

Élan Deluxe Edition[©]

Tactical Rules for Napoleonic Battles



By

Phillip A. Jones

2004

Cover Picture: Section from the panorama of the Battle of Waterloo by Louis Dumoulin
featuring the charge of the Dragons de l'Imperatrice de la Garde Imperiale.

Image courtesy of the author.

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INTRODUCTION TO THE DELUXE EDITION

These wargame rules are the result of some five years experience and the gamer feedback of previous *Élan* versions. I have decided to make this version available for free on the internet to ensure the fruits of this labour can continue to contribute to the gaming community.

I have sought to develop a game system that enables the latest thinking on Napoleonic tactics to be replicated on the table top in a playable system. The game is inevitably, a personal interpretation of combat in the period, but what experience has shown is that *Élan* offers a subtle and flowing gaming experience. It also enables players to exercise a wide range of tactical options, and essentially if it happened in real life, you should be able to replicate it on the tabletop using this game.

All rules have to balance playability (simplicity of method) with historical detail (layers of complexity). *Élan* has been designed to ensure clarity without sacrificing the tactical nuance of the Napoleonic period. The rules will respond to the experience of the player and I have sought to be as clear as possible in the rules text hopefully avoiding the usual ambiguity of other games. Players are advised to read the rules and texts through, but are assured that all the rules written will not need to be remembered whilst playing! Many are there for situations which may arise over the course of many games.

Élan is a very flexible system that enables you to play anything from a brigade sized action (400 points) to Division (800 points), Corps (over 2000 points). Players can use 15mm to 25mm (28mm) figures and the rules provide a basing system, but you can use any existing basing your figures have. The default scale is 1:50, but experience has shown that players can use anything from 1:20 to 1:60 with no need to adjust the rules.

Also included in this final version is a comprehensive range of divisional sized army lists for every nation that took part in the Napoleonic wars which players will find very useful. In addition, I present *Etat-Major*, a campaign system that was developed in partnership with Mr Greg MacPherson. This system compliments *Élan* and is a simple rule set that adds an interesting layer of context to games without the need for a lot of bookkeeping.

I have taken the opportunity to add some new rules to the final version of *Élan*, and simplified where possible. I have also re-written some rules which were not as clear as they should have been. I urge players already familiar with the game to read these rules carefully as there have been significant changes in several areas, such as the way skirmishers and firing are treated. I have also removed references to figures in favour of Stands (and amended the rules accordingly) to make the game more adaptable.

There is also several Optional Rules both in the text and in a later section which presents some ideas that players may like to explore as they wish.

The charts in Part II are an indispensable part of the game and players must ensure they read them thoroughly to ensure they understand the details of the mechanics and unit capabilities and responses.

Finally, I would like to acknowledge the invaluable contribution of gamers in many countries over the years whose enthusiasm, knowledge and commitment to *Élan* is deeply appreciated and without whom this game would not have been possible. This game is dedicated to those players who game in a spirit of honour, a love of glory and most of all good humour.

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Canberra, Australia 2004

SECTION 1: BASIC CONCEPTS

1.1 Scales

1. In *Élan*, groups of figures, called Stands, are used to form units. These Stands may have any number of figures on them. Consequently, players using figures from any other rule system can also use *Élan* rules. The width and depth of the Stands is irrelevant under this system. A default basing system is provided however to guide new players.
2. The ground scale equates one millimetre to about a metre. All measurements are millimetres. The time scale is one turn equals 30 to 45 minutes.
3. A figure of Infantry or Cavalry represents 50 men although players can use other ratios with no need to amend the rules. An Artillery, Engineer or Staff figure represents five men.
4. A single Artillery gun model represents two actual guns. A single limber with horse teams represents the combined limbers for a single Artillery battery. For example, three gun models and one limber model plus crew figures would represent a historical battery of six guns.
5. The figures are mounted on Stands, which are then organised into units that represent Battalions of Infantry, Regiments of Cavalry and batteries of artillery. Players spend points per figure or gun model to make up their force to an agreed limit, but how these figures are based is generally irrelevant to the workings of the game.
6. Figure strength and casualties represent more than just actual men in a unit. The combination of figures and Class represent a unit's combat value and effectiveness. As figures are removed they reflect the deterioration of a unit's combat value through fatigue, casualties and loss of morale.
7. These battalions and Regiments are then organised into Brigades and Brigades into Divisions. The term 'unit(s)' will be used if rules apply to both Battalions and Regiments. Artillery will be referred to as artillery, guns or batteries.
8. The measurements in the rules have been written with both 20/25mm scale and 10/15mm figures in mind, though other scales can be used. Players with 15mm figures should use the measurements on the *right* throughout the text and charts.
9. Players should read thoroughly the attached Charts as well as the text to understand all the aspects of the rules and the capabilities of the units. Usually, after a few games, players will only need to use the Charts, referring to the text only on occasion.

1.2 Basing Stands

10. It is not necessary to re-base your figures in order to play *Élan* if you use another basing system. It is essential, however, that players use the same basing system. Stands represent companies and squadrons in a unit generally, but they also serve as a method of dividing the unit up for combat purposes. For rules described later such as shooting, the basing of figures is often irrelevant as the actual figures rather than how they are based is used to calculate the eligible troops that can fire or fight.
11. One Stand in each unit must be the Command stand with the exception of artillery units. The Command Stand has Officer, Standard, and Musician figures or other distinctive figures on it. This Stand determines which direction the unit is facing and all moves relate to it. It also acts as the rallying point and support for Skirmishers.

12. Staff figures should have Aide de Camp (ADC) figures on separate Stands. The player may wish to use trumpeters, officer figures, escorts or standard bearers as Aides. Staff escorts are also based separately, and are represented by cavalry figures, usually light or lancer cavalry figures.
13. Artillery Stands have a single gun and three gun crew figures (based separately) on them. Each battery also has a limber team on a separate stand. Artillery Crew should have one and two figures based for change as casualties. Three figures of Artillery crew is a Stand with or without a gun. A complete Limbered Artillery Battery is one Stand; refer to the *Artillery* section below.
14. Engineer Stands have a single Cavalry or foot figure; Sapper Stands have one or two figures on them. Figures with spade and picks would be appropriate for Sappers.
15. If using the default basing system (below) Infantry and cavalry units should have Stands divided into single, two and three figures to be used as casualties.
16. In order to offer at least one basing system the following is provided as the default system for the game. All measurements are in millimetres; 15mm scale is on the right. Players can have slightly deeper or wider bases if the figures require it to fit onto the Stands.

Stand	# of figures	Width	Depth
Single Mounted General Figure	1	40/30	40/30
Single Mounted Figure	1	20/15	40/30
Single Mounted Aide or Engineer Figure	1	20/15	40/30
Regular Cavalry Stand	3	60/40	40/30
Regular Cavalry Stand	2	40/30	40/30
Irregular Mounted or Camel Mounted Troops	2	60/40	40/30
Regular Infantry Stand	4	60/40	20/15
Irregular Foot Stand	3	60/40	20/15
Regular Light Infantry / Skirmishers (half-Stand)	2	30/20	20/15
Single Artillery Piece or pair of Rocket Tubes	n/a	40/30	60/40
Artillery Crew Stand (can be split up)	3	45/30	20/15
Artillery Limber with two pairs of horses and two drivers		40/30	120/100
Wagon or Similar	n/a	40/30	120/100
Single Foot Figure	1	15/10	20/15

1.3 Sequence of Play General Notes

17. One of the distinctive features of *Élan* is the sequence of play, which gives players a flowing and quick game, full of subtlety. The Turn cycle (roughly about 30-45 minutes in real time) is divided into Phases.
18. The *Sequence of Play Chart* provides a detailed step-by-step sequence for players to follow. It is very important that the order is followed precisely.
19. Both players complete a Phase, before moving onto the next Phase. The shooting and Close Assault Phases are completed simultaneously, while the others are completed in alternate or interactive fashion.
20. To complete a Phase, the player with *Initiative* performs his actions in the order specified on the *Sequence Chart*, and then it passes over to the other side. The *non-Initiative* player responds to any actions of the *Initiative* player, and then does his own moves or attacks until his Phase is completed.

21. Finally, the *Initiative* player responds to any of the actions the other player, such as Charges or shooting, and that completes that particular Phase. The players then start the next Phase. Some Phases like shooting or Close Assault and moves like routing or pursuing are performed simultaneous with the Initiative player acting first for convenience.

1.4 Turn Phases Description

Initiative

You start by determining which side acts first each Turn based on the quality of your Staff, the number of intact Brigades and Divisions you have and some luck. This can swing back and forth during a game. Players who win Initiative can pass it over to the other side if they wish. Generals who are wounded or killed can be replaced or promoted and Aides reallocated to other Staff.

Grand Tactical Movement (GTM)- Alternate

This allows players to conduct sweeping advances with their troops, and bring on reserves, as well as attempting to turn the enemy position with a flank march. This allows forces to come to grips quickly.

Morale (MP) -Alternate

This is the first Tactical Phase in which you launch charges and respond to enemy attacks.

Leadership and the command of your troops is very important in the game.

Firing (FP)- Simultaneous -initiative player firing first

Your artillery can soften up the enemy using Bombardment before your troops close in, this simple mechanism recreates the effects of mass artillery firing over a long period of time at a sector of the battlefield. You can also fire musketry and artillery tactically. All firing is deemed simultaneous. Units respond to the casualties they suffer and you can draw enemy fire to make them vulnerable to Opportunity Charges in the next Phase.

Tactical Movement (TMP) -Alternate

Units move, change formation and can launch Opportunity Charges. Troops who didn't fire earlier can defend themselves from their attackers. Obstacles and pontoon bridges can be created in this phase, or removed. Fires also spread in the direction the wind is blowing.

Close Assault (CAP-) Simultaneous

Units that close with the enemy fight it out. Combats are won by a combination of the tactical situation, leadership and the quality of your troops (with some luck!). The scale of the victory determines unit casualties, retreats and advances. Units surrender in this phase, and units reduced to ineffective levels are also removed.

