

The Library of Napoleonic Battles™

AN HISTORICAL SIMULATION GAME SYSTEM

COMPLETE COLLECTION
70 MAJOR ENGAGEMENTS 1796-1815

The Coming Storm

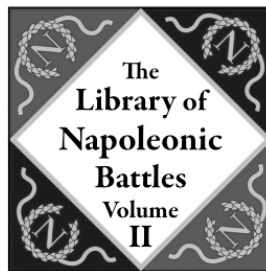
Quadrigrade of the Fourth Coalition, October 1806 – June 1807
JENA-AUERSTÄDT PULTUSK-GOLYMIN EYLAU FRIEDLAND

The Last Success

Quadrigrade of the War Against Austria, April – July 1809
ABENSBERG ECKMÜHL ASPERN-ESSLING WAGRAM

Napoleon at Leipzig 5th EDITION

The Battle of Nations, October 14-19, 1813
LIEBERTWOLKWITZ MARKKLEEBERG MÖCKERN LEIPZIG



Rules of Play



OPERATIONAL STUDIES GROUP

1.0 INTRODUCTION

This game is a two-player simulation of Napoleonic battles at the Grand Tactical level. You can play each game as an individual set-piece, or undertake a 'Campaign' consisting of several battles played in sequential order.

The maps provide the playing surfaces, depicting the area where the battles actually occurred.

A hexagonal grid overlaying the maps divides the playing surface into "hexes." The playing pieces (units and leaders) represent the military formations that fought in the campaign.

A unit pays a variable number of Movement Points to move from one hex to another, and must stop moving when it has expended Movement Points equal to its Movement Allowance (or when it enters an Enemy Zone of Control). Leaders can place units in Command and can Reorganize eliminated units (at reduced strength). The Players take turns moving their units and attacking enemy units. Units are hidden until in enemy units' Line of Sight. Combat is resolved by comparing the attacking unit's strength to the strength of the opposing unit. This comparison is expressed in a simple odds-ratio (2:1, 3:1 ...). A die is rolled and the result is located on the Combat Results Table.

1.1 Game Components

The game contains the following components (you will need one six-sided die—not included).

- Map sheets, 22 x 34" each
- Die-cut playing pieces
- Rulebook
- Study Folder
- Player Aid Cards
- Orders Slip Sheet/Sequence of Play
- Booklet of Card Instructions, 11" x 17"
- Combat Tables Folder, 11" x 17"
- Decks of 50 cards each (total of 100 cards).
- Victory Worksheet
- Game Box

Actual quantities of the above items (if more than one) are listed in the Study Folder. If any parts are missing or with any rules questions please write:

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1.11 Player Aid Cards: The following Charts, Tables & Tracks are consulted during play—

Terrain Effects on Combat, Movement and LOS

Combat Tables (CRT, Charge, Shock Combat Table, Bombardment Table)

Turn Record Card (TRC)

Casualty Record Card

Reorganization Display Card

Weather Table Card

1.12 The Rulebook: The rules' Major Sections from 5.0 through 17.0 roughly follow the Sequence of Play. All rules about the play of cards are in the separate booklet of Card Instructions (18.0).

1.13 The Study Folder: Contains Scenario information, Historical Commentary, and Design Notes. Consult the Study folder for information on how to set up the game (see "Initial Set Up" in the Study Folder for unit locations).

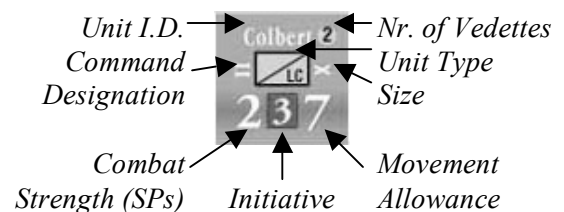
1.2 The Map

The map scale is 1:30,000. Each 16mm hex is 480 meters across (525 yards, 57 acres). Each hex has a four-digit code printed on it

Slope hexsides represent a rise of 50 to 100 feet or more. Crests are 20-50 feet.

1.3 The Playing Pieces

The playing pieces are of five types: Combat Units, Vedettes, Leaders, Trains, and Markers. The numbers and symbols printed on combat units include Combat Strength, Initiative Rating, Movement Allowance, Unit Type, I.D., size, Command Designation, and the number of Vedettes they can deploy. All combat units have a Full Strength side; most have a Reduced Strength reverse. Reorganized combat units return to play at their Reduced Strength. Leaders, Vedettes and combat units with a Strength of "one" have a Flag reverse.



Unit Type Symbols

Infantry	Cavalry	Artillery	Vedette	Horse Artillery


(LC = Light Cavalry; HC = Heavy Cavalry. "Mixed Type" units—see 13.13)

Combat Unit Size:


XX Division, X Brigade, III Regiment, II Battery.
[X] Ad Hoc Task Force

1.32 Leaders: Leaders are of two types: Commanders and Officers (*see 5.0*). The capabilities of Commanders and Officers are explained under “Command” (*see 7.0*).

Commanders

	Name
IV	Command Designation
[1]	Command Rating Bracket
10	Movement Allowance

Officers

	Name
T	Command Designation
(2)	Initiative Rating Paren.
6	Movement Allowance

1.33 Trains (wheeled units): Pontoon Trains when deployed, become Pontoon Bridges (*see 9.2*); Baggage Trains are important for Supply (*see 14.1–B*). Trains move paying cavalry MP costs, doubled during Mud, Thunderstorm and Snowstorm (*see 9.11*).



PONTOON BAGGAGE
TRAIN TRAIN



1.34 Markers: Markers are placed on the map to indicate status of units or hexes; they are depicted throughout the rules.

1.4 Glossary

For a good overview, read this section and the Sequence of Play (2.0).

Artillery: Artillery pays Infantry Movement costs while Horse Artillery pays Cavalry costs (*see 8.13*). Artillery and Horse Artillery pay doubled Movement costs during Mud, Thunderstorms and Snowstorm turns for all types of terrain.

Bombardment: Artillery units may Bombard in the Bombardment Phase, using the Bombardment Table at 2-3 hex range (*see 11.62–B*).

Bridge: A span crossing a river (*see Terrain Key*).

Cavalry: Mounted combat units including Regular, Heavy Cavalry (HC) and Light Cavalry (LC, *see 13.0*). Vedettes are *not* “Cavalry.”

Cavalry Charge: Any cavalry except LC may make a cavalry charge resolved on the Cavalry Charge Table (*see 16.4 and 16.5*).

Combat Strength: The total manpower of a Combat Unit quantified in Strength Points (SPs). One SP equals between 400 and 800 men.

Combat Units: All playing pieces except Leaders, Vedettes, Trains, and Markers. Only Combat Units may attack enemy Combat Units.

Combined Arms: An attacking force with infantry, cavalry and artillery gains a combat odds shift of one column to the right (*see 16.1*).

Commanders: Leaders at the highest level may place their subordinates (Officers and Combat Units) “in Command” so that they may move (*see 5.11*).

Command Designation: The designation has two parts (usually): a Corps’s Roman numeral, followed by a divisional designation. (*The Coalition Armies have divisional formations and sometimes no Corps*). An Officer commands all Combat Units that share his Command Designation. EXAMPLE: III/1 indicates III Corps/1st Division (*see 3.11*).

Command Range: The “radius of command,” or distance beyond which a Leader cannot place forces “in Command.” Commander’s Range (4 hexes) and Officer’s Range (3 hexes) can be traced through EZOCs if occupied by a friendly unit (*see 7.2*).

Command Rating: The number of Formations *and* individual Combat Units that a Commander may place “in Command” at one time (*see 7.11*).

Die Rolls: Use one six-sided die for all die rolls.

Division: Units of the same division get a stacking bonus (*see 3.11*). Division I.D. is used in the Initial Set Up, and to specify regular and alternate reinforcements.

DRM (Die Roll Modifier): Number to be added to or subtracted from the die roll in specific situations.

Engage: The act of entering an Enemy Zone of Control—this requires an attack upon the adjacent Enemy units (*see 4.2*). Artillery when bombarding are not “Engaged.”

EZOC: Zone of Control (*see below*) of an enemy unit.

Force: (a) a single stack, or (b) a Formation, excluding any out of command units. Any Part of a formation in command can qualify as a force.

Formation (Corps/division): A group of Combat Units with an Officer that shares the same command designation, linked by color (*see 5.12*). Coalition formations are sometimes of division size; generally formations are of corps size.

Friendly: Friendly units are all those under the control of one player; enemy units are controlled by his opponent. Coalition Forces may include Prussian, Russian, Austrian, Swedish, British and other units. Forces Friendly to the French player include French and Polish;

and until 1813, the Minor Allies—Dutch, Saxons, Württembergers, Bavarians, Westphalians, Badeners, Hessians, Italians, Swiss, Portuguese, Croats and others.

In Command: A unit within the Command Range of a Commander, or of an Officer who is in Command (*see 7.0*).

Initiative Rating: Used to determine whether Officers and units may move when they are not in Command (*see 7.15*); and for Recovery (*see 6.13*). It is also used in Shock results (*see 11.4—“Shock Notes”*).

Leaders: Commanders and Officers, necessary to Command your forces (*see 5.0*).

Line of Sight (LOS): To observe enemy units at a distance. The line of sight to units in clear terrain is 3 hexes (*see 1.52*). The Line of Sight is reduced to 1 hex at Night, during Rain, Fog, Snow, or any type of Storm.

March Order: Allows a Force to move during the Friendly Command Movement Segment (*see 7.4*).

Movement Allowance: The amount of Movement Points (MPs) a unit may expend during each friendly Movement Phase. Each clear terrain hex costs one Movement Point to enter (*see 8.12, 8.14*).

Officers: Leaders of a 'Formation' (Corps/division) are in charge of all units that share their Command Designation. They are the second link in the chain of command between Commanders and Combat Units.

Phasing Player: The Player whose Player-Turn is in progress (*see 2.11*).

Reconnaissance: When Hidden Force Markers are removed, revealing the units in a stack (*see 1.51 and 13.4*)

Recovery Turn: Each time weather is checked, a player may attempt to move eliminated Combat Units in the Reduced Units Box from the Awaiting Recovery Section to the Recovered section (*see 1.7*).

Reorganization: To return “recovered” units previously eliminated into play. Commanders may Reorganize any Unit in the Recovered Section of the Reduced Units Box (*see 6.0*) while Officers may only Reorganize Units from their Formation

Repulse: Moving forces attempt to displace enemy units out of their path. The moving force must have [5:1] odds (*see 10.0*).

Retreat Before Combat (RBC): Cavalry may retreat prior to combat resolution as either attackers or defenders (*see 16.2*).

Road March: In order to benefit from road MP costs a unit must be in “Road March.” This can be declared freely by the player, but units in Road March may not stack and have other movement limitations (*see 8.22*).

Storm: A Thunderstorm, Snowstorm, or Duststorm.

Supply Line: A Line of up to [10] connected hexes from a Combat Unit to: 1) a Supply Source, or 2) a Baggage Train on a road or trail, thence along road or trail hexes to a Supply Source. The first [10] hexes of the Supply Line are termed the “Forward” Line and the remainder, from the Baggage Train to the Supply Source, is termed the “Trunk” Line (*see 14.1*). The Trunk Line may continue for any distance to a Friendly Supply Source.

Train Units: Pontoon Trains and Baggage Trains have no ZOCs and cannot stack. Trains pay cavalry costs (*see 9.1*) and double the normal terrain movement costs during Mud, Thunderstorm and Snowstorm. Train Units do not require Command or Initiative to move.

Trestle: A span crossing over a stream.

Unit: A Combat unit, train, or vedette.

Unit I.D.: The name of the unit’s General; or a numerical designation.

Unit Type: The combat arm—infantry, cavalry, artillery, or horse artillery. Cavalry have separate terrain costs for Movement (*see 1.3 and Terrain Effects Chart*).

