

Great Battles of the Napoleonic Wars — Volume I

Austerlitz

System Rules



By Rodger B. MacGowan ©2000

Table of Contents

1.0 INTRODUCTION	2	5.0 MOVEMENT	8	9.2 Morale Effects	20
2.0 COMPONENTS	2	5.1 Regular Movement	8	9.3 Artillery Morale	20
2.1 Game Scale	2	5.2 Strategic Movement	8	10.0 RETREATS	20
2.2 Definitions & Abbreviations	2	5.3 Road Movement	8	10.1 Retreat Procedure	20
2.3 Playing Pieces	2	5.4 Leader Movement	9	11.0 BREAKPOINT	21
2.4 Status Markers	3	6.0 FACING AND FORMATION	9	11.1 Unit Breakpoint	21
3.0 THE TURN	3	6.1 Facing	9	11.2 Division Breakpoint	21
4.0 THE COMMAND SYSTEM	4	6.2 Reaction Zones	9	11.3 Corps Breakpoint	21
4.1 Command Counters	4	6.3 Formations	10	12.0 RALLY	21
4.2 Command Change	4	6.4 Involuntary Formations	12	12.1 Rally Procedure	21
4.3 In/Out of Command	5	6.5 Multi-Hex Counters	13	12.2 Rallied Routed Units	21
4.4 Initiative Determination	5	7.0 STACKING	14	12.3 Recovering Cavalry	21
4.5 Leader Activation	5	7.1 Stacking Restrictions	14	12.4 Rout Loss	21
4.6 Activations	6	7.2 Stacking Order	14	13.0 FATIGUE	21
4.7 Command Breakdown Results	7	7.3 Stacking and Combat	14	13.1 Increasing Fatigue	22
4.8 Using the Command Card	7	8.0 COMBAT	14	13.2 Decreasing Fatigue	22
		8.1 Fire Combat	15	13.3 Fatigue Effects	22
		8.2 Bayonet Combat	16	14.0 REINFORCEMENTS	22
		8.3 Assault Combat	16	14.1 Reinforcement Entry	22
		8.4 Charge Combat	17	14.2 Reinforcement Delay	23
		8.5 Combat Results	18	14.3 Enemy Presence	23
		9.0 MORALE	19	14.4 Subsequent Activation	23
		9.1 Morale Checks	19	CREDITS	23

1.0 INTRODUCTION

December 2, 1805. The Third Coalition, a loose alliance of nations organized by England to oppose Napoleon Bonaparte's imperial ambitions, is already in trouble. Of the many grandiose planned invasions and combined operations, only the Austrian invasion of Bavaria actually took place. This met disaster when Napoleon, reacting with shocking speed, surrounded and destroyed the Austrian army at Ulm on October 20. A sluggish Russian army, that had set out in September to link up with the Austrians, finally arrived in November. The Russians joined with the shattered remnant of the Austrian army, and advanced to meet the French in battle at Austerlitz in eastern Bohemia. By the time the Battle of Austerlitz was finished, Napoleon had won the greatest victory of his career, shattering the Allied army and decisively ruining the Third Coalition.

AUSTERLITZ is the first game in GMT's **Great Battles of the Napoleonic Wars** series that simulates the battles of the Napoleonic Wars on a detailed tactical level. A variety of systems are at work here to show the most important elements of Napoleonic tactics. Command uses a chit-draw mechanism to reflect the chaotic nature of unit operations on the battlefield. The combat system reflects the interaction of infantry, cavalry and artillery, particularly emphasizing the various combat formations—column for rapid movement, line for maximum striking power, skirmish to disorder the enemy, and infantry square as a protection against charging cavalry. Fatigue plays a part as well, simulating the decline of unit efficiency from fatigue and friction, thus encouraging players to keep reserves ready to replace exhausted formations or take advantage of a sudden enemy breakdown.

Austerlitz is our starting point because it shows Napoleon's tactical system at its finest. Future games in the series will

show the decline of the Napoleonic French army and the improvement of Napoleon's enemies as they adapted to, and often copied, his tactical model.

2.0 COMPONENTS

A complete game of *AUSTERLITZ 1805* contains:

- 4 Maps (34" x 22" sheets)
- 3½ Sheets of counters
- 1 Rulebook
- 1 Playbook
- 1 Four-page playing aid of charts
- 1 Command Card
- 1 Ten-sided die (0 is treated as 0, not 10)

If you are missing any components, please contact us for replacements:

GMT Games
P.O. Box 1308
Hanford, CA 93232-1308

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(800) 523-6111

2.1 Game Scale

Each hex represents 150 yards from side to side. Elevations equal 20 feet per elevation level. Units represent infantry battalions, cavalry regiments and artillery batteries. Unit scales are:

- 1 Strength Point of Infantry = 100 men
- 1 Strength Point of Cavalry = 50 men
- 1 Strength Point of Artillery = 2 guns

2.2 Definitions and Abbreviations

LIM: Leader Initiative Marker—These markers are used to activate various combat formations. They dictate the sequencing of game play.

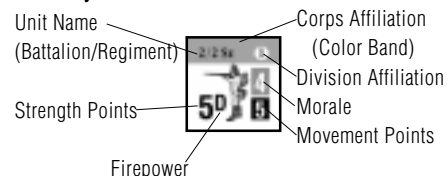
MP: Movement Point—The cost of moving, changing formation and changing facing is expressed in movement points. A unit's movement allowance is the number of movement points it may expend in an activation.

SP: Strength Point—The melee size of

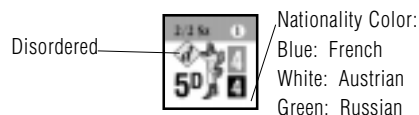
the unit. Loss of SPs will determine when a unit reaches Breakpoint.

2.3 Playing Pieces

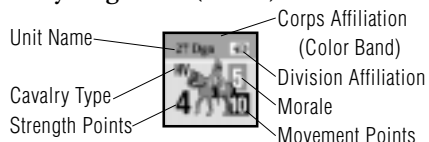
Infantry Battalion (Front)



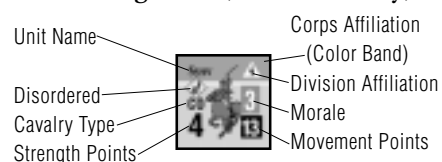
Infantry Battalion (Back)



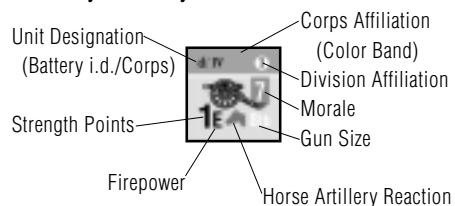
Cavalry Regiment (Front)



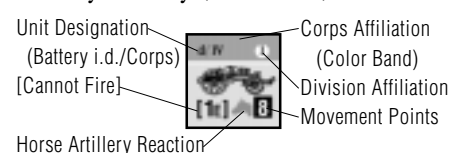
Cossacks Regiment (One Side Only)



Artillery Battery (Unlimbered)



Artillery Battery (Limbered)

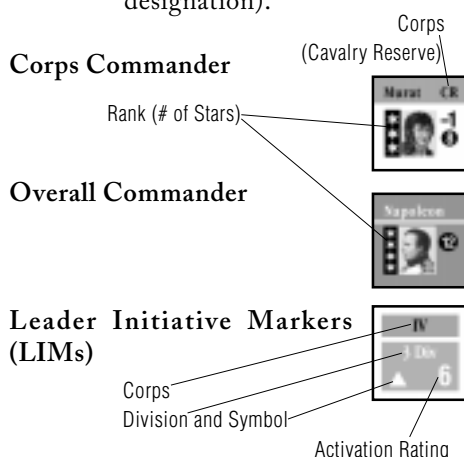


Multi-Hex Counter

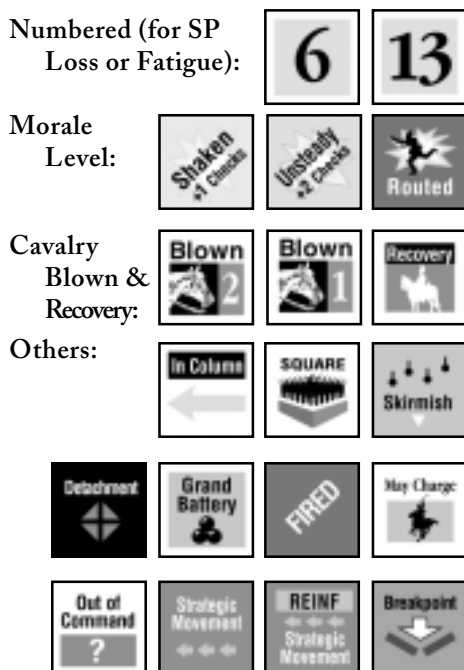


Division Commanders. Many leaders are rated as division commanders for the purpose of fulfilling certain game functions (essentially because they are

next in line below corps commanders), though they nominally were commanders of a “brigade.” Historically, many nations lacked true distinctions between divisions and brigades. One of France’s command advantages was that the use of two distinct levels of command in between the regiment and corps levels. This is reflected in game terms by the existence of special rules for “Brigade Commanders” in some scenarios. The important distinction for players to remember is the star-rating on the counter and what that allows the leader to do in the game (not his unit’s historical designation).



2.4 Status Markers



3.0 THE TURN

Each turn consists of a sequence of play that must be followed in the order presented below. When all phases of the Sequence of Play are finished, so is the turn.

A. Pool Placement Phase

- 1. Command Change Segment:** Players who wish to attempt a Command Change must roll and check the Command Change Table for the result [4.2].
- 2. Initiative Determination Segment:** Players determine who has the Initiative for that turn [4.4].
- 3. Initiative Choice Segment:** The Player with the Initiative for the turn chooses one LIM with which he will begin the turn.
- 4. Pool Placement Segment:** All remaining available LIMs are placed in an opaque container from which they can be picked blindly. This container is called the Command Pool.

B. LIM Activation Phase

- 1. Initiative Activation Segment:** The LIM that was chosen by the Initiative Player is now revealed—that command may now attempt to activate [4.5].
- 2. LIM Selection Segment:** Either Player now blindly selects one LIM from the Command Pool. The command that corresponds to that LIM may now attempt to activate. Activation of a command allows individual units to move, fire and melee [see rules 5.0–10.0]. Repeat step B.2 until all LIMs have been drawn from the Command Pool. At that point, proceed to the Non-LIM Phase.

C. Non-LIM Phase

- 1. Initiative Non-LIM Activation Segment:** The Initiative Player may pick one Division which did not have its LIM in the Command Pool or any one Out of Command unit and perform a

Limited Activation. Only Divisions or lone units may activate during this segment, Corps may not.

2. Non-Initiative Non-LIM

Activation Segment: The Non-Initiative Player performs the same activities as the Initiative Player in C.1. Repeat steps C.1 and C.2, with Players alternating Activations until all eligible Divisions have had an opportunity to be activated. If one player runs out of eligible Divisions before the other player does, that other player may continue performing activations until all of his commands have had the opportunity to be activated. At this point proceed to the LIM Removal Segment.

3. LIM Removal Segment: Both players may remove any of their own LIMs from the Command Pool. Removal is mostly voluntary and is performed to prevent a command from gaining fatigue. However, Divisions at Breakpoint must be removed [11.0].

D. Rally Phase

- 1. Rally Segment:** All units that have a Morale Level worse than Good may attempt to Rally [12.0].
- 2. Rout Loss Segment:** Any units that are still Routed retreat one hex and lose 1 SP.
- 3. Cavalry Reform Segment:** All cavalry currently under a Blown marker which have a Recovery level by one, removing the Blown marker if required.
- 4. Fatigue Segment:** Flip all Finished Leaders to their front side. Increase and decrease Fatigue levels as described in the Fatigue rules [13.0].

4.0 THE COMMAND SYSTEM

The ability of units to move and perform combat is regulated by the activation of their commanders, which is in turn controlled by the random drawing of Leader Initiative Markers (LIMs). At the start of the game, the scenario rules tell the players which LIMs they will use to begin the battle. New LIMs may be added to the Command Pool by either player when they successfully attempt a Command Change; LIMs may be removed from the Command Pool voluntarily in the LIM Removal Segment of each turn. LIMs of divisions at Breakpoint must be removed in the LIM Removal Segment.

During each turn, LIMs are drawn at random from an opaque container called the Command Pool. The commander corresponding to that LIM may then attempt Full Activation by rolling equal to or less than his activation number. If the attempt succeeds, that commander's units may move and fight normally during the turn. If the attempt fails, consult the Command Breakdown Table to see the effects of the activation failure. Alternatively, the commander may voluntarily choose to forgo a Full Activation attempt and instead conduct a Limited Activation (this is automatic, requiring no die roll). Finally, commanders whose LIMs have not been added to the Pool may undertake Limited Activations in the Non-LIM Phase.

4.1 Command Counters

4.1.1 Initial LIMs. Both players' initial LIMs are listed in the special rules for each scenario. These LIMs begin the scenario in the Command Pool. LIMs may always be voluntarily removed from the Command Pool during the LIM Removal Segment. However, LIMs may only be placed back into the pool by successfully attempting a Command Change during the Command Change Segment. LIMs for reinforcements


likewise enter the pool via Command Change. Until their specific LIMs have been added, they may activate when the Reinforcement LIM (or, in some cases, the Independent LIM) is drawn.

4.1.2 Leaders. There are four types of on-map leaders—Overall Commanders, Corps Commanders, Division Commanders and Special Commanders.