SECTION 2: FORMATION

2.1 General Notes

22. The distance a unit can move in different circumstances and formations is specified in the *Movement Chart*.
23. Units can only change formation once in a Turn. This is either in the *Tactical Movement Phase* or *Morale Phase* (as part of a *Declared Charge*). All formation changes are made on the Command stand. The facing of the Command stand is the direction the unit moves or forms up on.
24. Troops are either formed or unformed. Staff and units in Urban areas, Heavy Woods, Skirmish Screens, or who are routing are unformed bodies. Unformed troops may pass through gaps which are equal to or greater than the width of their Stand, and do not hinder *Grand Tactical Movement* of the enemy.
25. Units can change formation in pursuit but movement deductions are made, see the *Movement Chart*.

26. Turning about 180° is a formation change as is expanding or contracting frontage, please refer to the legal formation changes point below.
27. A unit may change formation in a Light wood or Urban Area but not in a Heavy Wood, other than to deploy skirmishers.
28. Only figures or Stands in the front or flanks or rear of formations can shoot.

2.2 Flanks and Rears of Units

29. A unit's flank is the left or right side of its formation. To attack or fire on the flank of a unit the Stands firing or charging must be behind a 45° angle that is measured from the front corner of the target formation.
30. Squares, and units in Urban area or Fortifications, do not have flanks or rear. Deployed Artillery units have flanks for morale and firing purposes, but not in *Close Assault*.
31. A unit's rear is the area that is behind a 45° angle that is measured from the rear corners of the formation. To attack or fire on the rear of a unit the Stands must be behind this 45° angle.

2.3 Open Column *Dense Target Infantry and Cavalry*

32. A unit in column formation has a depth of two or more Stands. A column is a minimum of a half Stand (two figures) to one Stand wide. An open column is represented by all Stands touching with no gap between them, one behind the other.
33. Although historically there were several types of column no distinction is made in the rules. This formation represents a unit with a company frontage distance between each company enabling the unit to face to a flank by wheeling each company individually and quickly. The column can move slightly faster than a closed column and enables an open square to be formed.
34. A unit in column is a formed body.

2.4 Closed Column *infantry only* ****OPTIONAL RULE****

35. A unit in closed column formation has a depth of two or more Stands. A column is a minimum of a half Stand to one Stand wide. A closed column is represented by all Stands touching with no gap between them, one behind the other with a "Closed Formation" Counter placed next to it.
36. Although historically there were several types of column with varying gaps between companies no distinction is made in the rules. This column represents all gaps between companies in the unit having been completely closed up. This formation provides some defence against cavalry, especially for lesser quality troops.

37. This is a special target class for Artillery- *refer to Artillery Chart*

2.5 Open Square *Dense Target- Infantry only*

38. A square is represented by Stands facing outward on four sides with a gap in the middle.
39. A minimum of four Stands make up an open square. Multiple units can make up an open square during normal movement in the *TMP*.

40. A square can shelter friendly troops, such as Artillery Crew (without guns and limbers), staff or one independent light company. The square can shelter the same number of crew or staff as there are infantry Stands making up the square. Irregular infantry cannot form this formation.
41. A square cannot shoot and move in the same Turn. An open square cannot charge, but can deploy Skirmishers.
42. Squares fire from each flank. The figure on the corner of a square can fire to the side or front to assist making up sufficient figures to fire effectively.
- 2.6 Closed Square –infantry only **OPTIONAL RULE****
43. A Closed square (also known as a masse) is represented in the same way as an open column, but with a "Closed Formation" Counter placed next to it.
44. A Closed Square is a formed body and has no open flanks or rear. This formation can be formed quickly, in an emergency, from a closed column.
45. A minimum of two Stands can make up a closed square.
46. This is a special target class for Artillery- *refer to Artillery Chart*
47. Squares fire on each flank. The figures on the outside of the square can fire on the flank they are positioned, those on the corner can fire to either front or flank.
48. A closed square cannot shoot and move in the same Turn. A square cannot charge.
- 2.7 Line Line Target –Infantry and Cavalry and Artillery**
49. Single rank of touching stands. Lines can be bent to form angles, especially to bring fire to bear on particular units.
50. A unit in line is a formed body. A single formed stand is a line, unless part of skirmish screen.
51. Friendly troops can pass through a Line without disordering either unit, a deduction of 30mm/50mm is taken from the movement of both units.
52. Class 4, 5 or 6 infantry and cavalry can turn about to fight or shoot at enemy charging them if they pass the *Being Charged Test*. This is represented by one Stand in two being reversed in facing, it is possible thus for a unit to fight enemy in both directions. A unit in this mode is not considered as being attacked from the rear.
- 2.8 Reinforced Line- Dense Target- British Infantry and all Cavalry**
53. This formation represents lines four ranks deep. It is available to British infantry and any nationality Cavalry units only. It provides benefits against cavalry and other troops in *Close Assault*.
54. A unit in reinforced line is a formed body. It is represented by two rows of Stands, with at least two Stands in front and one Stand behind. There must be at least half as many Stands in the rear rank as there is in the front.
55. All the Stands are touching and it can be bent to form angles, especially to bring fire to bear on particular units.

56. Class 4, 5 or 6 infantry and cavalry in this formation can turn about the rear Stands to fight or shoot at enemy charging them if they pass the *Being Charged Test*.
- 2.9 Skirmish Screen** *Dispersed Target*
57. Single ranks of half-Stands with a gap one Stand wide between them. It must have a minimum of the Command Stand to its rear for support. The Command Stand counts as a separate target for Artillery with either tactical or bombardment fire.
58. If charged, skirmishers always *Evade*, rejoining the Command Stand and forming line or column formation. The Command Stand is a formed body and is always a full Stand.
59. Skirmish Screens prevent all Small Arms from firing directly onto any Stands behind them. Skirmishers cannot contact enemy units with the exception of Artillery Stands, Skirmishers, or Routers (if skirmishing Cavalry).
60. Friendly units can pass through a screen without any penalty (including charging through them).
61. Deploying or reforming a Skirmish Screen is a formation change when 50% or more of the Stands are being deployed or reformed. Please refer to the Skirmisher section below.
- 2.10 Troops Lying Down** *Line target –Infantry and Artillery crew only* ****OPTIONAL RULE****
62. On occasion, infantry troops were ordered to lie down or crouch to reduce the effect of artillery fire, especially if they were in a defensive posture. A player can deploy any foot in this mode.
63. It is represented by the any formation noted above, with a "Lying Down" Counter placed next to it.
64. Troops retain their steadiness, but it costs movement to get up or down, and if troops are caught in this mode by an enemy charge or break-through attack, they suffer penalties in morale tests. If contacted by formed enemy troops suffer an Automatic Major Defeat in *Close Assault*.
65. Units in this mode cannot charge, change formation, counter-charge or fire.
- 2.11 Dismounted Cavalry fighting as Skirmishers**
66. Any Class 3 and above Cavalry can dismount and fight as Skirmishers. A three figure Stand that dismounts, is represented by a two figure foot half-Stand (as per Light Infantry). The Mounted Figures are left on the Board to represent where the horses are being held. The Command Stand for the unit remains mounted, unless in Urban Areas or a wood.
67. If an enemy Stand contacts the horses, they are removed from play. The stranded dismounted troops cannot be remounted in the course of a game. Dismounted Cavalry behave as other Skirmishers for all purposes, but are not considered Light infantry.
68. If dismounted cavalry are charged (and have passed the *Being Charged Test*), they can *Evade* on their mounts (as long as the horses have not been contacted by an enemy Stand), if they have the Movement allowance to remount and have not been contacted by the charge.

2.12 Artillery

69. Artillery Crew Stands not touching a Gun or Limber Stand on their own are unformed troops and a *dispersed* target, otherwise Artillery has three types of formation:

Limbered *Dense Target*

Represented by a single Stand of a horse team, limber and a single gun denoting the whole battery is ready to move (“limbered up”). Units cannot pass through pass this formation. A limbered battery counts as one Stand only.

Deployed *Line Target*

Gun Stands are deployed in line and the limber is placed touching the rear of the gun stand. Infantry and cavalry units can move from *front* to *rear* or vice versa through the battery, but not any other direction. Manhandling can move deployed guns.

Compressed Frontage *Dense Target*

As for Deployed, but Stands are placed behind each other to represent guns being deployed wheel to wheel. A four-stand battery would thus have two Stands of guns in front, two behind, with the limber to the rear. Units cannot pass through this formation in any direction. Guns cannot be deployed more than two Stands deep.

2.13 Mass Battery *Line or Dense target*

70. In addition to the three formations above, two or more batteries can form a mass battery. This creates one unit for all purposes while the units are combined. A minimum of six gun Stands are required. English Artillery is not allowed to use this formation.
71. It takes one *TMP* to form or break up a Mass Battery with no other movement (i.e. the units would move together and the command arrangements in the first *TMP*, the following *TMP* they would be treated as one unit.) The units can only fire while the Mass battery is being forming or breaking up if being charged.
72. Mass Batteries can be deployed at the start of the game, but the player must inform his opponent that he is doing so. If the battery is reduced to below six gun Stands, it becomes separate batteries again, although the Stands can still touch.

2.14 Staff *Dispersed Target*

73. Staff are represented depending on their rank, refer to the *Cost of Stands table* below. Staff has no flanks or rear, nor do their Escorts.

2.15 Special or Combined Formations

74. Players can combine units in larger formations for specific purposes, eg a Brigade Column, Regimental Square. Units must use a *TMP* to form up and are treated as one unit until they separate. The player must inform his opponent he is doing this.
75. The Class of the new formation is the majority of the Stands involved, for example, a Class 3 unit of five figures joins a Class 2 unit of six Stands. The column is treated as a Class 2 unit.
76. Players may create ad hoc units during a game by combining units from the same Brigade. They take a *TMP* to form up (amalgamate), and require a Command Stand. The ad hoc unit has the Class rating of the majority of the figures involved. It behaves and acts as a normal unit and must remain under the command of its parent Brigade. This may only be done by weakened units at 50% or less than their starting strength.
77. To form up, the two units must move together and are stationary for a *TMP* to reorganise.