Units Awaiting Recovery box [UAR]: A holding area for combat units that have been eliminated in combat, not yet recovered or ready for reorganization (*see 6.12*).

Vedettes: Light Cavalry (LC) units can be broken-down into a number of Vedettes indicated on the unit’s counter. Vedettes are *non-combat* units. They move like cavalry but they don't fight (*see 13.0*).

Zone of Control: (ZOC) All six hexes adjacent to a Combat Unit. A River hexside blocks ZOCs—units exert no ZOC across River hexsides (whether bridged or not—*see 4.1*).

1.5 Hidden Forces

At the beginning of each scenario, units are placed on the map as Hidden Forces, obscuring them from the opposing player throughout the game. From each stack of units, select one of the following to cover the stack: **a)** a Leader, **b)** a Vedette, **c)** a unit with strength of “one.” *NOTE: Those 3 counters have a flag on their reverse sides.* If none of the above are present, use **d)** a Road March Marker, **e)** a Demoralized Marker, **f)** an Out of Supply Marker, if any of the above apply; or **g)** a Hidden Force Marker. Place the selected counter on top of the stack with the flag or status marker showing. Reinforcements are hidden upon entry. All forces remain hidden until revealed.

1.51 Reconnaissance: There are only 4 times you can look at an enemy stack. A Hidden Force is revealed:

1. At the beginning of any Movement Phase if in an EZOC or within LOS—both sides are revealed.

2. During the Movement Phase if in a Repulse—only units involved reveal at the time of Repulse.
3. During the Movement Phase when moving in the ZOC of a non-phasing Vedette – both sides reveal if the moving stack has no LC (*see 13.41 if the moving stack has LC*).
4. In the LOS Step at the beginning of any Combat Phase if in an EZOC or within LOS—both sides are revealed. All hidden units within the 3-hex LOS must be revealed.

1.52 Determine the Line of Sight (LOS)

The LOS is a straight line of 3 hexes from center to center. The LOS is obstructed by Blocking Hexes and Blocking Hexsides, or a hex occupied by units of either side. If any hex or hexside between the sighting unit and the target is blocking terrain, the Line of Sight is blocked. The LOS can see into but not through Woods and Town hexes.

A. Blocking Hexes: Blocking hexes consist of Woods, Towns, Hilltops, Chateaux, Slope Hexes, and occupied hexes (friendly or enemy). EXCEPTIONS: (*see 11.63*).

B. Blocking Hexsides: Blocking hexsides consist of Crest Hexsides and Slope Hexsides (even if the blocking hexside forms part of the sighting or target units' hexes). EXCEPTIONS: (*see 11.63–B*).

C. The Line of Sight is blocked if it passes through the juncture of two or more blocked hexsides or the juncture of a blocking terrain hexside and a blocking terrain hex.



EXAMPLE: Each hex on the map is labeled as to whether the artillery unit has an LOS into that hex.

D. Weather: Weather may also block LOS (*see 1.74*).

1.53 Current Strength is Face-Up: The visible face of a unit is its current strength. EXCEPTION: The top unit in a stack that has a flag on it. Ignore what may be written on the reverse side of Hidden Force Markers.

1.54 Obscuring Hidden Forces: A Force remains revealed as long as it stays in an EZOC, or sighted by an enemy LOS. When not in LOS or EZOC at the end of any Combat Phase, it is re-hidden.

1.6 Initial Set up

Carefully punch out the units and sort them by formation. Then select a scenario (*see Scenario Information, 21.0, for details*). The units are placed according to the Initial Set up. The First Player always sets up (hidden) on the map before the Second Player. The First Player is stated in 19.2 and 19.3.

1.61 Reinforcements: Leaders and Combat Units that are not set up at start may arrive later as Reinforcements (*see 19.4*).

1.62 Reduced Strength Units: Units designated ® are set up with their reduced side facing up.



GAME-TURN MARKER

1.63 Marker Placement: Once all At Start units have been set up, the Game-Turn marker is placed on the first turn of the scenario.

1.7 Weather

The first player starts each day with a die roll on the Weather Table (tailored to the battle being played), to determine the initial Weather. The resulting Weather takes effect immediately. Each Weather check turn is also a “Recovery Turn” (*see 6.13*).

1.71 Duration of Weather Condition: Roll again on “Change in the Weather” and add the result to the original Weather Die Roll to determine the number of turns that weather condition will remain in effect. Repeat these two die rolls each time the weather changes.

1.72 Combat Effects of Weather:

A. During Snowstorm, all infantry strengths are reduced to ¾ of normal (rounding down) when attacking and defending. During Thunderstorm, all infantry strengths are halved (rounding down). In both Snowstorm and Thunderstorm treat Ar* combat results as Sk (Shock) results.

B. During Mud, apply a -2 DRM to all artillery bombardment die rolls; for adjacent combat (attack and defense), artillery strength is halved. No bombardment is allowed during all Storms, Rain, Fog or Snow.

C. During Snowstorm or Snow, apply a +1 DRM to all charge rolls. Charges are not allowed during Mud (*see 16.45*).

1.73 Movement Effects of Weather: Snowstorm, Thunderstorm and Mud doubles movement costs for

Train units and artillery. During Snowstorms, Snow, or Frost, pontoons may not be deployed, while Rivers and Lakes are considered frozen and are treated as Stream hexsides for Movement and Combat.

1.74 Line of Sight Effects of Weather: During Storms (see 1.4 Glossary), Snow, Fog, or Rain, units have reduced Line of Sight. They may see into adjacent hexes only.

1.75 Weather at Night: If the Last daylight Game-Turn was Thunderstorm or Mud, the night weather is Mud; otherwise Fair weather applies. At Night the LOS is reduced to one hex. NOTE: Not all types of weather are possible in all games.

2.0 SEQUENCE OF PLAY

The Game is played in a series of Game-Turns, representing one hour of daylight, or 3-6 hours of night. Any player action that is out of sequence is not allowed.

2.1 Day Game-Turns

Each Day Game-Turn is divided into two Player Turns subdivided into four Phases. The First Player resolves all four Phases of his Player Turn, and then the Second Player does the same. After the Second Player Turn, the Game-Turn is complete and a new Game-Turn begins.

2.11 First Player Turn: Each of the following Phases must be resolved in the exact order given.

A. Start Phase:

1. *Weather Segment:* The First player rolls on the Weather table on the first turn of each day, and at other times (see 1.7).

2. *Card Segment:* OPTIONAL (see 18.0)

B. Command Phase:

1. *Supply Segment:* On turns when weather is checked the Phasing Player checks supply for his forces (see 14.0). If not using the cards, the Phasing Player may declare a General Retreat (see 7.47).

2. *Recovery Segment:* On turns when Weather is checked, and during the Night AM Turn (see 2.21), the Phasing Player may attempt to move any Combat Units from the Units Awaiting Recovery Box to the recovered section (see 6.13).

3. *Reorganization Segment:* The Phasing Player may use eligible Leaders to bring units from the Recovered Section back into play. The units are placed in the hex with the Leader who reorganized them, and the Casualty Tracks (see 12.1) are adjusted accordingly. Officers that Reorganize combat units may not put units in command during the immediately following Command Segment.

4. Command Segment:

a. The Phasing Player removes all “Out of Command” markers from his forces.

b. The player allocates his Command Points, placing Officers and Combat Units (within Command Range) “in Command.” Trains are always in Command. If an Officer is placed in Command then any combat units of his Formation (within his Command Range) are “in Command.” EXCEPTION: (see 3 above).

c. The Phasing Player may attempt to place each formation that did not receive a Command Point 'in Command' by rolling against the Officer's Initiative Rating. If the die-roll is less than or equal to the Officer's Rating, the Officer and his units (within Command Range) are in Command for the remainder of the Player Turn.

d. “Out of Command” markers are placed on all forces not in Command.

e. Reconfiguration of Pontoon Bridges (see 9.23).

C. Movement Phase:

1. *Command Movement Segment:* The Phasing Player may move all of his forces that are in Command (or under a March Order, see 7.44) up to the limit of their Movement Allowance. Reinforcements can enter at any time during this segment and are automatically in Command for their turn of entry. Units may attempt to force enemy units out of the way by Repulse (see 10.0).

2. *Initiative Movement Segment:* The Phasing Player can now attempt to move Combat units that are marked “Out of Command.” For each individual Out of Command unit he wishes to move he rolls against its Initiative Rating, then moves it if it passes (roll-move, roll-move). A die-roll equal to or less than this rating permits the unit to move up to its full Movement Allowance; however, the unit is still considered Out of Command and keeps its Out of Command marker. If the die roll is **greater** than its Initiative Rating, the unit may not move.

NOTE: *Individual units within Command Range of their Officers, whose officer already on this turn failed his Initiative check, may not themselves roll for initiative.*

D. Combat Phase: Combat is resolved in a series of Steps as outlined below:

1. *LOS Step:* Both players simultaneously reveal all their Units and Leaders that are within Line of Sight (see 1.51) of the enemy.

2. *Cavalry Retreat Step:* Defending cavalry, horse artillery, and Vedettes may Retreat Before Combat (see 16.2). Attacking cavalry may also RBC.

3. *Bombardment Step*: The Phasing Player executes artillery bombardment (see 11.6) using the Bombardment Table.

4. *Charge Step*: The Phasing Player executes cavalry charge—allowing cavalry to enter enemy-occupied hexes (see 16.4).

5. *Combat Step*: The Phasing Player conducts his attacks (see 11.2). His units must attack all enemy units that have Friendly units in their Zones of Control. Every engaged Friendly unit must attack.

6. *2nd LOS Step*: If opposing forces remain engaged after combat, they remain revealed—forces no longer in Enemy LOS are again hidden after all combat.

2.12 Second Player Turn: Command, Movement and Combat Phases are resolved as described for the First Player. (If using the cards, begin with the optional Card Segment.)

A. Command Phase

B. Movement Phase

C. Combat Phase

D. Game-Turn Marker Phase

The Game-Turn Marker is moved into the next space on the Turn Record Track, and a new Game-Turn begins.

2.2 Night Game-Turns

The first and last Game-Turn of each 24-hour period is Night. Night turns have their own sequence of play: (A) the Second Player Turn is resolved before the First Player Turn; (B) the Night AM Turn has a Command Phase comprised of different activities; (C) Movement during the Night March Phase is only for units under March Orders (see 7.46); (D) there is a Disengagement Phase during Night PM; (E) there is no Combat Phase.

2.21 Second Player Night Turn

A. Weather

Weather for the night depends on the last daylight turn's weather (see 1.75).

B. Command Phase (Night AM turns only)

1. *March Order Dispatch Segment*: Any one friendly Force may be sent a March Order (see 7.42). This March Order takes effect in the upcoming day.

2. *Recovery Segment*: **All** Friendly units still remaining in the Units Awaiting Recovery box are shifted to the Recovered Section.

C. Night March Phase

The only units that may move during night are those with a current March Order in effect (not those who were just sent them in the Command Phase). The Movement Allowance at night is 2/3 (inf/cav) (see 7.4).

D. Disengagement Phase (Night PM turns only) The Phasing Player moves all of his units that are in an EZOC out of the EZOC one or two hexes, but may not enter another EZOC. If no hex is available, the units remain engaged (see 4.3).

2.22 First Player Night Turn: The First Player Night Turn comprises the same phases **B-D** as the Second Player Night turn, and **E. Game-Turn Marker Phase**.

E. Game-Turn Marker Phase

The Game-Turn Marker is moved into the next space on the Turn Record Track indicating the beginning of the next turn.

3.0 STACKING

Players may stack more than one Friendly Combat unit in a hex at the end of the Movement Phase. It costs one Movement Point to stack one combat unit with another. You can move through a unit's hex at no extra cost. EXCEPTION: Road March (see 3.2)

3.1 Stacking Limits

At least two units are permitted in one hex.

