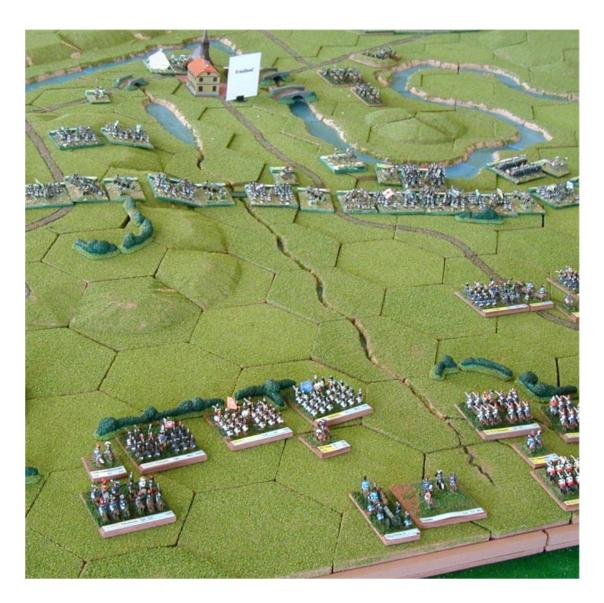# Napoleonic Battlefield Commander

A set of Napoleonic Wargame Rules for Brigade-Size Units using 6mm figures
by
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Part 1 – The Game Concepts

Introduction

This is a set of rules to allow the major land battles of the Napoleonic Era to be fought on the wargames table in a quick and timely manner. In the game, each Player takes on the role of a commander on one side of a major battle, real or hypothetical. The rules take a "hands-off" approach to the way the Player can influence the outcome of individual Close Combats etc. It is the role of the Player to determine a strategy for the battle and move his Formations and Units in accordance with that. He will have to trust to the abilities of the commanders below him in the chain-of-command (shown by frequent throwing of dice) and trust that his plan of action will enable him to overcome his opponent using planning and tactics rather than the rules.

These rules started out as amendments to the Grande Armee ruleset, but have grown considerably to the point that they now are very different from the original.

Glossary of Terms

Combat Point (CP)	(See Below.)
Formation	One of the major sub-groupings of units in an army. This might be a corps, or perhaps a "Column" or "Wing" or large division, depending upon the nation and period. Each Formation is led by a Formation Commander.
Contact Zone	Within 10cm of the enemy.
Pot	Opaque container holding 5 dice (see below) – Used for all dice throws except Skirmishing, Firefights and Close Combats.
Zone of Fire	The area between the two lines extending from both rear corners of a Unit through the opposite front corners.
Broken Unit	(See Below.)
Eliminated Unit	(See Below.)
Disordered Unit	(See Below.)
Behind the Flank	The centre of the Unit is behind the extended front line of the Target Unit.
Directly In Front	The centre of the Unit is within the area defined by extending the two sides of the Target Unit's base directly forwards.
In the Frontal Aspect	The centre of the Unit is in the area to the front of the Target Unit defined by extending the diagonals of that Unit's base.
In the Flank Aspect	The centre of the Unit is in either of the two areas to the side of the Target Unit defined by extending the diagonals of that Unit's base.
In the Rear Aspect	The centre of the Unit is in the area to the rear of the Target Unit defined by extending the diagonals of that Unit's base.
Formation Best Distance	The movement distance of the slowest Unit in the Formation.
Retrograde Movement	The Unit moves **directly** backwards while still facing forwards.
Flank Movement	The Unit moves directly left or right while still facing forwards.
Oblique Movement	Movement up to 45 degrees off straight ahead while still facing forwards.
Formation Front Line	A line running through the front of the Formation's forward Units. If a Unit is advanced more than 5cm from others in the Formation, it is not counted. This Line should include at least half the Units in the Formation.
Unit is Flanked	It has an un-engaged enemy Unit Behind its Flank and within 5cm. Note that unattached artillery that could not fire on the Unit cannot count for this.

Command Radius	Each Formation Commander has a Command Radius. All of the Units in his Formation will normally try to stay within this radius. If not, the Unit is Out Of Command and will suffer penalties.
Fresh Unit	A Unit that has no Combat Point losses and is not Tired/Exhausted.
Steady Unit	A Unit that has not been Broken in this battle.
Shaken Unit	A Unit that has been Broken and has successfully Rallied earlier in the battle.
Vanquished Unit	A Unit that has suffered a loss in Close Combat and cannot retreat. It will have been cut down and the survivors may have surrendered.

Pot

A Pot is a transparent container holding 5 dice. One red, two white and two green. This allows all variations of 1 through to 5 dice to be thrown with one action quickly:

1 die	Red die only counts.
2 dice	Both white dice only count.
3 dice	Both white dice and the red die count.
4 dice	Both white dice and both green dice count.
5 dice	All dice count.

Note that to count, all 5 dice must come to rest on the base of the container. If this is not the case, immediately re-throw. Note that the Pot should always be thrown in such a manner that all players can see the result.

Broken Unit

Once a Unit loses all Combat Points, it is classified as Broken and is marked as such. It will stay on the table and will <u>immediately</u> move away from the enemy. Until Rallied, all movement of these Units will be by the Umpire or Opponent in a reasonable retreat direction toward the nearest friendly road exit. Any roads, defiles or bridges that they move along will be immediately blocked by their passage.

<u>Notes</u>
- Any Broken Unit that is contacted by an un-Disordered enemy Unit is instantaneously Eliminated and the enemy Unit may continue movement.
- No Broken Unit may fire or attempt any offensive action.
- A Broken Unit will remove any Disorder marker, but must retain any Tired/Exhausted one.

Eliminated Unit

Any Unit that is deemed as Eliminated is immediately removed from the table.

Broken Artillery Unit

Any Artillery Unit that is Broken is immediately re-classified as Eliminated.

Disordered Unit

A Disordered Unit:
- Is less effective in Close Combat.
- Will offer a nice target if attacked by un-Disordered enemy cavalry.
- May not deploy skirmisher stands.
- Has its Q-Rating reduced by 1 for all Quality Checks.

A Disordered Artillery Unit:
- May not attach to another Unit.
- That is unattached and receives a second Disorder result is Broken.

Note that there is only one level of Disorder. If a Disordered Unit becomes Disordered again, it simply remains Disordered. However, in Close Combats, Disordered Units that get a second Disorder result are very likely to lose the Combat.

Exhaustion
There are 3 levels of Exhaustion:

Rested	The normal state, no effect on the rules.
Tired	Less effective in any form of Combat. Q-Rating reduced by 1 for all Quality and Disorder Checks.
Exhausted	Far less effective in any form of Combat. Q-Rating reduced by 2 for all Quality and Disorder Checks. Difficult to move.

Time Scale
The Time Scale is deliberately vague as few events on real battlefields were timed. Therefore a set of cards is provided. One of these cards is to be turned over at the end of each Turn. The time span shown will be added to the Game Time at the beginning of the Turn to give the new Game Time. (Note that the average time per Turn is about 20 to 30 minutes.)
Game Events, such as the arrival of reinforcements, will be given as a time such as 11:00. Thus the Event will occur once the Game Time has advanced to or past this time.
Note that reinforcements of Corps-size often arrived one division at a time rather than all together. This way of using time allows such a trickle of reinforcements to be shown.

Ground Scale
The Ground Scale is approximately one centimetre on the tabletop represents 60 yards on the ground; which also conveniently means that 30cm on the tabletop represents 1 mile on the ground

The Two Kinds of Armies
There are two types of Armies that are used in the game:
- A **Napoleonic Army** uses the Corps system, as perfected by the French, and later adopted by most other nations.
- A **Traditional Army** has an Army Commander, and a number of Divisions or Columns without any formal structure.

Formations
In the Napoleonic Army, each Formation is a Corps which is further broken down into Divisions with Divisional Commanders. In a Traditional Army, each Formation is a Division which may be larger and contain a greater mixture of troops than a Division of a Corps.

Units
One Unit of Infantry or Cavalry represents a brigade of approximately 3,000 infantry or 2,000 cavalry; there is no actual figure scale. This is depicted using figures on a square base set up

in a small diorama. The base will have a raised area at the back to hold a descriptive label showing the unit's capabilities.

Occasionally Units will be formed of both infantry and cavalry. This was particularly used in the Austrian army. Such units will be called Mixed Units and be noted with an "MX" on the unit's label.

The Unit's base therefore represents the ground occupied by the troops in whatever formation they are in, and the relevant gaps there would be in the formation in real life. This would of course change under circumstances, so it must be viewed as a reasonable compromise.

Artillery units represent batteries of artillery that are dedicated to the reserve/support role rather than direct support of a brigade or division.

Combat Points

As battles were fought by soldiers killing and wounding the enemy, it is normal to look upon the results of individual combats as losses in terms of casualties in either straight numbers or strength points. As battles were actually decided by the relative morale of the two sides, these rules will include into this the concept of morale to depict the ability of a Unit to perform. At the start of a battle, the Unit's numerical strength will translated into Combat Points based on their Quality. After the battle, if required, the actual loss in men can be determined, and each Unit's numerical strength adjusted.

Detachments

It will be found that from time to time it is desirable to create small Units for outpost or occupation purposes. Detachments can be created from Donor Units for this purpose. They are small Units of either infantry or cavalry (never artillery) that are equivalent to very small Units with many restrictions.

Quality Rating of Units

Each Unit will be rated as one of the following six classes:

Guard   Q6   A category that should be reserved for the most elite of any army's units. Only a handful of units would be at this level. E.g. French Imperial Old Guard.

Elite   Q5   Tough as nails. The finest regiments in the regular army. These would include Grenadier formations and a few exceptional line regiments.

Veteran   Q4   A fine unit, well trained, equipped and well led.

Regular   Q3   These are the "regulars". Men who have been drafted into service and have received adequate training. The vast majority of regiments fall into this category.

Conscript Q2   These are also drafted troops into regular formations, but either their training has not been completed, or their morale is not what it should be.

Poor   Q1   This is the bottom of the barrel. These guys are not much better than a rabble during a battle. Do not expect them to fight well at all.

Of course there will be times when Units consist of formations of varying quality. (e.g. Line battalions brigaded with Landwehr.) In these cases take the average.

Representing Artillery Units

Each unit of artillery represents a battery of artillery, usually consisting of 8 pieces and its supporting "tail" of caissons, limbers and horses. Not all batteries however are represented,

as many are actually integral to the divisions and brigades we do show. Therefore only heavy batteries (usually 12-pdr pieces) and other lighter ones (usually horse artillery) assigned to Corps or Army Reserves are depicted.

The Russian Army deployed very large batteries of artillery with generally 12 guns per battery. Clearly this requires a larger base than the usual 8-gun one, and this is reflected in the base sizes. However, the number of personnel assigned to such batteries was smaller than that normally associated with a normal sized battery. Consequently the fire effect of Russian artillery is largely the same as that for the normal batteries.

Artillery Strength and Type

Normally all artillery will have a Quality Rating of Regular or Veteran. This is to reflect that all personnel had to have adequate training in the use of their guns before they could be deployed on the battlefield. However, some exceptional units were in existence, normally in the Guard of one of the major nations. These exception batteries will be rated as Elite or Guard Quality.

There are four types of artillery:

Heavy	The large heavy guns normally deployed in reserve formations. Typically the 12-pdr.
Medium	The normal field artillery pieces. Typically 8-pdr and heavier 6-pdr.
Light	Lighter, more mobile guns. Typically 3- and 4-pdrs and light 6-pdrs.
Very Light	Very light, mobile guns. Typically 1- and 2-pdrs. These are too light to serve as Corps Support batteries and so would not be shown in the game. They would only be used as part of a brigade unit.

When specifying the artillery type in a game, use the term Heavy, Medium, Light etc. rather than the poundage.

There is also the mobility of the battery to determine. This will be either Foot Artillery or Horse Artillery. The latter also includes the Austrian Flying Artillery that was not organised as the horse artillery of other nations, but was actually functionally the same.

Rating Cavalry

There are four different Cavalry Types recognised. During this period, the difference between these types started to erode, but the following will be used:

Heavy Cavalry	Big men on big horses. Typically cuirassiers.
Medium Cavalry	The standard cavalry of earlier times. Typically dragoons.
Light Cavalry	Men on lighter horses trained to some degree in scouting work. Typically hussars and chasseurs.
Skirmish Cavalry	Men not normally used in battle, more used in scouting and raiding. Typically Cossacks.

