7	5	6	8	10	2	4
#6	5	3	1	9	7	6	8	10	2	4	5
#7	6	5	3	1	9	7	8	10	2	4	6
#8	7	5	3	1	9	8	10	2	4	6	7
#9	8	7	5	3	1	9	10	2	4	6	8
#10	9	7	5	3	1	10	2	4	6	8	9

AUTHOR'S NOTES

Didier Rouy

Foreword to the third edition

This new edition was transformed with two issues in mind. The first is a will to be as complete as possible. In fact, two championships and many games have lighted some points open to discussion, and in that field the discussion during the game kills the fun, and therefore the game.

The second, I think the most important, is historicity. Indeed, after many games it happened that the balance between the different types of units was a little different from the historical battles. For example, the power of the cavalry was a little too high, as was the fire power of the artillery. The later has been decreased a little with these new rules. The cavalry charges are now more stringent, more difficult to use, more realistic too: less powerful against woods, squares, towns, but otherwise deadly in clear terrain. Going to square is now related to the distance of the charging cavalry, the farther it is, the easier.

Finally, the tirailleurs were kept as they were, simple to use even if not totally historical, but a new set of voltigeurs deployment was added in the optional rules. As they are a little tricky to use they were set in the optional rules section. I do recommend the players to use them.

Foreword to the second edition

This second edition is a game system nearly identical to the first edition but corrected, completed and extensively tested, in order to avoid, I hope, all traces of ambiguities and misunderstanding, a factor highly prejudicial to the first edition. Now, thanks to the hard work of a small team of enthusiasts, I hope the whole system is finely tuned. However, I know that all the systems which intend to be both playable and realistic never fail to bear attacks from both hyper-players and hyper-historians who want to sacrifice playability or realism at the expense of the other. I prefer to push forward the pure fun, at the expense of all polemics. So play, and enjoy armchair warfare, which releases a powerful yet silent energy, which will make you think of the great charges of History.

In this game system, the proper balance between playability and realism was not easily obtained. The purists prefer a system similar to the miniatures, with slow and complex rules, requiring an umpire. Moreover, the usual miniature scales does not allow a simple and fast battle reconstitution.

At the same time, the playability fans will find this system too much cumbersome, with formations, morale and what not. Let them play brigade-level or division-level games with locking zones of control, but their games will have nothing in common with History, and will all look similar after some time.

The regiment-level scale is the result of the trade-off between those two attitudes. It is detailed enough to represent the tactical formations and the various units, and at the same time simple enough to set up a battle like Austerlitz or Friedland without having to deploy 1,500 counters.

You do not have to be an expert on the Napoleonic Era and its warfare to enjoy these games. You just have to understand the basic strengths and weaknesses of the armies of this time. For example, the Russian army has a powerful artillery, the English army's strength resides in its infantry firepower and value, and of course, the French army has a very good morale and mobility. By knowing adequately his army, with its good and weak points, and by knowing the rules, a player will become a good player. For those who are interested in History, I must explain some rule points that could surprise some players.

For example, when a disorganized unit gets another disorganized result, why is it eliminated? Some could think that the additional disorganization is just the same panic, only more so, and that the unit would still be there on the battlefield. This may be true, but most of the time, the soldiers were so much beaten that they would run to the rear, and nothing would rally them before the end of the battle. Their presence and their effects on the rear are simulated by the army demoralization rule. The unit has not just vanished, it is there, but totally unable to fight for the remainder of the day.

Others would be surprised by the artillery firepower, which can generate two or three step losses per turn. Actually, a step loss is not three hundred soldiers killed in action, but something like 50 dead, 150 wounded, and 100 fleeing to the rear. The morale effect of artillery was so powerful that long-range shots would erode a not yet engaged unit, before this unit could deploy in line formation or before it was charged. This morale effect, most important with 12-pounders, was the result of having to receive without being able to give in return, which is hard on anyone's nerves.

As for the command and control system, especially with the level-3 rules, for playability's sake the orders are less rigid than they should be. But you have to keep in mind that at this time, orders were far more rigid than in the game. A corps commander, when ordered to attack some position, would obey the order without even thinking of second-guessing the army commander. He could choose the formation which seemed proper to him, and hold some units as a corps reserve, but he would attack, without wondering what purpose this attack would serve. To these considerations, I must add that the battlefield was usually covered with smoke, and that no corps commander could get an adequate view of the battlefield and the enemy deployment, so he could not question the validity of his order.

It is the army commander's responsibility, not the corps commander's, to ensure that there are enough reserves and that the different corps maneuvers are properly synchronized. To make a long story short, when an attack order was given, it was executed, period. There are cases when a commander acted on his initiative, or when orders were changed, but these cases are extremely rare. And disobeying an order is almost unheard of.

More generally, morale is the main unit value in this game system, as it was on the real battlefields of this era. This value reflects not only the current state of mind of the basic soldier, but also his courage, his experience, the performance of his officers and the cohesion of his unit. This was how long a soldier could stay in a deafening noise, while seeing his comrades fall, before he would flee to the rear. We can understand why the unit with the best morale would win the fight, and then the battle. The players must keep this notion in mind when playing, this will help them enjoy the game.