78. Units may only amalgamate once in a game. Ad hoc units with multiple Command Stands should nominate one as the active Command Stand while the other is treated as a normal infantry stand. Amalgamated units may not separate once formed.

Example: Two weak battalions are moved together to form a combined square. One battalion is a Class 4 unit of two Stands, and the other is a six Stand, Class 3 unit. Both units move normally into contact with each other, and form square (deducting the relevant distance for forming square from their respective formations. The new square is rated Class 3 and the player uses the Command Stand for the unit with the majority of the Stands (the Class 3 unit).

2.16 Legal Formation Changes

- A Unit may perform only *one* formation change in a *Tactical Movement Phase*, no formation changes can occur in *Grand Tactical Movement Phase*.

The only legal formation changes units can make in a single TMP are:

- Line to Open Column or vice versa;
- Line to Open Square or vice versa;
- Open Column to Closed Square or vice versa;
- Open Column to a Line facing 90° from its original facing;
- Open Column to Closed Column or vice versa;
- Open Column to Reinforced Line;
- Reinforced Line to Closed Column;
- Line to Reinforced Line;
- Turning about 180°;
- Open Column or Open Square to Lying down mode;
- Line or reinforced line to lying down mode;
- To or from a Mass Battery;
- Laying down or getting up;
- Amalgamating with another unit or separating;
- Deploying or recalling more than 50% of the unit Stands as a Skirmish screen.

SECTION 3: POINTS AND TROOP CLASSES

3.1 Troop Point Values and Purchasing Stands

79. Stands are 'purchased' by spending points *per figure or gun model* to form a force up to an agreed total for the size of game. A standard game in *Élan* is 800 points, which will provide for a Division sized game. Specific Objectives can also be given points by the players before play begins.
80. Other good sizes for actions are 400 points for learner games or small scale action, 1000 points for a larger Divisional Size action, up to 2500 points for Corps action and multi-player games.
81. The General commanding figure, representing the Player, is free to purchase, and depending on the scale of the game is either a Corps Commander or Divisional General. Other Generals of Division and Brigade must be purchased as required by the number of the Brigades.
82. If the Player figure is killed or captured during a game then the points value is the equivalent of either a Corps or Division General depending on whom the player was representing on the table.
83. All Class 6 Infantry and Cavalry must be bought as a whole Brigade, and French Guards *must* also purchase a General of Brigade for *each* Regiment fielded, or part of.

84. French Imperial Guard Class 6 Artillery must be purchased as a complete battery if the player wishes to have the additional **1d6** for each battery when firing cannons or howitzers. Royal Horse Artillery, which is rated as Class 5, must be purchased as a complete battery if the player wishes to have the additional **1d6** for each battery when firing.

3.2 The Class Ratings and Troop Quality

85. Troops in *Élan* are rated as one of six classes, reflecting their combat value, relative quality capability compared to other units within their army, and the general proportion of those troops in the army. Generally there is not much difference in the capabilities between Class 5 or 6 troops, while Class 3 troops being veterans are more robust, they were more common than elite or highly trained Class 4 troops, hence the latter is one point more. Class 1 was truly inferior troops, whilst Class 2 and the normal “standard” line soldier. There are ratings of general types of troops and some specific units at the end of the rules, in addition to the Army lists later in these rules to help guide players developing their orders of battle.
86. It is not possible to have different class ratings in the same Battalion, Regiment or Battery.

3.3 Cost of Figures and their modifiers

Staff	
Commander Stand representing Player	free
<i>includes Cavalry aides and Class 4 cavalry escort Stand</i>	
Additional General of Division Stand	50
<i>for every four brigades not commanded by Player or two Cavalry brigades, includes two ADCs and Class 4 cavalry escort Stand</i>	
General of Brigade Stand <i>Includes one ADC</i>	30
Engineer Stands	30
<i>includes one officer Stand, two Sapper Stands and one pontoon bridge and wagon</i>	
Artillery <i>for each gun stand (includes one limber Stand for part of all of a batter)</i>	
Rocket Tube <i>(one tube per stand)</i>	10
Very Light or Light	10
Light Medium	20
Medium	30
Heavy	40
Siege <i>(includes Mortars)</i>	50
Miscellaneous	
Single Boat or pontoon	10
Light Earth works	10 per two Stand width
Heavy Earth works or Field Defences	20 per two Stand width
Basic Point Value per Figure	
Class 1	1
Class 2	2
Class 3	3
Class 4	4
Class 5	5
Class 6	6
Point Modifiers per Figure add to Class value	
Upgrade to Rifled Muskets	+2
If Foot Artillery Crew	+3
If Mounted	+5
If Cuirassier or Horse Artillery Crew	+7

3.4 Class 6- French and English Guards

87. These troops would not normally be fielded in a standard game. These troops are exclusively those from either the *French Imperial Guard*, specifically the Old and Middle Guard including Foot, Horse and Artillery, or from the English Foot Guards. They were unique in that epoch in combining years of combat experience, superb discipline, equipment and training, and (in the case of the former) an almost fanatical devotion to Napoleon.
88. All Class 6 Troops must be bought as a Brigade, and French Guards *must* also purchase a General of Brigade for *each* Regiment. British Foot Guards are bought and organised in Brigades of two battalions, they may also include attached independent light companies such as 60th or 95th Rifles.
89. The *Marines* and *Genies* of the Guard are included in this Class. They have an Engineer officer as part of their unit (free) due to their special qualities in the case of the former, and specialised training in the case of the latter unit.
90. Class 6 Troops can deploy up to *half* the unit as Skirmishers or feed them forward to replace losses to the skirmish screen.
91. They can also perform the *Passage of Lines Manoeuvre*. French Class 6 infantry can also serve as Artillery crew if there is one Artillery crew figure in base contact with the Gun Stand (The Old Guard served as artillery crew in several instances, particularly Wagram and Aspern-Essling). Please refer to the *Morale Charts* for other attributes of this Class
92. Non-Shaken Class 6 Infantry, fire on the *Steady Volley table* on the *Small Arms Chart* when firing a volley.
93. French Class 6 Artillery adds **1d6** when firing. A complete battery must be purchased to claim this extra dice. The dice can be allocated to any Stand of the battery when firing.

3.5 Class 5 -Crack Veterans

94. Troops in this class combine combat experience with a high degree of training and *esprit de Corps*. They are crack veteran troops: well led, confident, capable and highly disciplined. This Class is the best that Line troops can be rated. Examples of this class include the French *Carabinier* Heavy Cavalry Regiments, or the 57th *Ligne*, the British 95th Rifles, the Saxon *Garde du Corps* Cavalry regiment and certain veteran Grenadier Battalions in the other armies such as Austria or Prussia.
95. Class 5 Infantry can deploy up to half the unit as Skirmishers or feed them forward to replace losses to the skirmish screen. If a historical precedent exists for that unit
96. Class 5 Infantry can also perform the *Passage of Lines Manoeuvre*. Please refer to the *Morale Charts* for other attributes of this Class.
97. Non-Shaken Class 5 Infantry fire on the *Steady Volley table* on the *Small Arms Chart* when firing a volley.
98. Royal Horse Artillery, which is rated as Class 5, adds **1d6** when firing. A complete battery must be purchased to claim this extra dice. The dice can be allocated to any Stand of the battery when firing.

3.6 Class 4 –Elite or highly drilled troops

99. Troops in this class are highly trained and motivated, and can be considered Elite troops (or think they are). They are disciplined, but sometimes have little or no combat experience and are sometimes led by inexperienced officers. Household troops such as German *Garde du Corps* and Household troops are examples of this class, but so are French Cuirassiers, British Infantry, 1805 French Ligne at Austerlitz, 1806 Prussian Infantry, or Russian Guard Heavy Cavalry.
100. Irregular examples could be soldiers who are motivated by either religious fervour or a charismatic leader. Class 4 infantry can also perform the *Passage of Lines Manoeuvre*. Please refer to the *Morale Charts* for other attributes of this Class.
101. The majority of British infantry, for instance, is rated as Class 4 and based on their high quality musket drill, and equipment. Non-Shaken Class 4 infantry fire on the *Steady Volley table* on the *Small Arms Chart* when firing a volley.

3.7 Class 3 -Veterans

102. These are troops who are combat veterans led by professional officers and experienced NCOs. They are superior to Class 4 troops in most circumstances due to their battle experience. Examples include most Artillery crews, most French *Léger* Regiments, Prussian regular regiments 1812 onwards, most Polish troops and some post 1809 Portuguese Infantry.
103. Class 3 Troops are able to deploy up to half the unit as Skirmishers or feed them forward to replace losses to the skirmish screen if a historical precedent exists for that unit, for example the '*Grande Bandes*' as employed by veteran French *Ligne* Infantry.
104. All Class 3 and above can attempt to *Counter-Charge* against the enemy foot charging themselves. They can also perform the *Passage of Lines Manoeuvre*. Please refer to the *Morale Charts* for other attributes of this Class.

3.8 Class 2 –Trained

105. These units are trained to a basic efficiency and adequately led. They form the bulk of regular troops in most armies, including a proportion of conscripted troops basically trained and led by a cadre of experienced officers and NCOs. Nearly all Divisions would have 30% or more of their Infantry rated at the level. This Class also includes well-motivated and experienced *Landwehr*.
106. Class 2 troops are considered Steady unless circumstances or reactions dictate otherwise. Please refer to the *Morale Charts* for other attributes of this Class.

3.9 Class 1- Militia and Levy

107. These troops are units mainly made up of those conscripted or pressed into service, and are often poorly motivated and ill equipped. They are unsteady in battle, given to uncontrolled behaviour and are trained poorly, if at all. Irregular Class 1 troops are levied peasants with that are poorly equipped, led or motivated. Examples are *Opelanchie*, *Landwehr*, most of the units from Naples and some from Spain.
108. Class 1 troops who *Rout* become permanently *Shaken*. They also cannot *Feint charge*. They cannot skirmish, and change formation slowly, please refer to the *Movement Chart*. They are always considered *Unsteady*. Class 1 troops must fire on the Unsteady table at all times. Please refer to the *Morale Charts* for other attributes of this Class.