Re-Roll Dice

These Dice can be used to re-throw dice or re-draw cards in any way except the following:

- Skirmish Hits.
- Artillery Hits.
- Infantry Firefight Hits.
- Close Combat Hits.
- Firing at or Capture of Officers (Officer Escapes).
- Weather and Visibility Changes.

Typical use would be for:

- A Command Pot to determine order of movement and/or whether the Formation was Under Command.
- A Quality Check Card drawn for any reason.
- Change of Formation Orders prior to movement.

Obviously the new throw replaces the original even if the effect it produces is worse than the original. A re-throw of a re-throw is allowed, provided the Player has Re-Throw Dice to use.

Part 2 - Setting Up for Play

Equipment Needed for Play

In order to play the game you will also need the following:

- A plentiful supply of six-sided dice.
- Two small, opaque containers to hold each Player's Re-Roll Dice.
- Puffs of cotton serve nicely to designate which Artillery Units have fired.
- Some sort of marker(s) to note Hits taken on Units, Disorder, Tired/Exhausted etc.
- At least one Pot of Dice per side.
- A Pack of Time Cards.
- A Pack of Quality Check Cards.
- A set of Command Cards for the Scenario.

The Playing Surface

The majority of most tabletop battlefields consist of "clear" terrain, which has no effect on movement or combat. However, the battlefield might also have forests, roads, rivers, bridges, and Built-Up Areas representing Towns.

In addition to various types of Terrain there are Obstacles. These would be things that Units do not occupy or move through, but rather move across. These would include walls, fences, hedge lines, or earthwork forts etc.

Also hills would be represented normally by adding "levels" one on top of another.

Soft and Hard Cover

Units may occupy various terrain or man-made features that give them cover, either "Soft" or "Hard".

Soft Cover is provided to Units in earthen redoubts or hasty trenches, wooden buildings or by being completely in a forest or wooded area. Cover means exactly that; men's bodies are protected from fire. A wooden fence would not provide sufficient cover.

Hard Cover is provided to Units behind a stone wall, inside stone buildings, or behind fully prepared defensive works.

Towns and Built-Up Areas

Towns are represented one or more Built-Up Areas. These are square bases (usually a 6cm side, but could be 7 cm or even 8cm depending on actual size) containing a building. Each Built-Up Area can accommodate one Unit but a Garrison Unit, once created, does not count towards this.

Each Built-Up Area will have a Garrison Limit specified for the Scenario. This should vary between 12 for large areas down to 8 for small ones. If not specified, assume an average of 10.

Strong Points

Sometimes a battlefield contains significant areas for defence that are not big enough to hold a complete brigade (or Unit) but cannot be ignored. (Some areas on the Waterloo battlefield are obvious contenders.) In this case use bases smaller than 5cm (normally 4cm) and place a small building on it to represent the Strong Point. Occupation of a Strong Point will help in Firefights and Close Combats.

Basing Units

Standard base sizes are used for all Units of a certain type no matter what number of Combat Points they have. These are given below:

	Frontage	Depth
Infantry and Cavalry Units	50mm	50mm
Russian 12-gun Artillery Units	35mm	50mm
All other Artillery Units	25mm	50mm
Army Headquarters	50mm	50mm
Formation Commanders	25mm	32mm
Garrisons	50mm	50mm
Baggage, Equipment and Bridging Trains	25mm	50mm or to suit
Engineer and Sapper Companies	25mm	32mm
Skirmisher stands	50mm	20mm
Detachments	20mm	20mm

A base of Infantry or Cavalry represents a brigade or group of several battalions or squadrons and the ground they would occupy. There are no rules concerning the number of figures they should contain; do what looks best.

The bases should also have a raised area at the back, clear of figures, to contain a Unit or Officer Label. This raised area should be 9mm wide for Formation Commanders, Generals and ADCs and 6mm wide for all others.

Unit Labels

All units should carry a label with its Formation Identification, strength, quality and skirmish ratings along with any other relevant data. An example might be:

III/1/2 Roeben   Q3 MX   S1   6CP

Officers Labels

Officers should have labels on their bases. These should show the officer's name and Formation assignment, along with their Ability, Leadership and Temperament ratings along with their Command Radius if they are Formation Commanders. An example would be:

X: Liechtenstein   R23
L1   T2   A3

Label Colours

The background colour of the label can be used to show the side that the unit belongs to and the Formation it is part of.

Game Etiquette

Pre-Measuring Distances
Players are always allowed to measure distances on the tabletop before making decisions in the game. This is because officers on the ground would have had a much better feel for distance, and our short distances need to be so much more accurate than they needed to be.

Unit Movement
Units are moved individually. Once a unit has been moved and consideration has been shifted to another unit, the first unit may not have its movement changed save for a small adjustment of facing or attachment of artillery.

Thinking Time
We are attempting to create problems of Command and Control as experienced by the real generals of the Napoleonic Period. They did not have the ability to suspend time in order to chew over a difficult decision. Planning was of the essence, as was thinking on your feet, as even the best-laid plans never survive contact with the enemy. Therefore all decisions taken in the game should be quick. If at any time you think your opponent is taking too long in deciding, say so and point out that this really is against the spirit of the Rules. Make whatever local rules you need to ensure decisions are made in seconds rather than tens of seconds. It is in the spirit of the game to have a local rule that states that if a player cannot make a decision in 10 seconds his opponent can make it for him.

Battle Plan
I would urge that, especially in large battles, players write down their plans and tactics in a Battle Plan. This should be for your eyes only and consequently is not binding, but it does act as an aid to remember what you are attempting and how you are attempting to do it. This can be especially helpful when you have finished a long session of dice throwing in one sector of the battlefield and have now to turn your mind to what you are attempting to do on the other flank!

Part 3 – Building Scenarios

Infantry and Cavalry Units

Use historical brigades where ever possible. They should be around 1,500 to 4,000 strong for infantry and 1,000 to 2,500 strong for cavalry, but if these are too strong, break it down to regiments. Once the size of a Unit has been determined, a Quality Rating must be given to it. This done, use the following to determine what number to use to divide the strength by to arrive at the Combat Points for the Unit:

Quality Rating		Infantry Combat Point Ratio	Cavalry Combat Point Ratio
Guard	Q6	1 : 200	1 : 150
Elite	Q5	1 : 300	1 : 200
Veteran	Q4	1 : 400	1 : 250
Regular	Q3	1 : 500	1 : 300
Conscript	Q2	1 : 600	1 : 350
Poor	Q1	1 : 700	1 : 400

Round up anything from 0.5 and above.

Mixed Units

To calculate the Combat Points for such a Unit it is best to calculate the CP's for the infantry element using the infantry ratios, and then the CP's for the cavalry using cavalry ratios. These two can then be added and any fractions then rounded. Remember to place the designation 'MX' on the Unit's Label.

Avoid Super-Units

It is best not to create Units with more than 12CPs; in fact they should normally be in the range 5 to 9. The higher strengths are normally used by Elite or Guard units. If a Unit has too many Combat Points, break the Unit down into its constituent regiments etc.

Representing Skirmishers

All Infantry Units are given a Skirmish Rating of between 0 and 3. *(See the Unit Ratings Charts to determine the SK-Rating for any Unit.)* A Rating of 0 represents those Units with no skirmish capability; a Rating of 3 represents those composed entirely of troops capable of operating in skirmish order. Skirmishing is not assumed and so to indicate that they are deployed, a skirmish stand must be placed in front of the Unit, in contact with it. SK1 and SK2 Rated Units may deploy one stand each, SK3 Rated Units may deploy two. Note that the skirmish stand must always touch the Parent Unit. Note that ranges are never measured to or from skirmisher stands, but always to or from the Parent Unit.

Representing Artillery

Each battery of supporting artillery will be shown as one separate Unit.

Artillery that was directly attached to infantry and cavalry formations is not individually represented in the game. Their firepower is built into the Units themselves. To do this, simply multiply the number of organic artillery batteries within the Formation by two and allocate this number of Combat Points amongst the Formation's Units as appropriate.

Establish the Formations in Each Army

Before the game starts, it is important to ensure both Players understand what their Armies contain and the times when any reinforcements may start to arrive. Of course, if it is an Umpire-driven game, the information about the enemy may not necessarily be correct!

Rating the Officers

All Formation Commanders and Army Commanders will be rated for their Ability, Leadership and Temperament. When rating officers for a historical battle, it is best to rate them according to their performance on the day. Thus, if the General was having an off-day, rate him lower than you would perhaps have done. Ratings for some Generals are contained in the Generalship Charts.

Ability Rating

All officers are rated for their Ability to control troops:

Rating	Code	Radius Multiplier
Superior	A6	3.0
Excellent	A5	2.8
Good	A4	2.3
Average	A3	1.8
Poor	A2	1.5
Despicable	A1	1.3

Leadership Rating

All officers are rated as to their leadership of their troops they command:

Rating	Code
Magnetic	L6
Charismatic	L5
Inspirational	L4
Normal	L3
Impersonal	L2
Uninspiring	L1

Temperament

All officers are rating as to their temperament on the day. This could well change considerably from battle to battle:

Rating	Code
Belligerent	T6
Aggressive	T5
Forward	T4
Even	T3
Cautious	T2
Timid	T1

Radius of Command

Each Formation Commander has a Radius of Command (in centimetres.). This is calculated by multiplying the total number of units in his Formation by the radius multiplier appropriate to his Ability Rating. (Round halves and above up to the next whole number.)
There are minimum and maximum allowable radii for Formation Commanders depending on the type of the Army:

Army Type	Minimum Radius	Maximum Radius
Traditional	5cm	20cm
Napoleonic	10cm	25cm

During the course of the battle, the size of a Formation may fall due to losses etc. It may also increase if reinforcements arrive. Note that a Formation Commander's Radius of Command will never decrease because of losses. It may however increase if reinforcements arrive; in which case the new radius is calculated based on the new arrivals and his (revised) original number of Units.

Awkward Commanders

Some Commanders did not get on with others. Therefore, in some scenarios, a Formation Commander can be marked as 'Awkward' because of the personal friction that existed between him and the Army Commander. If this is the case, the Scenario should indicate the penalties that existed; typically it would require the expenditure of an extra Re-Roll Dice whenever his Formation Order is changed (one being used even if he is Under Command).

Command Cards

A Command Card should be made up for each Formation on both sides in a Game. These Cards should contain the Formation Name, Commander's name and all characteristics for that Formation Commander (Ability, Leadership and Temperament) and so should be made up on a scenario-by-scenario basis as with the Labels. Also, a Napoleonic Army should also have one Bye Card in their mix.

Establish the Starting Time

Each battle should indicate what time the first Turn is starting from; this is the Current Game Time. At the end of each Turn, a Time Card is turned over and the indicated period of time is added to obtain the updated Current Game Time.

This Current Game Time is important in establishing when reinforcements arrive, when dusk falls etc.

Length of the Game/End of the Game

Before the game starts it is best to agree how the game will end. Normally this will be a time when fighting must end for the day, or one side has accumulated too much damage to continue. Rather than impose an arbitrary rule, I will leave it to the Players to determine this between themselves.

Terrain

All scenarios are fought in one of three types of terrain:

Marchfeld	Flat plains that have no discernable hills. Some of Wagram was fought on such a battlefield.
Rolling Terrain	Any hills are only rises and act only to limit line-of-sight. They are no obstacle to movement or combat.
Hilly Terrain	Hills will still limit line-of-sight, but will now act as obstacle to both movement and combat.

The Scenario should also indicate where areas of rough terrain, woodland, marsh and obstacles are. Obstacles can be thick hedges, ditches, rivers etc. It should state whether these are crossable or not and any restrictions that apply to movement. All such Restricted Terrain should indicate whether it is '0', '1', '2' or '3 Shift' Terrain. (The larger the number, the more restrictive it is.) Also indicate if crossing the Terrain will require a Disorder Test.

e.g.	Ditch	'1 Shift'
	Wood	'2 Shift' + Disorder Test
	Heavy Wood	'3 Shift' + Disorder Test
	Rough Ground	'0 Shift' + Disorder Test

Vantage Points

If there are any features of high ground that are on the highest level available and offers significant extra visibility, these positions can be defined as Vantage Points. It is suggested that a maximum of one or two be defined in a scenario; and many scenarios would not have any. The "Santon" feature at Jena could well be a Vantage Point, whereas Waterloo really did not have any.

Note that officers would be expected to take up positions during a battle in the most advantageous position they could find, so a Vantage Point must be something exceptional.

Weather

A Scenario would normally state what the starting weather conditions were and what the chances were of this changing. See the Weather Rules for details of this.

Part 4 – Standard Rule Concepts

Weather

There are four basic weather conditions: Sunny, Bright, Overcast and Raining. (If the temperature is below freezing it is snowing.)