Rank (Overall Commander or Wing Commander)  Command Range

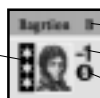
Overall Commanders

Overall Commanders have one rating printed on their counter—command range. The Overall Commander's range is the maximum number of hexes distant that a corps commander can be from the Overall Commander and still be able to place his corps LIM into the Command Pool. Depending upon the scenario being played, the Overall Commander may also have an Initiative Modifier (which is not printed on the counter, but is listed in the scenario rules found in the playbook).

Corps Affiliation (Color Band) Rank (Division)  Command Personality Command Range Activation

Division Commanders

Division Commanders have three ratings—an activation rating, a personality rating and a command range rating. The activation rating is the number that a division commander must roll equal to or less than in order to perform a Full Activation. The personality rating identifies the column on the Command Breakdown Table used if that division commander fails his Full Activation die roll. The command range rating shows the distance from which a commander can be from his units for them to still be In Command.

Rank (Corps)  Command Activation Modifier Command Range

Corps Commanders

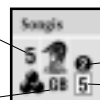
Corps Commanders have two ratings—the command range rating and the division activation modifier. The division activation modifier is used to modify activation attempts by divisions subordinate to the corps commander that are within his command range during a Corps Activation.

Special Commanders

Special Commanders with abilities different from normal division and corps commanders. The rules for Special Leaders are in the Playbook.

Corps Affiliation Rank (Brigade Commander)  Personality Command Range Activation

Command Span Type (Aide)  Personality Command Range Activation

Command Span Type (Grand Battery Commander)  Command Range Activation

4.2 Command Change

After the first turn of the game, players may only add LIMs to the Command Pool by successfully attempting a Command Change. During the Command Change Segment, players may announce that they are attempting a Command Change. Each player may only attempt one Command Change per turn. A Command Change is normally attempted by the Overall Commander, however, other commanders may have that ability, depending upon the rules of the scenario. Roll on the Command Change Table for the commander attempting the change, and implement the results immediately. The

result will either allow that player to add corps LIMs or division LIMs, or not allow a change.

4.2.1 Adding Corps LIMs. A corps LIM may only be added if that corps commander is within the Overall Commander's command range. When a corps LIM is added, any division LIMs from that corps already in the pool are **removed**. While the corps LIM remains in the pool, no division LIMs from that corps may be added to the Command Pool.

4.2.2 Adding Division LIMs. A division LIM may only be added if that division commander is within his corps commander's command range.

4.2.3 Adding the Reinforcement LIM. Scenario rules (see the Playbook) list whether a player receives reinforcements and on what turn they enter the game. On such a turn, the player may automatically add the Reinforcement LIM to the Command Pool in the Command Change Segment (does not require a Command Change roll). The division LIMs of reinforcements can only be added through a normal Command Change attempt (unless otherwise overridden by scenario rules). See 14.0 for rules governing the activation of reinforcements.

4.3 In/Out of Command

4.3.1 Command Range. A commander's Command Range is the maximum length of hexes that a subordinate leader or unit may be from its superior commander to perform effectively. Command Ranges for a player's commanders are listed in the playbook and on the playing aid card.

4.3.2 Leaders. Leaders must be In Command to have their LIMs placed in the Command Pool. Corps commanders are considered In Command if within the command range of the overall commander. Division commanders are considered In Command if within the command range of their corps commander. A leader's In Command/Out of Command status is determined at the

moment a player successfully rolls for a Command Change during the Command Change Segment.

4.3.3 Combat Units. Units must be In Command to move and fight when their division is activated. In Command status is determined at the moment the division is activated; all units within their division commander's range are In Command. Units that are outside that range are considered Out of Command—mark such units with an Out of Command marker. Out of Command units may not move and/or fight when their division is activated. They must move and/or fight during the Non-LIM Phase.



4.4 Initiative Determination

Each player rolls a die, modified by the Initiative Modifier (see scenario rules) of his overall commander. The winner may then choose any one LIM with which to begin the turn—the Initiative LIM. Ties are rolled again. The remaining LIMs are placed in an opaque container, and the turn begins with the Initiative LIM attempting to activate.

4.4.1 LIM Selection. Once the Initiative LIM has finished, the LIM is placed aside and the player who won the Initiative draws another LIM. If the LIM is one of his, he may attempt to activate that LIM. This continues until the Initiative player draws a LIM belonging to his opponent, at which time his opponent may attempt to activate that LIM. That player then draws the next LIM. Players continue drawing LIMs, attempting activations, and placing them (once finished) in the Activated box of the Command Card until all LIMs have been drawn, and the turn moves to the Non-LIM Phase.

4.5 Leader Activation

There are three types of Activations: Division, Corps, and Special.

4.5.1 Division Activations. Division activations are most frequently used and

represent a division commander carrying out (or attempting to, anyway) his orders for the turn. When a division LIM is drawn, the player places the LIM in the appropriate box of the Command Card and may attempt to activate the division commander corresponding to that LIM. The player checks the division commander's activation rating and rolls a die; if the die roll is equal to or less than the activation rating, the commander may carry out a Full Activation. The division activation die roll may be modified by the corps commander's activation modifier only if the division commander is attempting to activate as part of a Corps Activation. If the roll is higher than the activation rating, the commander has failed to activate and the player must roll again, consulting the Command Breakdown Table to see the result of the activation failure [4.7].

A division commander may voluntarily choose to conduct a Limited Activation and not roll for Full Activation; the Limited Activation is automatic.

4.5.2 Corps Activations. The Corps LIM represents a corps commander attempting to coordinate the activations of his subordinate divisions. When a Corps LIM is drawn, the player places the LIM in the appropriate box of the Command Card and may attempt a simultaneous Full Activation of all the division commanders subordinate to that corps that are within the corps commander's command range. Division commanders that are outside of their corps commander's command range when the Corps LIM is drawn may attempt to activate, but cannot use the corps commander's activation modifier. Divisions that previously activated upon the draw of the Independent LIM cannot be activated again.

Corps Movement. During a Corps Activation, the player selects one division and attempts to activate it, using the corps commander's activation modifier on the die roll if the Division commander is within the Corps commander's range. If successful, every unit belonging to that division that is In Command may move. Once that division has

completed movement, the player may choose another division from that corps and attempt to activate it, continuing until all divisions of the corps have attempted activation. A player may not move some units from one division, then move on to another division, and return to move the remaining units of the first division. The failure of a division to activate does not prevent the other divisions from trying to activate

Corps Combat. Once all movement is completed in a Corps Activation, each division of the corps carries out combat separately. The player selects one activated division and may conduct combat with every unit belonging to that division that is In Command. Once that division has completed combat the player may choose another activated division from that corps and conduct combat with all of its units, continuing until all activated divisions of the corps have conducted combat. Players may not fight with some units from one division, then move on to another division, and return to fight with the remaining units of the first division.

4.5.3 Special Activations. The specific rules (see Playbook) may allow different types of Special LIMs; some examples are Grand Battery and Independent Leader LIMs. See the Playbook for details.



4.6 Activations

There are two types of activations—Full and Limited. Full Activations represent a division operating at full effectiveness, moving aggressively and attacking the enemy. Under a Full Activation, all units of that division that are within the division commander's command range may carry out all movement and combat allowed by the rules. Units that are outside of their division commander's command range may only conduct a Limited Activation during the Non-LIM Phase. Mark such units with an Out of Command marker.

4.6.1 Full Activations. A Full Activation is carried out in the following order:

- 1) **Movement.** All In Command units of a division may move up to the limit of their movement allowance, subject to the movement rules. Units may move in any order. However, once a unit has finished moving it is done for the turn—a player may not move a unit a portion of its movement allowance, then move a different unit, and return to finish the first unit's movement allowance.
- 2) **Combat.** Once all movement is finished, a player may conduct combat with all In Command units of that division. Once one unit of a division has conducted combat, no more movement is allowed during that activation. Units are free to conduct Fire, Bayonet, Assault and Charge combat subject to the Combat rules. All Offensive Fire combat is conducted before melee combat, but otherwise units may conduct combat in any order.
- 3) **Leader Finished.** Once all units of a division under a Full Activation have finished combat, the activation is finished. Flip the commander to his Finished side as a reminder that he is done for the turn. If a division activation, then the player who conducted the activation may draw another LIM. In the case of a Corps Activation, once all units of all divisions under a Corps Activation have finished combat, the activation is finished and the player who conducted the activation may draw another LIM.



4.6.2 Limited Activation. Limited Activations represent division commanders that have received no specific orders (*i.e.* whose LIM is not drawn), or units that have become separated from their commanders. Players may not move units from one division and conduct combat with units from another. Limited Activations are carried out in this order:

- 1) **Movement.** Limited Activation units may not move adjacent to enemy units. Choose one activity:
 - a) All units of a division performing a Limited Activation that are In

Command may move up to **half** of their movement allowance (rounded down). Once all units of the division have moved (or not), they may conduct combat. OR

- b) Any one unit that is Out of Command may move up to **one-third** of its movement allowance (rounded down). Once the unit has moved, it may conduct combat.
- 2) **Combat.** Under a Limited Activation, players may not move one unit that is outside its division commander's command range and then conduct combat with another. Depending upon the movement choice in #1 above, conduct the matching one of these:
- a) Once they have moved, all In Command units the Division performing the Limited Activation may conduct Fire combat, OR
 - b) Any one unit that is Out of Command which has just moved may conduct Fire combat. The unit may not conduct Melee combat.

4.7 Command Breakdown Results

STOP: The division commander is finished for the turn. No In Command unit of that division may activate this turn.

RETREAT: If any unit of the division is within three hexes of an enemy combat unit, the In Command units of the entire division must attempt to retreat half of their movement allowances (rounded up) away from the enemy (this includes unlimbered artillery, which must limber and move away). In doing so, they may not move closer to any other enemy units. Even if no retreat takes place, the division commander is finished for the turn.

LIMITED: The division may undertake a Limited Activation.

FULL: The division may undertake a Full Activation.

CHARGE: If any unit of the division is within four hexes of an enemy combat unit, the entire division must Charge (if cavalry) or advance and melee the

closest enemy combat units. If no unit is within four hexes of the enemy, treat this as a FULL result.

REACTIVATE: Conduct a Full Activation with the division that just rolled on the Breakdown Table. The same player may then attempt to activate the CLOSEST friendly division (closest is defined as number of hexes from the original division commander's **original location** to a friendly division commander; if more than one division is equidistant, the player may choose) even if that division has already been activated this turn (however, no division may be reactivated more than once in a single turn). This result cannot occur twice in a row. If the second division commander also gains the REACTIVATE result on the Breakdown Table, treat it as a FULL result instead.

ENEMY: The rolling division commander treats this as a STOP result. The enemy player may attempt to activate his CLOSEST division (closest is defined as number of hexes from the original division commander to an enemy division commander; if more than one division is equidistant, the enemy player may choose) even if that division has already been activated this turn (however, no division may be reactivated more than once in a single turn). This result cannot occur twice in a row. If the second division commander also gains an ENEMY result on the Breakdown Table, treat it as a STOP result instead.

4.8 Using the Command Card

All LIMs that are not in the Command Pool cup should be placed in the appropriate place on the Command Card. The Command Card has three major sections—Activated LIMs, Removed LIMs and LIMs of commands at Breakpoint. Each major section is subdivided by dotted lines, primarily for use in tracking which Divisions are subject to Fatigue Level changes during the Fatigue Segment.

Chosen Initiative LIM: Whomever wins Initiative for the turn places his selected Initiative LIM here. Meanwhile the players refill the Command Pool cup with all LIMs in the “Activated” section of the Command Card and proceed with the turn, beginning with the attempted activation of the selected Initiative LIM.

ACTIVATED

Activated & Fatigued: Whenever a LIM is drawn and activated, place it here as a reminder to increase its Fatigue Level in the Fatigue Segment of the turn.

Activated for Strategic Movement: Place any LIMs here that were drawn but used for Strategic Movement only. These commands DO NOT increase Fatigue during the Fatigue Segment.

Independent LIM Activation: Whenever the Independent LIM is drawn, place it in whichever box corresponds to the command(s) that were activated under the Independent LIM. Use this as a reminder to increase those commands' Fatigue Level during the Fatigue Segment.

REMOVED

Counterpart LIMs: Whenever a corps LIM is added to the pool, place its corresponding division LIMs here. Whenever a division LIM is added to the pool, place its corresponding corps LIM here. No corps may have both a corps LIM and a division LIM in the Command Pool at the same time.

LIMs Not Available: Place all LIMs here for any commands that have not arrived on the map yet.

Reinforcements: On their turn of arrival, place the LIMs here of all commands which are arriving as Reinforcements. Once those commands lose their Reinforcement Strategic Movement

status, place their LIMs in the Removed & Available box.

Removed & Fatigued by Combat: Any command that does not have its LIM in the Command Pool, but is involved in combat during the turn (other than medium- and long-range artillery fire) should place its LIM here, as a reminder to increase its Fatigue Level in the Fatigue Segment.

Removed & Available: Place here any command that does not have its LIM in the pool, is not activated in the non-LIM phase, and is not involved in combat (except for medium- and long-range artillery fire). These Divisions may recover one Fatigue Level in the Fatigue Segment, if their units are more than two hexes from enemy units.

AT BREAKPOINT

At Breakpoint: Divisions which have reached their Breakpoint may no longer have their Division LIMs in the Command Pool. Remove them to this box.

At Breakpoint & Fatigued by Combat: Place here any Divisions at Breakpoint which are involved in combat (except medium- and long-range artillery fire). These Division will increase a Fatigue Level during the Fatigue Segment.