EXCEPTION: Trains and units in Road March may not stack (see 3.2). If no Leader is in the hex, any [2] Combat Units may stack, regardless of their size or type. They may be part of any formation. Units all belonging to the same division have **Divisional Integrity** and may stack [3] to the hex without a leader present. A hex with a **Leader** may contain up to [5] units, up to 2 of which may be infantry. EXCEPTION: If they have Divisional Integrity, three of the five units may be infantry. If the Leader leaves the hex then the overstacked units must leave too.

3.11 Stacking Summary (maximum units in hex):

<i>Leader in hex?</i>	<i>divisional integrity?</i>	<i>infantry</i>	<i>cavalry/ artillery</i>	<i>total</i>
•	•			=2
•	Yes			=3
Yes	•	2	+3	=5
Yes	Yes	3	+2	=5

3.12 Free Stacking Units: Leaders, Deployed Pontoon Bridges, and Markers do not count against the stacking limit. Up to 3 Vedettes may join any stack (see 13.31).

3.13 Trains: Pontoon and baggage trains may **not** stack with any type of unit (including other train units) and if displaced, they are destroyed (see 9.16).

3.14 Chateaux: No more than two [2] Combat units may stack in a Chateau hex. Artillery and Train units may enter Chateaux but may not end their move there.

3.2 Road March Stacking Limits

Units in Road March may not stack (*see 8.22–C*). Units not in Road March may move **through** other Friendly units **not** in Road March (*see 8.22–G*). There is no extra MP cost to move through a friendly-occupied hex.

4.0 ZONES OF CONTROL

The six hexes immediately surrounding a Combat Unit comprise its Zone of Control (ZOC). All combat units and Vedettes exert a ZOC at all times regardless of the Phase or Player Turn, even if the hex is occupied by an enemy unit. If a Friendly Combat Unit is in an Enemy ZOC (EZOC), the opposing units are equally and mutually affected by the other's ZOC.

4.1 Zone of Control Restrictions

- A.** If a River hexside intervenes (bridged or unbridged), the hex is not in a unit's ZOC.
- B.** Leaders, Pontoon and Baggage Trains have no ZOCs.

4.2 Engagement

Entering an EZOC is termed "Engagement."

4.21 Combat Units may freely enter EZOCs but then may not continue moving until (1) they Retreat **Before** or After Combat, (2) the **enemy** retreats or is eliminated, (3) they **Disengage** during a Night Turn, or (4) after a successful **Repulse** (*see 10.0*).

4.22 Leaders may not enter EZOCs voluntarily unless a Friendly Combat Unit occupies the hex (*see 5.3, 8.14–E*). A Train cannot move into an EZOC.

4.3 Night Disengagement

Units must exit EZOCs during their Friendly Night PM Disengagement Phase (*see 2.21–D*) unless they are in a town or chateau. They may move a maximum of two hexes upon disengaging, and cannot enter another EZOC. If no hex is available the unit remains engaged.

4.4 ZOCs in the Combat Phase

4.41 Engaged Units Must Attack: During the Combat Phase every Phasing Combat Unit in an EZOC **must** attack. EXCEPTION: *units located in Towns and Chateaux are not required to attack.* Every enemy Combat Unit that is in a Phasing Combat Unit's ZOC

must be attacked. EXCEPTION: *Attacking or Defending Cavalry may retreat before combat; as long as they are not in the ZOC of a cavalry unit with equal or greater Movement Allowance (see 16.2).*

4.42 Retreat and Advance into ZOCs: Upon a Combat result of "Dr," "Dr2," "Ar," etc., Combat Units must retreat out of EZOC. Victorious Combat Units may advance into the vacated enemy hex even if they advance from one EZOC to another.

4.43 Retreat into EZOC: Retreating units may not retreat into an EZOC (even if there is a Friendly unit occupying the hex). EXCEPTION: (*see 4.5*) They are eliminated if no hex free of EZOCs is available for their retreat (*see 6.11*).

4.5 Vedettes' ZOCs

Combat Units may retreat into the ZOC of an enemy Vedette (*see 10.0 and 13.0*).



EXAMPLE: *Two French units surround the Coalition unit. The Coalition may retreat through the ZOC of either French unit only if the French unit is a Vedette.*



5.0 LEADERS

Leaders perform four important functions:

- *They place Combat Units in Command (see 7.0) so that they may be moved as a formation, not individually.*
 - *They Reorganize eliminated units (see 6.0).*
- *They facilitate the Advance After Combat of more than one Combat Unit (see 11.46).*
- *They facilitate Stacking (see 3.11).*

5.1 Types of Leaders

Leaders are of two types: Commanders and Officers.

Commander [bracket]



Officer (parenthesis)



5.11 Commanders: Commanders stand at the top of the “chain of command.” A Commander may place any friendly Officers and Combat Units in Command. Each Commander has a Command Rating that is the number of Command Points he may execute in a given Command Phase. With each Command Point he can place in command one Officer *plus* one Combat Unit. Commanders have a Movement Allowance of “10” and a Command Range of 4 hexes (see 7.2).

EXAMPLE: *A Commander with a Command Rating of [1] may place one Officer and one Combat Unit in Command each turn.*

5.12 Officers: Officers are the middle link in the chain of command. They are in charge of specific Formations (Corps or Divisions). An Officer commands all Combat Units that share his Command Designation. Officers have a Movement Allowance of “6” and a Command Range of 3 hexes.

EXAMPLE: *Bernadotte commanded the I Corps in 1806. All French Combat Units that bear the I Corps designation and dark green stripe are part of Bernadotte’s Formation, and may be placed in Command only by him or by a Commander.*

5.13 Officer Initiative: Each Officer has his own Initiative Rating that is used to determine if he will move (if not already placed in Command by a Commander.) If the Officer obtains a die roll equal to or less than his Initiative Rating, he is in Command (see 2.11–B4c).

5.14 Napoleon: If Napoleon is stacked with an engaged force, the odds for the ensuing combat shift one column in his favor at the French Player’s discretion. (Does not apply to Bombardments or Charges.)

EXAMPLE: *Napoleon is part of a one-to-one attack, the odds shift to 1.5 :1. If Napoleon is defending and the odds are three to one, reduce to two-to-one.*

5.15 Commander-Officers: Commander-Officers are Commanders with a [1] or [2] rating. They are also Officers of their particular formations. A Commander-Officer always has to spend a command point to put his own formation in command. His units are always in Command if within his Command Range (see 7.17).

5.2 Leader Alone

When *not* stacked with a friendly combat unit, a Leader may not voluntarily enter an EZOC. A Leader may enter an EZOC if occupied by Friendly Combat Units.

5.21 Leader Capture: A Leader alone is subject to capture whenever adjacent to enemy combat units (see 11.42 and 5.32).

Die Leader is

1-5 displaced to nearest friendly-occupied hex
(a path of retreat is not needed for one man)

6 captured (immediately removed from play)

5.22 Replacement Officer: If a Corps officer is captured, return his officer counter into play after one complete turn, but have him operate at one point less than the original initiative (a “1” stays a “1”). The replacement for a Commander-Officer (5.15) becomes an officer with an Initiative of 4. The replacement appears stacked with or adjacent to any units of the corps. (When Commanders are captured they have no replacement.)

5.23 Exiting EZOC: A Leader may exit an EZOC during the Movement Phase but friendly units in the hex must remain there.

5.3 Leader Advance and Retreat

Leaders stacked with friendly combat units can always *move, engage, advance, and retreat* with their stack.

5.31 Leaders Advance After Combat: Leaders along with *all* (undemoralized) units of their stack may advance one hex into a hex vacated by the enemy as a result of combat.

5.32 Leader Capture: Every Leader in a retreating stack is subject to a separate die-roll.

Die Leader

1-5 retreats 1-4 hexes, per combat result. *

6 is captured (immediately removed from play)

* If the stack is eliminated, use table at 5.21.



6.0 RECOVERY AND REORGANIZATION

Reorganization allows eliminated units to return to play at reduced strength. Officers can Reorganize units of their Formation (only). A Commander may Reorganize units of any Friendly Formation whose officer is within the Commander’s Command Radius.

6.1 Eligibility for Reorganization

To be eligible for reorganization an eliminated combat unit must be “recovered” (see 6.13).

6.11 Permanently Eliminated Units

The following Combat Units are ineligible for Reorganization, and are placed in the Permanently Eliminated Units box [“PEU box”] when lost in combat:

A. Already Reduced: A unit already at its Reduced Strength when it was eliminated.

B. No Reduced Strength: A Combat unit with a strength of [1] has no reduced strength.

C. Retreat Across Bridges: Each unit retreating across the same bridge in the same Combat Phase risks elimination (see 11.43).

D. Unable to Retreat Fully: A unit unable to retreat the full distance specified in its Retreat Result, because of prohibited terrain and/or Enemy-occupied hexes, is liable to be placed in the PEU box on a die roll of 4, 5 or 6 (see 11.44).

6.12 Units Awaiting Recovery Box (UAR):

The following Combat Units may be Reorganized and are placed in the Awaiting Recovery Section of the UAR when they are eliminated.

A. Ae or De: Eliminated Result on the CRT (see 11.41).

B. Ex: Unit lost due to an Exchange Result on the CRT.

C. Surrounded: A unit eliminated in combat that is unable to retreat because of an EZOC.

6.13 Recovery: Each turn the Weather is checked, both Player Turns will include a Recovery Segment (see 2.11–B2). During the Recovery Segment, the Phasing Player may make an Initiative Check for each unit in the Awaiting Recovery Section. The Initiative die roll is successful if less than or equal to the Initiative Rating of the unit. On a successful die roll, the unit counter is flipped over to its reduced side and moved into the Recovered Section. Only the Combat Units in the Recovered Section are eligible to be brought back on the map through Reorganization (see 6.2).

6.14 Recovery Unsuccessful: If the unit fails its Initiative check it remains in the Awaiting Recovery section. It can try again next Recovery Segment. At the beginning of the Friendly Recovery Segment of the Night AM Turn, the Phasing Player transfers ALL Combat Units still Awaiting Recovery to the Recovered Section at their reduced strength.

6.2 Reorganization Procedure

A Leader not in an EZOC may automatically Reorganize up to two Combat Units per Friendly Reorganization Segment. The Phasing Player simply removes the Combat Units from the Recovered Section and places them

beneath the Leader who Reorganized them on the map (at reduced strength). Demoralized units (see 12.24) and Vedettes (see 6.3) must roll again for reorganization. The Demoralization Track is adjusted when a unit is Reorganized (see 12.12).

6.21 Reorganizing Leader’s Hex: Reorganization can take place in any terrain. If placing reorganized Combat Units in the Leader’s hex would violate the Stacking Limit, the Units already there may be Displaced.

6.22 Out of Command Markers: An Officer does not have to be in Command in order to Reorganize. Each Officer that attempts Reorganization is marked with an Out of Command marker until the friendly Command Segment of the next Game-Turn. EXCEPTION: *Reorganizing Vedettes does not require an Out of Command Marker.* Officers so marked may not be part of the Chain of Command for the remainder of that turn, even if Reorganization failed.

6.3 Reorganizing Vedettes

A Vedette eliminated in combat is placed directly in the Recovered Box, unless surrounded (see 6.11–B). To Reorganize a Vedette, make a Recovery roll as for Demoralized units (see 12.24). If the Vedette fails its Reorganization die roll, it is permanently eliminated.

7.0 COMMAND

Each Army has a chain of command through the headquarters echelons. At the top stand the Commanders. In the middle are the Formation (Corps) Officers. The lowest links in the chain are the individual Combat Units. During each Command Segment, the Phasing Player determines which of his forces are within the chain of command and which are Out of Command. Out of Command Units have to check for Initiative (see 7.15) before they can move, and cannot Advance After Combat.