All Scenarios should state what the initial Weather Conditions are and if the weather can vary, or whether Random Starting Weather should apply.

Random Starting Weather

If the Scenario is declared as having Random Starting Weather, throw two dice and add them and consult the table below:

Month of Fighting			
November to April	**May to October**	**Weather**	**Ground starts as**
2 - 3		Snowing	Hard
4 - 5	2 - 4	Raining	Soft
6 - 8	5 - 6	Overcast	Hard
9 - 10	7 - 9	Bright	Hard
11 - 12	10 -12	Sunny	Hard

Add one to the dice throw if fighting in the warmer Mediterranean Areas.

If the die roll is even, the weather will be variable on the day; otherwise there will be no variation. The ground conditions could change as the day goes on.

Weather Variation

The Scenario should specify the starting weather conditions and whether there will be any variation. If there is no variation then the weather and ground conditions will remain constant for the full day of the battle; there will be no dice throw to see if it changes.

However, if there is weather variation, throw a Pot in the Weather Change Phase of every Turn. If the two white dice are the same, consult the red die on the table below:

Current			New Weather		
Weather	**Sunny**	**Bright**	**Overcast**	**Light Rain/Snow**	**Heavy Rain/Snow**
Sunny	-	6 - 3	2 - 1	-	-
Bright	6 - 4	-	3 - 2	1	-
Overcast	6	5 - 4	-	3 – 2	1
Rain/Snow	6	5	4 - 1	-	-

Visibility and the Army Commander's Radius

The weather conditions and Time of Day determine the visibility each Turn. This is used by Formation Commanders when acting on their own, to determine whether or not they can see the enemy. It is used by Units to determine visibility for artillery fire. **The current visibility is also each Army Commander's radius.**

If the Army Commander/HQ is on a **Vantage Point**, he will add to his visibility. If there is currently **Fog** on the field, all visibility will be reduced.

The Army Commander's radius is based upon a visual limit, which determines the speed of his decisions. But a Formation Commander's radius is based upon how well he can manage the Units under his command: a function of his staff efficiency and his own skills.

What Affects Visibility?
Before the game starts make sure both sides understand the effect of the terrain on visibility, and use common sense to judge when a line of sight is blocked.

Visibility is not blocked by the presence of Units, friendly or otherwise. It is assumed that the officer, mounted perhaps with a patch of higher ground and perhaps with a telescope, can see over, through and around the formation of men on the field.

Visibility Chart

Time of Day	Weather Conditions	Maximum Visibility		
		Normal	Vantage Point	Fog
Early Morning	Bright/Sunny	15cm	20cm	5cm
	Overcast/Rain/Snow	10cm	15cm	5cm
Daylight	Sunny	70cm	100cm	15cm
	Bright	60cm	90cm	15cm
	Overcast	40cm	60cm	10cm
	Rain/Snow	30cm	40cm	10cm
Evening	Bright/Sunny	40cm	50cm	10m
	Overcast/Rain/Snow	30cm	40cm	5cm
Night	Any	5cm	5cm	2cm

Vantage Points
An officer is said to occupy a Vantage Point if his base is completely on the feature designated as a Vantage Point in the Scenario.

Ground Conditions
The game has three different ground conditions: Hard, Soft and Mud.
- Hard ground will change to Soft after 2 consecutive Game Hours of Rain or Snow. (Even if it is freezing.)
- Soft ground will turn to Mud after 2 consecutive Game Hours of Rain (not Snow.)
- Mud will turn to Soft after 2 consecutive Game Hours of Sunny or Bright weather.
- Soft ground will turn to Hard after 2 consecutive Game Hours of Sunny or Bright weather.

Hard ground is considered normal for game purposes.
Soft ground incurs movement penalties and artillery incurs a firing penalty.
Mud slows movement considerably and the artillery-firing penalty remains. **No Unit may ford a river if the ground conditions are Mud.**

Other Effects of Rain/Snow
No Unit may skirmish in the rain or snow. Also, because of the problems for firing muskets in heavy rain, cavalry get a re-roll against infantry in heavy rain.

Fog
By its very nature, it is difficult to have anything but a general rule for Fog. Therefore if the game starts with Fog, then all visibility will be reduced until it lifts. To see if it lifts, throw one die (two if the prevailing weather is Sunny) in the Weather Phase of every Turn. These scores are added each Turn until they equal or exceed a value previously agreed or laid down in the Scenario. Once that has happened, the Fog has lifted. (Typical score would be 10 points per hours.)

Visibility in Forest/Woods etc

Unless stated otherwise:
- Visibility inside and from inside to out is 5cm.
- Visibility from outside in is 2cm.

Quality Check

The pack of Quality Check cards is provided. To do a Quality Check, take the indicated Rating of the piece to be checked, adjust as indicated, and pick out a card. Look up the Result for this adjusted rating. The Result will be one of 'Very High', 'High', 'Normal', 'Low' or 'Very Low'. The Outcome of the Check can be determined by looking up this Result on the table applicable to the Check.

The following adjustments are standard for all Quality Checks:

If the Unit is Fresh	Increase by one.
If the Unit is Disordered	Reduce by one.
If the Unit is Tired	Reduce by one.
If the Unit is Exhausted	Reduce by two.
If the Unit is Shaken	Reduce by one.
If the Unit is Out of Command Control	Reduce by one.
If the Unit occupies a Town	Increase by one.
If the Unit is with 10cm of the Army Commander	Increase by one.
For each two losses it has suffered **from the cause of the Test**	Reduce by one.
If attacked/fired at from Flank **for the cause of the Test**	Reduce by one.
If attacked/fired at from Rear **for the cause of the Test**	Reduce by two.
If attacked / fired at while under "Redeploy" Order	Reduce by one.
If attacked / fired at while under "Strategic Movement" Order	Reduce by two.

Disorder Check

This is carried out in the same way as a Quality Check.

Look up the adjusted Rating on the picked card either under 'Move' if the cause of the Check was Movement related, or under 'Hit' if the cause was Shooting or Combat related.

Formation Orders

All Formations will be given one of the following Formation Orders at the start of the Game or once it has arrived as Reinforcements. It may be changed by the Army Commander or by circumstances during the Game.

Order	Stance	#	Comments
Pursue	Keen	10	Must advance at least Formation Best Distance towards enemy to attempt to contact them. Check to Close with Enemy carried out at 1 Q-Rating up. 'No-Attack' results can be ignored.
	Normal	9	Must advance at least Formation Best Distance towards enemy to attempt to contact them. 'No-Attack' results can be ignored.
Attack	Keen	8	Must engage enemy if within Contact Zone, otherwise must advance at least 10cm towards them; all attempts to contact the enemy are carried out at 1 Q-Level up.
	Normal	7	Must engage enemy if within Contact Zone, otherwise must advance at least 8cm towards them.

Defend or Engage	Keen	6	Defend where you are. Formation's Front Line cannot move back but can move forwards up to 5cm Units are free to move up to the Front Line and fall back from it.
	Normal	5	Defend where you are. Formation's Front Line cannot move forwards but can move back up to 5cm Units are free to move up to the Front Line and fall back from it.
Pull Back	Normal	4	Must attempt to move away from the enemy at least 10cm but no more than 15cm.
	Keen	3	Must attempt to move away from the enemy at least 15cm.
Withdraw	Normal	2	Must attempt to move away from the enemy at least Formation Best Distance until out of visibility. 'Auto-Attack' results can be ignored.
	Keen	1	Must attempt to move away from the enemy at each Unit's best speed until out of visibility. 'Auto-Attack' results can be ignored.

Other Formation Orders:

Hold	Any	No movement at all.
Redeploy	Any	Swift movement around the battlefield. (See below.).
Strategic Movement	Any	Even swifter movement around the battlefield. (See below.)

The direction of Advance/Retreat/Redeploy/Strategic Movement is normally given by the direction in which the Formation Commander is pointing.

All Formation Orders should be indicated using a Counter **face-up** next to the Formation Commander. Under normal circumstances, the Order will be carried out as Normal Stance, but if the Formation Commander is not Under Command, the Stance may change to Keen.

Note

If a Formation is given an "Attack" or "Pursue" Order, it may opt to leave behind any Units that are in Built-Up Areas or dug-in fortifications. These Units automatically assume "Defend" Orders and will start to Garrison whatever they occupy. They are not counted as Out of Command. This opt-out must be stated immediately it receives the Order otherwise the Units will have to comply with the Formation Order and leave their Hard Cover. This also applies to Heavy and Medium Artillery in any Terrain as they would not be expected always to accompany the attack.

Redeploy Movement

Gives swift movement around the battlefield. Add 5cm to all base movement rates. Artillery may not fire and skirmish stands cannot be deployed, although up to four 1CP cavalry detachments may be deployed up to 20cm from the main body per Formation. (See note about Road Movement below.) *A Formation with this Order would never expect to get close to the enemy, but my getting ambushed or the Formation Commander not receiving a change of orders, contact with the enemy is possible.*

The Formation cannot initiate any combat, but can reply if attacked by Firefight (with a heavy penalty). They will also reply to Close Combat but with another heavy penalty. Any Quality Check will also suffer penalty.

There is no restriction on a replacement Formation Order, however if attacked, the Formation Order is automatically changed to "Defend-Normal".

Strategic Movement

Gives even swifter movement around the battlefield. Add 15cm to all base movement rates. Artillery may not fire and skirmish stands cannot be deployed, although up to four 1CP cavalry detachments may be deployed up to 20cm from the main body per Formation. (See note about Road Movement below.) *A Formation with this Order would never expect to get close to the enemy, but my getting ambushed or the Formation Commander not receiving a change of orders, contact with the enemy is possible.*

The Formation cannot initiate any combat, and **cannot** reply if attacked by Firefight. They will reply to Close Combat but with a heavy penalty. Any Quality Check will also suffer significant penalty.

A Formation using Strategic Movement cannot be expected to move straight into an attack. Consequently the only Formation Order that can replace this Order is 'Hold' (re-organise ready to advance) or 'Withdraw' ('Get out of here!'). However if attacked, the Formation Order is automatically changed to "Defend-Normal".

Road Movement for Strategic Movement and Redeploy Formation Orders

Movement can be done along roads, which ignores all terrain. Defiles, like bridges, can also be crossed without going through the Tactical Movement rules. However, all Units are now 4 times deeper than they were for Tactical Movement; and this area behind the Unit not be occupied at all during the Turn. Failure to do this will result in the Unit not moving at all (move it back to where it started!), becoming Disordered and blocking the road completely.

Built-Up Areas

All Units may move through and occupy a Built-Up Area. Infantry may defend it if attacked, or may Garrison it. A Unit must either be in or out of the Built-Up Area; it can never be partly in it.

Artillery may not defend a Built-Up Area and will evacuate it if attacked, ending up Disordered. This applies even if the artillery is attached to defending infantry.

Cavalry will also normally evacuate a Built-Up Area if attacked in it. However, Light and Medium cavalry have the option of defending it instead. They can be converted to Infantry with half their current Combat Points (round down). They must stay in the Built-Up Area until either they are forced out, or no enemy Units are in their Contact Zone. When converted back to cavalry they have twice their current number of (infantry) Combat Points.

Once in a Built-Up Area, infantry may start to Garrison it. (See Garrison Rules later.)

Officers

Officers are abstract entities and can be moved through by friendly Units without problem. The figure can simply be moved aside to suit.

However, they may be moved into by an enemy Unit. If this happens, throw 2 dice:

2 – 9	Officer escapes and must move 150cm away from the enemy Unit. He must move the full distance unless friendly Units are nearer, in which case he must attach to these.
10	Officer is captured and must be replaced.
11 - 12	Officer is injured/incapacitated and must be replaced.

Attached Officers

A Formation Commander may attach himself to any one Unit of his own Formation. Doing this will provide potential benefits to the Unit, possible risk to himself and may cause command problems.

Once attached, the Unit will use his L rating directly for all Quality Checks. (This is never modified in any way for Losses, Disorder etc.) However if the Unit fights a Close Combat or suffers any loss to artillery, skirmish or firefight combat, roll 2 dice. On a throw of 12 he is injured sufficiently to ensure he takes no more part in the battle and will have to be replaced.

The Unit he attached to may not necessarily be at the centre of his formation, so the attachment may then move him away from the centre of his Formation and Units on the periphery may now become Out of Command Control.