5.0 MOVEMENT

The movement allowance of Leaders is 12. All non-leader units have a movement allowance printed on their counter. The movement allowance (MA) is the number of movement points (MPs) available to the unit in one activation of regular movement. NOTE: Units abide by the MA they have at the beginning of the activation (*i.e.* changing formation from disorder does not gain an extra MP).

Units move from hex to adjacent hex (no skipping of hexes is allowed), paying

varied costs to do so, depending upon the terrain of the hex being entered. See the Terrain Effects Chart (TEC) for a full list of movement costs for the various types of units and formations. Normally, units may only move through their front hexsides (see the Facing rules). Movement points may not be accumulated from turn to turn, nor may they be lent from one unit to another.

There are two types of movement: Regular and Strategic. All units from a division must use one type of movement—some may not use Regular Movement while others use Strategic Movement. Regular movement is completely voluntary; units are not required to move when activated. Units that move are not required to spend all of their movement points before stopping. The movement of each individual unit or stack must be completed before that of another unit is begun. Strategic Movement is semi-voluntary [5.2].

5.1 Regular Movement

In regular movement, a unit may move up to its printed movement allowance, expending movement points (MPs) to enter hexes and cross hexsides, as listed on the Terrain Effects Chart. No unit may ever enter a hex for which it does not have the necessary movement points to enter or which it is prohibited from entering/crossing. Note that a unit's movement allowance is either one-half or one-third of normal (rounded down) when it is conducting a limited activation [4.6.2].

5.1.1 Disorder Check. Movement into certain types of terrain may require disorder checks, as indicated on the Terrain Effects Chart. When so required, a unit makes an immediate disorder check by rolling a die and comparing it to the unit's morale rating. If the unmodified die roll is higher than the morale rating, the failure means that the unit becomes disordered immediately.

5.1.2 May Charge. Mark with a May Charge marker any cavalry unit that moved no



more than half of its movement allowance (rounded down). Such cavalry may conduct their charges during combat—after all movement and Offensive Fire has been completed.

5.1.3 Enemy Contact. When a friendly unit moves into an enemy unit's front hex (see 6.0), the friendly unit must end its movement for that activation. A friendly unit which begins the activation in an enemy unit's front hex may move away (subject to Reaction Fire/Charge), but may not move adjacent to the same enemy unit. It may move adjacent to a different enemy unit, though.

5.1.4. Pass Through. Friendly units may pass through hexes with other friendly units, subject to stacking rules [7.0]. If during this process the hex becomes overstacked, then all units become disordered. The moving unit may not end its move such that it causes overstacking (and would be prohibited from entering the hex if it has insufficient MPs to exit the hex).

5.2 Strategic Movement

Units of divisions using strategic movement may move at **double** their full movement allowance. A division may use strategic movement if it is a reinforcement entering the map, or if its LIM has been drawn and it achieves a Full Activation, or if the division commander already possesses a Strategic Movement marker and every unit from the division starts at least three hexes away from the nearest enemy combat unit. To indicate that a division is using strategic movement, place a Strategic Movement marker on its division commander. As long as that division commander has a Strategic Movement marker on it, that division may use strategic movement whether or not its LIM has been placed in the Command Pool. Strategic Movement markers may be removed voluntarily at any time during a division's activation, but this ends the activation immediately. The Strategic Movement



marker may not be placed again until the next time the division achieves a Full Activation.

5.2.1 Strategic Movement Effects. Units whose division commander is under a Strategic Movement marker:

- Never gain fatigue from activating. They **MAY** gain fatigue from being attacked [13.0].
- Never use both strategic and regular movement in the same activation.
- May not remain in Line formation.
- Must move as far as possible when their LIM is selected. Failure to move all units of the division their full movement allowance results in the removal of the Strategic Movement markers from the units and the division's LIM from the Command Pool.
- Must use Road Movement [5.3] to enter a village, swamp, woods or orchard hexes, or to cross a river, stream, hedge, wall or ditch hexside.
- May never move into any hex that is within three hexes of an enemy combat unit.
- Lose strategic movement status if an enemy combat unit moves within three hexes of any unit of the division. However, the marker is not removed until the enemy units have completed their activation, including combat.
- May never initiate combat nor Return Fire, Reaction Fire, Reaction Charge, Countercharge or Form Square in Reaction. If attacked, they suffer the following penalties:
 - 1) Add 1 to die roll on morale checks
 - 2) Add 2 to opponent's melee die roll
 - 3) Remove the Strategic Movement marker after all combat has been completed

5.3 Road Movement

Units utilizing Road Movement to enter a hex pay the cost of the road, not the cost of the other terrain in the hex. To use Road Movement, a unit may not be in Line formation and must be moving directly from one road hex to another.

Bridges. A unit must use Road Movement to use Bridges. If not in Road Movement, the unit would pay the normal cost to cross a stream.

Villages. Every village hex is considered to be connected to adjacent village hexes via a Secondary Road, whether a Road is drawn on the map or not.

5.4 Leader Movement

The movement allowance of Leaders is 12 MPs. Division commanders may move when their division activates, whether in the LIM or Non-LIM phase. Division commanders may move a second time, if their division is reactivated. Corps commanders may move once per turn along with one of their divisions when it is activated. Overall Commanders may move once per turn, during any friendly activation.

6.0 FACING AND FORMATION

All combat units have a variety of formations available to them, each with its own strengths and weaknesses. A unit's facing is dependent upon its formation.

6.1 Facing

Dependent upon the formation, combat units will usually have front, flank and rear hexsides (see diagrams related to specific formations on pages 10-13). Units may only initiate combat through their front hexsides. Units that are attacked through their Flank and Rear hexsides will not defend themselves efficiently. Units usually only move through their front hexsides, but in some circumstances may also use Reverse Movement to the rear and Slide Movement to the flank.

A unit may change its facing at any time during movement, at the MP cost given in the Terrain Effects Chart. To change facing, the unit changes its front hexside(s) by rotating the counter in the

direction that it is turning one hexside at a time, paying the MP cost for each rotation. A unit may rotate any number of hexsides as long as it has enough MP to pay for the change, subject to any additional restrictions due its formation. In some circumstances, a unit may About Face (see the Terrain Effects Chart).

Skirmishers have no facing (all directions are front hexsides).

6.2 Reaction Zones

Every non-routed combat unit has a Reaction Zone adjacent to its front hexsides, the size of which is determined by the unit's formation (see the diagrams in 6.3 on pages 10-13). The Reaction Zone allows a unit to respond to enemy movement within the Reaction Zone, depending upon the type of unit.

6.2.1 Infantry Reaction. Non-routed infantry units may Reaction Fire when an enemy unit within its Reaction Zone expends movement points (to change formation or facing, or to move away) or charge moves. Note that an enemy unit's **initial movement into** its Reaction Zone does NOT trigger Reaction Fire. An infantry unit that is the target of a cavalry Charge (or a Reaction Charge while the infantry is moving) may attempt to Form Square in Reaction [8.4.2 #4]. Instead of Reaction Fire during Bayonet or Assault combat, Skirmishers may Reaction Move into an adjacent hex not in an enemy front hex.

6.2.2 Skirmisher Reaction. Skirmish units [6.3.3] possess an all-around Reaction Zone. Whenever an enemy unit enters or expends movement points within the zone, the Skirmish unit may Reaction Fire or Reaction Move. It may Reaction Move into any adjacent hex that will not violate stacking rules; it may not move adjacent to an enemy unit. A Skirmish unit surrounded by enemy units may not Reaction Move; it may only Reaction Fire. A Skirmish unit may only Reaction Fire once per enemy activation; after this, it may only Reaction Move. A Skirmish unit may Reaction Fire out of

one hexside and Return Fire from a different one.

6.2.3 Cavalry Reaction. Cavalry possesses a special type of Reaction Zone called a **Flank Zone** that extends from its flank hexsides as specified in the formation rules [6.3]. Whenever an enemy combat unit of any type enters a Flank Zone, the cavalry unit may immediately change facing one hexside. For every additional Flank Zone hex that the enemy unit enters, the cavalry unit may turn an additional hexside. This facing change does not cost MPs—it is a free movement. Note that making this facing change may be subject to a Disorder Check depending upon the cavalry unit's formation and the terrain (see TEC and 5.1.1).

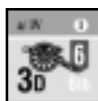
Non-routed cavalry units may attempt to **Countercharge** a charging enemy cavalry unit that enters its Reaction Zone (regardless of the intended target of the original charge). If the Countercharging unit passes a pre-melee morale check, stop the enemy cavalry and move the Countercharging unit adjacent to it. The original Charging unit may change facing to put the Countercharging unit in its front hexsides.

If an enemy infantry or artillery unit enters a cavalry unit's Reaction Zone, that cavalry unit may do nothing or one of the following actions each time:

- **Reverse Move** one hex backward through its rear hexsides. For every additional movement action (movement, facing change or formation change) conducted by an enemy infantry or artillery unit in the cavalry unit's Reaction Zone, it may Reverse Move an additional hex [6.2.5].
- **Reaction Charge** (see charge combat rules). If the cavalry unit fails its Reaction Charge pre-melee morale check, it is immediately disordered and does not charge. A Reaction Charge may NOT be Countercharged. Resolve the charge combat immediately during the movement of the stack charged, though the charging cavalry will be the attacker rather than the active stack [8.4].

6.2.4 Foot Artillery Reaction.

Unlimbered foot artillery may **Reaction Fire** whenever an enemy unit enters its Reaction Zone. The artillery unit may only fire once per enemy activation, no matter how many enemy movement actions occur within the Reaction Zone. This means that if any enemy division moves within the Reaction Zone, the artillery unit could only **Reaction Fire at ONE enemy unit**. It may neither **Reaction Fire** nor **Return Fire** (see combat) during the remainder of the activation. If another enemy division activates and moves within the artillery unit's Reaction Zone, it may **Reaction Fire** at one enemy unit from that division. Limbered foot artillery does not possess a Reaction Zone.



6.2.5 Horse Artillery Reaction.

Unlimbered horse artillery may **Reaction Fire** or **change formation once** when an enemy infantry or artillery unit enters its Reaction Zone. If a cavalry unit enters the Reaction Zone, it may only **Reaction Fire**. The artillery unit may only **Reaction Fire** or **change formation once** per enemy activation, no matter how many movement actions the enemy unit performs within the Reaction Zone. This means that if any enemy division moves within the Reaction Zone, the artillery unit could only **Reaction Fire** at ONE enemy unit or **change formation once**. It may not **Reaction Fire** or **change formation** again during that activation (nor may it **Return Fire** during combat if it has already used **Reaction Fire**). If another enemy division activates and moves within the artillery unit's Reaction Zone, it may **Reaction Fire** at one enemy unit from that division or **change formation**.



Llimbered horse artillery may **Reverse Move** one hex through its rear hexside whenever an enemy unit enters its Reaction Zone, and may **Reverse Move** one hex for each enemy movement action performed [6.2.6]. It must perform an immediate **Disorder Check every time it Reverse Moves**; failure doesn't disorder the artillery unit (artillery is never

disordered), but it may no longer **Reverse Move** during this enemy activation.

This means that an Unlimbered horse artillery unit may limber when an enemy unit enters its Reaction Zone, and may then retreat one hex for each additional enemy movement action performed, checking for disorder each time it retreats.

6.2.6 Reverse Movement in Reaction.

Cavalry and limbered horse artillery may **Reverse Move** as a reaction to an enemy unit entering its Reaction Zone. When **Reverse Moving**, move the unit back one hex via one of its rear hexsides. The unit still **retains its original facing**. A **Reverse Moving** unit may not enter prohibited terrain and must still perform all **Disorder Checks** [5.1.1] required by the **Terrain Effects Chart**.

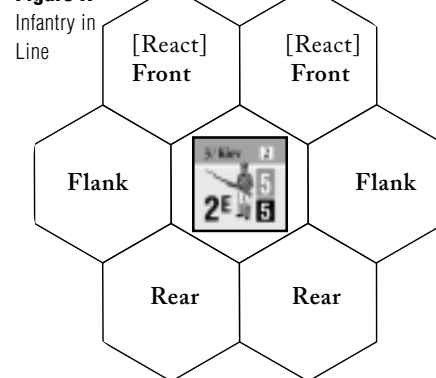
6.2.7 Leader Reaction. Leaders alone in their hex have all-around Reaction Zones. Whenever any enemy unit enters the zone or expends movement points within the zone, the lone Leader may **Reaction Move**. It may **Reaction Move** into any adjacent hex, but may not move adjacent to an enemy unit. It may **Reaction Move** any number of times during an enemy activation.

6.3 Formations

All combat units must be in a formation at all times. Formations may be changed voluntarily or involuntarily, depending upon the circumstances. Each formation is characterized by the number of hexes occupied, the number of Strength Points (SPs) contained, facing, and how it moves and fights.

6.3.1 Infantry in Line. *Line represents a line of infantry, usually three or four ranks deep, deployed to make maximum use of its firepower. It is an unwieldy formation—difficult to move and subject to easy disruption. Line infantry suffers penalties during morale checks, but has improved firepower.*

Figure A



When changing into Line formation, turn the infantry unit to face the hex vertex, as shown in Figure A above. Any infantry unit facing a vertex is considered to be in Line formation, without a marker being necessary.