SECTION 4: TROOP TYPES AND THEIR CAPABILITIES

4.1 Line Infantry

109. Line Troops fight in Close Order Linear formations. They rely on controlled volley fire and the bayonet charge. Maintaining order in their ranks is important for their steadiness.
110. They often have a designated Light Company to provide organic skirmishing capability. Some nationalities, have the third rank dedicated for skirmish duties, such as Austrian Line infantry or other German states, and can deploy up to six figures as skirmishers from a battalion. Once these figures are "killed" they cannot be replaced.
111. A Stand for Line Infantry is four figures.

4.2 Light Infantry

112. Light Infantry are troops where the whole unit has been trained to fight in open order, primarily as Skirmishers. They are adept at fighting and moving in Woods and Urban areas and using their initiative, depending on their tactical doctrine. They can also fight in close order as Line Infantry, but can often move faster than other troops.
113. Skirmishers are deployed on Half-Stands.
114. Light Infantry are able to *Evade* if charged and not contacted by the charge.

4.3 Irregular Skirmishing Infantry

115. Irregular troops were not uncommon in the Napoleonic Wars and examples are Guerrillas, Bandits and Turkish troops. They are typically individualistic fighters, not versed in close order formations, and armed with a variety of weapons. Some of these troops can be mounted infantry such as Guerrillas.
116. They cannot form Square or Closed Column, and move in Line, Skirmish Order, or single Stand wide Column.
117. One Stand of Irregular troops consists of three figures.
118. Units of Irregular troops can also deploy entirely as Skirmishers. All Irregular troops must move an additional pursuit move after their Compulsory Movement. Irregular Infantry are able to *Evade* if charged. Guerrilla Figures count for *Scouting Points*.

4.4 Irregular Charging Infantry

119. The same capabilities apply to *Irregular Charging Infantry* as for *Irregular Skirmish Infantry* with the additional benefits that they receive in *Close Assault* and in the *To Charge Test*. They are always rated as Class 3 or 4. An example of these troops would be Guerrillas, Ottoman Janissaries and Tyrolean insurgents.
120. All Irregular troops must move an additional pursuit move after their Compulsory Movement. All Irregular Infantry are able to *Evade* if charged and not contacted by the charge.
121. One Stand of Irregular troops consists of three figures.

4.5 Cavalry

122. These were used for scouting, and harassing duties, and also on the on the battlefield as 'shock troops'.

123. A Light, Irregular, Lancer or Dragoon unit can deploy entirely as Skirmishers, with a formed Command Stand as support. This same cavalry type can fight dismounted, please refer to the *Skirmishing section*.

124. Cavalry give scouting advantages at the start of the game so the owning player gets a deployment advantage. Certain cavalry figures are used for *Scouting Points*.

4.6 Light Cavalry

125. This includes troops such as Hussars, Chasseurs á Cheval, and Light Dragoons. These were used principally for scouting, and harassing duties, but were also used on the battlefield. They were trained to move faster than Heavy Cavalry and were more lightly equipped – usually with a curved sabre and firearms. They are trained in Skirmishing tactics and they could also fight dismounted if required.

126. A Light Cavalry unit can deploy entirely as Skirmishers, with a Command Stand as support. They can also fight dismounted as skirmishers.

127. Light Cavalry provide advantages for *Scouting* at the start of the game to gain a deployment advantage. In combat with Heavy Cavalry they will be at a disadvantage (given factors such as different equipment and the protection afforded by cuirasses).

128. They can ford a River on a roll of a 4,5,6 per *TMP*. Light cavalry can charge out of a light wood. Light Cavalry are able to *Evade* if charged in the formation they are in. These figures count for *Scouting Points*.

129. There are three figures to a Stand.

4.7 Cuirassiers

130. Cuirassiers are Heavy Cavalry who wore armoured breastplate (cuirass) and often back-plate, along with a helmet and were mounted on large horses. They relied on weight and momentum in a charge to break an enemy and as such moved slower than other Cavalry to preserve close order. This was also related to the larger horses they required and the weight they had to carry. They were also issued firearms.

131. For simplicity, no differentiation is made between units with only a breastplate and those with both front and back plates. They receive extra Tactical Factors for *Close Assault* due to their armour and are the perfect shock troops.

132. There are three figures for a Stand.

4.8 Heavy Cavalry

133. Heavy Cavalry are troops trained for battlefield shock combat, armed with a straight sword, along with firearms. They include Dragoons, Horse Guards and *Garde du Corps* – if not armoured. They fought in close order formations and relied on the Charge to break an enemy.

134. Heavy and Light Dragoons count for *Scouting Points* and they can dismount to skirmish if required, and can deploy as a Skirmish Screen. There are three figures to a Stand.

4.9 Lancers

135. Lancers were armed with a lance, but also with sword and firearms. Often, only the first rank of each squadron was armed with the lance for the advantage it gives in the initial contact with the enemy. They were one of the best types of Cavalry against Infantry squares because of the reach conferred by the lance.
136. Lancers can act as scout or shock cavalry as required and can be deployed as entirely as Skirmishers. Lancers are able to *Evade* if charged in the formation they are charged in.
137. Lancers can charge out of a light wood. Lancer Figures count for *Scouting Points*. Lancers are classed as Light Cavalry for *Close Assault Tactical Factor* purposes.
138. There are three figures to a Stand

4.10 Irregular Skirmishing Cavalry

139. This includes troops like *Cossacks*, *Bashkirs*, and Albanian cavalry in Ottoman Service, Guerrillas, and *Freikorps* Cavalry. Like their foot counterparts, these are individualistic fighters, not versed in regular Cavalry tactics except to *Charge* or *Evade*.
140. They move quickly because they are lightly equipped and have no formations to maintain. They have no deductions for formation or direction changes, and can move in any direction *without* deductions for wheeling.
141. The formations do have flanks and rears however and these troops can deploy entirely as a Skirmish screen.
142. This cavalry is classed as Light Cavalry for *Close Assault* with Cossacks being classed as Lancers also for *Close Assault*.
143. They can ford a River on a roll of a **4,5,6** per *TMP*. This cavalry can charge in and out of a light wood. They can also charge through a light wood.
144. Irregular Cavalry *cannot* charge *frontally* Heavy Cavalry or Cuirassiers, but can attack the flanks or rear of these troops. Also, they cannot attack Infantry in an open or closed Square.
145. Generally they avoided combat with regular Cavalry on the battlefield, seeking instead to harass the more vulnerable foot targets. They are rated usually Class 1 or 2. Irregular Cavalry are able to *Evade* if charged. These troops can deploy like entirely as Skirmishers. All Irregular troops must move an additional pursuit move after their *Compulsory Movement*.
146. There are two figures (rather than three for Regular Cavalry) to a Stand.

4.11 Irregular Battle Cavalry

147. These troops have the same capabilities as *Irregular Skirmishing Cavalry*, but this cavalry can charge Heavy Cavalry, Cuirassiers and Squares, they can also dismount and fight in *Close Assault* as *Irregular Charging infantry* against formed troops. This cavalry is classed as Light Cavalry for *Close Assault*.
148. They relied on shock tactics, and were experts at hand to hand combat. Examples of this type of Cavalry are *Mamelukes* in the Egyptian Campaign (*not* those in the Imperial Guard), and Ottoman Turk cavalry in the Balkans campaigns. They are always rated either Class 3 or 4.

149. Irregular Cavalry are able to *Evade* and if charged can Counter-Charge enemy charging them (if Class 3 or higher). They can also initiate Close Assault if dismounted (classing as irregular charging infantry). Irregular Charging Cavalry can initiate *Close Assault* against formed troops (such as Ottoman cavalry did against the Russians in the Balkans).
150. This cavalry can charge in and out of a light wood. They can also charge through a light wood. All Irregular troops must move an additional pursuit move after their Compulsory Movement.
151. There are two figures to a Stand.

4.12 Artillery General Notes

152. Artillery includes Foot, Horse and Siege Artillery. Artillery was used to soften up an enemy position with bombardment or used for direct fire.
153. Each player must have a minimum of two gun stands per Division in their Order of Battle.
154. Artillery units are called Batteries and its individual Stands may be deployed and used as separate "sections" during a game. An Artillery Stand is made up of three crew figures, with or without a gun or rocket model. Artillery does not have Command Stands like other units.
155. Any time a Battery suffers a hit from either *Close Assault* or from shooting, the player rolls **1d6** for each hit on *Damage Table* to determine the damage inflicted.
156. Entrenched Siege Artillery once positioned cannot be moved during a game.
157. A battery may split into sections of one or more Stands before or during the game, with each section being treated as a separate unit. They may reform during the *TMP*. However, all gun sections or batteries can only be commanded by their parent division and must be allocated to a Brigade commander.
158. If a battery is out of Command of its commanding General it will stay in its position until command is restored, but it reacts to being charged and may fire normally. A battery which is out of command cannot limber and move but can change its facing.
159. The crew figures can move separately from one gun Stand to another, and move any other gun Stand (including captured enemy pieces).
160. A gun Stand can also be moved by two infantry figure or one Stand if required. The limber teams must always stay with the gun stands unless routing or evading in which case they can move independently.
161. A battery contacted by a formed non-shaken enemy unit suffers an *Automatic Major Defeat* in the *CAP*, unless in or behind cover or in contact with a steady friendly unit.
162. Because Artillery has a different figure ratio to infantry and cavalry, any hits from shooting and *Close Assault* are rolled for on the *Damage Table* to determine the effect of the hits.

4.13 Artillery Calibres

Guns, Howitzers, Licornes and Mortars are classed depending on their calibre or the weight of shot they fired:

Very Light	One and two pounder guns
Light	three and four pounder guns and Mortars up to 5½"
Light Medium	six pounder guns, 5½", 6" Howitzers and Mortars
Medium	eight, nine and ten pounder guns
Heavy	12lb guns, 8" Howitzers or Mortars
Siege	anything bigger!