If a Formation Commander is currently unattached, and the player wishes to immediately attach him to one of the Units in his Formation, but his Formation is not currently being moved, the Commander may be moved up to 10cm, regardless of Restricting Terrain, to contact the Unit. If he cannot move to contact, he cannot move. *(Of course this may affect which Units are now in his Command Radius.)*

Replacement Officers

All Officers that are injured or captured are replaced with an A1, L1, T1 Leader. The low ratings are used because of the difficulty and disruption that this event would create.

Out of Command Control

If a Unit is outside the Command Radius of its Formation Commander, it has the following limitations:

- It may not Firefight.
- It may not move to Close Combat.
- It may not move into the Contact Zone.
- If it is in the Contact Zone it may either not move or attempt to move out. *(It may 'Auto-Attack' however!)*
- It would normally attempt to move back into Command Radius of its Formation Commander.
- Lees likely to be able to recover CP's or from Disorder.

Note – Units that have suffered high losses or are Tired/Exhausted **may** be detached from their Formation and sent to the rear to recover, even if it takes them Out of Command Control.

Part 5 – Playing the Game

The Sequence of Action

Each Turn
1. Command Phase
2. Reinforcement Phase
3. Skirmish Phase
4. Artillery Phase
5. Commander Movement and Administration Phase
6. Choose next Formation and carry out Action Phase for it.
7. Recovery Phase.
8. Check time expended for this Move and determine Current Game Time
9. Lulls can be offered and Weather/Visibility is checked for change if necessary.

1 - Command Phase

A - At beginning of game:
Each Army Commander will be given one Re-Roll Dice of each of his A-Rating points.

B - For rest of game:
Throw all used Re-Roll Dice; all that are 4 or above will be recovered and can be used again. Any that are not recovered are put aside and thrown for again at the start of the next Turn.

Deployment of Skirmisher Stands
Skirmish stands can now be placed in front of the Parent Units or removed from them. SK0 Units cannot deploy skirmish stands. SK1 and SK2 Units can deploy one stand, SK3 Units two. However, each stand deployed temporarily reduces the Parent Unit by 1CP if involved in Firefight or Close Combat.
Skirmisher stands cannot be **deployed** by Disordered Units or Units that are within 2cm of enemy Cavalry.
Note that if a Unit deploys a skirmisher stand and subsequently becomes Disordered, the skirmisher stand remains deployed. It cannot be replaced though while the Unit remains Disordered.
Either Player may require a die roll to see who acts first if one side is likely to respond to the other. Re-roll Dice can be used once if necessary.

'Resting' Indication
Any Unit that is currently at least 25cm from an enemy Unit and Tired/Exhausted may be marked as 'Resting'. It may not voluntarily move and may attempt to recover at the end of the Turn. Such Units are considered 'In Command' for Recovery purposes.

2 – Reinforcement Phase

Check to see if any reinforcements will start to arrive this move, and where they might appear.

If there are Reinforcements due to arrive, carry out a Quality Check for the officer commanding the Formation and check on the result below:

Very High	High	Normal	Low	Very Low
All Units arrive			Try again next Turn	

Times given in a Scenario are always the earliest they could arrive, not when they will actually do so.

If a Formation is to appear in this Turn, the owning Player must now give it a Formation Order and place the Units just off the table adjacent to where they will arrive. The Commander's Formation Card must be included in the Hand of Command Cards.

Unless they are Garrisons, enemy Units that are within the Contact Zone of reinforcements, **as they enter** the battlefield, will automatically give ground to them and remain 15 cm from their entry point.

3 - Skirmish Phase

Units can only skirmish attack using Skirmish Stands and they do so simultaneously. Each Skirmish Stand will attack the closest Unit in the Contact Zone to its immediate front. If no Unit is to its immediate front, it can skirmish up to 45° of its front. Note that the Stand does not have to be able to see its opponent to be able to attack it and it can only attack one Unit per Phase. (It can however be attacked more than once in a Phase.)

If enemy cavalry are within 2cm of the Parent Unit, Skirmisher Stands for SK1 and SK2 Units are immediately removed *(square is formed)*. Those of SK3 Units will remain but cannot skirmish attack *(they form clumps)*.

Cavalry do not skirmish attack nor can they be skirmished against.

All Skirmish Stands inherit the SK Rating of the Parent Unit.

To attack, determine number of dice and throw a Pot:

	Defender			
Attacker	SK0	SK1	SK2	SK3
SK0	-	-	-	-
SK1	3	2	1	-
SK2	4	3	2	1
SK3	4	4	3	2

As skirmishers are always Disordered, hits are on a 6. (Rifles on a 5 or 6)

If a Unit has an SK-Rating greater than 0 and has no Skirmish Stand deployed, its SK-Rating is reduced by one for defence.

Unattached artillery and Officers are always SK0 in defence. If they are "Hit" they are automatically Disordered.

Penalty Re-Rolls (Hits to be re-thrown. 4+ to confirm. Re-thrown once only.)
> Enemy is an MX unit
> Enemy has its own cavalry within 2cm.
> Enemy is completely in hard or soft cover.
> Enemy is Ottoman artillery

If a Unit has a skirmisher stand deployed and takes skirmisher Hits, the first hit will result in the skirmishers being removed as well as taking 1 Combat Point loss. No throw for Disorder is required for this. Any subsequent hit on the Unit is carried out as normal. If the Player wishes the skirmishers to remain, he may take the first hit on the Parent Unit and take a Disorder Check. Any subsequent hits must result in the skirmisher stand being removed.

If a targeted Unit sustains any Hit to the Parent Unit, they will take a Disorder Test at the end of the Phase.

Notes:
- Attached artillery are never skirmish attacked separately, they always suffer the result of the host Infantry Unit.
- Units in Built-Up Areas can skirmish and be skirmished against. Garrison Units, however, cannot skirmish nor be skirmished against.
- Unattached enemy officers can be targets if they are the 'Closest Unit'. If 'hit' throw 2D6 and on a score of 10 or above the officer is injured and will have to be replaced.

Skirmishing Restrictions
- No Unit may skirmish in a Period when it is either raining or snowing.
- No Unit may skirmish across an un-crossable barrier such as a river.

4 - Artillery Fire Phase

Both sides fire artillery simultaneously. Artillery may not pivot or in any other way move **before** firing.

Targets for Artillery

- Attached artillery may only fire at the nearest Unit Directly in Front of the combined unit. (This is because the Fire Zone of the combined unit has been massively increased and this rule limits that. Also the artillery is under the command of the Unit's Brigade commander.) **It may not fire at Long Range (Bombard.)**
- Unattached artillery may fire at any unit in its Zone of Fire; but must fire at the nearest enemy it can fire at if there are one or more targets in its Contact Zone.
- To fire through friendly troops, there must be a 'lane' to the target at least as wide as the battery itself.
- Outside of the Contact Zone, enemy artillery may be fired through to hit visible enemy Units behind if desired. (As if the artillery was not there.)
- The artillery Unit must be able to *see* its target, given the limits on visibility for weather and terrain.
- Note that artillery fire will only penetrate 2cm into woods or forests.
- If there are intervening troops between an artillery Unit and its target, these troops do *not cause* an obstruction if they are entirely on a lower level than *both* the artillery Unit and its intended target.

Targets

Artillery fire is resolved *by target*. The firing Player indicates which enemy Unit he wishes to fire on, and then *all* of his artillery Units that will fire on it. All that firing is then resolved, before moving on. No other artillery may then fire on that Unit.

The firing player may always measure the distance to any target before he announces which Units will be firing.

Firing

Determine number of dice (from the range and weight) and throw a Pot:

	Short	Medium	Long
Heavy	0 – 10cm (4)	11 – 20cm (3)	21 – 30cm (2)
Medium	0 – 8cm (4)	9 – 17cm (3)	18 – 25cm (1)
Light	0 – 7cm (5)	8 – 13cm (2)	14 – 20cm (1)

Q5 and Q6 Rated artillery will get one extra dice at all ranges.

As usual it is 5 or 6 to hit. (6 if Disordered.) Tired units get -1 to die rolls and Exhausted Units get -2. *(Consequently Tired Units are ineffective and Exhausted ones useless.)*

Plunging Fire

If the artillery Unit is at a different level to its target, it loses one dice. **(Not at Short Range.)**

Skirmish Cover

If the target Unit is at Short or Medium range and has skirmishers deployed, the firing battery loses one dice. **(Not applicable if dice lost through Plunging Fie.)**

Bonus Re-Rolls: (Re-roll misses once only.)
  Firing into Flank of Target.
  Target is within 5cm of un-Disordered enemy cavalry. *(Thus in square.)*
  Target is subject to a "Redeploy" or "Strategic Movement" Formation Order.

Penalty Re-Rolls   (Hits to be re-thrown. 4+ to confirm. Re-thrown once only.)
   Target is occupying Hard Cover.
   Target at Medium or Long range and in soft ground or mud.

The targeted Units will take a Disorder Test at the end of Phase if they sustain any Hits.

Counter Battery Fire:
   1 hit counts as Disorder for target.
   2 hits **in same throw** may destroy the battery.
      (A 6 on the red dice is required to confirm this.)

A second Disorder on an already Disordered unattached battery will Break it.

Broken Units
If loss to a Unit results in it becoming Broken, it immediately moves 10cm to the rear. It is moved by the opposing player and must attempt to find free space, but if it has to move through friendly Units within the first 5cm, it will Disorder them.

5 - Commander Movement and Administration Phase

Army Commander May Move Away from HQ

If the Army Commander leaves his HQ, he may move to attempt to "Grab The Lapels" of errant Formation Commanders or take more direct control of critical areas. His move distance will be the Visibility Distance currently applicable. While he is away, HQs of Traditional Armies may not change any Formation Orders, those of Napoleonic Armies may change 1 Formation Order per Turn. No re-throw for Loosing Commanders may be carried out.

Moving the Army Headquarters

The Army Headquarters was normally static throughout the Battle and would not normally move. However if the Army Commander is present with the HQ, it may move at the rate of Heavy Foot Artillery.

The penalties are:

- All Re-Roll Dice it holds are considered used.
- No Formation Orders may be changed at all for the Turn.

Replacement of Fallen/Captured Officers

All replacement Officers can now be placed with their Formation. These officers always have an A-, L- and T-Rating that is 1 less than the Leader they replaced.

Artillery Adjustments

Organise the creation of any Howitzer Batteries.

Engineer Unit Attachments

Engineer Units may now attach to a new Host Formation Commander or infantry Unit. It costs 1 Re-Roll Die to move from HQ to Formation Commander or from one Formation Commander to another.

Movement of Non-Formation Units

Thos Units that may move but are not part of a Formation can now move. E.g. Bridging Train and Baggage Train Units.

Make a Hand of Command Cards

The Command Cards of all Formations, including the Bye Card for Napoleonic Armies, are made up into a Hand for the up-coming Action Phases. If a Formation has not arrived yet, it must not be included in the Player's Hand.

6 - Determine Next Phasing Formation & Action Phases

Introduction

At the start of this Phase, each Player selects one Command Card from his Hand and uses this to show which Formation he wishes to move next. A Pot is thrown for each side as outline below and the winning Formation will be moved and fought as normal. His Command Card will then be set to one side so as not to be used again this Turn. The losing Player has the choice of either taking the Command Card back into his Hand to be played again later, or left on the table to be thrown for next time as a Losing Commander. *(This bonus is not available later if he returns the Command Card to his Hand.)* Bye Cards can be played at any time and simply force the opponent to move his next Formation. Once used, Bye Cards are set aside and cannot be used again that Turn.

Method

Throw one Pot for each Formation Commander. The higher total of white dice determines who moves next. A Losing Commander may add in the red dice also (to attempt to switch movement back and forth.) *This bonus never applies on the first set of throws*. The loser may re-throw once at a cost of 1 Re-Throw Dice (2 if the Formation Commander is further than the Current Visibility Distance from the Commander's HQ), and must declare this immediately. If this **beats** his opponents score, the current loser may also re-throw. The cost in Re-Throw dice is calculated as above.
Note: Can only re-throw if the Commander is currently at his HQ.

Whether Under Command

Once the winner has been determined, he adds the white dice score to his A-Rating. To be Under Command the score must be:

If within Visibility Distance of Army Commander	10 or more
Further away	12 or more

Note that if one side is throwing dice uncontested as all Formations on the other side have moved, Re-Roll Dice may still be used unless prohibited.

Harassment – If Cossacks are within 10cm of either the Army Commander or the Formation Commander, subtract 1 from the dice throw.

Under Command

The Formation will carry out the Current Formation Order.

Not Under Command

Take a Quality Check against his T-Rating using the total of the Green dice. He will modify his Current Formation Order as below:

Very High	High	Normal	Low	Very Low
Stance up one level.		No change.	Stance down one level.	