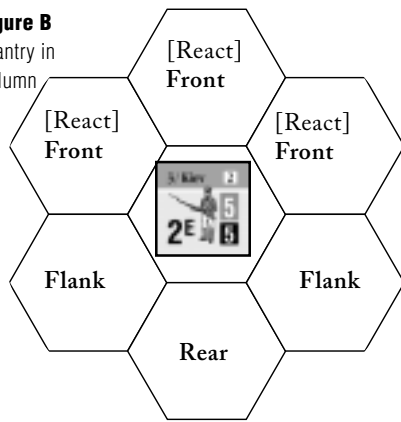
Infantry in Line:

- May not use **Strategic Movement** or **Road Movement**.
- That changes facing more than one vertex per activation must make an immediate **Disorder Check**, one check per additional vertex.
- May Slide through either of its flank hexes at a cost equal to **double** the hex's normal movement cost, but only if no other combat unit occupies the flank hex.
- May use **Reverse Movement** (move into either of its rear hexes) at a cost of its **entire movement allowance**, but not into a hex occupied by another combat unit.
- May **About Face** (change its rear hexside to its front) at a cost of **half** its movement allowance.

6.3.2 Infantry in Column. Column represents infantry in its best maneuver formation, as a solid block of men of usually 60–80 files stacked up 9–18 ranks deep. Columns are the easiest formations to maneuver, are strong morale-wise, and are best to use when attempting to melee enemy units. As drawbacks, columns possess relatively weak firepower and are a dense target for enemy fire. Column is the “normal” formation of infantry and cavalry units. The combat, morale and movement values printed on infantry and cavalry counters represent the unit in Column formation.

Figure B

Infantry in Column



Units in Column must face a hexside as shown in Figure B above, not a hex vertex. Any unit facing a hexside is considered to be in Column, so markers are not necessary.

Infantry in Column:

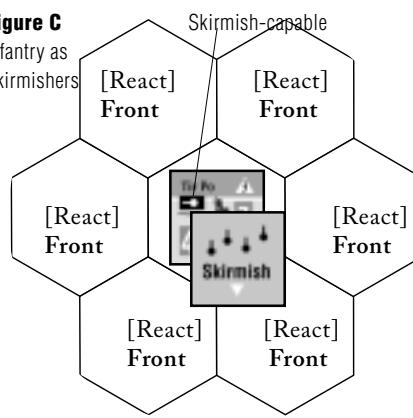
- May use Strategic Movement and Road Movement.
- May change facing any number of hexsides per activation by paying the appropriate movement costs with no penalty.
- May use Reverse Movement (move into its rear hex) at a movement cost equal to **double** the usual terrain cost, but not into an occupied hex.
- May **not** Slide (through flank hexes).
- May About Face (changing its rear to its front) at a cost of 2 MPs.

6.3.3 Skirmishers. *Skirmish order represents a special sort of dispersed formation, used to take maximum advantage of terrain cover to harass enemy units. Skirmish units were usually specialized, elite troops with extra training and often special equipment (i.e. the British Rifles). As a drawback, Skirmish unit's firepower is weaker than Line units, and if in melee combat, skirmishers are in big trouble (and face a significant penalty when attempting to Form Square in Reaction to a cavalry charge).*

Only units designated as skirmish-capable (see symbol on counter) may form Skirmish formation. Place a Skirmish marker on such a unit. Facing is not an issue with skirmishers (see Figure C). Skirmish units can fire out of any hexside. Skirmish units that possess more than 5 SPs may occupy two hexes; to signify this, place the Skirmish marker in the adjacent

Figure C

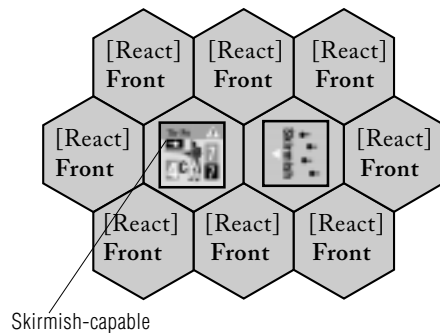
Infantry as Skirmishers



hex, with its arrow pointing toward the parent unit (see Figure D). The unit is assumed to occupy both hexes. Occupation of this extra hex is voluntary; the owning player may have the Skirmish unit remain in only one hex.

Figure D

Infantry as Two-Hex Skirmishers



Skirmish units:

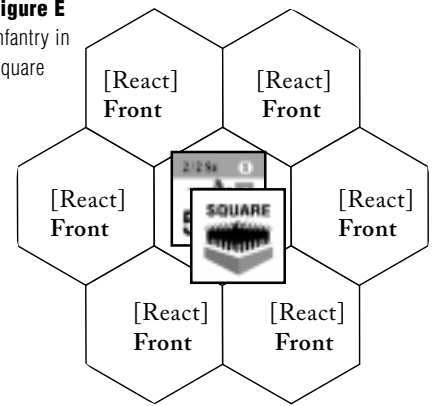
- May not stack with any combat unit other than a single battery.
- May use Strategic Movement and Road Movement.
- Since they possess all-around facing, changing facing is not an issue for skirmishers. A Skirmish unit faces a "front" hexside for convenience only; it may change this hexside at any time during its movement at no cost.
- Unlike most other formations, Skirmish units may move through other units and be moved through at no penalty (for overstacking).
- Skirmish units are never involuntarily Disordered, except when they Rout, at which point they lose Skirmish status.

6.3.4 Infantry in Square. *Square was infantry's preferred formation when charged by cavalry and in times of great emergency when surrounded by multiple enemy units.*

Square provides a maximum morale benefit and is almost invulnerable to melee combat. However, Squares are immobile and present an excellent target for fire combat.

Figure E

Infantry in Square



Units that Form Square are given a Square marker. Squares possess all-around facing. They may fire out of any hexside. It may only fire at one target at a time. Note that Forming Square in Reaction (a reaction to an enemy cavalry charge) is the only voluntary infantry formation change allowed during your opponent's activation.

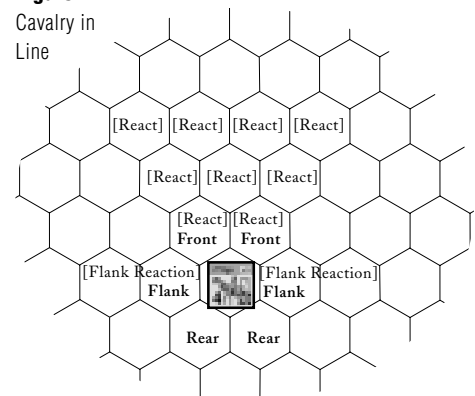
Units in Square:

- May not move.
- Pay 2 MPs to change formation.

6.3.5 Cavalry in Line. Cavalry uses Line formation to cover the maximum amount of ground. Line was the preferred formation for charging cavalry, because it allowed the possibility of overlapping a defender's flanks [8.4.3]. Cavalry in Line suffers a penalty for morale checks, but may use all of their SPs to calculate melee odds, and uses its full Charge Bonus.

Figure F

Cavalry in Line



When changing into Line formation, turn the cavalry unit to face the hex vertex, as shown in Figure F above. Any cavalry unit facing a vertex is considered to be in Line formation, without a marker being necessary.

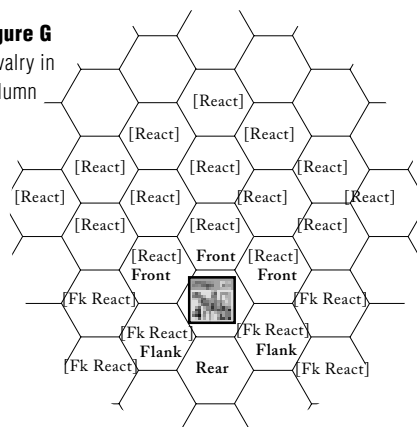
Cavalry in Line:

- May not use Strategic Movement or Road Movement.
- That changes facing more than one vertex, must make an immediate **Disorder Check** for each additional vertex.
- May Slide through either of its flank hexes at a cost equal to **double** the hex's normal movement cost, but only if no other combat unit occupies the flank hex.
- May use Reverse Movement (move into either of its rear hexes) at a cost of its **entire** movement allowance, but not into a hex occupied by another combat unit.
- May About Face (change its rear to its front) at a cost of 3 MPs.

6.3.6 Cavalry in Column. *Cavalry in Column possesses maximum movement and morale. Cavalry charging in column uses only one-third of its SPs when calculating melee odds, gains only half of its Charge Bonus, and may be overlapped if countercharged by opposing Line cavalry.*

Figure G

Cavalry in Column



When in Column formation, the cavalry unit faces the hexside, as shown in Figure G above. Any cavalry unit facing a hexside is considered to be in Column formation, without a marker being necessary.

Cavalry in Column:

- May use Strategic Movement and Road Movement.

- May change facing any number of hexsides by paying the appropriate movement points.
- May use Reverse Movement (move into its rear hex) at a movement cost equal to **double** the usual terrain cost, but not into an occupied hex.
- May **not** Slide (through flank hexes).
- May About Face (change its rear to its front hexside) at a cost of 3 MPs.

6.3.7 Limbered Artillery. *Limbered artillery is hooked up to the horses, ready to move. Due to its weight and bulkiness, artillery doesn't move very effectively when not on a road or completely flat terrain. Horse artillery guns were somewhat lighter than their foot equivalents, allowing them to be hauled around more easily.*

Figure H

Limbered Foot Artillery

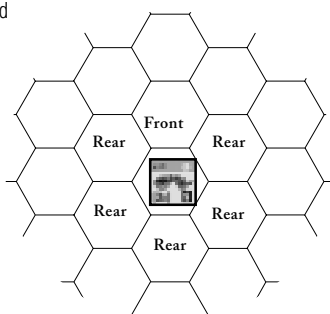
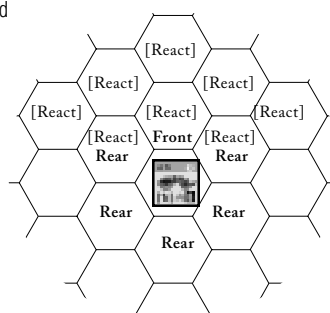


Figure I

Limbered Horse Artillery



When artillery is Limbered, flip the counter to its Limbered side.

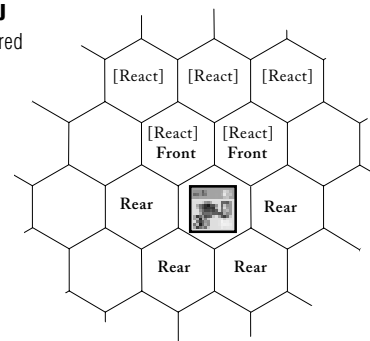
Limbered artillery:

- May not fire.
- May change facing any number of hexsides by paying the appropriate movement points.
- May never move adjacent to an unrouted enemy infantry or cavalry unit.

6.3.8 Unlimbered Artillery. *Unlimbered artillery is unhooked from the horses, caissons open, and ready to fire.*

Figure J

Unlimbered Artillery (Foot or Horse)



When an artillery unit Unlimbers, flip the counter over to the Unlimbered side. Unlimbered artillery must face a hex vertex, as shown in Figure J above. Horse artillery may Offensive Fire in the same activation in which it unlimbers. Foot artillery may NOT Offensive Fire in the same activation in which it unlimbers (but may Reaction Fire).

Unlimbered artillery:

- May not move into another hex.
- May change its facing one vertex, and may Offensive Fire after turning this one vertex.

6.4 Involuntary Formations

Involuntary formations are those forced upon a unit by terrain, enemy units, morale failure, etc. The term involuntary is somewhat misleading, since units can voluntarily Disorder or Rout anytime they wish, but more often these formations are forced on them by events.

6.4.1 Disorder. *Disorder represents an otherwise healthy formation that has been broken up and disorganized from a wide variety of possible causes. Disordered units have their morale and fire strength reduced and can't voluntarily melee.*

Figure K

Disordered Infantry (has no flank)

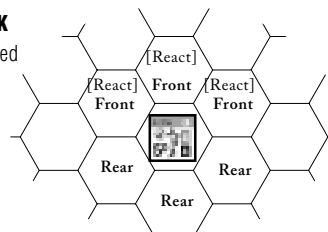
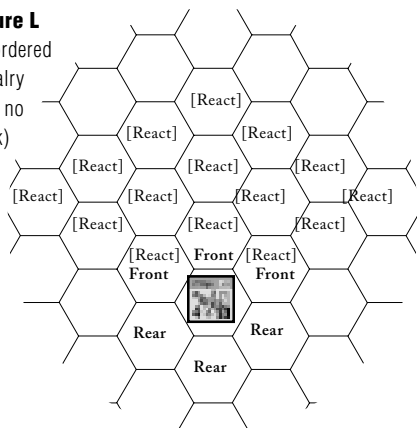


Figure L

Disordered
Cavalry
(has no
flank)



Units can assume Disorder status in a number of ways. A player may voluntarily choose to disorder a unit any time during its movement by changing formation. They can fail a Disorder Check [5.1.1] because of movement, they can automatically become disordered upon entering certain types of terrain or when friendly units retreat through their hex. To mark a unit as Disordered, flip it to its Disorder side. Artillery units and Infantry in Skirmish order never become Disordered.

Disordered units:

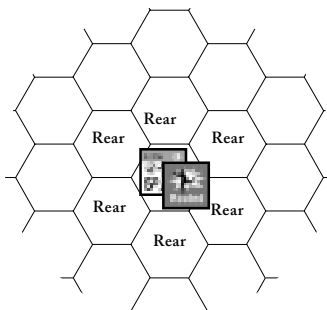
- Have no flanks (cavalry has no flank reaction zone).
- May fire, but it may not initiate melee combat.
- May change facing any number of times during an activation, subject to MP costs.
- May change formation at any time during its movement (subject to terrain restrictions).
- May use Reverse Movement (move through their rear hexsides) at a cost of **double** the normal movement cost, but not into hexes occupied by other combat units.
- May **not** Slide (because they have no flank hexes).
- May About Face (change its rear to its front hexside) at a cost of 3 MPs.