4.14 Foot Artillery

162. All crew accompanied their guns on foot. The gun pieces themselves required horse teams, but in action guns were often manhandled forward. Foot Artillery is usually rated Class 3 and they are able to *Evade* to cover or shelter behind a friendly unit if charged (but not contacted), but must leave their guns behind.
163. It requires a minimum of any **two** foot figures (or Stand) to manhandle a gun, **three** if heavy or siege calibre.
164. A gun Stand requires **two** artillery crew figures to fire. A Stand is three gunner models with or without a gun model. A Battery requires a Stand with a horse team and limber to represent the horse teams for the Battery. This Stand is placed at the rear of the Battery behind the crew when deployed.
165. Any time a Battery suffers a hit from either shooting or *Close Assault* it rolls for each hit on the *Damage Table*, which is on the *Artillery Chart* to determine the damage inflicted.

4.15 Battalion Guns

166. These are guns attached to battalions, normally served by either specially trained Infantry or seconded Artillery crew and are considered an organic part of the unit. They cannot be separated from their battalion at any time, unless forming a battery or if the unit routs, and it reacts and moves with the unit..
162. There is only one battalion gun model per battalion. They are either Very Light or Light Calibre Cannon.
163. The gun Stand is placed either on a flank of the unit or the centre of a line next to the Command Stand, or as a flank of a Square or Column.
164. Battalion Guns can be combined with other Battalion guns from units of the same Brigade to form an improvised Battery. The parent units Brigade General command the Battery.
165. There are special movement rates for units with Battalion guns (*see Movement Chart*). If the unit *Routs*, the gun is abandoned. The Stand is considered part of the unit for all purposes including *Close Assault*.
166. The Stand is treated as a separate target when the unit is being shot at, and rolled for separately. If a hit is made on the Battalion Gun, the effect is determined on the *Damage Table*.
167. A Stand is two gunner figures and Gun model. No horse limbers are required for a Battalion Gun.

4.16 Horse Artillery

168. Horse batteries have all their crew on horses and were trained to deploy quickly, hence their fast movement.
162. Horse Artillery can only use Very Light up to Medium calibre guns. Most batteries were Light to Light Medium calibre.
163. The limber Stands teams can be detached to move a captured enemy gun stand and add them to the battery. Alternately captured enemy limbers can be used to move guns.
164. A battery's limbers are likely to be hit whether from fire or Close Assault, 1d6 is rolled for each hit to determine the effect on the Damage Table. A limber Stand remains on the table unless all the Gun Stands are removed or it is caught separately by an enemy Stands in Close Assault and is deemed capture.

4.17 Moving Deployed Artillery Batteries

165. Artillery can fire and move by manhandling in the same Turn.
166. A deployed Artillery Battery that is manhandled may wheel as normal (i.e. pay for movement). Batteries in *compressed frontage* cannot turn about.
167. Artillery in normal deployment, that passes its Being Charge Test, can wheel its Stands to face a charge, if it hasn't been contacted by the enemy 1st impulse or Opportunity Charge, up to a 45° angle from its original facing.

4.18 Evading and Routing Artillery

168. Horse Artillery Batteries have all their crew either on horses and/or on limbers, and moved between deployments at the gallop. They *Evade* with their guns when charged, if not contacted by the enemy, whether limbered or deployed (not if in compressed frontage).
169. Artillery that rout and are limbered and rout with the guns. If unlimbered, the crew move separately leave the guns behind.
170. A Foot battery crew that is evading leaves its gun Stands behind and can take shelter behind friendly troops (or in an open square), or in cover.
171. If the battery is limbered, the battery cannot shelter in a square, or enter cover that the gun teams cannot enter (eg an Urban area or heavy wood). If limbered, the battery cannot separate the limber teams and crew. If unlimbered the crews and limber teams move separately.
172. The *Evade* move is one half a normal move with no deduction for limbering (for Horse Artillery) and must be as directly away from the Chargers as is possible.

4.19 Artillery Firing General Notes

173. Artillery can fire in two modes, *Bombardment* or *Tactical* in a Turn. Stands that fire *Bombardment* cannot fire *Tactically*, unless they are charged, in which case, half the stands can fire (i.e. if four Stands fired *Bombardment*, then two can fire in self-defence, if three fired, then two can fire *tactically*-rounding up).

- 174. Artillery Stands fires directly ahead, or up to 22.5 degrees to the side of the front corner of the Stand. A battery's stands can be facing in different directions or angles to maximise effect as the player desires.
- 175. For each Gun Stand with a minimum of two crew figures, **1d6** is rolled on the *Artillery Chart* to determine the effect of its fire.
- 176. Roll **1d6** for each eligible Stand firing. For every **two** hits, remove a Stand. Single hits count for morale tests only (no Stand or figure removed) or in the case of Staff, Engineers, terrain and artillery are also rolled for effect on the damage table.
- 177. All units that are hit are required to take a morale test.
- 178. For game purposes, units are assumed to have sufficient ammunition for the battle, though in campaigns of very large games, players may like to place a limit on the number of Phases a battery can fire. See *Optional rule section*.

4.20 Dead Ground for High Hills

- 179. Artillery on a High Hill cannot shoot at a target that is **100mm/75mm** or closer to the forward edge of the battery. Cannon on flat ground (i.e. not on a hill or rise) cannot shoot at targets with on a High hill, if at Medium or closer range because the elevation capability of cannon of this era was limited.

4.21 Artillery Overhead Fire

- 180. Artillery on a hill or rise can fire at targets over the heads of any troops who are on a lower elevation than the battery. The troops must be at least **one Stand's width** away from the front of the firing Artillery Stands. Artillery cannot fire at a target where friendly Stands are in between the firing unit and the target and are also within one Stand's width distance of the target.

4.22 Spiking or Capturing Gun Stands

- 181. To deny a gun to the enemy, its crew in one *TMP* can spike it, with no other activity, and it cannot fire for the remainder of the game. The player declares the gun has been spiked at the end of the Phase. Captured guns may also be spiked, denying their use again to the enemy.
- 182. It takes one *TMP* for any single Stand to spike a gun with no other activity. Mark the spike guns, for example, with a coloured pin or some other marker.

4.23 Spiking Enemy Artillery

- 183. Any artillery crew can fire captured Gun Stands which haven't been spiked. A player can also move gun crew or infantry to the Gun Stand, or detach limber teams from his artillery to bring the gun piece to another location.

4.24 Rockets

- 184. Mainly the English Army fielded this weapon, although the Danish used it against the Royal Navy and Austria was developing a unit of its own (but was not deployed in the field during the Napoleonic wars). In *Élan* only English Royal Horse Artillery rockets may be used in a game, unless otherwise agreed to by players.
- 185. A maximum of two Stands of Rockets may be purchased, its troops Classed as Class 5 Royal Horse Artillery. A Rocket Stand is composed of two crew figures and a rocket tube. Its rockets cannot be destroyed by artillery fire, only the crew.

183. Rockets cannot be used by enemy troops if the Stand is overrun, and do not count for captured points like other artillery pieces. Rockets cannot inflict casualties on units, only hits for morale purposes and to damage urban areas and other terrain. Please refer to the *Artillery Chart* for the procedure for using

4.25 Bombardment Procedure

184. Batteries of **three** Stands or more can use this option. Bombardment represents artillery fire over a longer period and is not directed at specific targets. Bombardment firing is simultaneous.

185. A Battery cannot fire both in *Bombardment* mode and tactically, unless it is charged, in the case of the latter, only half the Stands may shoot at its attackers with *Defensive Fire*, and only if the attackers are the Tactical Fire zone of the Gun Stands.

186. The firing player *estimates* the distance to his *Target Point* (without measuring), advises his opponent, and they then measure that distance from the centre of the firing battery to the target point. The estimated range cannot exceed the normal ranges of the guns firing. It is possible, therefore, that a bombardment may fall short of its anticipated target.

187. All the Stands of the battery must have a clear line of sight to the target point, *and unless the battery is able to fire over their heads*, if there are troops between the battery and the Bombardment zone then the closest troops become the Target Point. Refer to *Overhead Fire Section below*. *Visibility* and *Endangering* rules apply to Bombardment.

188. Line of Sight (LOS) is a direct and unobstructed line from the firing Stand to one other Stand of a visible enemy unit.

189. If a Wooded, Fortification or Urban area is in a Bombardment Zone, then **1d6** is rolled to see if a fire is started. A roll of a **5** or **6** on the dice will set these areas on fire. Urban areas, Bridges, fortifications, obstacle and walls sections in the *Bombardment Zone* are rolled for to determine damage hits (i.e. if rolling **5d6**, then a 6 will damage the area).

Bombardment Procedure

- The player specifies the target point and the Stands firing.
- The width of the *Bombardment Zone* is *double* the width of the Stands firing and is **150mm** deep. The zone is a box shape, with its front and rear sides parallel to the front of the firing Battery.
- The Target Point is in the centre of the side closest to the artillery and the width of the battery is measured either side of that point.
- The *Bombardment Zone* does not extend over the crest of a hill, rise or beyond the *far* edge of an Urban Area or wood.
- For every two Stands in a Battery, **1d6** (rounding up, so three gun stands can roll **2d6**) is rolled to determine the hits on each unit (skirmish screens of each unit being a separate target to their parent or Command Stands) independent companies, Engineers and Staff groups within the *Bombardment Zone*.
- If the Artillery Royal Horse Artillery or French Class 6 Artillery they can add their extra dice to a target the player nominates. If an Artillery General (see *Staff and Command*) is attached to battery, he adds **1d6** also to each unit in the *BZ*.
- For every **two** hits, remove a Stand. Single hits count for morale tests only (no Stand or figure removed) or in the case of Staff, Engineers, terrain and artillery are also rolled for effect on the damage table. All units at are hit are required to take a morale test.