"Grab by the Lapels"

Each move, the Army Commander can automatically keep Under Command one Formation Commander if he is in base contact with him. He can also change this Formation Commander's Formation Order before his movement. This will still cost one Re-Roll Dice, but there will be no need to take the Quality Check.

Action Phases

1. Determine if Under Control and therefore its Formation Order.
2. Move all Units in line with it the Formation Order.
3. Resolve all Infantry Firefights in any sequence determined by the Phasing Player.
4. Resolve all Close Combats in any sequence determined by the Phasing Player.
5. Formation Administration.

A1 - Formation Order Determination

If a Formation Commander is Under Command he will carry out his current Formation Order. As he is Under Command, this Order may be changed, before Movement, at a cost of 1 Re-Roll Dice. (2 if the Formation Commander is further than the Current Visibility Distance from the Commander's HQ). He will then need to take a Quality Check against the Formation Commander's A-Rating:

Very High	High	Normal	Low	Very Low
Takes effect				Does not take effect.

If he is not Under Command, his Formation Order cannot be changed before or after his move.

A2 - Move Units

Units move one-at-a-time. Therefore all movement for one Unit must be completed before moving on to the next Unit. **Broken Units move before un-Broken ones**. Movement is normally straight ahead or by wheeling. Units can Oblique, but if they move more than half move distance like this, they must take a Disorder Check. About Face is always a 180 degree turn and cost infantry 5cm of movement. Left and Right Faces are always a 90 degree turn and cost infantry 5cm of movement. Both can be done at any time in the move.

Retrograde and Flank Movement is allowed even in the Contact Zone and is done at half speed; both require a Disorder Check at the end. If the movement started in the Contact Zone, the Unit will be automatically become Disordered.

Cavalry may have a free About/Left/Right Face **at the start of their turn**; from then on these cost the same as for infantry.

A Disorder Check is required after the second and subsequent wheel/face change etc. in a Turn.

All Units may interpenetrate friendly Units with no movement penalty; however both Units must take a Disorder Check. No Unit may pass through a Broken Unit.

All the above manoeuvring does not apply to artillery; they simply move where they want without recourse to formation changes, wheels etc.

No Unit may end its movement partly crossing an obstacle, part interpenetrating a friendly Unit, part in a Built-Up Area etc. If the Unit does not have enough movement to complete such a move, it must end its move before crossing the obstacle etc.

Movement Chart (Movement Starting outside Contact Zone.)

Unit Type	Full Move	No of Dice (Total in cm)			
		Restrict 1	Restrict 2	Restrict 3	Restrict 4
Heavy Artillery, Wagons etc	12 cm	2	1	-	-
Infantry and other Artillery	18 cm	3	2	1	-
Cavalry and Horse Artillery	24 cm	4	3	2	1
Generals	36 cm	6	5	4	3

When moving in Restricted Terrain, shift the relevant number of columns to the right. These are cumulative so that a ditch in an area of rough ground may require 2 shifts (1 for each). The resulting numbers of dice are thrown and the resulting total is the maximum distance that can be moved. Any amount of movement in Terrain that requires a Disorder Check will trigger that Check.

If moving into Restricted Terrain, throw the relevant dice and move that distance. If this distance is insufficient to reach that Terrain, the Unit with move up to and stop at the edge of the Terrain. If moving out of Restricted Terrain, throw for distance until the Unit is completely out of that Terrain.

Hills: Lose 2cm movement for each hill contour crossed. (Hilly Terrain only.)
Mud: 2 Shift + Disorder Test.
Exhausted: 1 Shift.

Movement Starting Inside Contact Zone

All movement that starts in the Contact Zone is carried out by throwing dice and adding the score; this is the maximum distance in cm that can be moved. The number and type of dice thrown is:

Normally		Restricted Terrain or Disordered/Tired/Exhausted	
Foot	Horse	Foot	Horse
2	3	1	2

Note that if this movement is in Restricted Terrain, fewer dice may be needed to be thrown.

If any dice shows a 1, the Unit may not move closer to the enemy *(No-Attack)*. If any dice is a 6, the Unit must attack the nearest un-engaged enemy in its Frontal Aspect *(Auto-Attack)*. (Infantry will Firefight cavalry.) *(Note that a 6 and a 1 thrown together cancel each other out.)*

All movement must be directly towards or directly away from the nearest un-engaged enemy Unit in the Frontal Aspect of the Unit under consideration. If there are no un-engaged Units, movement is without this restriction until one appears, for example if the Unit where to wheel.

Notes:
1. If the Formation has a "Pursue" or "Withdraw" Order, 'No-Attack' and 'Auto-Attack' limitations may not apply. (See the Orders Section.)
2. Q5 and Q6 Rated Units may ignore all 'No-Attack' requirements.

Move to Contact from Outside Contact Zone

Whenever a Unit attempts to contact the enemy frontally, it must take a Quality Check.

Very High	High	Normal	Low	Very Low
Will close.			Infantry stop at 2cm, Cavalry at 3cm.	Stop at 5cm.

This Check is not required if attacking the defender's Flank or Rear. Such attacks will automatically go home.

Before taking this Check, ensure the attacker has sufficient movement to contact its target.

Moving to Attack Various Aspects of a Target
A Unit can only attack an enemy Unit through the aspect in which it started the move. That means that if it starts its move in the Frontal Aspect of a Target, it can only attack the Frontal Aspect; if it started in the Flank Aspect it can only attack in the Flank. It also means that if it started the move in the Frontal Aspect, it cannot attack in the flank even if it has enough movement so to do. The best it can do is to get behind the flank and give that bonus to the other attacker.

Moving to Attack Enemy Units – Starting in Contact Zone
Units starting their movement in the Contact Zone must always attack the closest enemy in their Frontal Aspect.

Moving to Attack Enemy Units – Starting outside Contact Zone
Units starting their movement from outside the Contact Zone may pick their target and attack it provided there is a path to it and they will end up attacking the correct aspect of that Unit. They may manoeuvre as required outside the Contact Zone, but once in to they must be able to move directly towards, and straight at, the target.
(This is so as to encourage reserves. Units held back and committed once the fighting has started will have a greater impact as they can be targeted at specific enemy Units. Once committed however, this benefit disappears unless you have even more reserves.)

Artillery Evading:
Unattached artillery will attempt to evade if attacked from outside their Contact Zone by taking a Quality Check. ***Heavy Artillery*** *and those occupying field fortifications will* ***not evade*** *as they should really be defended. (See Final Shot below)*

Very High	High	Normal	Low	Very Low
3 dice. Evade.	2 dice. Evade.	1 die. Evade, and Disordered.	3 dice. No Evade.	1 die. Abandon guns.

Additional Quality Modifiers:

Attacked by Cavalry:		Down 1 Rating
Is Horse Artillery:		Up 1 Rating.

Notes:
- If attacked in their Frontal Aspect, the number of dice given are thrown to determine if there are any Canister casualties. Normal rules apply of 5 or 6 for a hit (6 if currently Disordered.) Any losses here may cause Disorder before any Close Combat occurs.
- Maximum evade distance is 10cm for Foot Artillery and 15cm for Horse Artillery and they will both be left facing away from the enemy to indicate they will need to move again before they can fire.

A successful evasion will require the Attackers to re-test for Move To Contact if they have sufficient movement left to contact the artillery again. Note that once the Attackers have gained the vacated ground, normal Contact Zone rules apply to them so they must attack the nearest enemy in their Frontal Aspect.
An artillery Unit may evade any number of times in a Turn, but no second evasion **of the same attacker** is allowed.

Final Shot
Unattached artillery that has not attempted to evade could get off a 'Final Shot' of canister. Therefore, if attacked in their Frontal Aspect, throw 3 dice with normal To Hit requirements. Any Hits on the Attackers will force a Disorder Check before contact.

<u>Movement of Broken Units</u>

All Broken Units in a Formation move before any un-Broken ones and are moved, in a reasonable retreat direction, **by the Umpire or Opposing player** by the most direct route towards the nearest friendly road exit point. If they are with 10cm of a road leading towards the exit, they will move towards that road. They will always move so as to attempt to stay at least 20cm from any enemy Unit.

The Unit's move distance 20cm if within 20cm of an enemy Unit, otherwise 10cm. No account need be taken of rough ground, hills etc

If it exits the table before it rallies, it will be assumed to rally off-table and stay there for the rest of the day.

A3 - Resolve Infantry Firefights

The target Unit must be the closest Unit in the Frontal Aspect of the firing Unit. The Unit gets one die for every:

Q4 to Q6	Two Combat Points
Q1 to Q3	Three Combat Points

Plus two extra dice if artillery is attached. (This includes Horse Artillery for the Attacker.) Range is 2cm.

Note that a Fresh Unit will count as one Rating higher than it is for dice determination.

As usual it is 5 or 6 to hit. (6 if Disordered.) Tired units get -1 to die rolls and Exhausted Units get -2. *(Consequently Tired Units are ineffective and Exhausted ones useless.)*

All Cavalry and any Unit Out of Command Control cannot Firefight.

Re-Roll Bonuses (Re-roll misses, select best from below):

Attacking an enemy in the flank or rear	Re-roll half misses (ignore fractions)
Army Commander within 10cm	Re-roll 2 misses

Re-Roll Penalties (Re-roll all hits, 4+ required. Carry out all that apply):

Attacking a Unit that is completely behind hard cover	Re-roll all hits.
Attacking a Unit that occupies a Strong Point.	Re-roll half the hits (ignore fractions.)
Unit subject to "Redeploy" Formation Order.	Re-roll all hits.

Skirmishers in Firefights
Any deployed skirmisher stands belonging to the Units involved will be moved to the rear of their respective Units for the duration of the Firefight. Note that their strength of 1CP will be deducted from the current strength of the Unit when determining how many dice to throw. Once the Firefight has been completed, the skirmisher stands may be removed and the strength of the Unit recovers, or placed back at the front of the Unit at the Player's discretion. However if the Unit has insufficient strength to maintain the skirmishers *(at least 1CP in the Parent Unit)* they must be removed.

Result
The side that suffers **most** casualties will recoil to 3cm separation. (Note that no casualties means no recoil movement on either side.) Test for Disorder if there are any losses.

Broken Units
Units Broken as a result of Firefights follow the same rule as applicable to Units Broken in the Artillery Fire Phase.

A4 - Resolve Close Combats

To Hit Numbers:

Attacker	Defender					
	Cavalry	Infantry	Artillery	Disordered Cavalry	Disordered Infantry	Disordered Artillery
Cavalry	6	6	5, 6	4, 5, 6	4, 5, 6	4, 5, 6
Infantry	6	5, 6	4, 5, 6	5, 6	5, 6	4, 5, 6
Disordered Cavalry	6	6	6	5, 6	5, 6	4, 5, 6
Disordered Infantry	6	6	5, 6	6	6	5, 6

Modifications to above numbers:

Cavalry v two classes lower cavalry	+1 to die roll.
Tired Unit	-1 to die roll
Exhausted Unit	-2 to die roll

(This means that Tired/Exhausted troops will not be able to cause hits in many circumstances.)

Re-Roll Bonuses (Re-roll misses, select best from below):

Attacking an enemy that is flanked	Half misses (ignore fractions). (Min of 2)
Attacking an enemy in the flank or rear	All misses.
Cavalry attacking infantry in heavy rain or snow	Half misses (ignore fractions).
Army Commander within 10cm	2 Misses.
Defender up-hill of Attacker in Hilly terrain	Half misses (ignore fractions).
MX unit not fighting in or for a Built-Up Area	1 Miss.
Infantry and Cavalry Units attacking same target.	To size of minor unit.

Note that the first two Bonuses will never apply to cavalry attacking infantry as the defender is assumed to be in square.

Re-Roll Penalties (Re-roll all hits, 4+ required. Carry out all that apply):

Unit is Out of Command Control.	All hits.
Unit is subject to "Redeploy", or "Strategic Movement" Formation Order.	All hits.
Attacking a Unit that is completely behind Hard Cover. *(Ignored if Engineer Unit is attached.)*	All hits.
Attacking a Unit that occupies a Strong Point.	Half the hits (ignore fractions.)

Notes:
- Cavalry can never attack a Built-Up Area.
- Two hits are required to Break an unattached artillery battery. (One if it is Disordered.)
- One hit on an unattached artillery battery that is not Disordered will Disorder it.

Attached Artillery in Combat
- In defensive combat, all Artillery adds two dice to the Host Unit's roll.
- In offensive combat, Horse Artillery adds two dice to the Host Unit's roll.