6.4.2 Rout. *Rout represents the complete breakdown of a unit's morale. A routed unit will run away from the enemy, and, unless rallied, will lose 1 SP per turn until it is eliminated. When routed, a unit is very vulnerable and will usually be destroyed if attacked by an enemy unit.*

When a unit Routs, flip it over to its Disordered side (if it's not there already) and mark it with a Rout marker. Players may voluntarily Rout any combat unit during their combat or movement phases or during an opponent's combat phase. Artillery units never Rout.

Figure M

Routed Unit



See 9.2.4 for the effects of Rout on a unit.

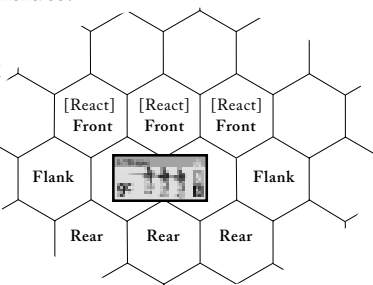
6.5 Multi-Hex Counters

Both armies possess several units whose counters cover more than one hex. These represent combat units, which, through sheer size, would cover more ground than one 150-yard hex. Multi-Hex counters operate in the same fashion as one-hex counters, with the following exceptions and clarifications.

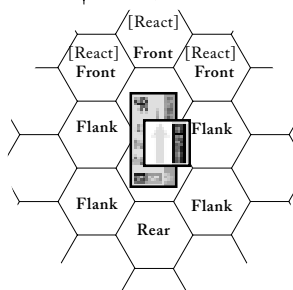
6.5.1 Facing. Multi-Hex counters in Line face hex vertices. Multi-Hex counters in Column or Disorder face hexsides. Use the "In Column" markers on Multi-Hex counters to mark their Column formation. These units have multiple front, flank and rear hexsides.

Figure N

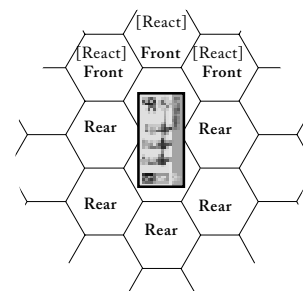
Multi-Hex
Infantry
in Line

**Figure O**

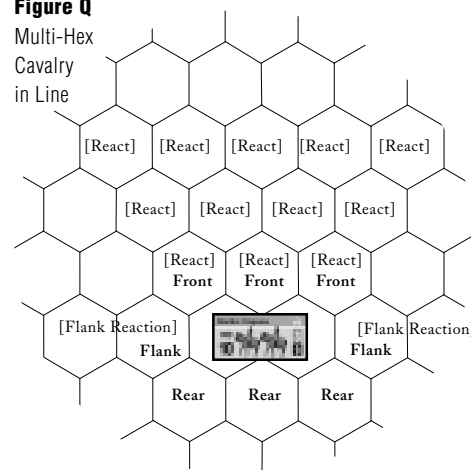
Multi-Hex
Infantry
in Column

**Figure P**

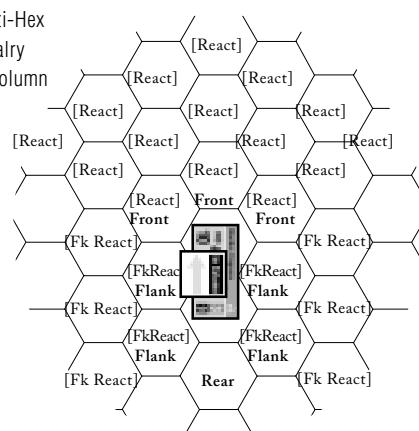
Multi-Hex
Infantry
in Disorder

**Figure Q**

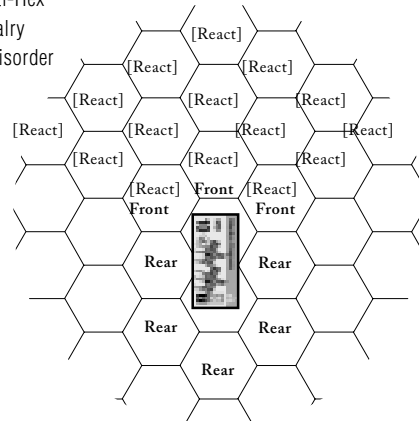
Multi-Hex
Cavalry
in Line

**Figure R**

Multi-Hex
Cavalry
in Column

**Figure S**

Multi-Hex
Cavalry
in Disorder



6.5.2 Wheeling. Changing facing with multi-hex counters can be tricky. When changing facing, multi-hex counters must “wheel” through intervening hexes. The multi-hex counter is not allowed wheel through hexes that are occupied by combat units.

Figure T

Multi-Hex Line
Wheeling
Right

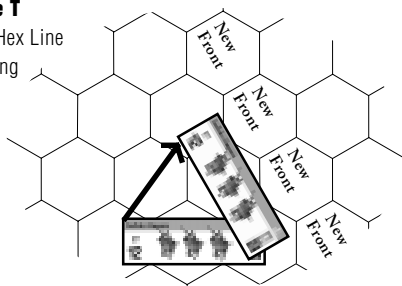
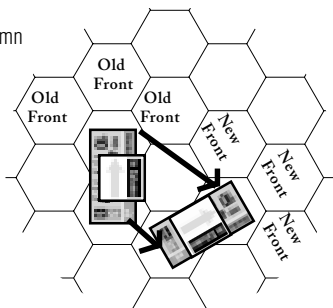


Figure U

Multi-Hex Column
Wheeling
Right



6.5.3 Movement. Multi-Hex counters pay the same terrain costs as a one-hex unit. Whenever a multi-hex counter with multiple front hexsides enters more than one type of terrain simultaneously, it expends movement points equal to the highest terrain cost. If it enters terrain requiring it to become Disordered, the entire unit becomes Disordered, even if part of the counter is in clear terrain.

6.5.4 Road Movement. Because of the nature of using a map with a hex grid, players will find that multi-hex counters won't exactly follow a road. When moving along a road, the hex occupied by the “top” of a multi-hex counter is considered the head of the column, while the rest of the counter extends down the road behind it. Players should consider the counter to be following the road, not occupying its exact physical space. Ignore the off-road portion of the counter—it does not count against friendly stacking, does not block enemy movement, and may not be attacked.

6.5.5 Stacking. Multi-Hex counters may only stack with one friendly artillery counter. They may not stack with any other combat unit, nor may they stack with more than one artillery counter (regardless of the number of hexes spanned by the counter).

6.5.6 Combat. A multi-hex infantry unit may conduct fire at only one target stack (using its full fire strength). A multi-hex infantry unit may only melee one enemy stack (using its full strength). A multi-hex cavalry unit which charges must melee **every enemy stack adjacent** to its front hexsides (calculate odds and roll on Melee Results Table as if they were one stack).

7.0 STACKING

Stacking is the act of placing more than one combat unit in a hex at the same time. Leaders may freely stack with themselves or any other friendly unit with no restrictions. Players should check the Stacking Chart to see how terrain and formation limit the number of Strength Points that may be placed in a single hex.

7.1 Stacking Restrictions

Cavalry and Infantry may NEVER stack together; A single artillery battery may stack with any other type of unit. Units of the same type MAY stack together, but must all have the same formation and be from the same division. The SP limitations listed in the Stacking Chart may not be violated at the end of movement or retreats. Stacking restrictions are always in effect—including during movement. If violated during movement (as units pass through each other), all units involved immediately Disorder (except for Skirmishers). For stacking restrictions and pass through effects during retreats, see 10.2.

7.2 Stacking Order

The order of the stack matters:

- **Infantry**—Only the top unit of a stack may fire, but all units may participate in melee.
- **Cavalry**—Every unit in a stack may participate in melee, but the top unit suffers the effects first [8.4].
- **Artillery**—One artillery battery, if stacked with other unit types, may fire in addition to any other fire coming from the hex. A maximum of two batteries may fire from any one hex. Artillery SPs do not participate in melee.

7.3 Stacking and Combat

See the Combat rules [8.0] for the effects of various types of combat on stacked units. Generally, the top unit of the stack receives fire first and suffers melee results first [8.5].

7.3.1 Massed Targets. Stacking more than one infantry battalion or cavalry regiment in a hex represents a Massed Target for artillery. Artillery firing at a Massed Target, receives a beneficial fire column adjustment—one to the right.

8.0 COMBAT

There are two different types of combat, Fire and Melee. Melee combat is further subdivided into Bayonet, Assault and Charge combat. Only units of the active command may initiate combat. However, the inactive player may Return Fire and initiate Countercharges in reaction to the active units. The basic combat procedure is as follows:

1. Active infantry and artillery may conduct Offensive Fire. Inactive infantry and artillery may Return Fire against units that fired at them.
2. Active units may attempt melee. Active infantry may conduct Bayonet or Assault Combat; cavalry may conduct Charges.

Inactive infantry and artillery may Return Fire against units that are meleeing them (if they haven't already done so during Offensive Fire). Inactive cavalry may Countercharge.

All active units must complete their Offensive Fire before any attempt melee. Once a melee has been declared, the active player may not conduct additional Offensive Fire. Units which conducted Offensive Fire may only melee the same units at which they fired. A unit may not Offensive Fire at one stack and then melee a different stack at its front.

8.1 Fire Combat

Fire combat may be performed at various times during a turn. Only infantry and artillery units may use Fire combat. Fire is always voluntary. The ability of units to Fire is restricted by Facing, Range and Line of Sight (LOS).

8.1.1 Offensive Fire. All units of an Active command may perform Offensive Fire combat after Movement is completed. A unit may only Offensive Fire once per turn. Each unit fires individually—units may not combine fire—and may fire at any ONE enemy unit in its front hexes within its range, subject to the restrictions listed below. Infantry in skirmish order or square may fire in any direction. Note that a command need not be conducting a Full Activation to Offensive Fire; Limited Activation units may Offensive Fire. All activated units must complete Offensive Fire before any activated unit undertakes melee combat.

A unit conducting Offensive Fire may fire at any one enemy unit within its range, subject to the following hierarchy:

1. An enemy unit adjacent to a front hexside
2. An enemy unit within its Reaction Zone
3. An enemy unit within range.

The hierarchy must be followed strictly. An enemy unit may not be the target of

Offensive Fire if another enemy unit exists at a higher level of the hierarchy.

For example, you may not Offensive Fire at an enemy unit two hexes away if another enemy unit is adjacent to your front hexside.

8.1.2 Return Fire. Any unit that is fired upon by Offensive Fire may Return Fire **at the firing unit**, provided the Offensive Firing unit is in a front hex and within range. Return Fire is simultaneous with Offensive Fire, so the “returning” unit does not suffer any results from the Offensive Fire until after Return Fire. A unit may only Return Fire once per enemy activation; if about to be fired upon by a second enemy unit in a different front hex, it may only Return Fire at one enemy unit. Return Fire does not trigger Return Fire in enemy units. Units which are not targetted for Offensive Fire may not Return Fire.

8.1.3 Reaction Fire. Some units may Reaction Fire in response to enemy units **expending movement points** within its Reaction Zone [6.0]. The active player may NOT Reaction Fire against a Reaction Charge. Like Return Fire, a unit may only Reaction Fire once per enemy activation. A unit that Reaction Fires during enemy movement may still Return Fire during the following enemy combat

8.1.4 Artillery Fire Limits. Artillery may Reaction Fire or Return Fire once per activation. Artillery may not do both in the same activation.



8.1.5 Facing. A unit may only fire out of a front hexside. Units that possess all-around facing (Skirmish and Square infantry) may only Offensive Fire once. However, they may Return or Reaction Fire in different directions, at the player's choice.

8.1.6 Range. Range is the distance from the firing unit to the defending unit. Infantry may only fire at a **range of one** (the defending unit must always be adjacent). For artillery, count the number of hexes distant that the defender is from the firer. Always count the defending

unit's hex, never count the firing unit's hex. On the Artillery Range Table, find the type of artillery firing and the range to the defender; the result is the adjustment to be made to the artillery unit's base Fire Value.

8.1.7 Line of Sight. A firing unit must have a Line of Sight (LOS) to the defending unit. LOS is traced from the firing unit through a front hexside to the target hex. Imagine a line drawn from the center of the firer's hex to the center of the target's hex and note through which hexes and hexsides that line passes. If this line straddles two hexes, passing along the hexside, then if blocking terrain exists in either hex, there is no LOS. Situations of blocked LOS are described below.

Adjacency:

- A unit always has LOS into an adjacent hex.

Same Elevation:

- If any hexes between the firer and the defender contain another combat unit, then the firing unit may not fire at that defender. Both enemy and friendly combat units block LOS.
- If any hex possesses the following **blocking terrain**, then a LOS may be traced into but **not through** that hex:
Buildings (Castle, Village)
Woods
- If any hexside possesses the following **blocking terrain**, then a LOS may be traced to the hexes adjacent to these hexsides, but **not beyond**:
Wall

Different Elevations:

- If the intervening terrain level is higher than both firer and target, LOS is blocked.
- A LOS exists when units and/or blocking terrain is on an intervening level which is lower than both the firer and target.
- The **minor slopes** depict gentle angles, with the hilltops being gently sloped peaks, not strictly flat plateaus. Thus, being behind a slope hexside of a minor slope has **no effect upon LOS**.
- The **steep slope hexsides** are more significant inclines and **sharp slope hexsides** are cliffs. Any unit that is

adjacent to a sharp or steep hexside and on the lower elevation has **no LOS** to any unit that is on a higher elevation if the hexside is between the them.