4.26 Tactical Artillery Fire Procedure

193. *Tactical* Artillery fire is determined in a manner similar to *Bombardment*, but the casualties inflicted on units is determined by rolling on the *Artillery Chart 1d6* for each Stand firing. The range is cross-referenced against the target type and range to determine the score required on the dice for a hit or hits.
194. If a Wooded, Fortification or Urban area is in the *TFZ*, then one **1d6** is rolled to see if a fire is started. A roll of a 6 on the dice will set these areas on fire.
195. Urban areas, Bridges, fortifications, obstacle and walls sections in the *TFZ* are rolled for to determine if they are hit. They are rolled for on the relevant cover table.

Artillery Tactical Fire Procedure

- The player specifies the target unit or units and the Stands firing at each, then determines the Tactical Fire Zone.
- The *Tactical Fire Zone(TFZ)* extends from the Artillery Stands firing to the target and also continues the distance the *Bounce-through Zone* (refer to the *Artillery Chart*) behind the target. This zone depth **can** exceed the maximum range of the gun.
- The *TFZ* is as wide as the Stands firing and the outside line may be up to **22.5°** to the left or right of the firing Stand. This forms a parallelogram running from the front corners of the firing Stands to the target that is as wide as the frontage of the firers.
- Skirmish screens of each unit are considered a separate target, as are independent companies, Engineers and Staff groups within the *TFZ*.
- The *TFZ* does not extend over the crest of a hill, rise or beyond the *far* edge of an Urban Area or wood.
- The *TFZ* of Artillery firing from a *High hill* to a lower elevation cannot exceed **50mm/30mm** in depth.
- If the Artillery Royal Horse Artillery or French Class 6 Artillery they can add their extra **1d6** to a unit in the *TFZ* the player nominates.
- If an Artillery General (see *Staff and Command*) is attached to battery, add **1d6** to each target in the *TFZ*.
- **1d6** is rolled for each unit in the *TFZ* of the Stand firing. If a unit straddles two or more Stands zone, then several dice would be rolled to determine any hits on the Artillery Chart.
- For every **two** hits, remove a Stand. Single hits count for morale tests only (no Stand or figure removed) or in the case of Staff, Engineers, terrain and artillery are also rolled for effect on the damage table.
- All units at are hit are required to take a morale test.

4.27 Howitzer Batteries and Shrapnel Shell Fire

196. This procedure can be used when players wish to fire howitzers or mortars (either as a howitzer or mortar battery or as separate Stands) *separately* from a battery gun Stands or when firing Howitzer batteries (such as deployed by the Prussian army). It is also for English Artillery, which had the option of using Shrapnel Shells for its guns and howitzers.
197. Artillery can fire Shrapnel and Common Shell at eligible, visible troops (including Mounted troops who can be seen beyond foot troops) or Urban Areas targets over the heads of enemy foot.
198. The method is similar to the *Bombardment* procedure above, except that there is a minimum range that these shells can be used. Refer to the *Artillery chart* for specific ranges. In addition, the lobbing and fusing of shells was an imprecise science and there was some variance of where the shells would land or explode.

199. The casualties inflicted on units are determined by rolling on the *Artillery Chart 1d6* for each stand firing. The range is cross-referenced against the target type and range to determine the score required on the dice for a hit or hits.
200. If a Wooded, Fortification or Urban area is in the *SFZ*, then one **1d6** is rolled to see if a fire is started. A roll of a **5** or **6** on the dice will set these areas on fire if more than one howitzer stand is firing. If a single howitzer Stand, then roll **1d6**, a **6** starts a fire. Note, Shrapnel cannot start a fire.
201. Urban areas, Bridges, fortifications, obstacle and walls sections in the *SFZ* are rolled for to determine if they are hit. They are rolled for on the relevant cover table.

Howitzer and Shrapnel Fire Procedure

- The player specifies the aim point for the guns or howitzer(s) Stands. The range is estimated and not measured, as per Bombardment rules.
- The Target Point is in the centre of the Stand closest to the firing artillery and **half** the width of the battery is measured either side of that point.
- The width of the *Shell Fire Zone (SFZ)* is as wide as the Stands firing and is **100mm/50mm** deep. The zone is a box shape, with its front and rear sides parallel to the front of the firing Battery.
- The *SFZ* **does** extend over the crest of a hill, rise or beyond the *far* edge of an Urban Area or wood.
- Skirmish screens of each unit are considered a separate target, as are independent companies, Engineers and Staff groups.
- If the Artillery Royal Horse Artillery or French Class 6 Artillery they can add their extra **1d6**. If an Artillery General (see *Staff and Command*) is attached to battery add **1d6**
- Roll **1d6** (plus any other dice as specified above) for each unit in the *SFZ*.
- For every **two** hits, remove a Stand. Single hits count for morale tests only (no Stand or figure removed) or in the case of Staff, Engineers, terrain and artillery are also rolled for effect on the damage table.
- All units at are hit are required to take a morale test.
- Multiple batteries may not have the same aim point in the same Turn, and must be at least Three Stands apart.

SECTION 5: ENGINEERS AND SAPPERS

5.1 General Notes

202. Engineers were specially trained technical officers and units. On the battlefield, they were employed occasionally in a combat role, most obviously during sieges. Normally these Officers were only fielded in a Corps sized action or larger. They could be used for special situations such as assisting a fortification or on an obstacle.
203. They often advised infantry units on tasks rather than doing those tasks as distinct engineer units. Engineers are used in *Élan* to gain Tactical Factors when assaulting an Urban area, or to demolish a bridge or obstacle and other exciting missions!
204. If a player wants fortifications, mines or heavy earthworks, he must purchase an Engineer. An Engineer stand is represented by a foot or mounted figure and is accompanied by another stand of Sappers. Engineers and Sappers may Evade if charged (if not contacted) finding cover or shelter in either terrain or friendly units nearby.
205. If a unit to which the Engineer is attached is engaged in the *CAP*, the Engineer may become a casualty. The opponent rolls a separate **1d6** and on a roll of 6 the Engineer is hit and a roll on the *Damage Table* is required.

5.2 Creating Explosive Devices

206. Engineers can also prepare and ignite explosive devices to blow up an obstacle or bridge. They require four *TMPs* with no other activity to prepare the Device. It can be moved at **100mm/75mm** in any *TMP* to the target. It is ignited on a **1d6** roll of a **4,5,6** in the *FP*.
207. Only two attempts *total* to ignite the device can be made by an Engineer, Sapper or Artillery Stand.
208. A fuse is laid up to **200mm/175mm** from the device to the Engineer or Sapper or Artillery figure, and can be detonated in the same turn it is laid, providing enemy units do not cross the fuse.
209. If enemy units cross the fuse it is disarmed and must be rearmed by an engineer or Sapper who spends one further *TMP* with no other activity to prepare the device. Some cotton would be useful in representing the fuse.
210. Any Stands within **two Stands width** of the object when it explodes are casualties and are removed (*regardless of any cover they are in*). Any cover in the blast radius is damaged by the equivalent of four hits of non-siege artillery.

Example: An engineer spends four turns preparing a device to blow up a bridge. An infantry unit, with a Sapper stand in support, spends two subsequent turns moving the device to the bridge. On the fifth turn, the Sappers halt and prepare the fuse. On the sixth turn, the infantry lodges the device at the bridge and the Sappers could explode it, but their own infantry will become casualties. On Turn 8, the device fails to explode and in the enemy's phase, the enemy charges the infantry and the Sapper, crossing the fuse and forcing them to withdraw. Subsequently, the initial player counterattacks, retakes the device, spends a turn rearming it and then has one more attempt to blow the bridge with that device.

5.3 Mines and Countermines

211. Engineers and Sappers can dig mines (tunnels) and countermines. Mines are used to attack fortifications and use an explosive device to undermine fortification walls and earthworks. Countermines are used to collapse enemy mines.
212. To construct a mine players must draw a map of the fortifications and plan the layout mine in relation to it. Mines advance **two Stands width** per *TMP*.
213. Once a mine has approached within **150mm/125mm** of the fortification the attacking player must roll **1d6**. On a result of **1** or **2** the defending player must be informed of the general direction of the mine. The defending player may then dig a countermine using the same method.
214. Any Stands within **two Stands width** of the exploding mine are casualties and removed. A circle **100mm/75mm** in diameter is made in the fortifications representing rubble and debris and is difficult ground.

SECTION 6: SKIRMISHERS

6.1 Deploying Skirmish Screens

215. Skirmishers are stands deployed in open order for scouting and sniping. They can on occasion fight in *Close Assault* against other Skirmishers or Artillery crews, though that is not their primary purpose.
216. Regular Infantry skirmishers are represented by half Stands, irregular troops by full Stands. Cavalry skirmishers are represented by a full Stand.
217. What is visible to the Skirmish Screen is also visible to the Command Stand. A Skirmish Screen does not block Visibility.
218. Units in skirmish formation must have a minimum of **one Stand** gap between each Stand otherwise they are classed as a **Line** target for firing purposes.
219. The Skirmish Screen can deploy in any direction from the Command stand. The Command Stand is a Line target and a formed body.
220. Foot Skirmishing Stands are deployed up to **200mm/175mm** from the Command stand in any direction. Cavalry Skirmishers can deploy up to **300mm/250mm** from the Command stand.
221. A unit can move, then deploy stands as Skirmishers up to the deployment limit at no cost. Thus, an Infantry unit could move **200mm/175mm**, and then deploy Skirmishers up to another **200mm/175mm** forward.