As usual it is 5 or 6 to hit. (6 if Disordered.) Tired units get -1 to die rolls and Exhausted Units get -2. *(Consequently Tired Units are ineffective and Exhausted ones useless.)*

Skirmishers in Close Combats

Any deployed skirmisher stands belonging to the Units involved will be moved to the rear of their respective Units for the duration of the Close Combat. Note that their strength of 1CP will be deducted from the current strength of the Unit when determining how many dice to throw. Once the Close Combat has been completed, the skirmisher stands may be removed and the strength of the Unit recovers or placed back at the front of the Unit at the Player's discretion. However if the Unit has insufficient strength to maintain the skirmishers *(at least 1CP in the Parent Unit)* they must be removed.

Resolution

At the end of a Close Combat, both sides will take a Quality Check if they have sustained losses. (Not unattached artillery as this will have already been done.)

The effects of theses are:

	Effect on Unit	Effect on Loser	Cavalry Pursuit?
Very High	Remove any Disorder.	Fall back 6cm. Cav – 10cm.	No.
High	No effect on Infantry, Cavalry are Disordered.	Fall back 8cm. Cav – 12cm.	Yes.
Normal	Disordered.	Fall back 8cm. Cav – 12cm.	Yes.
Low	Disordered. Increase Tiredness if Disordered before Combat.	Retreat 10cm. Cav – 15cm.	Yes. (Re-throw half misses.)
Very Low	Disordered and increase Tiredness.	Retreat 15cm. Cav – 20cm.	Yes. (Re-throw all misses.)

Each side applies the "Effect on Unit" from his Unit's Check. The loser of the combat is then determined:

- If one side is Broken and the other not, it will lose the Combat, else
- If one side is Tired or Exhausted and the other is less so, it will lose the Combat, else
- If one side is Disordered and receives another Disorder result in the Combat (and this did not apply to the opponent), it will lose the Combat, else
- If one side is Disordered and the other not, the Disordered side loses, else
- The side the caused fewer casualties loses, else
- The side with the lower quality unit loses, else
- The Attacker loses.

The Loser will move back the amount shown in the result of his Test. The first 5cm must be straight back along current line of facing. The rest of the move can be done along his line of retreat. If the Test calls for a Fall Back, the Unit will end up facing the enemy, otherwise it will end up with backs to the enemy. If the first 5cm of movement is through friendly troops, both are Disordered, but there are no extra loss.

If the Attacker wins the Combat, he takes the ground of the Defender. If the Defender wins the combat, he remains in place if he is infantry but takes the ground if cavalry as he was deemed to have counter-charged.

Attacking an Unattached Artillery Battery: The Artillery will have either attempted to evade or had a 'Final Shot' if it could. It does not throw dice in the Combat. If the battery is not Broken or abandoned, the attacker must Fall Back 5cm.

No Combat Point loss on either side: This is deemed a no-combat and the unit(s) that moved to contact withdraws 2cm. (The attack stalled and never went home.) No throw for Disorder is required even for cavalry.

Threat to Flank: An enemy Unit is only a threat if it is un-engaged in combat at the time of **this** combat. Artillery is never a threat to flank unless it can currently fire at that Unit; neither

is any Built-Up Area. This means the order of combat is important as Units can win their Combat and therefore become a threat to neighbouring enemy Units when **their** Combat comes to be resolved.

Two Units Attacking One: In these circumstances, the larger attacker is counted as the Major Unit and will bear most losses. The defender will inflict 2 hits on the Major Unit and then 1 hit on the Minor one etc. (Note that if both attackers are the same size, the higher quality one is the Major Unit, otherwise dice for it.) The "To Hit" numbers and re-roll bonuses etc for the two attacking Units of course can be different, requiring separate throws. The Quality of and the result for the Major Unit are used to determine the result of the combat.

Multiple Units Attacking: The greatest number of Units that can attack one single enemy Unit is two. No other Unit may contact an enemy Unit once two Units have contacted it. (Artillery, both attacking and defending, are ignored for this rule.)

Adjustment of Position: When one Unit attacks another, this will normally be head-on and the two opponents will be squared-up facing each other if this does not require a large amount of movement. However, if the attacker comes in at an angle, there is no need to square-up, the forward corner of the attacker is simply placed against whichever face (front, side or rear) that it is attacking. *(Of course this depends on its position in relation to the defender before the move started as a Unit can only attack a flank if it started in the Flank Aspect etc.)*
Consequently, the first part of any recoil is straight back in relation to its position in the combat, not some other direction because it was re-orientated.

Attacking a Unit in a Un-Garrisoned Built-Up Area: Combats against Units in a Built-Up Area are carried out as normal. In the initial round of combat, the Defender counts as in Hard Cover. If the Attacker is not Disordered by the Combat, he may continue in contact and fight a second round of combat next Turn. In this second round of combat, both Attacker and Defender count as in Hard Cover. Any Double Disorder throws a Unit out of the Built-Up Area. However, Garrisons can ignore this as they will never be thrown out, they must be overwhelmed.

Attacking Infantry Squares: An infantry Unit attacked by a cavalry Unit is considered to be in square. As such it will not withdraw from combat even if deemed the loser; the Attacker(s) will fall back 5cm instead. However, if the infantry square is Disordered at the start of the Combat, and receives another Disorder as a result of losses from the current Combat, it will fall back as normal, and the Attacker wins the ground. Infantry in squares can never be flanked. *MX Units are considered as infantry for this rule.*

Cavalry Pursuit
When a Cavalry Unit wins a Close Combat, the Defender falls back and the winning cavalry occupies the defender's ground. If the Result allows, it may then carry out a Pursuit and throws dice equal to half its current Combat Points (dropping all halves). As normal 5's and 6's count as hits (6 if Disordered, also -1 if Tired and -2 if Exhausted.). Note that any loses from a Cavalry Pursuit do not trigger another Quality Check for Disorder; this has already been taken care of in the Close Combat.
Impetuous Cavalry: Some cavalry, typically some British regiments, were very impetuous in the charge. If such a Unit causes casualties in the Pursuit Phase, they will automatically follow the defenders as they retreat and end their move, not in contact, but 1cm short of them even if this takes them out of command control.

Fall Backs and Retreats
The Defeated Unit must move back the required distance. If it cannot because it would end up overlapping a friendly Unit, it may have up to a further 5cm of movement so as to be able to move into a legal position. If it still cannot find such a position, (or there was no position that it could move to because of blocking terrain etc.) it will stay in place and not move at all.

It will take an extra 1CP loss and become Disordered. If it was already Disordered, it will become Tired; if already Tired then Exhausted. At this point, if the Winning Unit(s) have at least a 50% advantage in CPs, the Unit will become Vanquished and will be removed from play.

- There must also be a gap, the size of the Unit's frontage, for it to move back through for the first 5cm, otherwise both Units will become Disordered.
- If it falls back to an unoccupied Built-Up Area, but only to partly within it; determine whether it is more in than out. If it is more in, its movement continues to completely occupy the Area, if not, its movement will be reduced so that it stops as soon as it contacts the Area.
- Any Fall Back for a Unit in a Built-Up Area will always result in the Unit finishing outside the Area.
- A Unit may not Fall Back or Retreat through an occupied Built-Up Area irrespective of which side occupies it.

Once all Fall Backs and Retreats have been completed, any skirmishers now at the rear of the Units may be moved to the front as desired.

Attacking Out of a Built-Up Area
If an Occupying or Support Unit attacks out of a Built-Up Area, it must obey the rules for movement in the Contact Zone or Attacking from Outside the Contact Zone as appropriate. All Aspects containing enemy Units are Frontal Aspects, so essentially it would normally attack the closest unengaged enemy. If the required movement distance still leaves the Unit part in and part out of the Area, this is permitted. This is the only case of being part in and part out allowed.
If the Attacking Unit loses the Close Combat and must Fall Back, it will Fall Back to the Area (if distance permits) and move no further. If the result is a Retreat, the Unit must Retreat the full distance which may cause it to exit from the Area.

Broken Units
If a Unit is Broken in Close Combat, the Unit must immediately move back twice the distance called for in the Close Combat result. The first 5cm of his must be straight back, and if this causes it to move through any friendly units, these become Disordered.
The Unit also automatically loses the Combat (even if it has a supporting Unit). However the winning side must always take a Quality Check to see whether it is Disordered or Tired.
In the unlikely event of both sides becoming Broken simultaneously, one Unit will be brought back with a residual strength of 1CP. This Unit will be the one with the highest Q-Rating of all the Broken Units. If there are more than one with the same Q-Rating, throw dice to determine which it is. This Unit has "won" the Combat.

A5 - Formation Administration
Change Formation Order
Once a Formation has completed everything in its Action Phase, its Formation Order can be changed provided it is Under Command.

Create Detachments
At this point a Detachment can be created from a Donor Unit. (See Detachment Rules.)

Create Garrison Units
Once the occupying Unit has been in continuous occupation for the required time, a Garrison Unit can now be created.

7 – Rally & Recovery Phase

In this Phase, all Formations are checked to see if they have recovered Tiredness, Disorder and/or Combat Points and Broken Units may also be Rallied. Units must be in Command Radius of their Formation Commander or 'Resting' to recover Combat Points or Disorder.

All Resting Units must now be at least 15cm from any enemy Unit to attempt to recover Tiredness. *(This was 25cm at the start of the move, but some movement of the enemy can be expected.)* If it is no longer Resting, it will take up a "Defend-Normal" Order.

Recovery must be done before Rally.

Take a Quality Check for each Unit:

Recovery

Recovery	Very High	High	Normal	Low	Very Low
CPs	+2	+1	0	0	-1
Disorder	Recover	Recover	Recover outside CZ	No	No
Tiredness	Down 1 level	No	No	No	No

Notes
- **No CPs may be recovered in the Unit is in the Contact Zone**.
- For a Steady Unit, the best it can recover to is -1.
- For a Shaken Unit, the best it can recover to is -2.

(In order to check this, loses for Steady Units have a white background; those for Shaken Units have a red background.)

Rally Broken Units:

To Rally an Infantry or Cavalry Unit, take a Quality Check.

Very High	High	Normal	Low	Very Low
Rally at ¾ original CPs.	Rally at ½ original CPs and Disordered.	Not Rallied – Try next move		Eliminated.

 (Note that the best a Unit can Rally to is 2CPs less than its starting value.)

All Broken Units retain any Tired or Exhausted markers it previously had and once rallied can start to try and remove theses.

8 – Add Time Expended for Current Move to Current Game Time

The Time Card from the top of the pack is turned over to reveal how long that Turn took. This could be from 10 minutes to 45 minutes, but averages just over 20 minutes. The Current Game Time is advanced by that amount. If the Card turned over is for either 10 or 45 minutes, the Pack is re-shuffled.

9 – Lulls Offered and Check for Weather/Visibility Changes

Lull

At the end of a Turn, either side may offer a Lull to be in operation for the upcoming Turn for all or part of the battlefield. If accepted, the Lull takes effect for the next Turn. This can be extended by both sides agreeing. However it was historically difficult to re-start hostilities immediately, therefore a 5 or 6 must be thrown to re-start hostilities the following Turn and 4, 5 or 6 in the Turn following that. In subsequent Turns, no dice throw is required.

Effect of a Lull
1. The Contact Zone is reduced to 5cm and so most Units may throw for Disorder/Tired/Morale/Rally.
2. No Units in the affected area may move forward, but may adjust its position or move away from all enemy Units. (They can 'swap' – see below.)
3. Two Units in the same Formation that are both within Command Control distance of their Formation Commander and not "cut off" may swap positions provided neither Unit exceeds its movement allowance. (I leave definition of "cut off" to common sense.) (This is the only way a Unit can 'advance' and is not available to Units that are within 5cm of an enemy Unit.)
4. The Army Commander and Formation Commanders are free to move.
5. All Formations outside the affected area may move normally, but (artificially) may not enter the affected area; they must stop at the boundary. (Actually their entering the affected area would end the Lull.)
6. The side that offered the Lull in the first place will move all their Formations first.

Weather
If the Scenario calls for variable weather, throw a Pot. If the two white dice are the same, consult the Weather Rules for the new Weather Conditions.
Also, if Ground Conditions could change, check these rules.

If there is no change in the Weather, but it is currently Raining or Snowing, throw 1 die:

1 to 4	Now Light Rain/Snow
5 to 6	Now Heavy Rain/Snow

Visibility Changes
Check the Visibility Chart to determine if there is a change of visibility due to the change of time and/or weather.