- When target and firer are on the two different elevations—and **the elevations are the ones adjacent to a steep or sharp slope hexside**—then that hexside blocks LOS if the slope hexside is not closer to the unit that is on the higher level. If, however, the higher unit is closer to the hexside, then there is a clear LOS.
- If intervening units or blocking terrain (as defined for Same Elevation above) exist on a level **higher** than the lowest unit, then there is **no LOS**.
- If intervening units or blocking terrain (as defined for Same Elevation above) exist on the same level as the lowest unit, then the LOS is blocked, if the intervening hex is closer to the unit on the lower level.

8.1.8 Fire Combat Procedure. Fire combat is conducted as follows:

- 1) Determine the target unit's Defense Value class.
- 2) Determine the firing unit's Fire Value. A unit's Fire Value is printed on the counter but may be modified by the unit's formation and morale level, and in the case of artillery, by the range to the target unit.
- 3) Cross reference the modified Fire Value with the Defense Value on the Fire Table to determine the Fire Column that will be used to resolve the fire. Adjust the column according to the target's facing and Terrain. If a multi-hex target occupies several terrain types, use the one that is closest to the firing unit and to which it can trace a LOS. If several terrain types are equally eligible, use the one most beneficial to the defender. Massed Targets are more vulnerable to artillery fire [7.3.1].
- 4) Roll one die. Find the die roll on the Fire Table and find the effects (if any) on the defending unit. Place a Fired marker on all units that fired and may not fire again in this same activation.
- 5) Repeat steps 1 through 4 for a unit Returning Fire.

- 6) Apply the results simultaneously for both the Offensive Fire and the Return Fire.

8.2 Bayonet Combat

Only an infantry unit in a Full Activation may attempt Bayonet Combat. Only defending units not in Defensive terrain (see the Terrain Effects Chart) may be subjected to Bayonet Combat. The attacking unit must be adjacent to the defender and the defender must be in the attacker's front hexside. Only one attacking unit may attempt to Bayonet a defending unit; if more potential attackers are adjacent, they may **support** the attacking unit, but may not Bayonet themselves.

8.2.1 Bayonet Procedure

- 1) **Declaration.** The active player chooses **one stack** as the attacker and **one target stack** in its front hexsides. The choice is completely voluntary, and the attacking unit is not required to Bayonet every unit in its front hexsides. A defending stack may be Bayoneted only once per activation. A defending stack in Defensive Terrain (see the Terrain Effects Chart) may NOT be Bayoneted; instead it must be Assaulted [8.3]. A defender in non-Defensive Terrain may NOT be Assaulted; it must be Bayoneted. Any routed defending unit is automatically eliminated.
- 2) **Attacker's Check.** The attacking unit conducts a Pre-Melee Morale Check, modified as listed on the Pre-Melee Morale Check table. If the attacker fails the Pre-Melee Morale Check, then the attacker suffers the results listed in the table, and the attack is finished. Any active stacks that are adjacent to the defending unit but are not Bayoneting provide a -1 modifier to the attacker's Pre-Melee Morale Check by supporting the attack. A stack may only support one Bayonet attack per activation, and only if it is not Bayonet or Assault attacking itself. If the attacker passes the check, proceed to the next step.

- 3) **Return Fire.** The defending stack may Return Fire against the attacking stack. Skirmishers may Reaction Move instead (if vacating the hex, the attacker advances and the melee sequence ends). The defender may not Return Fire against supporting attackers. Units in strategic movement may not Return Fire. If the attacker survives the Return Fire without becoming Unsteady or Routed, proceed to the next step.

- 4) **Defender's Check.** Artillery defending alone in the hex is eliminated. Otherwise, every defender conducts a Pre-Melee Morale Check, modified as listed on the chart. If the defender fails, implement the result listed on the chart. The defender receives a Pre-Melee Morale Check bonus for Flank Support. Flank Support is defined as having a non-routed friendly combat unit adjacent to a flank hexside. If the defender passes, the combat is finished. If the defender retreats, defending unlimbered artillery is eliminated, while limbered artillery retreats.

Design Note: Melee combat in the open was rare—invariably one unit or the other would lose its nerve before contact.

8.3 Assault Combat

Only units in a Full Activation may conduct Assault Combat. Defending units in Defensive terrain (see the Terrain Effects Chart) must be Assaulted; they may not be Bayoneted.

8.3.1 Assault Procedure

- 1) **Declaration.** The active player declares one defending stack as the target of the Assault. The active player chooses one active stack that is adjacent to the defender and has the defender in their front hexsides as the attacker. A stack may only be declared an attacker for one Assault per activation. Any routed defending unit is automatically eliminated.

2) **Attacker's Check.** The attacking stack makes a Pre-Melee Morale Check. If it fails, then it suffers any results listed on the Pre-Melee Morale Check chart and the Assault is finished. Any active stacks that are adjacent to the defending unit but are not Assaulting provide a -1 modifier to the attacker's Pre-Melee Morale Check by supporting the attack. A stack may only support one Assault per activation, and only if it is not Assault or Bayonet attacking itself. If the stack passes, proceed to the next step.

3) **Return Fire.** The defending stack may Return Fire against the attacking stack. Skirmishers may Reaction Move instead (if vacating the hex, the attacker advances and the melee sequence ends). The defender may not Return Fire against supporting attackers. Units in strategic movement may not Return Fire. If the attacker survives the Return Fire without becoming Unsteady or Routed, proceed to the next step.

4) **Defender's Check.** Every non-artillery unit in the defending hex makes a separate Pre-Melee Morale Check and applies the result immediately. If the defender is artillery alone, the artillery is eliminated. Otherwise, every defender conducts a Pre-Melee Morale Check, modified as listed on the chart. If the defender fails, implement the result listed on the chart. If the defender retreats, defending unlimbered artillery is eliminated, while limbered artillery retreats.

5) **Melee.** Artillery defending alone in the hex is automatically eliminated. If any non-artillery defender remains, total the number of strength points attacking the defending hex, then the number of non-artillery SPs defending the hex. Divide the defender's total by the attacker's (round fractions down); the result is expressed as an odds ratio and acts as a melee combat die roll modifier. Roll one die, modifying the result as shown on the Melee Results Table, implementing the result of the modified die roll immediately. If all

defending infantry or cavalry is eliminated or retreats, defending unlimbered artillery is eliminated, but limbered artillery may retreat.

6) **Melee Continues.** If the result is "melee continues" and neither side conducts voluntary retreat to vacate their hex, then repeat step 5.

7) **Attacker Advance.** If the defender's combat units no longer occupy the hex, the attacking units advance into the hex.

8.4 Charge Combat



Only non-blown cavalry under a Full Activation and marked with a May Charge marker may conduct Charge combat during the active player's turn. Inactive non-blown cavalry may conduct Countercharges or Reaction Charges. Charging is always voluntary.

8.4.1 Charge Range. Cavalry may only Charge a defending stack to which it has an LOS and that is within its Charge Range. Active cavalry has a Charge Range usually dependent upon the type of cavalry [as listed in the playbook, see A13.1]. The Charge Range of inactive cavalry is its Reaction Zone. Cavalry may not Charge into or through certain types of terrain (see the Terrain Effects Chart). If an enemy unit is within a cavalry unit's LOS and Charge Range, but can't be reached by the cavalry because of terrain, the cavalry may not charge that enemy unit.

8.4.2 Charge Procedure

1) **Declaration.** The active player declares one cavalry stack as the attacking stack and one defending stack within the attackers' Charge Range as the target of the Charge. The attacker must have a LOS to the defender before the Charge begins. The defending stack may be the target of only one attacking stack and may only be charged once per activation.

2) **Charge Movement.** No Pre-Melee Morale Check is required. The

attacking stack moves until it is adjacent to the defending stack. The attacker moves hex by hex (do not count movement points, but do not move through prohibited terrain). The attacking stack must always enter a front hexside during the charge, but it may change facing one hexside per hex entered during the charge.

3) **Countercharge.** If the defending stack is non-blown cavalry and the attacker has entered their Reaction Zone, at any point before the attacker moves adjacent the defender may attempt a Countercharge. Every unit in the defending stack makes a Pre-Melee Morale Check. Any unit that passes must Countercharge the attacker. Any units that fail may not Countercharge during this activation but suffer no penalty. Countercharging units move forward one hex and meet the attacker there; melee is conducted but the defender gains a Charge bonus.

4) **Formation Check.** A stack with infantry that is the target of a Charge may either Stand or attempt to Form Square.

Exceptions:

- When alone in the hex, Artillery must Stand.
- Units in Strategic Movement may NOT Form Square.
- Any routed defending unit is automatically eliminated immediately.

Stand: The infantry in the defending stack makes a Pre-Melee Morale Check and applies any results immediately.

Form Square: The infantry unit on top of the defending stack makes a check to Form Square in Reaction (rolling and applying modifiers for that table). The results of the check are applied immediately. The charging cavalry moves adjacent to the infantry (whether they successfully formed square or not).



5) **Return Fire.** If the cavalry is in the defenders' front and the defenders successfully formed square or chose to stand, they may Return Fire. Stacks that failed in their attempt to form square may not Return Fire. Apply the results of the Return Fire immediately. If any attacking cavalry survives the Return Fire without becoming Unsteady or Routed, proceed to the next step.

6) **Melee.** Artillery defending alone in the hex is automatically eliminated. Any non-disordered charging cavalry adjacent to an enemy stack (whether the original target or an enemy cavalry stack that has Countercharged), must melee one enemy stack (multi-hex cavalry must melee all adjacent stacks). Cavalry that is Charging, Reaction Charging or Countercharging may use its Charge Bonus to modify the Melee die roll. Charging cavalry in column formation only uses one-third (rounded down) of its SPs to calculate the size ratio and use half (rounded up) of its Charge Bonus. Artillery SPs are ignored in the size ratio calculation. Roll one die and consult the Melee Result Table. Apply any results immediately. If all defending infantry or cavalry is eliminated or retreats, defending unlimbered artillery is eliminated, but limbered artillery may retreat.

7) **Melee Continues.** If the result is "melee continues" and neither side conducts voluntary retreat to vacate their hex, then repeat step 5, **except** that the Charge Bonus no longer applies.

8) **Pursuit Check or Advance.** If any units opposing a charge are **routed**, the charging cavalry may **pursue**. Make a Pursuit Check by rolling a die and consulting the Pursuit Table. If the charging cavalry Pursues, it must follow the retreat path of the Routed unit for the number of hexes indicated on the Pursuit Table. For each hex entered while Pursuing, eliminate 1 SP from the Routing unit. If the Pursuing cavalry enters the Reaction Zone of an enemy unit, those units may React as

normal by firing or Reaction Charging. If charged, the Pursuing cavalry unit may not Countercharge. Once the Pursuing unit enters the last hex of its Pursuit, it ends movement, it is Disordered, and it receives a Blown-2 marker. If no pursuit occurs, but the defender's hex has been **vacated**, the charging cavalry **advances** into the defender's space (but there are no further effects and this is not subject to Reaction).

9) **Mark Blown Cavalry.** Any cavalry units that have Charged, Reaction Charged, or Countercharged, are automatically disordered and are Blown. Place a Blown-2 marker on all such units.

8.4.3 **Overlap.** Overlap exists when a multi-hex counter of cavalry (in Line) has charged and exists in more hexes than occupied by the enemy stacks it is charging. If the charging cavalry in Line has overlap, it gains a melee die roll modifier of +1 per hex advantage.

Figure V
Overlap of +1

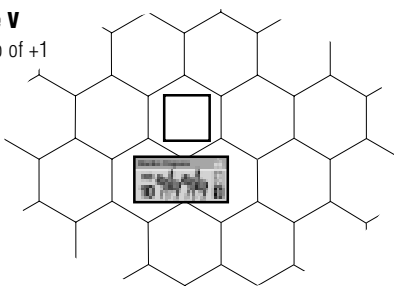


Figure W
No Overlap

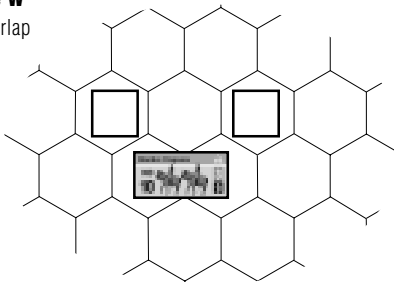


Figure X
Overlap of +1

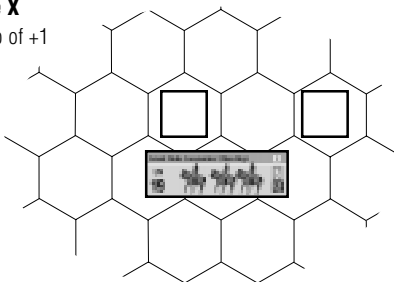
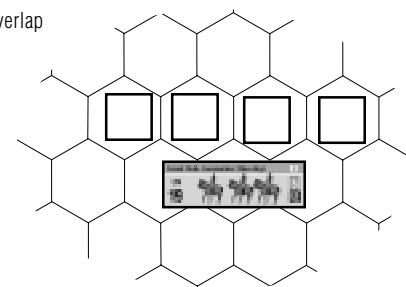


Figure Y
No Overlap



8.4.4 **Blown Cavalry.** Cavalry under a Blown-2 marker may only move half of their movement allowance (rounded up), may not charge, and are always disordered.