7.1 Command Sequence

During the Friendly Command Segment, the Phasing Player uses the following procedure to determine which of his Officers (and Forces) are in Command. Trains are always in Command.

7.11 Command Point Allocation: Command Rating is the number of Command Points—the number of Officers **and** individual units the Commander may place in Command. The Phasing Player allocates these to Forces within Command Range of the Commander (see 7.2). If

an Officer is in Command, then all his units within Command Range are automatically in Command.

7.12 Individual Unit Command: Each commander may use his Command Rating to place in Command any friendly units within his Command Range.

7.13 Officer Initiative Checks: To conduct an Initiative check for Officers not receiving Command, roll the die. If the result is equal to or less than his Initiative, the Officer is in Command. All units in his Formation within Command Range are in Command. If the die roll was greater than the Initiative Rating, place an Out of Command marker on the Officer.

7.14 Out of Command Markers: After all Command Points have been allocated, the Phasing Player places Out of Command (OOC) markers on top of each Officer (or stack) not in Command. If an entire corps is out of command, place the OOC marker on the corps officer who has failed his Initiative roll. If individual units of a corps are in command, while the rest of the corps is OOC, place in Command Markers on the units in command, and place the OOC marker on the corps officer.

7.15 Combat Unit Initiative Checks: During the Initiative Movement Segment, Out of Command units may check for Initiative. You can bypass your Corps Officers and rely upon the initiative of individual units if you wish to do so. However if you roll **first** for an officer's initiative, then any of his units that are in command range may not roll for initiative. If the OOC Combat Unit passes this check it *may move*, but *its Out of Command marker is not removed* as a reminder that it may not advance after combat.

NOTE: *Officers who successfully roll for Initiative are in Command—individual units that successfully roll for Initiative remain Out of Command.*

EXAMPLE: *Two combat units are in range of their Officer who failed his Initiative die roll. These combat units may not roll for Initiative. If the Player did not roll for the Officer, he could roll for the units in the Initiative Movement Segment.*

7.16 Demoralization Modifier: If the Formation or unit is Demoralized add one (+1) to the Initiative check die-rolls of the Officer and/or Combat Units.

7.17 Corps Commander-Officer: A Commander with a [1] Command Rating always places his own Corps in command first (see 5.15). His units are always in Command if within command range. Corps Leaders with a [2] Command Rating may command their own formation (if any) plus another formation, and 2 more units of any friendly formation.

7.2 Command Range

Command Range varies depending on whether it is traced by an Officer or a Commander. A unit can be placed in command if it is within four (4) hexes of a Commander whose Command Rating is not exceeded; or if it is within three (3) hexes of its own Officer who is also in Command. An officer is in command if within the Command Range of a Friendly Commander whose Command Rating is not exceeded, or if the officer successfully rolls for Initiative (see 7.13).

7.21 Road March Command Range: Units of a single formation in a Road March column are in Command if within (2) hexes of any other unit(s) of their formation, on a connected road or trail, that is itself already in command (this unit need not be in Road March).

7.22 Command Range Restrictions: The Command Range in hexes is counted exclusive of the Commander's hex into the hex occupied by the Officer or Combat Unit. All hexes count as "one" regardless of terrain. Command Range may not be traced through: **A.** a hex in EZOC which is unoccupied by Friendly Combat Units, **B.** Enemy-occupied hexes, or **C.** an unbridged and unfrozen River or Lake Hexside.



EXAMPLE: *Bertrand (IV) is in command; Reynier (VII) is out of command (the ZOC of the Lindenau unit blocks the line of command). Bertrand transmits Command to Bde. Hulot. Bde. Belair is in direct Command of Ney. Bde. Devaux is out of Command.*

7.3 Out of Command

If an Officer or Combat Unit is Out of Command at the end of a Friendly Command Phase, it remains so until the next Friendly Command Segment, when all Out of Command markers are removed. An Officer or Combat Unit in Command at the end of the Friendly Command

Phase is in Command until the next Friendly Command Segment.

7.31 Out of Command Effects on Movement: Combat Units that are Out of Command may expend their full Movement Allowance during the Individual Movement Segment *only* if they pass an individual *Initiative* check (see 7.15). They may not damage or repair bridges or trestles (see 8.3).

7.32 Out of Command Effects on Combat: Combat Units that are Out of Command may **NOT Advance After Combat**. Combat Units do not have to be in Command in order to attack (see 4.41).

7.33 Command Effects on Cavalry Charge: Cavalry units that are Out of Command *may* charge.

7.4 March Orders

Orders were carried by orderlies mounted on fast horses, usually overnight, to Officers beyond Command Range. All the units under a March Order are considered in command. A March Order allows a Force to move during each Friendly Command Movement Segment that the order is in effect (including during Night March Phases) regardless of Command Range. A Force (see Glossary) may receive a March Order if: **A**) it is a Reinforcement; **B**) it is the *one* force selected at night (see 7.42), or **C**) it is the *one* force selected for March Order at the start of play, provided that side has a Commander on the map.

7.41 Reinforcements: A Reinforcement Force may only be placed under a March Order on the turn of its map entry, even if its arrival is delayed indefinitely by the Player. The number of reinforcement forces that may be placed under a March Order on a turn is limited only by the number of reinforcement forces arriving on that turn.

7.42 One Force at Night: One [1] on-map Force may be given a March Order during the Night AM Command Phase, regardless of command range restrictions (see 2.21-B.1).

7.43 Specify Objective Hex: The Player must secretly specify the Objective Hex on an Orders Slip when the March Order is issued. This objective must be revealed to the Enemy Player at the moment an infantry unit of that Force reaches its objective. The objective may be any town or Bridge hexside on the map. For each Force under a March Order, the Player must write down the name of the Officer or the designation of the individual unit(s) in question. A force may be assigned only one objective at a time. In a multi-hex town any hex in the town can be the objective.

7.44 Movement of Forces under a March Order:

The force *must* move, in each subsequent turn (starting with the first daylight turn or its turn of entry), at the speed of the slowest unit in the force, until it reaches its objective. The units under a March Order must take the shortest possible route (in terms of Movement Points) toward their Objective Hex. A Force given the March Order is *not required* to use road march.

7.45 Forces Removed from March Orders: A March Order persists from turn to turn until the Force reaches its objective or until it is otherwise removed. On the turn a Force reaches its objective, it can continue moving to the limit of its Movement Allowance; then the March Order is removed and no longer in effect. For the remainder of the Friendly Player Turn, the force is Demoralized (see 12.0). A Force is removed from the March Order at the end of any phase in which:

A. an infantry unit of the Force reaches its objective. (If unable to enter, then adjacent, or as near as possible.)

B. any unit in the Force moves within 3 hexes of an Enemy unit.

C. at the Player's option, the force is placed in Command *by a Leader* during any friendly Command Phase.

NOTE: *If a Commander places an individual unit in command, it does not remove the March Order for the rest of the Formation.*

D. any unit in the force bumps into a friendly unit in Road March (see 8.22-D and G).

7.46 March Orders at Night: The Movement Allowance of a Force under March Order at night is 2/3 (inf/cav). Forces under a March Order are the only forces which can move during the Night March Phases. At the Player's option, during his Night Command Phase the objective hex in the March Order of any *one* of his forces may be changed. Changing objective counts as the "one" March Order allowed (see 7.42).

7.47 General Retreat March Order:

The General Retreat March order differs from a regular March Order in that **(1)** *all* friendly leaders and units are considered to have the order—including out of command forces; **(2)** the Objective Hex for a given unit is the closest friendly Supply Source under friendly control, tracing the line as allowed by the rules of supply (14.1), or may be a hex specified in the Scenario Instructions; **(3)** the order may be issued during the Command Segment of any turn and takes effect immediately. The order may be cancelled at the player's option, after being in effect for one turn, for any force(s) in Command (see 7.45-C) and these may maneuver freely. **(4)** Add one to the die roll for Reorganization of Demoralized forces on the turn the

General Retreat is ordered. Reinforcements enter normally. **(5)** The order may be issued only once per game.

7.48 Exiting the Map: When your units under a General Retreat March Order actually reach the mapedge hexes that are the objective(s) of the order, you can exit all, some or none. For units that have reached the objective that will remain on the map, the order is cancelled.

8.0 MOVEMENT

During the Movement Phase, the Phasing Player may move all, some, or none of his Units, Trains and Leaders up to their full Movement Allowance—in any direction, subject to terrain restrictions and the presence of Enemy units and EZOCs. A unit must be in Command, under a March Order, or must pass an Initiative check to be able to move.

8.1 Movement Procedure

The Phasing Player may move units individually or as a stack. Whether moving individually or by stack, the move must be completed prior to moving the next individual unit or stack. Units may only move from hex to contiguous hex by paying Movement Points (MPs) for each hex along the way.

8.11 Movement Point Costs: Each hex costs a number of MPs. This number of MPs varies depending on the terrain in the hex and on the hexside crossed (*see the Terrain Effects on Movement and LOS*).

8.12: Expending MPs: The MP costs are deducted from the Movement Allowance of the unit as it moves from hex to hex. All MP costs are cumulative. When the unit has insufficient MPs left to pay the cost of the next hex, that unit must cease moving (*see 8.14-A*).

EXAMPLE: *Moving from one clear hex to another costs one MP. An infantry unit may normally move up to 4 Clear Terrain hexes. An infantry unit moving across a stream hexside pays one additional MP.*

8.13 Cavalry Costs: Horse Artillery, Trains, Leaders, Cavalry and Vedettes pay cavalry costs for all terrain types.

8.14 Movement Limitations: A unit may never expend more MPs than its Movement Allowance in a single Movement Phase EXCEPT: (*see A below*).

A. If the cost of the first hex and hexside exceeds the printed Movement Allowance of the unit, it may move into the hex and end its move for that turn.

B. Unused MPs may not be saved up from turn to turn. When a unit ceases movement, all unused MPs are forfeit. MPs may not be loaned by one unit to another.

C. Once the Phasing Player has removed his hand from the playing piece he is moving he may not return to moving that piece without the consent of his opponent.

D. A maximum of two Combat Units (3 if from the same division) may end a Movement Phase stacked in a single hex, unless a Leader is present (*see 3.1*).

E. Units must stop upon entering an EZOC. EXCEPT: *See 10.0, Repulse*. Trains may not voluntarily enter an EZOC. A Leader (but not a unit) *may* move from EZOC to EZOC if each of the hexes is occupied by Friendly Combat Units.

F. A Unit cannot enter a hex occupied by an opposing unit. EXCEPT: *Cavalry Charge (see 16.4)*.

G. Units must be in Command, or under a March Order (*see 7.4*), or must pass an Initiative check to move (*see 2.11–C*).



8.2 Road March

In order to benefit fully from the road, a formation would have to make a long narrow column: trains in the middle, infantrymen marching off to either side.

8.21 Road March Procedure: All units (including Trains and Demoralized units) may use Road March. As the Phasing Player begins to move a unit on the road, he declares that it will use the road MP cost and the unit is marked with a “Road March” marker. Such a unit is “In Road March” until declared otherwise (*see 8.23*).

NOTE: *There is no cost to declare Road March, and no cost to rotate the directional arrow on the Marker.*

The player may declare the unit in Road March at any point in the unit’s movement, but it does not pay Road March movement rates until declared.

In Road March, moving from Road to contiguous Road (not trail) costs one-half (1/2) MP, and there is no extra cost for bridges and Trestles (a cavalry unit with 6 MPs could move a maximum of 12 hexes along a road). A unit in Road March need not remain on road hexes, but is in Road March until the Road March marker is removed.