Building a model of the reality, without simply copying an existing game system, is a very difficult art. I have used good ideas from other systems when designing some elements of the rules, I don't deny it. When a rule is an accurate and playable simulation of the reality, there is no shame reusing it. Other elements are new, but some of them were suggested to me by other players. By the way, many thanks to those who hunted me day and night to improve the system; you know who you are. An incomplete list of those people is printed at the end of the present chapter.

The most difficult thing was finding a balance between an accurate simulation and playable rules. For example, during the Napoleonic era, there were many more combat formations than described in these rules. For example, the infantry could use the division column, the company column, and many more. But the few formations simulated there give an accurate feel of the infantry maneuvers, without burdening the players with superfluous details.

I have decided to include Command and Control, which is the most difficult element to simulate. This is the key element, which would win or lose battles. Its influence can be felt at those three levels.
At the strategic level, this is translated by the presence and the deployment of the army corps at the start of the battle.
At the tactical level, this is built in the units' values, especially the morale value. The better the officers, the better and the longer the unit will fight.

The third level is the operational level, covered by the optional Command and Control rules. This level is everything between the army commander and the combat units: headquarters, staff officers, marshals, corps commanders, division commanders, etc. The first level of the rules just puts them on the battlefield. The higher levels simulate with increasing details the interactions between them, the army commander and the combat units. I hope that these rules are playable enough.

Anyhow, a game system is a set of guidelines. They cannot cover all the situations, especially the most unusual ones, and they cannot hold the ultimate truth about all the military events of this time. Any rule is open to interpretation, and the game will become richer if the players modify it. So I advise you not to hesitate to bring new ideas to this game, I will be delighted if you do. Once more, let this game system be a tool to give you the opportunity to play and fight, but mainly to give you moments of pleasure.

FIRE TABLE

Dice	1	2	3	4	5	6	7+
					Fire value		
1						*	*
2					*	1	1
3				*	1	1	1
4			1	1	1	1	2
5		1	1	1	1	2	2
6	1	1	1	1	2	2	3
7	1	1	1	2	2	3	3

* : immediate morale check

\# : step losses + morale check

Dice +1 if target is square infantry
Dice -1 if target is skirmish

Artillery fire value:
- -1 per hex from firer to target
- Minimum 1 up to
- the maximum range

Line of sight : from hex center
to hex center

Artillery with one step loss :
value / 2 (round up)

Blocking terrains : Forest, town, castle, ridgeline, unit (friendly or enemy)
Ridgeline : except if firer or target on **high** ground and adjacent to ridge

MELEE TABLE

combat ratio Atk/def

dice	1/2-		2/3		1/1		3/2		2/1		3/1		4/1+		dice
0	E	1	D1	1	D	0	D	0	*1	1	*0	0	0	*0	0
1	D1	1	D	0	D	0	*1	1	*0	0	0	*0	1	*1	1
2	D	0	D	1	*1	1	*0	0	0	*0	1	*1	1	D	2
3	D	1	*1	1	*0	0	0	*0	1	*1	1	D	0	D	3
4	*1	1	*0	0	0	*0	1	*1	1	D	0	D	0	D	4
5	*0	0	0	*0	1	*1	0	D	0	D	0	D	0	D1	5
6	0	*0	1	*1	0	D	0	D	0	D	0	D1	0	E	6
7	1	*1	1	D	0	D	0	D	0	D1	0	D1	0	E	7

Results   Attacker/defender
* : immediate morale check for the stack (not town / castle)
0 or 1 : no or one step loss
D : disorganized + 2-hex retreat
D1 : disorganized + 1-step loss + 2-hex retreat
E : eliminated

Die roll modifiers
+? + attacking leader, - defending leader

Cavalry charge : +1 step loss against inf
(except if square inf, or if unmodified result = 0 loss)

FORMATION TABLE

formation change : **+1** MP inf, **+2** MPs Art **+0** MP Cav, **+0** MP if general order or disorganized

INFANTRY	Movement	Fire	Melee	Morale	Rear/Flank
Column	-	-	value +1	-	½ melee
Line	-	-	-	-	½ melee
Square	1 MP	1	½ if vs inf	+2 vs Cav	-
General Order	-	1	-	No MC in town/cast	-
Disorganized	to line of com.	1	½	-2	-

CAVALRY	Movement	Fire	Melee	Morale	Rear/flank
Battle	-	none	Normal or 1*	-	½ melee
Column	-	none	Col value	-	½ melee
General Order	-	none	Col value or 1	No MC in town/cast	-
Disorganized	to line of com.	none	1	-2	-

ARTILLERY	Movement	Fire	Melee	Morale	Rear/flank
Limbered	-	none	No attack	-	-
Unlimbered	none	Normal	No attack	-	Automatic D
Disorganized	to line of com.	none	Eliminated	-2	Eliminated

"to line of com" means toward the line of communication
*value 1 if versus square or versus various terrains

Morale modifiers

+# Leader		**-2** Flank attack	
+2 Square inf vs cav		**-3** Rear attack	
-2 Disorganized		**-2** failed MC (unit stacked above)	
-2 Demoralized		**-1** rallying while adjacent to enemy	

Note : A 2 morale check is always a pass, a 12 always a miss

VIVE L'EMPEREUR !