Cavalry under a Blown-1 marker may only move half of their movement allowance (rounded up), and may not charge. They may change formation, however.



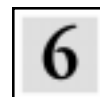
8.4.5 **Blown Recovery.** Cavalry that doesn't move or defend in any type of combat during a turn is eligible to Recover. Mark such units with a Recovery marker after their division has finished its activation (assuming that the Blown cavalry units haven't moved during the activation). The Recovery marker remains on the Blown units for the rest of the turn, but must be removed from a Blown unit if it Reaction Moves or defends in any type of combat except Medium or Long-Range artillery fire. During the Rally Phase, remove all Recovery markers and decrease the cavalry unit's Blown level by one. Once the Blown marker is removed, the cavalry unit may move and fight normally.



8.5 Combat Results

Most combat results will take the form of SP losses and/or morale checks.

8.5.1 **Strength Point Losses.** A stack that suffers SP losses always applies the losses to the top unit of the stack. Place a SP marker equaling the total SP losses under



the unit suffering the loss. If the unit has already received a loss, the SP marker should be adjusted to add the combat result to losses already suffered. The unit must also perform an immediate Morale Check, adding the number of SPs lost minus one. So, a unit that loses one point makes a regular Morale Check, a unit that suffers two points makes a Morale Check +1, and so on. Note that any changes in Morale level caused by the SP loss are applied before the Morale Check.

Breakpoint. A unit that suffers cumulative SP losses of greater than half its strength may reach Unit Breakpoint [11.0].

Elimination. A unit that suffers cumulative SP losses equal to its strength is eliminated. Remove the counter from the board. ALL units stacked beneath an eliminated unit must make an immediate Morale Check. If the unit at the top of a stack is eliminated, but some SP losses still remain, they are applied to the next unit in the stack before the results of the Morale Check are applied (units that Rout as a result of the top unit being eliminated don't escape any remaining losses).

8.5.2 Morale Check. The defending unit immediately checks morale, modifying the die roll if required by the combat result. So, an M+2 would be a Morale Check plus 2, plus any other appropriate modifiers. Apply the effect of the Morale Check immediately. Only the top unit of a stack makes the Morale Check. However, if that unit Routs, then all other units in the stack must immediately make a Morale Check.

8.5.3 Melee Continues. This is a Melee result in which each side loses 1 SP (one SP total, not one per unit) and checks morale for the unit that lost the SP. If units from both players remain in the hex, the Melee continues. Recalculate odds and roll again. Cavalry units don't receive a Charge Bonus during continued Melee. Note that due to repetition, a Melee may continue as long as units remain. If due to Morale Checks, all remaining units of both sides would Rout and/or Unsteady

Retreat, see 8.5.4 Double Retreats. A player may voluntarily Rout units at the end of each round of Melee in order to break the stalemate if he wishes.

8.5.4 Double Retreats. When Fire or Melee combat results in morale checks for the attacking and defending stacks, and as a result both stacks Rout and/or Unsteady Retreat, the following hierarchy is in effect:

- If both stacks Unsteady Retreat, the players roll a die and the low-rolling player's stack must retreat, while the other becomes Unsteady but does not retreat.
- If one stack Routs and the other stack Unsteady Retreats, the Routing stack still Routs while the Unsteady stack remains Unsteady but does not retreat.
- If both stacks Rout, the players roll a die and the low-rolling player's stack must rout, while the other becomes Unsteady but does not retreat.

8.5.5 Leaders in Combat. Any time a combat unit loses a SP and a leader is stacked in the hex, roll one die. If more than one leader is stacked in the hex, roll for each leader individually. On a roll of 0 the leader has become a casualty.



Randomly draw a new (unnamed) leader counter from among the replacement leaders provided in the counter set. That replacement leader is now the new leader of that division or corps, and his ratings are used for all command effects.

Leaders may freely decide to join or not join retreating units in its stack. Leaders left alone in their hex are immediately placed in the nearest hex with a unit under his command (player's choice if equidistant). If all of his units are destroyed, so is the leader.

9.0 MORALE

All infantry and cavalry units operate at all times under a Morale Level ranging from Good to Shaken to Unsteady to Rout. As a unit's Morale declines its

combat effectiveness declines also, until it Routs and runs away. Artillery units handle Morale somewhat differently than infantry and cavalry, as outlined below. Please note that Disorder is not a Morale Level, but instead represents a unit whose formation has become badly broken up due to terrain or other factors.

9.1 Morale Checks

During combat a stack may be required to make a Morale Check. Consult the Morale Check Table and roll a die, applying all necessary modifiers. If the modified die roll is equal to or less than a unit's Morale rating, the unit has passed and suffers no other effects. If greater than the rating, the unit will lose one or more Morale Levels, as indicated by the Morale Table.

9.1.1 Morale Levels. The four possible Morale Levels are, in order:

4. Good
3. Shaken
2. Unsteady
1. Rout

Any time a unit fails a Morale Check, downgrade morale by the indicated number of levels and place the corresponding marker on the unit. It is entirely possible for a unit to fall from Good to Rout if it fails a Morale Check badly enough. All units in a stack must have the same Morale Level, and their level must be equal to the worst Morale in the stack. So, if a Shaken unit stacks with a Good unit, both units become Shaken. Routed units may not voluntarily stack with other units.

Exceptions:

- When the top unit in a stack retreats as a result of its Morale reaching Rout or Unsteady, the entire stack does not also Rout or Unsteady retreat. Instead, every other unit in the stack makes a morale check.
- Leaders do not have morale and may voluntarily join the retreat or remain with the other unit(s) of the stack.

9.2 Morale Effects

9.2.1 Good Morale. A unit without a Morale Level marker is always considered to be in Good morale. A unit in Good morale moves and fights normally.

9.2.2 Shaken Morale. A unit in Shaken Morale is given a Shaken marker and suffers a +1 penalty to all Morale and Pre-Melee Morale Checks.



9.2.3 Unsteady Morale. A unit in Unsteady Morale is given an Unsteady marker and must **immediately retreat** one hex if infantry and two if cavalry [10.0]. If the retreating unit is the top unit in a stack, all other units in the stack must **immediately make a Morale Check**. Any friendly units that are adjacent at the moment of the retreat must also check Morale. It is entirely possible that the retreat of one unit will, through a chain reaction of Unsteady results, cause an entire line to retreat.



An Unsteady unit:

- Suffers a +2 penalty to all Morale and Pre-Melee Morale Checks.
- **May not initiate melee** combat of any type, including Countercharge and Reaction Charge. It may defend against Melee, however.

9.2.4 Rout. A unit in Rout Morale is **immediately Disordered**; if already Disordered it remains in Disorder. Place a Rout marker on the unit, which **must Rout retreat**. If the Routed unit is in a stack, every other unit in the stack must **make a Morale Check**. In addition, every friendly unit that is adjacent to the Routed unit at the moment of Rout must make an immediate Morale Check. It is entirely possible that the Rout of one unit will, through a chain reaction of Rout or Unsteady results, cause an entire line to Rout or Retreat.



A Routed unit:

- **May not move** voluntarily and has no facing.

- **May not perform any type of combat** and is automatically destroyed if it receives any result from fire combat other than No Effect, or if it is the object of a melee declaration (unless saved by a Countercharge).
- **May not stack** voluntarily with other units—however, if units from the same stack Rout, they must Rout together.
- Suffers a +2 penalty to all Rally Morale Checks.
- Will lose an additional SP during the Rally Phase if it fails to rally [12.4].
- If rallied, may never return to Good morale. Shaken is the highest morale level it can ever reach. Use the Shaken-R and Unsteady-R markers to indicate this.

9.3 Artillery Morale

Artillery morale is handled somewhat differently from infantry and cavalry morale. Artillery is always in Good Morale. Artillery that is required to make a Morale Check, whether from a SP loss or Morale Check combat result, checks morale normally using the Morale Check Table. However, for each Morale Level that the artillery unit loses, it instead loses 1 SP. So, if the Morale Check result was “–2 Morale Levels,” the artillery would instead lose 2 SPs. Artillery losses from failed Morale Checks don’t result in additional Morale Checks.

10.0 RETREATS

Units that become Unsteady or Routed must immediately retreat. Unsteady units retreat one hex if infantry and two hexes if cavalry. Routed units retreat a **number of hexes** equal to half of its movement allowance (rounded up). Retreats are by number of hexes, **not movement points**.

10.1 Retreat Procedure

Move the retreating unit a number of hexes equal to the required retreat length. Unsteady units maintain their original facing after the Retreat—think of them

as backing away from the enemy. However, Routed units change facing to face the direction of the retreat. The retreat path must follow the retreat priorities as far as possible, giving emphasis first to the earlier numbered priorities. The retreat path must adhere to the retreat restrictions.

10.1.1 Retreat Restrictions. A retreating stack:

- Cannot end its Retreat stacked with non-Retreating units. It will continue Retreating until it enters a vacant hex.
- Must remain together; the stack can’t split up while Retreating.
- May not enter or move through prohibited terrain, nor an enemy-occupied hex.
- Cannot enter a hex more than once in the same retreat.
- Is subject to Reaction (but not from the units causing the Retreat) if it moves through an enemy unit’s Reaction Zone (other than the hex from which the Retreat begins).
- Cannot Retreat off the map, but instead halts at the map edge and loses a number of SPs equal to the number of Retreat hexes not moved.
- Which cannot Retreat its full distance due to the presence of enemy units or prohibited terrain loses 1 SP each hex not retreated.

10.1.2 Retreat Priorities. Retreating units should follow the following priorities and move:

- 1) Away from the enemy units that caused the Retreat.
- 2) As far away from enemy units as possible.
- 3) Through unoccupied hexes.
- 4) Through friendly-occupied hexes, if entering them allows the retreating unit to move farther away from the enemy. Retreats through friendly units causes the stationary stack to make a Morale Check.
- 5) Toward their army’s Retreat Direction (specified in the playbook).
- 6) In as straight a line as possible, using the path of least resistance.

11.0 BREAKPOINT

There are three types of Breakpoint: unit, division and corps.

11.1 Unit Breakpoint

An infantry or cavalry unit that suffers a number of cumulative **SP losses greater than half** of its original strength has reached Unit Breakpoint. At the end of the combat in which it reached Breakpoint, if the unit was in Good Morale it immediately becomes Shaken. A unit in any other Morale Level besides Good is unchanged.

Exceptions:

- Certain elite units, as defined in the playbook, may not be subject to Unit Breakpoint.
- Artillery units are never subject to Unit Breakpoint.

11.1.1 Unit Breakpoint Effects. A unit that has reached Breakpoint:

- Suffers a +1 modifier to all Morale Checks.
- May never initiate melee combat, but may defend normally against melee.
- May never recover Good morale (the best Morale Level it can ever reach is Shaken). Use the Shaken-R and Unsteady-R markers to so indicate this.



11.2 Division Breakpoint

A division that has a number of combat units at Unit Breakpoint equal to its Division Breakpoint Level has reached Division Breakpoint. A Division's Breakpoint Level is listed on Command Card. When a division reaches its Breakpoint, mark the division commander with a Division at Breakpoint marker.



Exception: Certain divisions, as listed in the playbook, may not be subject to Division Breakpoint.

11.2.1 Division Breakpoint Effects. A division that has reached Breakpoint:

- May no longer conduct a Full Activation. If its LIM is in the Command Pool, it is withdrawn in the next LIM Removal Phase and may no longer be added under any circumstances.
- May not activate as part of a Corps Activation or upon the drawing of the Independent LIM.

11.3 Corps Breakpoint

A corps with all of its divisions at Breakpoint has reached Corps Breakpoint. When at Corps Breakpoint, the corps may no longer attempt a Corps Activation. There are no additional effects, although such a situation may be a victory condition for the other player.

12.0 RALLY

During the Rally Phase at the end of a turn, units whose Morale is worse than Good may attempt to Rally (regardless of whether the unit is with a leader, In Command or Out of Command). Rallying is completely voluntary.

Exception: Units which are adjacent to enemy units may NOT rally.

12.1 Rally Procedure

For each stack attempting to Rally, make a Morale Check. Use all applicable modifiers. If it passes, improve the unit's Morale by one level. If it fails, the unit retains its current Morale Level. A stack that is Shaken or Unsteady attempts to Rally only the top unit. If it rallies, the entire stack improves its Morale Level.

A stack of Routed units must attempt to Rally **each unit individually**. It is entirely possible that at the end of the Rally Phase, the stack may contain both Routed and un-routed units—this state of affairs won't last long, however, as the Routed units will then retreat a hex [12.4].

12.2 Rallied Routed Units

A Routed unit that Rallies immediately changes facing freely, but remains Disordered. In addition, a unit that Routs and then is Rallied may never recover Good morale—the best Morale Level it can ever hold is Shaken. Mark such units with an Unsteady-R or Shaken-R marker to remind players that they can't achieve Good Morale.



12.3 Recovering Cavalry

After a charge, cavalry is given a Blown-2 marker. During the Rally phase, each Blown cavalry unit that possesses a Recovery marker may decrease its Blown level by one, from Blown-2 to Blown-1, or from Blown-1 to regular status. This is automatic and doesn't require a Morale Check.



12.4 Rout Loss

In the Rout Loss Segment of the Rally Phase, any Routed units on the map lose 1 SP and retreat one hex. If there are no adjacent vacant hexes, the unit continues to retreat until it enters a vacant hex.