8.22 Restrictions: The restrictions (A–J below) apply to combat units and trains. A unit in Road March:

A. May **not** make a regular attack nor bombard during the Combat Phase.

B. Must attempt a repulse if it enters an EZOC.

C. May **not** stack or move as part of a stack.

D. May **not** move through a hex containing other units in Road March.

E. May **not** enter a hex connected by road to an adjacent Friendly unit which is in Road March.

F. May end the Movement Phase adjacent to Friendly units which are **not** in Road March.

G. May move through units that are **not** in Road March; however, the latter may **not** move through a unit in Road March.

H. Is **not** penalized for being in Road March if attacked, but immediately removes the Road March marker.

I. May leave the road and remain under a Road March Marker.

J. Is in Command if within two hexes of another unit of its formation that is already in Command (*see 7.21*).

8.23 Removing Road March Markers: It costs one MP to remove a Road March marker voluntarily during the Movement Phase (*see also 8.22.H and 10.22*).

EXAMPLE: *A Combat Unit with a Movement Allowance of 4 could declare Road March and move two hexes along a road (1 MP), leave the road and move into a clear hex (1 MP), expend a Movement Point to remove the Road March marker (1 MP), and then move one more hex into an EZOC (attacking the enemy Combat unit in the following Combat Phase).*

8.24 Trail Costs: A unit needn't be in Road March to obtain the Trail benefit. When not in Road March a unit moving from trail/road to connected trail/road hexes pays one Movement Point per hex.

8.25 Vedettes and Leaders alone do not need Road March Markers. They always pay road movement rates. Vedettes and Leaders may ignore Road March restrictions and are ignored by units in Road March.

8.3 Bridges and Trestles

A Bridge spans a River. Trestles cross Stream hexsides.

8.31 Crossing a Span: Units may only cross an unfrozen River hexside by moving over a Bridge or pontoon. It costs an extra Movement Point [+ 1 MP] to cross a Bridge or Trestle, or a pontoon bridge on a stream; and two extra MPs [+2 MPs] to cross a Pontoon bridge on a River, or a damaged Bridge (*but see 9.26*).

EXCEPTION: *Units in Road March, Leaders, and Vedettes never pay extra MPs to cross Bridges or Trestles.*

8.32 Attacking Across: Combat Units may only attack across unfrozen Rivers at Bridges or pontoons. If all Combat Units are attacking across a Bridge or pontoon over a River, the Combat Strength of the defending unit is doubled. Zones of Control do not extend across

Bridges. Units are never required to attack across Bridges.



DAMAGED BRIDGE MARKER

8.33 Damaging Bridges and Trestles:

Bridges and Trestles can be damaged. Place a "Burnt Bridge" marker on the damaged span.

8.34 Damaging Trestles: Any Combat Unit in Command may damage a Trestle by expending one MP in either hex adjoining the spanned hexside. The player must declare why the MP is being expended.

NOTE: *Units in an EZOC may not expend the Movement Point necessary to damage a Trestle.*

Damaged Trestles do not exist for purposes of movement, combat, or tracing supply.

8.35 Damaging Bridges: To damage a Bridge use 8.34 with the following **EXCEPTIONS**:

A. Only Infantry units may damage Bridges.

B. It costs 2 MPs to damage a Bridge.

C. Damaged Bridges **may be crossed** by infantry, cavalry, vedettes and leaders at a cost of +2 MPs.

D. Units **may** attack across damaged Bridges. Units attacking across a damaged bridge regard "Dr," "Dr2," "Dr3" and "Dr4," results as "Shock." **EXCEPTION:** *Demoralized defenders take the retreat result.*

8.36 Repair: Follow the procedure for Damaging a Bridge or Trestle (*see 8.34 or 8.35*). The MP cost for repair is the same as for damaging (1 or 2 MP). In addition, roll one die:

Die	Bridge	Trestle
1-3	is repaired	is repaired
4-5	•	is repaired
6	•	•

• = no effect

Die Roll Modifiers: If either end of the span is:

(1) in an EZOC = +1 to die.

(2) occupied by an enemy Combat Unit = +2 to die.

A unit may attempt to repair a bridge more than once in the same turn as long as it has the necessary Movement Points.

8.37 Crossing a Repaired Span: A Bridge or Trestle may be crossed by any units the moment it is repaired.

8.38 Tracing Supply on a Repaired Span: A Bridge or Trestle may be used for tracing Supply starting on the turn following its repair.

9.0 BAGGAGE & PONTOON TRAINS



9.1 Train Units

There are two types of Train units: Pontoon Trains and Baggage Trains. Pontoon Trains can become temporary Bridges (*see 9.2*); Baggage Trains are important for Supply (*see 14.1–B*). Trains may not stack.

9.11 Movement: Trains have a Movement Allowance of 4 MPs, paying cavalry costs for movement. They may use Road March. During Mud, Thunderstorm and Snowstorm turns, Train units Movement Costs are doubled for all types of terrain.

9.12 Restricted Terrain for Train Units: Trains may not enter Slope hexes except by Road or Trail. Baggage Trains may not cross rivers (even if frozen) or streams except via Bridges, Trestles and Pontoon bridges. Baggage Trains and Supply Lines *may* cross pontoon bridges; they may *not* cross damaged bridges.

9.13 Trains and EZOCs: Trains have no ZOC. Trains may not move into an EZOC.

9.14 Non-Combatant: Trains do not have a Combat Strength and cannot defend or attack. They may not make a retreat before combat.

9.15 Eliminated Trains: If a Train or deployed pontoon finds itself in the ZOC of an enemy combat unit it is immediately either captured or destroyed. Destroyed Trains are removed from play (PEU). They may not be reorganized. Roll one die:

Die	Pontoon is	Baggage Train is
1-3	captured intact	captured* (2VP)
4-6	destroyed	destroyed

*Captured Baggage Trains can assist the supply status of the adjacent enemy unit(s) on the next turn only (*see 14.33*); after that the captured baggage train is destroyed. *Two* Victory Points are awarded to the side that captures a Baggage Train (*see 20.14*).

9.16 Trains and Displacement: Trains may not be displaced. If the train unit's hex is the only one available for the retreating friendly unit, the train is destroyed, and the retreating unit/stack is eliminated (UAR).

9.17 Initiative of Trains: Trains move automatically; they are always in Command.

9.18 Trains and Formations: Baggage Trains may belong to specific formations printed on their counter. Pontoon Trains do not belong to any formation.

9.2 Pontoon Bridges

Pontoon Bridges may be deployed across Stream or River hexsides. Combat Units must pay 1 or 2 extra MPs to cross a Pontoon Bridge (*see 8.31*). There is no additional cost for Leaders and Vedettes, and units using Road March (or if another bridge is on the same hexside—*see 9.26*).

9.21 Deploying Pontoon Bridges: During the Friendly Movement Phase, the Phasing Player may deploy a Pontoon Bridge by flipping the counter over onto an adjacent hexside so that it is no longer in either hex. It costs no MPs to deploy. Pontoon Trains that have a “Road March” marker on them may not deploy.

9.22 Deployment Restrictions: A Pontoon Bridge may not be deployed to extend into an enemy-occupied hex, but may be deployed into an EZOC. If either end of the bridge is in a slope hex there must be a road or trail in the hex (*see 9.12*). A Pontoon may not be deployed in a Snowstorm, or during Frost or Snow.

9.23 Reconfiguring a Pontoon Train: A Pontoon Bridge may be reconfigured into a Pontoon Train during the Friendly Command Segment simply by flipping the unit over to its Flag side. The Pontoon Train can be reconfigured in either of the two hexes adjacent (you *may* reform a pontoon train at one end if the other end is in an EZOC). Pontoon Trains must be reconfigured at Step “e.” of the Command Segment. (Nothing may cross a Pontoon Bridge in the turn it is reconfigured into a Pontoon Train.) A Pontoon Train may move in the same turn that it is reconfigured but may not re-deploy until the next turn.

9.24 Turn of Deployment: No Friendly or Enemy units may cross a Pontoon Bridge until the Friendly Player turn after it is deployed.

9.25 Crossing an Enemy Pontoon Bridge: Leaders, vedettes and Combat Units may freely Move, Advance After Combat, and Retreat across intact enemy Pontoon Bridges. A captured Pontoon Bridge *may* be reconfigured into a Pontoon Train by the enemy Player and deployed (*see 9.15*).

9.26 If a pontoon is deployed on a hexside containing an existing bridge, Trestle, or another deployed pontoon, the MP cost of that hexside is reduced to zero.



10.0 REPULSE

During the Movement Phase (only) the Phasing Player may attempt to Repulse enemy units in the path of his units; if successful the enemy will retreat immediately.

10.1 Repulse Procedure

Combat Units in EZOC may Repulse the enemy unit(s). The Combat Units attempting Repulse must first expend the Movement Point cost of the adjacent enemy-occupied hex (or if more than one, the one with the greatest MP cost).

10.11 Resolving a Repulse Attempt: Both players reveal their units involved. All units that project a ZOC into the repulsing unit's hex must be repulsed as one combined strength. In order for a Repulse to succeed the Repulsing units must have 5:1 odds or greater. Repulsed units retreat in the same fashion as retreats after combat (*see 11.42 – 11.45*)

10.12 Terrain Effects on Repulse

Combat Strengths on both sides may be modified by Terrain (*see 11.31*); other Combat modifiers **do not** apply in a Repulse.

10.2 Repulse Effects

10.21 Effects of a Successful Repulse: If the Repulse succeeds then the Repulsed enemy units immediately retreat two (2) hexes. The Repulsing stack must enter the vacated hex (it has already paid the MP cost). If there is more than one vacated hex, the Repulsing Player chooses one. After a successful Repulse the units may continue moving to the limit of their Movement Allowance, and may attempt a subsequent Repulse. A unit may be Repulsed twice in a single turn.

10.22 Effects of a Failed Repulse: If the Repulse is unsuccessful, both sides immediately remove any Road March markers. The Repulsing stack immediately ceases movement and must attack the same unit(s) it attempted to Repulse in the following Combat Phase. Other Friendly units may join this attack. This attack is conducted at two odds columns less than the actual odds. **No** other column shifts apply.

EXAMPLE: *14 Strength Points attacking 3 would normally resolve at (4:1); after a two-column shift, the combat is resolved at (2:1).*

10.23 Repulse of Vedettes: Vedettes may not Repulse but may **be** Repulsed.



11.0 COMBAT

All Combat between opposing units occurs during the Combat Phase. Only adjacent Combat Units may be attacked (EXCEPTION: Bombardment). The Phasing Player conducts attacks in the order he desires. Attacks are resolved one at a time, and their results fully applied before proceeding with the next attack.

11.1 Combat Sequence

Each Combat Phase is resolved in a series of steps that must be played through in their exact order. The Phasing Player is the Attacker; the non-Phasing Player is the Defender.

1. **Reveal Hidden Forces** (*see 1.51*): Both players simultaneously reveal all their Units and Leaders that are within the enemy Line of Sight or in an EZOC.
2. **Retreat Before Combat:** Any defending and attacking stacks composed entirely of Cavalry, Horse Artillery, Leaders and Vedettes (*see 13.22*) may Retreat Before Combat (*see 16.21*).
3. **Bombardment** (*see 11.6*): The Phasing Player executes any Artillery Bombardment using the Bombardment Table.
4. **Charge** (*see 16.4*): The Phasing Player executes any cavalry charges, allowing cavalry to enter and possibly remain in enemy-occupied hexes.
5. **Define Attacks** (*see 11.2*): Define which units will attack which defenders. Every Phasing unit in an EZOC must attack, and every enemy Combat Unit with Phasing units in its Zone of Control must be attacked. Then repeat steps six through eight below for each combat.
6. **Odds:** Determine the odds including effects of Terrain (*see 11.3*).
7. **Results** (*see 11.4*): Roll the die on the Combat Results Table and apply the results.
8. **Morale** (*see 12.13*): Adjust Casualty Level Markers to reflect combat strength lost.