6.2 Skirmish Screens and Firing

222. Skirmish Stands can fire and see in a **360°** direction and can specifically target enemy Staff or Engineers when shooting. To fire, **1d6** is rolled per Stand on the *Small Arms Chart*.
223. Friendly units cannot fire through their Skirmish Screens and a Screen prevents all musketry hitting any units behind it (see next rules for exception). A Skirmish Stand screens width is equal to its *three times* its width in a straight line to each side. For example, one Stand wide stand screens a total frontage of three Stands.
224. When confronted with an enemy skirmisher screen in the direction the skirmishers wish to fire, it is considered that the screens are engaged with each other and cannot target other units. This skirmisher combat is not rolled for on the firing table.
225. In order to be able to fire on targets beyond the screen, Stands must be placed in a position where it can fire directly onto the target and not through the enemy screen.
226. The exception to rule above is when one side has deployed at least twice as many Stands as the enemy (a 2-1 ratio). In this instance, one half of the Stands are considered engaged with the enemy screen and the other Stands can fire on any targets beyond.
227. When being shot by massed volleys or artillery and there are more hits on the Screen than there are Stands, the excess hits may be taken on any units Stands directly behind the screen, that are in range and eligible to be hit. Thus, if a Skirmisher Stand receives four hits from musketry, then two hits count against the Skirmishers and the other two hits are on the nominated target behind.

228. Skirmisher fire only counts as hits for Morale purposes, and figures are NOT removed from the target. The unit still has to test its morale. The exception to this is when the skirmishers are targeting staff, artillery crew or Engineers – in these instances only are figures removed (as per the damage table on the reference charts).

6.3 Skirmishers Charging, Being Charged and Evading

229. Skirmishers cannot Charge, nor move into contact with, *formed* Infantry or Cavalry. Infantry Skirmishers can only Charge enemy Infantry Skirmishers, Artillery or Staff Stands. Cavalry Skirmishers can also *Close Assault* infantry routers in addition to other Skirmishers and Artillery.

230. A unit can declare a charge with its deployed Skirmish Stands at eligible targets. A player may select one or multiple Stands to charge. A player may also select one or multiple Stands of skirmishers as the target of a charge.

231. The Skirmish Screen acts as a whole, so if one stand has to *Evade*, then all the Stands do so, unless contacted by the enemy charge. The Command Stand does not count as a Steady Formed friend for the Being Charged Test.

232. If the Skirmish Screen is charged by infantry skirmishers, or are in Heavy Woods, Fortifications or an Urban Area, and it passes its *Being Charged Test*, it may either fire and fight in *Close Assault*, or *Evade* back to the Command stand.

233. If the Skirmishers charge, then the Parent Unit cannot declare another charge in that Turn (including *Opportunity Charge*). The parent unit can, however, counter-charge if it is the target of an enemy charge, if eligible. This manoeuvre cannot be done as an *Opportunity Charge*. The parent unit can counter-charge enemy charging its own skirmish screen or that provided by another friendly unit or independent company.

234. Formed units can declare a charge through a friendly Skirmish Screen onto a unit beyond. If the screen's Command Stand is doing the Charge, the Skirmish Screen forms up on the Command stand in the 1st impulse in a Column or Line. The Command Stand advances to the Screen, collects the skirmishers, and then advances as a unit.

235. If the Skirmish Screen is charged by formed or cavalry troops, it must to *Evade* back to the Command stand if it passes its *Being Charged Morale Test*. Any Skirmish Screen stands contacted by the Charge are caught in *Close Assault*.

236. If the skirmishers fail their morale test, they rout back onto their supports and must rally normally (see *Rally* section below). If, however, only one or two Stands rout back onto their supports they can be assumed to rally automatically on rejoining and the whole unit does not need to spend the entire *TMP* rallying.

237. Any Skirmish Screen stands contacted by the Charge are caught in *Close Assault*. If the Command Stand is wiped out either by fire or in *Close Assault*, the Stand must be replaced from the Screen at the start of the next Turn.

238. Skirmish Stands who *Rout* or *Evade* cannot shoot later that Turn, only the Command Stands or Stands that didn't perform the *Evade* or *Rout* Moves can do so.

Example: an eight-Stand unit in line has three Stands skirmishing to its front. The formed body of the unit is charged and the skirmishers evade back to this main body and form line. The unit being charged has five Stands eligible to use Defensive Fire.

6.4 Skirmishers in Close Assault

239. If fighting Skirmishers who are in Urban Areas, Heavy Woods or Fortifications, a player would not receive the usual *Tactical Factors* for fighting skirmishers, it being assumed that the terrain mitigates some of the disadvantages of being in open order. In the open the skirmishers suffer some disadvantages and are very vulnerable, refer to the *Close Assault Tactical factor chart*.
240. Any casualties subsequently received in *Close Assault* are taken *only* from those Stands contacted, but the remainder of the unit reacts to the Combat Results applied.
241. Any Skirmishers contacted by Cavalry in the open (i.e. not in Woods or an Urban Area) suffer an *Automatic Major Defeat* at the hands (and hoofs) of the Cavalry riding them down.

6.5 Independent Light Companies

242. These formations do not have to be under the direct command of a General, and are not affected if they are beyond the Command Radius (**400mm/350mm**) of a General Stand. They can claim *any* friendly Infantry General in range for *Morale* or *Close Assault* purposes.
243. If charged they can *Evade* or *Rout* toward any nearby friendly unit for support. It is recommended that players cite clear historical precedent if they intend to use such a unit.

6.6 Dismounted Cavalry

244. Only Light, Dragoon, Lancer and Irregular cavalry can fight dismounted or in Skirmish order.
245. Irregular Charging Cavalry can dismount and initiate *Close Assault* against formed troops (such as Ottoman cavalry did against the Russians in the Balkans).
246. For every three Stands that dismount one Stand is placed **Two Stands width** to the rear of the Command Stand as horse holders.
247. If the enemy contacts the dismounted Cavalry horses Stands, the latter are removed from play and the Cavalry continue to fight as shaken, unsteady infantry. If dismounted Cavalry are charged (and pass the *Being Charged Test*), they can *Evade* by remounting if they are contacted by the charge.
248. Dismounted cavalry Stands shoot on the *Mounted fire table* on the *Small Arms Chart*.
249. Dismounted cavalry are not classed as Light infantry.

SECTION 7: TERRAIN

7.1 General Notes

250. When setting up for a game, players mutually agree on placing terrain, its type and any special characteristics. All terrain must be defined to each Player before they deploy, unless they agree to dice for woods or other features as the game progresses and units come into contact with them.

7.2 Hills and Rises

251. Elevations are defined in two ways, by height and by ease of movement over them. Thus you can have one of the following combinations:

- High Hill & Difficult Terrain
- High Hill & Easy Terrain
- Low Rise & Difficult Terrain
- Low Rise & Easy Terrain

252. The height affects visibility, the other classification affects movement by different classes of Stands. Hills and rises have crest lines, behind which Stands can shelter unseen. Players should agree on crest lines and types of hill before starting. It is suggested that players make note of these prior to the start of play.

253. When units are within **one Stands width** of a crest line the player must tell his opponent if they are behind (not visible to enemy) or on/over the crest (visible). Approaching units within **one Stands width** of the crest can see units behind the crest. Skirmishers are useful for scouting crests to determine if the enemy is behind them for they see for their parent unit.

254. Roads traversing a Hill of Difficult terrain are classed as easy going for units *on the road*. Woods and Urban areas can be placed on Rises or Hills.

255. Hills and Rises enable Artillery to fire over the head of troops. Please refer to *Overhead Fire* in the Artillery section. They also add benefits to troops on higher ground than the enemy they are fighting.

256. Earthworks or fortifications, such as redoubts, are also classed in terms of height and difficulty of terrain on the defences for attacks to traverse, they are usually Heavy cover and cause Unsteadiness to Stands touching them.

7.3 Roads

257. Roads are represented by appropriate terrain up one to two stands width. Units in Column receive a bonus to their movement if they travel the whole length of their move for that *TMP* on the road. Roads are considered open terrain even within an Urban area.

258. Cavalry units therefore could pass through an Urban area or Heavy Wood if on a defined road, but not otherwise. Minor Tracks or paths are not considered Roads in *Élan* and give no movement benefit. Columns must conform to the width of the road. For example, a unit on a road one stand wide must be in a single stand Column to gain the road movement bonus.

7.4 Rivers and Streams

259. A waterway greater than one stand wide is defined as a river and cannot be crossed except at a ford or a bridge. A waterway of one stand width is classed as a stream and may be forded at any point. Players must decide which direction a river is flowing if boats are used.

260. Units whose initial rout or compulsory move has taken them into a river drown or are captured if not at a ford.

7.5 Bridges and Fords

261. Bridges are made either of stone or wood, thus making them Heavy or Light cover respectively. Bridges can be damaged by artillery fire or destroyed by Engineers.
262. A Ford is where a road crosses a River or stream, or it can be an unmarked ford. Units can discover a new Ford in a River by rolling a 6 when they come into contact with the riverbank.
263. Units can test for Fords in a river every **400mm/350mm**. *Irregular skirmishing and Light Cavalry and Lancers* can ford a river on a **4,5,6**, but other troops cannot ford with them unless they roll a 6.
264. A Ford will be one stand wide at the bank, is passable to all units and reduces movement (See *Movement Chart*). Units must be in Column, Skirmish order or Limbered to cross a ford. Players can specify the locations of known fords when setting up

7.6 Pontoon Bridges

265. Pontoon Bridges were specialised equipment, typically kept as part of the Army's supply train under the command of Engineer Officers. In *Élan* they have the width of one stand and can span up to **100mm/75mm** of a watercourse or swamp.
266. They take **six** (unhindered and non-consecutive) *TMPs* to build/deploy and require an Engineer, two Sappers and one other foot Stand to build.

Example: a team builds a pontoon for four Turns and then reacts to enemy artillery fire. It 'loses a turn' because it is reacting but only needs two more unhindered turns to complete the pontoon.

7.7 Swamp, Snow and Sand

267. A River or stream must flow in, or out of, a Swamp area. Swamps are impassable to Cavalry and Artillery units. Cavalry units can dismount to cross them. This terrain reduces the movement of units and they are Unsteady until they Rally on the far side to restore order.
268. No provision has been made in these rules for snow and sand. However, they have been addressed (in addition to weather effects) in the *Etat-Major* Campaign rules later in these rules.

7.8 Difficult Ground

269. Difficult ground includes rivers, steep hills, rocky areas, thick bushes, rubble, swamp, rubble, vineyards and ploughed fields. It can occasionally provide light or heavy cover and reduces movement. Players must determine the nature and the area covered by this type ground before the start of play.
270. Such ground is passable only to infantry (except at fords) and manhandled artillery and slows movement to **half** speed.