13.0 FATIGUE

All combat units except artillery have a Fatigue Level ranging from 0 to 9. Fatigue is tracked by division; all units of a division possess the same Fatigue Level. To indicate a division's Fatigue Level, place a number counter equal to the Fatigue Level beneath the division commander. Usually divisions begin a scenario at Fatigue Level 0. As Fatigue rises from activity in the game, the division's abilities become impaired (see Fatigue Effects Table).



Fatigue Level changes and their effects are not implemented until the Fatigue Segment. Use the boxes on the Command Card to keep track of which commands are subject to Fatigue Level changes. As you flip “Finished” leaders back to their ready side for the next turn, be sure to make the proper Fatigue adjustments to Brigade Commanders (see Playbook).

13.1 Increasing Fatigue

A division’s Fatigue increases if its LIM was drawn from the Command Pool, or if it participated in combat. A division’s Fatigue may only go up one Level per turn.

13.1.1 Command Pool. Every time a Division’s LIM is drawn from the Command Pool, its Fatigue Level will increase by one in the Fatigue Segment. The level will increase regardless of whether the division performs a Full Activation or not. This includes Corps activations; all divisions of a corps gain Fatigue when the Corps LIM is drawn, whether they are within their corps commander’s range or not. The drawing of the Independent LIM only triggers a Fatigue increase for a command, if the command activates under the Independent LIM.

Exception: If a division’s only action when its LIM is drawn from the Pool is to perform Strategic Movement, then its Fatigue Level will not increase.

13.1.2 Combat. A Division which has not placed its LIM in the Command Pool will still increase Fatigue if it performed or was the victim of any combat (other than Medium and Long-Range artillery fire). Its Fatigue may only go up one Level per turn, regardless of how many times it attacked or was attacked.

13.2 Decreasing Fatigue

A Division may decrease its Fatigue Level by one during the Fatigue Segment of the

Rally Phase, if all three of the following conditions apply:

- Its LIM was not in the Command Pool, and
- It has not performed nor been the victim of any combat (other than Medium and Long Range artillery fire), and
- It is three hexes or more from the nearest enemy combat unit.

13.3 Fatigue Effects

At Fatigue Levels of 4 or higher, the division’s units are impaired by the effects listed on the Fatigue Effects Table. Immediate Effects are implemented when the Fatigue **increases** to that level during the Fatigue Segment (do NOT recover lost morale levels when Fatigue decreases). Duration Effects are lasting effects—lasting through the duration of being at that level. Levels are not cumulative (*e.g.* a unit at Fatigue Level 5 that increases to Level 6 still has a +1 Morale Check modifier, not 1+1 = 2).

14.0 REINFORCEMENTS



Reinforcements that will enter the game are listed for the specific scenarios in the playbook. Each scenario will list the specific units, the turn of arrival, location (usually an Entry Area number) and any special conditions for the arrival of reinforcements and movement objectives.

14.1 Reinforcement Entry

Unless the scenario specifies otherwise, reinforcements will enter the map via Strategic Movement. During the Pool Placement Segment of a reinforcement turn, the player receiving the reinforcements places the Reinforcement LIM into the Command Pool at no cost. When drawn, the owning player may enter all reinforcements onto the map at their entry



hex or Entry Area, one division at a time, using Full Activation (no activation roll is required). This is the only time when reinforcements may enter during a turn—should a player decline to enter his reinforcements, he must wait until next turn when the Reinforcement LIM comes out again.

14.1.1 Entry Area. The numbered flag symbols on mapedge hexes are Entry Areas for reinforcements. The scenario rules in the Playbook specify which Entry Areas are used and when.

14.1.2 Entry Chain. Players should consider the reinforcements as being lined up in a chain off the map edge, so that each additional reinforcing stack that enters the map pays the terrain cost multiplied by the number of reinforcement units that have entered ahead of it through that entry hex. So, the first unit would pay normal terrain costs, the second would pay double the normal terrain cost for its first hex on the map, the third unit would pay triple the normal terrain cost for its first hex on the map, and so forth. As a result of the length of this entry chain, it is possible that some reinforcements won’t be entered onto the map during the turn they are scheduled to appear.

14.1.3 Objective. The scenario rules may give reinforcements an objective hex or hexes. In this case, when activated, any of these reinforcement under Strategic Movement must take the shortest path of least resistance towards their objective hex. The units must attempt to reach the objective by the shortest path (in MPs) which doesn’t bring them within three hexes of the enemy. Remove the Strategic Movement marker from the commander at the end of the activation in which one of his units reaches one of its objectives. If the Strategic Movement marker is removed involuntarily (due to enemy units), the command no longer need move toward the objective, although it may remain under other scenario movement restrictions related to capture of the objective(s).

14.2 Reinforcement Delay

Reinforcements voluntarily or involuntarily (through lack of MPs or presence of enemy units) may be unable to enter the map on their scheduled reinforcement turn. A player may continue placing the Reinforcement LIM into the Command Pool for every turn in which he has reinforcements that have not entered the map. Such units may be delayed as long as the player wishes with no ill effects. Some scenarios may allow the owning player to delay the reinforcements and enter them at another entry hex—see the scenario rules in the playbook for details.

14.3 Enemy Presence

Reinforcements, when off-map, may not be attacked by enemy units in any way. Reinforcements may not enter the map into enemy units or Reaction Zones. If the presence of enemy units or Reaction Zones prevents the reinforcements' entry, those reinforcements are delayed one turn and may then enter at the nearest available hex (compared to the original entry hex) that is not blocked by enemy units or their Reaction Zones. Reinforcements which can't enter the map in Strategic Movement (due to enemy units being within three hexes) may enter using Regular Movement instead.

14.4 Subsequent Activation

As long as the reinforcement commander has a Strategic Movement marker on it, that command gets Full Activation and may use Strategic Movement whenever the Reinforcement LIM is drawn. Once the Strategic Movement marker is first removed (voluntarily or not), that command is subject to normal LIM draws and activation procedures. Thereafter, it will get Non-LIM Limited Activation until its LIM is added to the Command Pool via Command Change. Until then, keep the LIM in the appropriate portion of the Command Card as a reminder that the command is a reinforcement eligible for Full Activation while in Strategic Movement.

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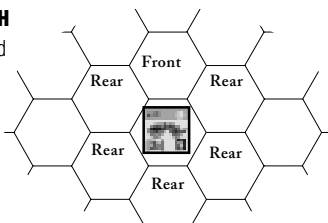
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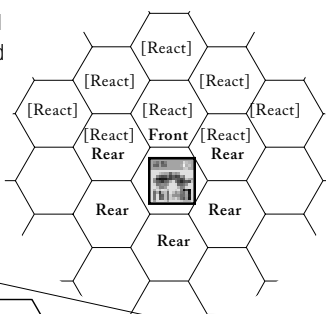
FORMATIONS [6.3]

Figure H

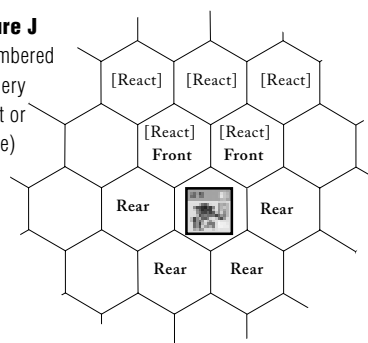
Limbered
Foot
Artillery


Figure I

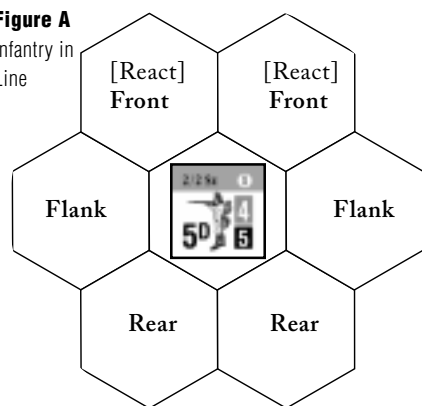
Limbered
Horse
Artillery


Figure J

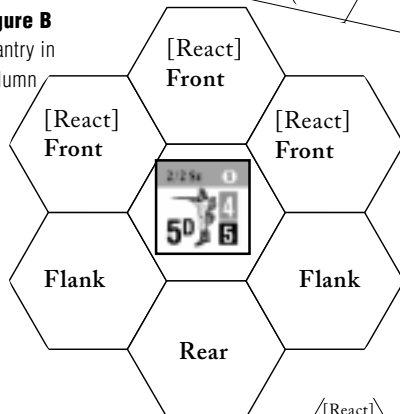
Unlimbered
Artillery
(Foot or
Horse)


Figure A

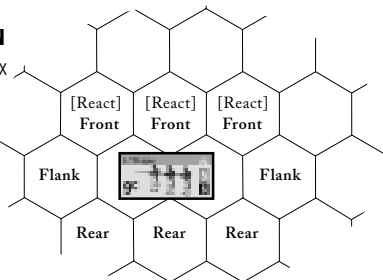
Infantry in
Line


Figure B

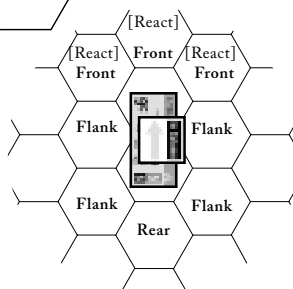
Infantry in
Column


Figure N

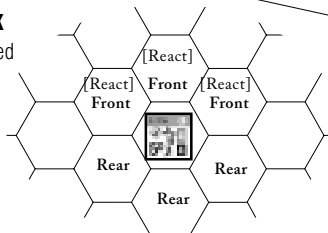
Multi-Hex
Infantry in
Line


Figure O

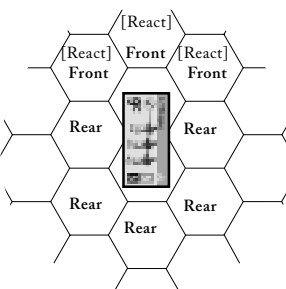
Multi-Hex
Infantry in
Column


Figure K

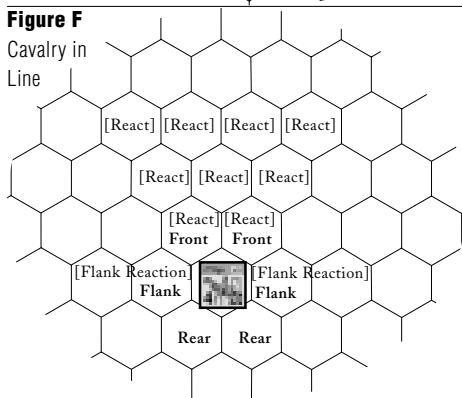
Disordered
Infantry
(has no
flank)


Figure P

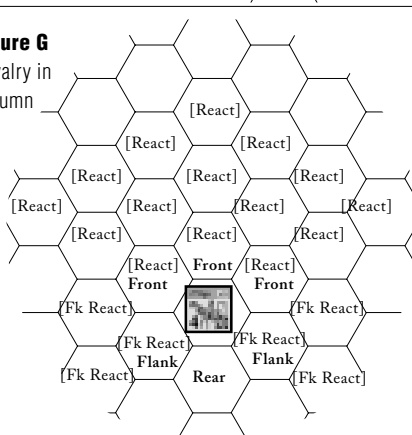
Multi-Hex
Infantry in
Disorder


Figure F

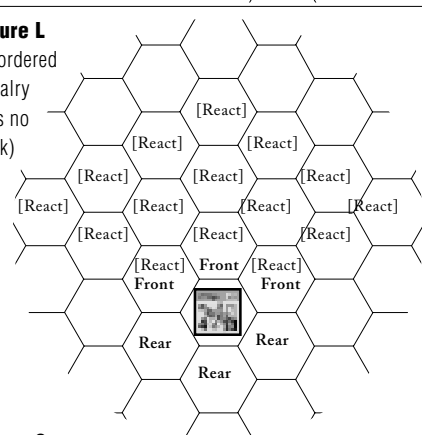
Cavalry in
Line


Figure G

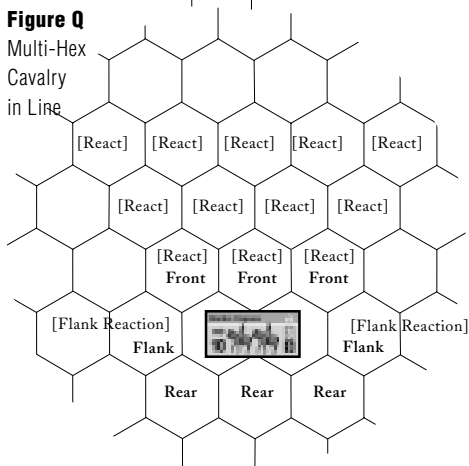
Cavalry in
Column


Figure L

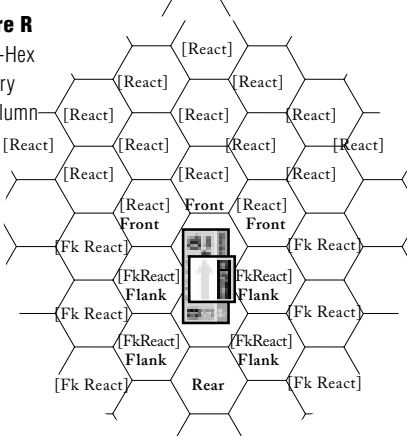
Disordered
Cavalry
(has no
flank)


Figure Q

Multi-Hex
Cavalry in
Line


Figure R

Multi-Hex
Cavalry in
Column


Figure S

Multi-Hex
Cavalry in
Disorder