Notes on Movement

Crossing Bridges
1. Unit moves up to the bridge, touches the entrance and stops.
2. Next Turn, throw once dice and cross reference their current Combat Points below. If successful they move to the entrance on the opposite side provided it is empty.
3. Next Turn they can move off.

5 or less (inc Train & artillery)	4 + to cross
6 – 8	5+ to cross
9 +	6 to cross

The values given above are for a typical bridge. These obviously can vary depending on size etc. and should be specified in the Scenario.

Notes
- Officers may cross at no penalty any bridge, even if it is being crossed by friendly troops.
- Bridges may only be crossed in one way at any one time.
- Each bridge has two entrance areas, one on end side of the bridge. Only one Unit at a time may occupy each of these areas.
- Only one Unit may attempt to cross a bridge each Turn.

Crossing Very Deep Ditches
Use the same process as for Bridges above, but typically add one to the dice score thrown. Once crossing has been attempted, Units will be Disordered. A throw to remove Disorder may be attempted the Turn after the crossing succeeds or is abandoned.
Again this should be specified in the Scenario.

Elevations
In Hilly Terrain scenarios, the penalty for ascending *or* descending an elevation is 2cm of movement. Whenever a Unit changes elevation in its move, it must subtract this from its available movement allowance. If it moves along clear terrain and then comes to a hill, it must first subtract the amount, then, with whatever amount of movement is remaining, it may move up (or down) the hill normally.

Movement and Soft Ground
When the Ground Conditions are Soft, subtract 2cm of movement from all infantry and foot artillery movement. Subtract 5cm from all cavalry, horse artillery and officer movement. This is an immediate reduction before any other reductions are made.

Movement and Mud
When the Ground Conditions are Mud, all movement is considered to be in Restricted 2 to start with. Ascending of descending slopes now cost 3cm rather than one. No Unit may use road movement in mud unless the road is exceptionally well paved, which was extremely rare. A Change of Face required all a Unit's movement allowance. No Unit may ford a river when the Ground Conditions are Mud.

Resting Units
Units marked as 'Resting' may not voluntarily move. If they are forced to do so, the 'Resting' label, and that restriction, is removed.

Notes on Artillery

Attaching Artillery

Artillery can only be attached to Infantry or MX Units. They are Disordered whenever the host unit is, and are Broken when the host unit is. An artillery unit can only attach OR unattach once per move; this is to stop it hopping around un-historically; if attached it stays attached!

A Disordered Battery can never attach to another Unit.

A battery unattaching from a Disordered infantry Unit is Disorganised.

Unattached Artillery

This can never be in a position that it cannot be attacked directly. This would occur if it is in line with two infantry or cavalry Units and the gap between those two Units was 5cm or less. Under these circumstances, the artillery Unit must either be at least 1cm in advance of the Units either side of it (So it can be attacked) or at least 1cm behind the front line of the Units on either side (so that it cannot). Note that if the latter option is chosen, the artillery's Zone of Fire may be inhibited by the Units on either side, this is by design.

If an artillery battery is found in a position that contravenes this Rule it should be moved forward so it can be attacked rather than moved back. It may still attempt to evade if attacked.

Movement of Artillery

In order to ensure Artillery is not used as **"Napoleonic Panzers",** the movement of Artillery will be limited as below. Note that in their **Movement Phase**, Artillery Units will always be able to pivot in place for free, unless they are emplaced of course.

Heavy Artillery	If the Unit fires, it may not move in its Formation's Movement Phase.
Medium Artillery	If the Unit fires, it may move at Restricted 3 Rates in its Formation's Movement Phase.
Light Artillery	If the Unit fires, it may move at Restricted 2 Rates in its Formation's Movement Phase.

Special Weapons – Howitzers

Creation of Howitzer Batteries
Either:

Before the start of the game, howitzer batteries can be created. For every four batteries of unconverted artillery, one can be re-designated as a howitzer battery. The converted battery cannot be horse artillery nor light artillery. Obviously the four batteries must be capable of being close together and cannot be geographically separated before the battle.

Or:

During the game, a normal battery can be converted into a howitzer battery. This requires three other unconverted artillery batteries within visibility range of the new howitzer battery. All batteries must meet the criteria above. It takes two Turns to do the conversion and the participating batteries cannot move during that time. If the Donor batteries fire, they do so as if Disordered and the converting battery may not fire at all. It costs one Re-Roll Dice for each battery converted.

Battery creation is done in the Administration Phase of the Turn and can only be done once per day.

Firing

Howitzers fire as normal artillery with the exception that they can fire *over* any friendly or enemy Unit provided there is a gap of at least 2cm. Of course they must be able to see the target they are firing at.

Maximum range is 30cm and the battery has 2 dice at all ranges.
As usual it is 5 or 6 to hit. (6 if Disordered.) Tired units get -1 to die rolls and Exhausted Units get -2. *(Consequently Tired Units are ineffective and Exhausted ones useless.)*

Plunging Fire or Skirmish Cover
No deduction is made if firing at such targets.

Bonus Re-Rolls: (Re-roll misses once only.)
> Firing into Flank of Target.
> Target is within 5cm of un-Disordered enemy cavalry. *(Thus in square.)*
> Target is subject to a "Redeploy" or "Strategic Movement" Formation Order.

Penalty Re-Rolls   (Hits to be re-thrown. 4+ to confirm. Re-thrown once only.)
> Target is occupying Hard Cover.
> Ground conditions are mud.

The targeted Units will take a Disorder Test at the end of Phase if they sustain any Hits.

Counter Battery Fire:
> 1 hit counts as Disorder for target.
> 2 hits **in same throw** may destroy the battery.
> > (A 5 or 6 on the red dice is required to confirm this.)   *(Different from normal.)*

A second Disorder on an already Disordered unattached battery will Break it.

Use

Howitzer batteries move, evade and fire Final Shots as other artillery. They count as Medium Artillery for Move-and-Fire Rules.

Special Weapons – Rockets

Firing

Like howitzers, rockets may fire over any friendly or enemy Unit prided there is a gap of at least 2cm. Again they must be able to see their target.

Maximum range is also 30cm and the battery has 1 die against infantry and 2 dice against cavalry at all ranges.
As usual it is 5 or 6 to hit. (6 if Disordered.) Tired units get -1 to die rolls and Exhausted Units get -2. However a natural 1 requires the target to take a Disorder Test

Plunging Fire or Skirmish Cover
No deduction is made if firing at such targets.

Bonus Re-Rolls: (Re-roll misses once only.)
> None applicable

Penalty Re-Rolls   (Hits to be re-thrown. 4+ to confirm. Re-thrown once only.)
        Firing at Units occupying Hard Cover.

The targeted Units will be Disordered at the end of Phase if they sustain any Hits.

Counter Battery Fire:
Rockets are ineffective against artillery.

<u>**Use**</u>
Rocket batteries move and evade as other artillery but of course get no Final Shot.. They count as Medium Artillery for Move-and-Fire Rules.
Rocket Batteries can never be attached to another Unit.
If they are contacted by a enemy Unit in any way, they will be Broken.

Garrisons

General

A Garrison is an infantry Unit that has been tasked with the defence of a Built-Up Area or Field Fortification. Garrisons can be created either before the game starts, normally by being included in the Order of Battle for the Scenario, or by being created during the battle.

Garrisons will fortify the area extensively and consequently will not be forced out of the Area as a normal occupying Formation would; Garrisons can only be Eliminated.

Creation

During the battle, it takes one hour of Game Time for a Unit to successfully garrison a Built-Up Area. If during this time, if the Unit is attacked in Close Combat, that Turn's time cannot be counted Once it has been successfully created, the owning player can decide how many Combat Points from the Occupying (or now Donor) Unit are to be used to create the Garrison. These are deducted from the Donor Unit and used to create the Garrison. It is possible to use all of the Donor Unit as the Garrison, in which case the whole of the Unit is converted. The Q-Rating of the Garrison is the same as that of the Donor Unit, but the Skirmish Rating will become zero as Garrisons do not skirmish nor can they be skirmished against.

Built-Up Area Occupation

Once created the Garrison becomes a separate Unit to the Donor Unit and from then on the Built-Up Area may contain both the Garrison and another Supporting Infantry Unit, provided that their combined total does not exceed Garrison Limit of Combat Points for that Area. If the combined Combat Points do exceed this Limit, the Supporting Infantry Unit is immediately forced out of the Area. *This could happen if one or both of the Units recover Combat Points in the Recovery Phase.*

Close Combat

Close Combat against Garrisoned Areas are not the same as against Un-garrisoned ones. Here the normal Close Combat will take place with the Defender claiming Hard Cover. If the Defender wins, he will retire as normal. If the Attacker wins, the Supporting Infantry Unit will retire if required. (Unless his line of retreat is cut off when normal rules will apply and it may become Vanquished.) Once any Supporting Unit has gone, the Attacker may Close Combat with the Garrison Unit, which will never retreat, even if it looses a Combat. The Garrison must be Broken and until then the Attacker will always have to Retire whether it wins or not.

Once the Garrison has been Broken, the Attacker can enter the Area. As the Area has been extensively fortified, the new occupying Formation can create a Garrison of its own in the Formation Administration Phase of the following Turn. (Provided it still occupies the Area of course!!)

Garrisons and Losses

While the Garrison also has a Support Unit, all losses from Close Combat and Artillery will be taken from the Support Unit. If there is no Support Unit, all losses come from the Garrison.

Use of Garrisons

It will take considerable time, effort and co-ordination to overcome Garrisons as the Owning Player may be able to replace the Supporting Unit. Thus isolating the Garrison would be a useful strategy. Also, from the defending viewpoint, it would be best to ensure the supporting Formation has its Action Phase after that of the Attacking Formation so that it can best react to any Support Unit being forced out, and reinforce such Garrisons before they can be over-whelmed.

Notes:

- MX Units cannot create Garrisons.
- Broken Garrisons are immediately Eliminated.
- A Garrison is a Unit and so has a Combat Zone and normal rules will apply for this.
- A Garrison has no flanks or rear and does not count as a threat to flank or rear, even if un-engaged.
- A Garrison is never part of a Formation. Therefore it never has an Action Phase and consequently can never attack or move. It will also never be out of Command Control.
- Garrisons are always considered to be in Hard Cover.
- Any Supporting Unit is not a Garrison and is not subject to the restriction of not being able to Close Combat attack out of the Area. However, if the Area is Garrisoned, no Skirmishing or Infantry Firefights are allowed into to out of the Area. *(These are considered ineffective.)*

Deferred Creation of Garrisons

It is not necessary for the Donor Unit to remain in occupation of the Area while the Garrison is created. If desired, the Donor Unit can create and leave an infantry Detachment behind, and this can then create the Garrison as above. Until it creates a Garrison, it can be forced out of the Area if it loses any Close Combat.

Detachments

Creation

Detachments can be created by any Unit that is Under Command during the Formation Administration Phase. They are made up of Infantry or Cavalry as appropriate, have the same Q-Rating as the Donor Unit, have a Skirmish Rating of 0 and can have up to 3 Combat Points (with the provision that after its creation, the Donor Unit must have more Combat Points than the Detachment.) The number of Combat Points detached is deducted from the Donor Unit. *(This permanent loss is indicated with numbers on a blue background.)*

Use

Detachments are designed to be used either to occupy somewhere that would not require a full brigade-sized Unit to do, or for outpost or scouting work. Any other use is against the spirit of the rules. There would certainly need to be a good reason if more than a handful of these were created in a battle.

Once created a Detachment must immediately move directly towards the area it is to occupy, or remain stationary. Once it has stopped, it will no longer be able to advance, but may retreat in the face of the enemy.

A Detachment:

- May never enter a Contact Zone nor instigate Close Combat or Firefights.
- Is never a threat to the enemy's flank.
- Is a Unit and therefore must be attacked if in the Contact Zone as normal.
- Will never rally, so is immediately Eliminated if Broken.
- Can become Disordered/Tired/Exhausted and can recover from this.
- Will never recover lost Combat Points.
- Is never Out Of Command Control as it is assumed to have specific and simple orders.
- Is created for the rest of the day and cannot be re-absorbed by any friendly Unit.

The End of the Battle

Formation Morale

The ways that a Battle can end should really be outlined in the Scenario as each Battle is fought with its own individual history or context and it is this that determines when one side gives up and goes home.

Officer Casualties

The fate of all Injured and Fallen Officers must be determined. There may have been all sorts of rumours about their fate, but it is only now that we learn the truth. Throw 2 dice per Officer and consult the chart below:

2 to 4	Dead
5 to 6	Incapacitated
7	Critical Wound
8	Serious Wound
9	Light Wound
10 to 12	Recovered

The results of these are as follows:

Dead	Enough said!
Incapacitated	Crippled and will retire back to his estates.
Recovered	Can return to duty the next day.