9. LOS: After all attacks are resolved, all stacks that are not in EZOCs or within Enemy LOS are once again hidden. This ends the Combat Phase.

11.2 Defining Combat

The Phasing Player must define all his combats before resolving them.

11.21 All Engaged Units Must Attack: The attacker may define his attacks freely—provided all enemy units in his ZOCs are attacked, and all of his engaged Combat Units attack. All of the defending Combat Units in a stack must be attacked as a single combined strength. They may not be attacked separately. All attacking Combat Units in a single stack must attack as one combined strength. EXCEPTION: (see 11.61–C). NOTE: *Phasing Cavalry that retreats before combat does not count as attacking.*

EXCEPTIONS:

- A. A unit in a Town or Chateau does not have to attack.
- B. An artillery unit that bombarded this turn cannot join in an attack (see 11.61–A).
- C. An artillery unit in an EZOC does not have to attack if other units in its hex do so (see 11.61–C).
- D. If an artillery unit bombards a hex, it frees friendly units adjacent to that hex from having to attack it (see 11.62–C).

11.22 Adjacent units not in ZOCs: Adjacent units that are on the opposite side of an unbridged, unfrozen River may *not* be attacked but may be bombarded (see 11.62–B).

11.23 Multi-Hex Attack: A defending stack may be attacked by up to six enemy stacks (one in each adjacent hex). However, a single stack may be attacked only once per Combat Phase. EXCEPTION: *Bombardment* (see 11.62–D). All attackers must combine into one single attack strength if they are to attack the same enemy stack.

11.24 Multi-Hex Defense: Two or more defending hexes may be attacked as a single force if the Attacker is adjacent to all defenders. An attacking stack may attack up to six adjacent stacks (assuming it is surrounded). If an attacking stack is located in the ZOC of several enemy stacks, and no other Friendly stack is adjacent to the enemy stacks, it must attack all of the enemy stacks as one attack (and the defender may choose the one applicable terrain modifier that is most beneficial to him).

11.3 Determining Combat Odds

To resolve each attack the Player divides the total Combat Strength of his attacking Units by the total Combat

Strength of the defending stack. This is expressed as an odds ratio, rounded off in favor of the defender.

EXAMPLE: *16 Attacking Strength Points divided by 6 defending Strength Points reduces to two and two-thirds to one (2.66:1). The fraction is rounded off in favor of the defender, to two-to-one (2:1). 15 SPs attacking 10 would be resolved at 1.5:1 odds.*

11.31 Terrain Effects on Combat: The terrain in the defending hex, or on the hexside separating the defending force from the attacker, may affect their respective Combat Strengths. (*Terrain Effects on Bombardment are different—see 11.65.*)

A. *Towns:* If all defenders are in towns (and/or across crests), change “Ar*” results to “Shock” (see 11.4). Defending **Infantry** Units have their Combat Strengths increased by 50%. EXCEPTION: *Units with an Initiative of “1” obtain no defensive benefit from Towns (untrained).*

B. *Slopes, Streams & Trestles:* If all attacking stacks are attacking across Streams, and/or uphill across Slope hexsides, the defending force is increased in strength by 50%. The Defender gets the slope benefit only if defending in a hilltop and attacked from the slope hex (see *Terrain Key on map*).

C. *Woods hexes:* Cavalry attacking into or defending in a Woods hex has its combat value halved. For all units defending in Woods, change “Ar*” results to “Shock” (see 11.4).

D. *Bridges:* If all Combat Units attack across a bridged frozen or unfrozen **River** hexside the defender is doubled. If a damaged bridge, change **any Dr** result (up to **Dr4**) to Shock.

E. *Crests:* Change “Ar*” results to “Shock” (see 11.4).

F. *Chateau:* Defending Infantry are doubled, but only two units may stack in the hex. Change any Dr result (up to **Dr4**) to Shock.

G. *Marsh:* Cavalry and Artillery are halved when attacking into or defending in a Marsh. Change “Ar*” result to Shock.

NOTE: *Terrain modifiers for one side are not cumulative. Always use the one best modifier available to the defender.*

11.4 Applying Combat Results

The attacking player locates the appropriate combat odds column on the Combat Results Table and rolls the die. Cross-referencing the die result with the odds column gives the Combat Result, which is applied immediately (before another combat may be resolved).

NOTE. *The combat odds column may be modified by Repulse (see 10.22), Combined Arms (see 16.1), or by*

Napoleon (see 5.14). Combat Results are applied as follows:

Ae (De): All attacking (defending) Combat Units are eliminated.

Ar (Ar2 or 3): All attacking Combat Units must retreat 1 (2, or 3) hexes.

Ar*: If attacking during any Storm; across a Crest hexside; or into a Marsh, Woods or Town hex, treat as **Shock** Result. *These sudden encounters occur more frequently in confined passages.*

Dr (Dr2, 3, 4): All Defending Units must retreat 1 (2, 3, or 4) hexes. EXCEPTIONS: 11.31–D and F.

Sk (Shock): If you obtain a Shock Result, compare the Initiative Ratings of the best units (the “lead” units) on either side, and apply the result given on the Shock Combat Table.

SHOCK NOTES:

A. *Demoralized units resolve Shock normally.*

B. *When Artillery is alone in the hex, disregard its Initiative rating and use “1” for its Shock Combat value.*

C. *Any overrunning Cavalry unit must be the lead unit (see 16.51).*

D. Shock Modifier: *Increase an Attacker’s initiative by 1 if the combat was resolved at 3:1 or greater.*

EXAMPLE: 3:1 odds, Attacker’s lead unit is “1,” Defender is “3.” Result is “Ar.”

Ex (Exchange): All Combat units on the weaker side are eliminated; the stronger side eliminates units which total at least 50% of the (face) Combat Strength of the weaker side. If both sides are equal in strength points then both sides lose at least 50% of their Strength.

EXCHANGE NOTES:

A. *Artillery units that did not participate in the combat, but which are stacked with the units that did, may be used to satisfy an “Ex” result (see 11.51).*

B. *Any overrunning Cavalry unit must be the first to be eliminated (see 16.51).*

C. *Compare (unmodified) face-value SPs of all units.*

EXAMPLE: *The weaker side has 5 SPs and the other side has four units, with 2, 4, 8, and 10 SPs. Half of 5 is 2.5 and he must lose more, so he removes the ‘4.’*

11.41 Reorganization Eligibility: Any time a full-strength Combat Unit is eliminated due to an **Ae**, **De**, or **Ex**, the owning Player must determine if it could have retreated 1 hex without encountering prohibited terrain or enemy-occupied hexes. If its retreat route is open or is only blocked by EZOCs it is placed in the Awaiting Recovery Section. Otherwise, the unit must be placed in the Permanently Eliminated Units (PEU) box. Baggage Trains and already reduced Combat Units—or those

without a reduced strength—are placed in the PEU box (see 6.11). Eliminated Vedettes may be Recovered (see 6.3).

11.42 Retreat After Combat: On a Result of “Retreat,” the owning Player must move his units one or more hexes (as specified by the result). A retreating Combat Unit may not cross a prohibited hexside; enter an EZOC, or a hex occupied by enemy Combat Units; or exceed stacking limits (see 11.45).

NOTE: *Combat Units may retreat into the ZOCs of an enemy Vedette, or even into a hex currently occupied solely by an enemy Vedette if no other path of retreat is available (the enemy Vedette is displaced; see 11.45).*

11.43 Retreat Across Bridges: Units that retreat across a Bridge or Pontoon over an unfrozen River (**not** a Trestle or a pontoon bridge crossing a stream) risk elimination and must roll the die: the first unit to cross the Bridge as a result of a single combat is permanently eliminated on a 6; thereafter add +1 to the die for every retreating unit that follows (i.e. a second unit is permanently eliminated on a 5 or 6). The owning player chooses the order of retreat.

11.44 Units Unable to Retreat Fully: If a Combat Unit can retreat only part of the way because of a prohibited hexside and/or enemy Units (only), it is eliminated and is liable to be placed in the PEU box. Roll one die:

die *place unit in:*

1–3 Awaiting Recovery Section

4–6 PEU Box

Units forced to retreat off the map are eliminated and placed in the Awaiting Recovery Section.

11.45 Displacement: If the only path available to a retreating force would cause it to exceed the stacking limits for a hex, then one or more combat units (*not trains—see 9.16*) in the hex must be displaced to make room for it. Displaced units retreat one hex, observing all restrictions governing retreat after combat. However, if the units to be Displaced cannot themselves retreat, the originally retreated force is eliminated instead and will enter the UAR (see 11.44). If the retreating force is cavalry the displacing unit must make an Initiative check: if it fails it is eliminated instead—place in the UAR (Units Awaiting Recovery) Box.

NOTE: *A force that is displaced may displace other Combat Units if no other path of retreat is available. Displaced units may not enter EZOCs.*

11.46 Advance After Combat:

Whenever an enemy stack is eliminated or forced to retreat, friendly leaders and one or more friendly units that participated in the combat—whether as attacker or defender—may advance and occupy the vacated hex and not beyond it.

A. One (1) Infantry Unit plus all cavalry in a given attack may advance if no leader is present (or he doesn't advance).

B. If a leader is in the stack and advances, all undemoralized units may advance with him.

C. Artillery may never advance after combat. If the defenders vacate the hex as a result of bombardment, infantry or cavalry that was slated to attack that hex (along with any leaders) may advance into the vacated hex.

D. If the enemy force occupied two or more hexes, attacking cavalry (only) may advance into the other vacated hex.

E. Combat Units and Leaders may choose not to advance. The option to advance must be exercised immediately. A unit may not be attacked, or attack again, after it has advanced after combat (even if it advances into an EZOC of units that have not yet resolved Combat).

F. Demoralized and Out of Command units may not advance after combat.

11.5 Artillery Units

In addition to their regular attack ability against adjacent enemy units, artillery may make bombardment attacks (*see 11.6*).

11.51 Artillery Losses: Artillery that have bombarded must conform to the result suffered by friendly units stacked with them (*see 11.61–C*). If the units they are stacked with suffer an “Ex” result they may be used to satisfy the required losses.

11.52 Adjacent Attacks: When the artillery unit is in an EZOC, it uses the regular Combat Results Table, and may combine its strength with attacking infantry and cavalry. When alone in an EZOC, artillery units must attack an adjacent unit and may not bombard. Artillery units in regular combat suffer all Combat Results.

11.53 Weather: During Snowstorm, Thunderstorm, Duststorm, Snow, Rain, or Fog, artillery units may *not* Bombard. During Mud, Artillery units attack and defend at one-half their normal strength (rounding fractions down). During mud, for any bombardment a -2 DRM applies.

11.54 Defense: When Artillery units are attacked they suffer all Combat Results in the same manner as other units (*see 11.4–Shock Notes*).

**11.6 Bombardment Procedure**

Bombardments are permitted for Artillery Units during the Bombardment Step only (*see 2.11–D3 and 11.1–3*). When a unit bombards, it may not: **A.** participate in regular combat; **B.** combine with infantry and cavalry; **C.** take part in a Combined Arms attack.

1. Designate the Bombarding Hex (*see 11.61*)
2. Designate the Target Hex (*see 11.62*)
3. Determine the Line of Sight—if blocked, bombardment is prohibited (*see 11.63*).
4. Determine the Bombardment Strength (*see 11.64*)
5. Determine the Modifiers for Mud and for bombardment at 3-hex range (*see 11.64*).
6. Calculate the Effects of Terrain (*see 11.65*).
7. Resolve on the Bombardment Table (*see 11.66*).
8. Execute the Combat Results (*see 11.67*).

11.61 Designate the Bombarding Hex:

A. Artillery may Bombard or it may make a Regular Attack in a given Combat Phase. It may not do both.

B. Any number of artillery units may bombard a single hex as long as all artillery units are within range and have a LOS to the target hex (*see 1.52 and 1.74*).

C. If stacked with a friendly infantry or cavalry unit the artillery may bombard a hex different from the one the other units attack. If in an EZOC, Artillery need not attack the adjacent enemy units as long as some other

friendly unit does so. Artillery units stacked together may bombard different target hexes.

D. An Artillery unit may not bombard several enemy occupied hexes; it may not split its strength. An artillery unit may attack more than a single hex only if making an adjacent regular attack (*see 11.52*).

E. Artillery in a woods hex may *not* bombard but may participate in an adjacent regular combat.

11.62 Designate the Target Hex: The bombarding artillery unit must be either two or three hexes from its Target hex with an unblocked Line of Sight.

A. All enemy units in a hex under bombardment are bombarded as one target. A hex may not be bombarded more than once in a Combat Phase.

B. Adjacent enemy Combat Units on the opposite side of a bridged or unbridged, unfrozen river hexside may be bombarded.

C. When an Artillery unit bombards an enemy unit adjacent to friendly infantry or cavalry, the bombardment satisfies the obligation of all units in an EZOC to attack (*see 11.21*).



NOTE: *Bombardments may save the infantry or cavalry the risk of attacking at very low odds, as there is no loss to the bombarding unit.*

D. An enemy force may be the target of a bombardment and then a regular attack during the same Combat Phase.

E. Artillery may not bombard a unit in woods or Chateaux.

F. Artillery units may never add their strength to another hex's defensive value by bombardment.

11.63 Artillery Line of Sight (*see 1.52*)

A. Hilltop Hexes and Slope Hexsides: Slope hexsides delineate the demarcation between Sloping and Hilltop terrain. The Slope is always on the downhill side of the hexside. A Slope hex intervening between a bombarding artillery unit and its target blocks the Line of Sight unless the artillery unit is on the hilltop and is either: 1) firing downslope through the Slope hexside; or 2) firing on another slope hex with *no* blocking hexes intervening. The target units in either case have *no* reciprocal LOS.

B. Crest Hexsides: Crest terrain is drawn on both sides of a given crest hexside. Artillery LOS is not blocked by a crest adjacent to the bombarding unit.

11.64 Determine the Bombardment Strength: The strength of all Artillery units bombarding a given target is totaled (this may include bombarding units in different hexes). The total strength of artillery units bombarding at three-hex range is reduced by 50% (round fractions down). **EXAMPLE:** If bombarding at three-hex range, artillery unit(s) with 7 SPs would be reduced to 3 SPs.

11.65 Calculate the Effects of Terrain: The effects of terrain on bombardment are as follows, for target units occupying the specified terrain type.

Towns: Bombarding SPs are reduced by 1/3. You may not bombard into a town at 3-hex range.

Woods hexes: May not bombard into.

Crests: Blocks LOS (*except if adjacent to artillery*).

Chateau: May not bombard into.

11.66 Resolve on the Bombardment Table: All bombardments must be resolved and results applied during the Bombardment segment (*see 2.11–D3*). Cross-reference the Bombardment Strength with the die roll and apply modifiers.

11.67 Execute the Bombardment Results:

A Bombardment may result in: “**Dr**” (*see 11.4*); or no effect; or “**1R**” (reduce one unit). This means one unit in the hex is flipped to its reduced side, or an already-reduced unit is eliminated. The Bombarding Player decides which unit to reduce. The owning player may decide to remain in the hex or voluntary retreat one hex with the remaining units in the target hex.



DEMORALIZED MARKER

12.0 DEMORALIZATION

Units may become demoralized in either of two ways— if their formation reaches its Demoralization Level due to Combat losses (12.11), or if the unit is Out of Supply (see 14.0). Demoralized units may not Advance After Combat; they may end up in the PEU box as they attempt to Reorganize; and their Initiative Die Rolls are increased by one (see 12.21).

12.1 Demoralization Levels

Each player has a Casualty Record Track to record Friendly losses. When the first Friendly Combat Unit of a Formation is eliminated, this unit becomes the “Casualty Level Marker” for its Formation (see 12.13). As further units are eliminated, the Owning Player adjusts this marker to reflect strength points lost by moving it a number of spaces on the track equal to each eliminated unit’s full Combat Strength.

NOTE: *Formations with fewer than [3] units present at the battle can only be Demoralized by lack of Supply.*

12.11 Demoralization by Combat Losses: A Formation becomes Demoralized at the instant its Casualty Level marker reaches or exceeds its Demoralization Level [the space containing its Command Designation printed on the Casualty Track]. Place a “Demoralized” marker on the Officer commanding the formation.

12.12 Rallying From Demoralization: When an eliminated Combat Unit is Reorganized, that Formation’s Casualty Level marker is reduced by an amount equal to the unit’s *full* (not reduced) Combat Strength. If the unit is eliminated again later then the Casualty Level Marker should be increased by that same amount (the unit’s Full Combat Strength). The moment the Casualty Marker for that Formation moves below its Demoralization Level, the Formation is recovered from Demoralization and the Demoralized Marker is removed from play.

NOTE: *As long as a unit survives at Reduced Strength, the difference between its full and reduced Strength does not count for Demoralization purposes or Victory Points. A reduced strength unit can later take on replacements, but if the cadres of a unit are lost, then nothing can be reconstructed.*

12.13 Casualty Level Marker: Normally a unit that is not permanently eliminated goes to the Awaiting Recovery Section of the Reduced Units Box. But if such a unit is the *first* unit of a Formation to be eliminated it will be placed on the Casualty Track as Casualty Level

Marker for the formation. This unit can be reorganized in the same way as other units of its Formation.

12.2 Demoralization Effects

12.21 Initiative: One is added to all Initiative die rolls checked by Demoralized Officers and Combat Units.

12.22 Road March: Demoralized Leaders and Combat Units *may* Road March normally. They may be given March Orders.

12.23 Combat: Demoralized Units may *not* Advance after Combat. Demoralized cavalry may not charge.

12.24 Reorganization: (see 6.2) The Phasing Player must roll a die for each Combat Unit of a Demoralized Formation he attempts to Reorganize. If this die-roll is a “5” or “6” the reorganization attempt fails and the unit is permanently eliminated (PEU).

EXCEPTION: French player’s *minor ally troops* (see 1.4–“Friendly”) must instead pass a normal Initiative check. If this fails the unit is PEU (see also 7.47–4).

12.25 Bombardment 1R result: Demoralized Units must retreat one hex (see 11.67).

12.3 Demoralization and Supply

Combat Units that are Out of Supply suffer Demoralization Effects. The out-of-supply Combat Units receive an Out of Supply Marker, and rally from Demoralization on the turn in which their Supply Line is reestablished.

12.31 There is no additional effect upon out-of-supply units that become demoralized due to combat losses.



13.0 VEDETTES

Light Cavalry (“LC”) units can generate a number of Vedette (scout) units. Each Vedette is a regiment of between 500 and 800 men, broken-up into 50-man patrols that fan-out to cover a wide area.

These fast-moving patrols were used to screen an army against enemy reconnaissance, to perform reconnaissance, and to protect the flanks of the larger units. Vedettes move like light cavalry units but they are non-combat units.



13.1 Vedette Breakdown and Reassembly

Any full-strength light cavalry or Mixed Type unit may bring its corresponding Vedette units onto the map. Each parent unit of Vedettes has a number (in a circle), to indicate the number of Vedettes provided for that unit. EXAMPLE: *Colbert's cavalry brigade has a "2" in a circle (see 1.3). It contains two Vedettes with a corresponding designation.*

13.11 Creating Light Cavalry Vedettes: During the Reorganization Segment (only), the Phasing Player removes the LC unit from the map and replaces it with the Vedettes. The LC unit is then placed in the Full Strength Holding Box. Vedettes may move in the turn they are created. Reduced-strength units may not create Vedettes.

13.12 Reassembling the Unit: The LC unit may return to the map if the correct number of Vedettes arrive in the same hex with at least one MP remaining to expend as the cost of Reassembling. Remove the stacked Vedettes during the next friendly Reorganization Segment (only) and replace them with the parent unit.

NOTE: *Vedette unit i.d. may be ignored. Vedettes may recombine freely to reassemble any available LC unit.*

13.13 Mixed Type Units: Infantry units with a Vedette number. When Vedettes of Mixed Type appear on the map, the parent unit continues on the map, at reduced strength. Flip the counter to its reduced strength side,

then deploy the vedette(s) to the same hex. Mixed Type units may flip back to full strength by stacking with the same number of friendly vedettes and then removing them from the map (*see 13.12*).

13.14 Corps Affiliation of Vedettes [Optional Rule]: A vedette may not be used to reassemble a unit from a different formation. A vedette may not depart from its assigned formation.

13.2 Vedettes in Combat

Vedettes have no combat strength or combat ability and may not repulse, attack or defend. Vedettes are non-combat units and do *not* count for Combined Arms.

13.21 Vedettes and Retreat: Vedette ZOCs do not block enemy retreats. Units may retreat into the ZOC of an Enemy Vedette (*see 4.5*). Retreating enemy units can, if necessary, displace friendly Vedettes (*see 11.45*).

13.22 Retreat Before Combat: Any engaged Vedette of either side that is not stacked with a friendly combat unit must Retreat Before Combat (RBC) one or two hexes. If it cannot retreat, it is eliminated (UAR). Vedettes cannot prevent enemy Forces from using RBC.

13.23 Combat Results: Vedettes stacked with friendly combat units are subject to the combat result against the stack. Eliminated vedettes may return to play through Reorganization (*see 6.3*).

13.3 Vedette Movement

Vedettes move like Cavalry and *must* be in Command or pass their Initiative die roll to move. Vedettes *always* pay road movement rates but ignore Road March restrictions and are ignored by friendly units in Road March.

13.31 Stacking: No more than 3 Vedettes may occupy the same hex (*see 3.13*). EXCEPTION: *The vedettes of any LC unit that contains 4 or more vedettes are allowed to stack for the purpose of reassembly.*

13.32 Repulse: Vedettes may not attempt Repulse. Repulses against vedettes always succeed.

13.4 Vedette Reconnaissance

Like combat units, phasing vedettes within enemy LOS at the beginning of the Movement Phase may perform Reconnaissance in order to reveal enemy Forces (as well as during the LOS Step of the Combat Phase—*see 1.51*). Non-phasing vedettes *must* perform Reconnaissance at the moment an enemy unit moves adjacent to them (the player may *not* keep the *adjacent* vedette concealed).

13.41 Vedettes Lost During Reconnaissance: If an adjacent enemy stack being scouted includes an LC unit, reveal one scouted LC unit and roll the die. Refer to the "Vedettes Lost During Reconnaissance" Table. If the die

roll is 1, 2 or 3, eliminate the scouting Vedette and place it in the specified box on the Reorganization Display. If there is no LC in the scouted hex, reveal all the enemy units in the stack—the scouting Vedette stays on-map.



14.0 SUPPLY

The Phasing Player must determine the supply status of each Friendly Combat Unit during each Weather/Recovery Turn. Out of Supply units are marked “Out of Supply” and suffer the effects of Demoralization (12.2). All such units remain Out of Supply until the next Weather/Recovery Turn (see 1.7).

14.1 Tracing Supply Lines

A Combat Unit is in supply if it can trace a Forward Supply Line (*see Glossary*), no more than [10] hexes long (not counting the unit’s hex), as follows:

- A.** Directly to a Friendly **Supply Source**; or
- B.** To its own **Formation Baggage Train**. If the Formation Baggage Train is not on a **road or trail** hex, with a “Trunk” Line (*see Glossary*) of any length to a Friendly Supply Source, units may **not** trace a Supply Line to it; or
- C.** To another **Friendly Baggage Train**. No more than **one** stack of a different formation may trace to each Friendly Baggage Train (*see 14.3*). **EXCEPTION:** (*see 14.41*).