If wounded, throw two dice per day, if they are a pair, his condition might have changed. Throw one die and consult the following chart:

Critical Wound	1=Dead, 6=Recovered otherwise no change
Serious Wound	1=Dead, 5, 6=Recovered otherwise no change.
Light Wound	1=becomes Serious, 4 to 6=Recovered otherwise no change.

Specialist Units on the Battlefield

Engineering Park

If any Engineering Assets such as Engineer Units, Pontoon Train Units and/or Baggage Train Units are to be deployed on the Battlefield, an Engineering Park should be established on the table at the start of the game. This should be no more than 20cm from the Army Headquarters and a Commander for the Park should be depicted. Subsequently no Engineering Asset should be more than 10cm from this Commander until they are deployed elsewhere. *Note that if this is of any size, a small Infantry Unit tasked to guard it would be normal.*

Artillery Park

If any Army Artillery Assets such as Reserve Artillery Units, and/or Siege Train Units are to be deployed on the Battlefield, an Artillery Park should be established on the table at the start of the game. This should be no more than 20cm from the Army Headquarters and a Commander for the Park should be depicted. Subsequently no Army Artillery Asset should be more than 10cm from this Commander until they are deployed elsewhere.

Engineer Units

If required, the Scenario should state the number of Engineering Units each Army can deploy. This would normally be one or two, but a Napoleonic or Ottoman Army would get an additional one for each two Formations in the Army. These Units should be placed in the Engineering Park at the start of the Battle.

Attachment

Engineers used on the battlefield are essentially combat engineers and, as such, can only be used while attached to an Infantry Unit. At the cost of one Re-Roll Dice, the Engineer Unit may attach from the Engineering Park or a Formation Commander to any other Formation Commander in visibility range. From any Formation Commander they may attach to any Infantry Unit in that Formation that is in Command Control (or back again). Any Unit may attach a maximum of once per Turn. This attachment takes place in the Commander Movement and Administration Phase. *There is no cost in Re-Roll Dice to attach within a Formation, only from Engineering Park to Formation or Formation to Formation.*

Once attached to an Infantry or Formation Commander, they move with that Host Unit. Any Infantry Unit or Formation Commander may only have one Engineer Unit attached to it at any given time.

Combat Use

Once attached to an Infantry Unit in Close Combat, the Host Infantry Unit gets one extra dice. Also the Re-Roll Penalty for "Attacking a Unit that is completely behind Hard Cover" is ignored.

Vulnerabilities

Whenever a Host Infantry Unit sustains Combat Point loses in any way, throw two dice; if the score is 10 or more, one CP loss is used up by Eliminating the Engineer Unit.

If the Host Unit is Broken, the attached Engineer Unit is Eliminated.

If a Hosting Formation Commander is captured, so is the Engineer Unit. If it is 'hit' or forced to evade an enemy Unit, again throw two dice and the Engineers are Eliminated on a score of 10 or more. If the Hosting Formation Commander is injured and has to be replaced, the Engineer Unit will become attached to the nearest infantry Unit in his Formation. (If he has none it is Eliminated.)

Pontoon Train Units

If required, the Scenario should state the number of Pontoon Train Units each Army can deploy. All Armies would normally travel with at least one, but this may not necessarily be forward enough to be shown on the battlefield. If deployed, these Units should be placed in the Engineering Park at the start of the Battle.

Each Pontoon Train Unit will be assumed to carry enough equipment to create a pontoon bridge 5cm long.

Deployment

Initially they will be deployed in the Engineering Park, but can start moving at a cost of one Re-Roll Die. From then on they will move at the pace of Wagons to the site where the bridge is to be built. They will move in the Commander Movement Phase.

Before moving off, if an Engineer Unit is also in the Engineering Park, this may be attached for free, and the Engineer Unit will move with the Pontoon Train Unit and assist in the construction later. Only one Engineer Unit may be attached to a Pontoon Train Unit.

Combat

While these Units cannot initiate any type of Combat, they may become the target of enemy aggression:

Skirmish	Skirmish fire tended to have no effect on these intrepid engineers, so skirmishers may not fire on Bridging Train Units.
Artillery	If fired on by artillery, they count as an artillery battery and take this result.
Close Combat	Will fight as a 1 CP Infantry Unit. (2CPs if it has an attached Engineer Unit.)

A Pontoon Train Unit:
- Cannot evade.
- Is immediately Eliminated if Broken.

Pontoon Bridge Construction

From historical records, it takes 1 hour to build 60yds (1cm) of bridging. Consequently at the start of construction it should be calculated how long it will take, and the start time. From then on, add the Time Period for each Game Turn, adjusted as necessary: (Keep to the order given!)

If the current weather is Freezing or Heavy Rain	Ignore any Time Periods less than 20 minutes.
No enemy Units within 20cm of construction site.	Add 10 minutes to the Time Period of each Time Card.
With Engineer Unit attached	Double the Time Period of every second Time Card (starting from the second one.)
If the Pontoon Train Unit is Disordered	Halve the Time Period.

If a larger bridge is required, extra Pontoon Train Units will be required at the construction site.

Enemy Action

Enemy fire during construction tended to slow things down and it already accounted for. Once built, the bridge is the equivalent of an artillery battery as a target. If it is Eliminated, the bridge will need to be re-built. *(A Disordered result can be ignored.)*

The bridge could also be destroyed by the river and its currents, or debris floating down naturally or deliberately by the enemy. Rules for this are best left for the individual Scenario.

Baggage Train Units

Each Army could have any number of Baggage Train Units depending on circumstances. Certainly a Traditional Army is likely to have more, and the early Austrian Army was notorious for the size of its Baggage Train. If these are to be depicted, they should be deployed in the Engineering Park.

One Re-Roll Die is expended as normal to set the Baggage Train Units in motion and they would always move together and never split up. Rules about where they can move and how and under what circumstances they can leave the table should be outlined in the Scenario.

Looting of Baggage Train Units

If an Enemy Unit (not Artillery) makes contact with a Baggage Train Unit, the Unit will immediately stop moving. The Baggage Train Unit is counted as "captured" for game purposes. Furthermore a Quality Test will have to be taken in the Formation Administration Phase for the capturing Unit to determine whether it loots the Train, and if already looting, whether it continues to do so. This Test is taken against its un-modified Q-Rating and Formation Commanders cannot substitute their Ratings if in contact.

	Very High	**High**	**Normal**	**Low**	**Very Low**
First Move	No Looting		Start Looting		Start Looting and loose 1 CP
Subsequent	Stop Looting			Continue Looting	Continue Looting and loose 1CP

While it is Looting it stays with the Baggage Train Unit (which itself cannot move) and becomes Disordered. Any Skirmisher Stands it had deployed are removed and it cannot deploy any more. If attacked it may not evade, is Disordered and will inflict no casualties on the Attacker.

Once it stops looting, it returns to being a normal, Disordered Unit next Turn.

Appendix 1 – Running a Simplified Game

To speed up the Game, or to ensure that a large battle will be fought to completion, one or more of the following Rule Modifications may be used by mutual consent.

- Count all Broken Units as Eliminated and ignore the Rally Step.
- Ignore the Leadership Rating of all Officers.
- Ignore Infantry Firefights.
- Ignore Skirmishing.
- Use the Simplified Command & Control rules below.

Simplified Command & Control

These rules are to supersede the standard Command and Control Rules whenever speed is required or the game is so simple, the complexity of the standard rules is not required

No Formation Orders are required. A Formation is either "Under Command" and doing as the player wishes, or "Not Under Command" when Reaction Rules will apply.

Throw as normal and add the white dice score to the General's A-Rating. If this is 10 or above he is "Under Command". If less then take a Quality Check against his T-Rating:

Very High	High	Normal	Low	Very Low
Aggressive		Defensive	Retiring.	

Aggressive:
Will attack enemy within 10cm else will move towards enemy

Defensive:
Will stand his ground. May move Units forward to the line of his most forward Unit <u>but no further</u>.

Retiring:
Will attempt to move all Units back out of the Contact Zone.

Appendix 2 – Determining Losses after the Battle

If the Battle is either part of a campaign or it will run into a second day, the losses of the first day will need to be calculated and used to modify the Order of Battle. In order to use this process, the Order of Battle must be broken down to give the number of men (perhaps of different qualities and different cavalry "weights") in each Unit along with details of any artillery that was integral to the Unit. Losses etc will be calculated on a Unit by Unit basis and these can be added to give losses for each side if necessary. Please note that the process is quite lengthy, but gives a good result.

1 – Determine the Level of Loss: Throw 1D6 and obtain the Loss Percentage as below. If the Unit had integral artillery, throw another 1D6 to see if that has survived:

	Infantry & Cavalry						Artillery					
	1	**2**	**3**	**4**	**5**	**6**	**1**	**2**	**3**	**4**	**5**	**6**
Vanquished	95	90	90	85	85	80	No	No	No	No	No	No
Eliminated	90	90	85	85	80	80	No	No	No	No	No	No
Broken	85	80	80	75	75	70	No	No	No	No	No	Yes
To 100%	80	80	75	75	70	70	No	No	No	No	Yes	Yes
To 75%	75	70	70	65	65	60	No	No	No	Yes	Yes	Yes
To 50%	60	60	55	55	50	50	No	No	Yes	Yes	Yes	Yes
To 25%	35	30	30	25	25	20	No	Yes	Yes	Yes	Yes	Yes
No Losses	15	15	10	10	5	5	Yes	Yes	Yes	Yes	Yes	Yes

EXAMPLE
An infantry Unit of 2,800 Regular and 1,600 Conscript Troops along with a supporting battery start with 10CPs. They suffered 2CP losses during the battle (20%). It first throws an unfortunate 1 on the D6 so has suffered 35% casualties. The artillery throw is a 6 so the supporting artillery has survived.

Once the Loss Percentage is found, multiply this against the initial number of men to determine the Number of Losses.

In our example, the Unit has suffered 980 casualties from the Regular Troops and 560 from the Conscripts.

2 – Determine the number of Temporary Missing Soldiers: Throw a pair of decimal dice to get the percentage for this category. Calculate the actual number of Temporary Missing Soldiers, record this and reduce the Number of Losses by this amount.

In our example the first dice throw was '10' so 10% were missing. This is 98 Regulars and 56 Conscripts. This leaves 882 Regulars and 506 Conscripts to carry forward.

3 – Determine the number of Wounded Soldiers: Throw a pair of decimal dice to get the percentage for this category. Again calculate the number of Wounded Soldiers, record it and reduce the Number of Losses by this amount.

In our example the next dice throw is 48%, therefore 423 Regulars and 242 Conscripts were wounded, and 459 Regulars and 262 Conscripts are carried forward.

4 – Determine the number of Killed Soldiers: Throw a pair of decimal dice to get the percentage for this category. Again calculate the number of Killed Soldiers, record it and reduce the Number of Losses by this amount.

In our example, 65% was thrown next, therefore 298 Regulars and 170 Conscripts were killed, and 161 Regulars and 92 Conscripts are carried forward.

5 – Determine the number of Missing, Presumed Deserted Soldiers: Throw a pair of decimal dice to get the percentage for this category. Again calculate the number of Missing Soldiers, record it and reduce the Number of Losses by this amount.

In our example, 62% was thrown next, therefore 100 Regulars and 57 Conscripts have deserted, and 61 Regulars and 35 Conscripts are carried forward.

6 – Determine the number of Missing Soldiers: The final Number of Losses is this number; record it.

In our example 61 Regulars and 35 Conscripts are also missing.

7 – Determine the new Number of Men in the Unit:
The Missing Soldiers and Temporary Missing Soldiers are assumed to return by the next day but the other categories are deducted. The CP value for the next day is calculated from this revised figure. Also add in any supporting artillery that survived.

In our example we have the following losses:

	Regular	Conscript
Wounded	423	242
Killed	298	170
Deserted/Missing	100	57
Total	**821**	**469**

This gives us totals of 1,979 Regulars and 1,191 Conscripts going forward into the second day. Therefore, along with the surviving supporting artillery, the Unit has a revised Combat Point value of 8.

Note – It is best that the extreme throws are ignored. Therefore anything above 90% and below 10% should be re-thrown.

8 – Determine if Eliminated Artillery Batteries survived: Any individual Artillery Unit that was Broken or Eliminated may have been reformed. There is a standard percentage throw necessary for them to be reformed:

If the Formation still remains on the battlefield:	60%
If the Formation does not remain on the battlefield:	30%