14.11 Forward Line: The Forward Supply Line (only) may traverse any type of terrain permitted to Trains (*see 9.12*). Each counts as one hex.

14.12 Trunk Line: A Trunk Line may comprise any number of connected road and/or trail hexes.

14.13 Blocking Supply: Forward and Trunk Lines are blocked by the physical presence of enemy combat units and Vedettes. EZOCs do **not** block Supply Lines.

14.14 Automatic Supply: The following units are automatically in supply until the next Weather/Recovery Turn: All reinforcements from their turn of entry, and all units on-map at the start of any Approach to Battle scenario.

14.2 Supply Source Hexes

Each side has Supply Source hexes that are indicated on the map by a supply symbol with an encircled code letter (*see the Terrain Key on the map*.)



14.3 Baggage Trains

Each baggage train represents 100 wagons. A Baggage Train serves to extend a unit’s supply line (see 14.1). Baggage Trains belong to specific formations as shown by their Command Designation. EXCEPTION: Some baggage trains are generic for a given side (see 14.41). Each Corps Baggage Train can provide supply to all units in its Corps within range. A unit may only trace to the Baggage Train of its own Corps. EXCEPTIONS: (see 14.1–C, 14.41).

14.31 How Baggage Trains Move: (*see 9.1*).

14.32 Automatic: Baggage Trains move automatically without requiring command, **or** Initiative. Their Movement Allowance is [4].

14.33 Destroying Baggage Trains: A baggage train is destroyed according to 9.15. Destroyed Baggage Trains may not be used. If an out of supply unit(s) captures an enemy baggage train, the OOS marker is removed. (All units of the capturing side adjacent to the train remove their OOS Markers.)

14.4 Formations Without Baggage Trains

14.41 Any formation (such as a Coalition division) or individual unit without a dedicated baggage counter in the game may trace supply to any friendly baggage train. Any unit without a Command designation may trace supply to any friendly baggage.

14.42 Lost Baggage: If their formation’s baggage is destroyed or off map, units may **not** trace supply to another friendly baggage train. **EXCEPTION:** 14.1–C.

15.0 REINFORCEMENTS

Reinforcements enter play on the turn and hex specified in the Scenario Information. Reinforcements always enter during the Friendly Command Movement Segment of the indicated Game-Turn (unless delayed, see 15.22).

15.1 How Reinforcements Enter the Map

Reinforcements may move (in Command) and engage freely on their turn of entry. Reinforcements may be placed under “March Order” on the turn of entry at the Player’s discretion (*see 7.41*). Reinforcements enter Hidden (*see 1.5*).

15.11 Stacking: When more than one Combat Unit is scheduled to arrive at the same entry hex in the same

turn, they may arrive stacked observing the stacking limit.

15.12 Road March: Reinforcements may enter the map using Road March (unstacked, with an empty hex between each arriving unit). In this case the first unit to arrive pays the road MP cost of the entry hex.

15.13 Additional Stacks: Each subsequent unit or stack to enter on the same hex and turn pays one additional MP. *EXAMPLE: The second stack/unit to enter will pay one extra MP; the third two additional MPs (see 15.23).*

15.2 Changing Reinforcement Entry

15.21 Blocked Entry Hexes: If the entry hex is occupied by an enemy or friendly combat unit or EZOC (except Vedette ZOC), the Reinforcement may instead enter in the hex nearest to the entry hex clear of combat units and EZOCs.

15.22 Voluntary Delay: Players may voluntarily delay the entry of Reinforcements. However, no other scheduled Reinforcement may enter at this entry hex until the delayed Reinforcements have been brought onto the map (the follow-on reinforcements may enter in the same or subsequent turns). A portion of a Reinforcement force may *not* be delayed. Either all the units scheduled to arrive at that hex are brought onto the map, or none.

15.23 Excess Stacks: Stacks without sufficient Movement Points to enter must wait until the following turn. The excess stacks of a formation still enter in Command when they arrive.

15.3 First Day Reinforcements

Approach to Battle reinforcements are listed separately in the Scenario Information. (These units are on-map in the Day of Battle Set up.)

15.4 Alternate Reinforcements

The Scenario Information specifies the conditions of arrival of Alternate Reinforcements. Alternate Reinforcements appear in order of priority in the list.



16.0 SPECIAL UNIT ABILITIES

16.1 Combined Arms

The attacker (only) may gain a +1 column shift in Combat if he has Infantry, Artillery, *and* Cavalry participating in the same attack. The Combined Arms benefit is *not* cancelled by a defending stack of all arms. Vedettes are disregarded. The Combined Arms bonus does not apply if any of the defenders involved are in Town, Woods, or Marsh; across a Bridge (across Streams OK); or in Chateaux (unless demoralized).

16.2 Cavalry Retreat Before Combat (RBC)

Defending and then Attacking stacks composed *only* of Cavalry (plus any Leaders, Vedettes and Horse Artillery stacked with Cavalry) may elect to retreat one or two hexes out of an EZOC prior to combat. For units in the EZOC of a cavalry unit with an *equal or greater* Movement Allowance, RBC is forbidden. During this RBC units may not enter an EZOC—except *Vedette ZOCs* (see 4.5). The enemy units may not advance into the vacated hex. *EXCEPTION: See 16.24.* A unit can take only one retreat before combat per turn.

NOTE: RBC allows Cavalry to reveal the enemy force during the Combat Phase (see 11.1).

16.21 Cavalry may not retreat before combat if surrounded, or if stacked with infantry or artillery (other than Horse Artillery).

16.22 Supply and Morale: Supply and Morale do not affect a cavalry unit's ability to Retreat Before Combat.

16.23 Leaders: Leaders that Retreat Before Combat do *not* roll for capture (see 5.32).

16.24 Bridges: Cavalry defending a bridge that retreats *before* combat may be followed-up by enemy attackers across the bridge. *NOTE: Because of its importance they would certainly seize the bridge if left undefended even for less than a whole turn. This forms an exception to 16.2, which prohibits advance into the vacated hex.*

16.3 Horse Artillery RBC

Horse Artillery that begins a Combat Phase alone (or with an all-cavalry stack) in an Enemy Zone of Control may retreat one hex before Combat, as above (see 16.2). It may still bombard that turn. If the Horse Artillery unit is in the EZOC of Cavalry, it may not RBC.

16.4 Cavalry Charge

In a successful Cavalry charge, the cavalry unit(s) move through an EZOC directly into the enemy-occupied hex, thereby cutting the retreat route of the overrun unit in the following Combat Step (see 16.51).

16.41 Which Units May Charge: All cavalry (except LC and demoralized cavalry) that has not moved during the previous Movement Phase may make a charge, resolved on the Cavalry Charge Table during the Charge Step. Such cavalry may expend the full Movement Allowance during the charge step. It costs one extra MP to enter the Enemy unit's hex. *This MP cost reflects the shorter range of charging cavalry.*

16.42 Charge and Conventional (Regular) Attacks: If charged, a hex must also be subjected to a regular attack by some other friendly unit during the same Combat Phase. A cavalry unit may not make a charge and conventional attack during the same Player-Turn.

16.43 The Charge CRT: During the Charge step the charge is resolved using the Cavalry Charge CRT. Combat odds are figured according to 11.3.

16.44 Charge Limitations: Only one charge may be made by a single stack against a given hex in one Combat Phase. Cavalry units from multiple hexes cannot charge the same hex. Cavalry may not charge:

- into woods, town, chateau, or improved positions;
- uphill through Slope, or
- across a stream, trestle or bridge hexside.

Charging Cavalry units may not overstack, but do not count enemy units for stacking purposes.

16.45 Charges and Weather: During Snowstorm, Thunderstorm, Duststorm or Snow, add +1 to the Charge CRT die roll. During Mud, Charges are not permitted.

16.5 Cavalry Charge Results

The possible results of a Charge are Overrun or Attacker Eliminated. On an "Ae" result, the cavalry units are eliminated and the target may have its Movement Allowance reduced in the following Movement Phase to zero or 1 Movement Points. Results are applied according to 11.4.

16.51 Overrun (OR): In an Overrun, the cavalry unit(s) move into the enemy-occupied hex. The charging unit's ZOC extends out into all surrounding hexes. In the upcoming regular attack during the Combat Step, the retreat route of the overrun unit is cut off. The cavalry units making the charge may not add their Attack Strength to the subsequent combat.

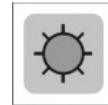
16.52 Subsequent Combat Result: The subsequent attack is credited with cavalry for purposes of Combined Arms. (1) If the subsequent Combat Result is **Dr** or **De**, all defending units are eliminated (UAR), the charging cavalry unit(s) remain in the hex, and one of the attacking units may advance into the hex as usual.

(2) If the subsequent Combat Result is **Ae** or **Ar**, the cavalry unit(s) are eliminated (UAR). Opposing units

may never end the Combat Phase stacked together. (3) If the subsequent Combat Result is an **Ex**, the charging cavalry units are the first to be counted toward the Exchange. (4) If the subsequent Combat Result is **Sk**, the charging Cavalry unit is the lead unit. (5) If the **Ex** or **Sk** does not clear the hex of enemy units, the Cavalry units are eliminated (UAR).

16.6 Committing Guard (Gde) Units

The infantry of the Guard were elite troops thrown into battle only at the critical moment to break enemy morale. In the first combat that includes any Guard unit of a given side, that side receives a one-column favorable shift on the CRT. If any infantry unit of the Guard is involved in an attack (at any time) and the ultimate result is "Ae," "Ar," or "Ex," the Demoralization Level of all Friendly Formations within 10 hexes is immediately reduced by 4. EXCEPTION: *Regardless of the combat result, if the attack by the Guard demoralizes the opposing formation, then the owning player's Demoralization Levels are not reduced.* All units labeled as Guard ("Gde.") in either player's forces are affected by this rule.



16.7 Improved Positions

A simple Improved Position made of timber and stout beams could be thrown together in a few hours. A more elaborate dug-in redoubt could take much longer.

A stack defending in a completed Improved Position (I.P.) has its strength doubled. Like a Chateau, EZOCs don't extend into an Improved Position (*see 17.1*). Cavalry Charges against an I.P. are prohibited. An I.P. under construction has no effect on combat.

16.71 I.P. Construction: Roll on the following table at the end of the Movement Phase. The construction hex must contain at least *two* infantry units that did not move during that Movement Phase. After completion the Improved Position marker remains on the map (even if unoccupied) and may be used by either side. (If you play the Improved Position Card, construction is automatic.)

16.72 Construction Table: Roll one die.

die

1 construction complete (invert marker)

2-6 roll again next turn (under construction).

I.P. Construction is not permitted during Frost, Snow, or Snowstorm.

17.0 CHATEAUX

Chateaux are farms or castles protected by strong walls impervious to field artillery.

17.1 Zones of Control

ZOCs extend out of but not into Chateaux—adjacent units must attack enemy units in Chateaux.

17.2 Stacking

No more than two [2] units may stack in a Chateau hex. Artillery and Train units may not end the Movement Phase in a Chateau hex—they *may* move through the hex.

17.3 Combat

Units in chateaux are not required to attack, but if they elect to attack, all adjacent enemy units must be attacked by some friendly unit.

17.31 If any defending units in a combat occupy a Chateau, the attacker:

- receives **no** Combined Arms bonus.
- treats “Dr,” “Dr2,” “Dr3” and “Dr4” as “Shock.”

These effects do not apply if the units defending in the Chateau are demoralized.



17.32 Bombardment: Artillery units may never bombard into Chateaux. They may make regular adjacent attacks.

17.33 Advance and Retreat after Combat: Units *may* advance after combat into Chateaux. Retreat into occupied Chateaux is prohibited.

17.34 Cavalry charges against Chateaux are prohibited.

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Terrain Effects on Movement and LOS

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