7.9 Urban Areas

271. Urban and Fortifications and other field works areas are classed as either Light or Heavy areas to reflect the structures within. A town with a majority of stone buildings would be a Heavy Urban area.

272. The area is represented by one or more coloured cards or cloth or other terrain to denote the 'heavy urban' area on the Board. A single building model is recommended for visual effect and is placed on the coloured/textured area.
273. Each section of the Area counts as separate part for damage and fire purposes- so that the culminative hits are considered separately for each part.
274. Walls, doors and windows on the models have no value in the game unless the players decide otherwise. It is possible to have sections of Heavy and Light areas together, but they must be easily distinguished from each other (e.g. different coloured card or cloth).
275. Players can create areas with lanes or squares or other features if they wish and treat the non-building areas between marked urban areas as open terrain and roads.
276. An Urban area can be a single large building, but still requires a marked boundary base. If a building is burnt down or destroyed, it is removed from play, but the area it occupied is still deemed an Urban area of reduced value, for instance Heavy cover becoming Light cover or rubble (difficult ground providing no cover).
277. If a unit is partially on an Urban area, it is Unsteady until all its Stands have moved off the area, except in the case of detached Skirmishers whose Stands move at their own speed and do not disorder the main unit.
278. Stands in Urban Areas move at **50%** of their movement rate. Units have no formations when in an Urban area, being assumed to take up positions in and around buildings. Players can place as many Stands as will fit in the Urban area as they desire. Units are considered to occupy buildings, laneways and have no flanks, rear or any specific formation.
279. Urban areas count as a High elevation and block visibility, except for units on the crest of a High Hill who can see **200mm/175mm** beyond the far edge of the Urban area or Wood.

7.10 Fires in Urban Area and Woods

280. Urban areas and woods may be set of fire by artillery. Refer to the *Artillery Chart* and *Damage Table*. The fire starting at the point closest to the unit that started the fire. The flames moving in the same direction as the wind. The initiative player rolls **2d6** to determine which way the wind is blowing for the entire game.
281. Fire can also be started and put out by any four figures within the area, with no other activity, in the *FP* on a **1d6** roll of **4,5,6** once per turn. Engineers attached to units confer a **+1** on the die roll. If a fire has not been put out after two Turns it takes hold and cannot be put out.
282. Fires spread in the direction that the wind is blowing, at a rate of **100mm/75mm** in any *TMP* in an outwards direction, radiating from the point the fire started to the limit of the area. Each section in an Urban Area is treated separately for fires and damage, and the fires do not spread from one section to another.
283. Stands in the area covered by fire at the end of a *TMP* are destroyed. Use cotton wool to denote the spreading fire. The Fires that are started are deemed to be burning for the duration of the game (not more than one day's fighting) unless extinguished.

7.11 Damaging cover, walls and bridges with Artillery

284. Artillery cannot fire specifically on an Urban area or woods unless enemy troops are visible to the battery or have revealed themselves by firing on other troops.
285. If a cover area falls within a *Bombardment* or *TFZ*, however, then the area can be hit indirectly and suffers damage hits (i.e. cover reduced for Urban areas and Woods and Urban areas test for fires starting from howitzer or rocket fire) and any units within roll for being hit.
286. Artillery can target directly fortifications and other earthworks whether enemy troops are visible or not.
287. Heavy Cover is reduced to Light Cover after **eight** hits from siege artillery pieces and **16** hits from other artillery. Light Cover is reduced to no cover after **four** hits from siege artillery and **eight** hits from other artillery. Refer to the *Damage Table*.
288. Areas like hamlets or village have one Urban area section, larger towns have several sections, each section being treated separately for fires and damage hits. Refer to the *Damage Table*.
289. Players can also specifically target walls and Bridges with artillery to make a breach or destroy a bridge. They must declare they are doing so before shooting at the object and any hits are recorded. Once the requisite number of hits is achieved the section of wall, *two Stands wide* is removed, or the bridge is declared impassable to all troops.
290. At close or point blank ranges, direct fire by cannons will damage cover (refer to *Artillery Chart*) automatically (ie it can't miss at that range), the score to hit refers to any troops behind that cover.
291. Engineers with Sappers may repair the bridge by using their pontoon bridge equipment. If so used, the equipment cannot be used to create another pontoon bridge. The length of time required to fix a bridge or pontoon is the same time as establishing a pontoon bridge.

7.12 Woods

292. Woods are classified as either Light or Heavy, depending on the density of trees and undergrowth. All units can pass through the former, but only foot can pass through the heavy woods. Cavalry or Artillery can only pass through a heavy wood on a road. Wood boundaries should be clearly marked. Woods may be placed on rises and hills, or other features.
293. Light, Lancer and Irregular cavalry can charge out of woods into the open, but only the latter may charge through a Light wood. Mounted troops cannot charge through a wood.
294. Units moving over, or through them, are subject to additional movement modifiers. Please refer to the *Movement chart*. Orchards would be classed as Heavy Woods.
295. Unlike in Urban areas, units move, fight and deploy in a similar manner to being in the open. Units in woods are unsteady while their Stands are on the area (except for detached Skirmishers). They must rally on exiting to restore steadiness.
296. Woods (except orchards) count as a High elevation and block visibility to all but units on the crest of a high hill.

297. If the type of Wood is not defined at the start of the game, players discover whether it is Light or Heavy when a unit is within **one Stands width** of its edge. A **1d6** is rolled with a **1, 2, 3, 4** indicating a Heavy wood and a **5 or 6** for a Light wood.

7.13 Preparing Defences and Obstacles

298. Units may construct barriers/obstacles (i.e. in the supposed lanes between buildings) for enhanced defence and extra *Tactical Factors* in *Close Assault*:

- For Light Cover it takes two *TMPs* for two Stands to enhance its defensive frontage, providing they undertake no other activity including shooting;
- For Heavy Cover it takes three *TMPs* for two Stands to enhance their defensive frontage, providing they undertake with no other activity including shooting;
- Removing or pulling down obstacles takes the same time it took to build with no other activity; An Engineer attached to the unit reduces the time taken by one *TMP*.
- Obstacles and Barriers remain on the table until they are damaged or removed during play.

SECTION 8: STAFF, COMMAND and CONTROL

8.1 General Notes

299. Command and Control of units is critical in *Élan*. Staff and the use of them will make a significant difference to the chances of victory. Generals and their staff are rated by quality (see table below).

8.2 Determining Staff Quality

300. To determine quality of Staff roll **1d6** for each General of Brigade and any General of Division. The General figure representing the player is not diced for and is considered *Capable*.

301. Players fighting an historical scenario should match the individual Generals according to the definitions outlined below. For example, generals such as Crauford (England), Bagraion (Russia) or Friand (France), would be considered *Exceptional*; Generals von Hessen-Kassel (Danish), Oudinot (France) or Radestsky (Austria) would be *Capable*; while the Prince of Orange (Netherlands) or General Mack (Austria) would be *Inept*.

8.3 Staff Ratings Table

Roll **1d6** for each General Figure to determine the Quality (except Stands representing Players who are always *Capable*).

NATIONALITY	INEPT	CAPABLE	EXCEPTIONAL
Italy, France, Poland, Prussia 1812 onwards	1	234	56
English, Denmark, Hanover, Portugal 1812 onwards	12	34	56
Russia, Saxony, Ottoman, Brunswick, Finland, Norway	123	45	6
Bavaria, Prussia 1806/7, Württemberg, Baden	1	2345	6
Portugal pre 1812, Naples, Spain, Westfalia	123	456	
Sweden, Rhine Confederation (German Duchies/States)	12	3456	
Austria, Hesse, Nassau, Netherlands	12	345	6

8.4 Staff Definitions and Point Values

302. Generals and their Staff are rated to represent many Command and Control factors including training, experience, personality, national temperament and tactical doctrine. The following are some of the characteristics that apply to the three broad ratings used in *Élan* and provide the basis for determining *Initiative* from Turn to Turn throughout the game.

The *Initiative Point Value* for each General figure and rating basis is as follows:

Inept: 1 point Typically this General and his staff have inferior tactical skills, could be political (or royal) appointees, they do not motivate their troops (or alienate them), are lazy or are otherwise incompetent.

Capable: 2 points Capable Commanders and their staff generally are competent tacticians, assertive and popular leaders, They generally have either or both professional training and combat experience.

Exceptional: 3 points These unusual individuals could have great charisma, are idolised by their troops, have a long (or popularised) history of success on the battlefield, are flexible and imaginative tacticians and have highly capable supporting staff.

8.5 Staff and Command

303. The General representing the Player (the nominal Commander-in-Chief of the player's own forces) is *free*. He can command up to four Brigades. An additional Divisional General would be required for larger forces.
304. A General figure and two Aides de Camp plus two escorts (one Stand) represent a General of Division.
305. A Corps Commander would have three Aides and three escort figures (one Stands) if being used.
306. Divisional Artillery and other units (such as special light battalions or Engineer units) are always under the command of the Divisional General and normal command rules apply to these units.
307. All units must be fielded under the command of a General, including Artillery. The Command Radius of a General is **400mm/350mm**.
308. A General of Brigade can command up to six Infantry battalions or five Cavalry Regiments. Mixed arm brigades are allowed if historical precedents exist (eg an Advance Guard formation). A single figure plus one Aides de Camp represent a General of Brigade.
309. A Divisional Commander may override (nullify his command rating) a Brigade Commander within his Division at any time as long as the Brigade Commander is within the Divisional Commander's command radius (**400mm/350mm**).

Example: The Divisional Commanders Capable rating can be used by a unit attempting to charge rather than the Brigade Commanders Inept rating if the Divisional Commander is within 400mm/350mm of the Brigade Commander.

310. A unit must be visible to its General or a member of his Staff and within the Command radius of the General figure to be in command.
311. A player can position an ADC to see the units of his command which are out of view from the commanding General. These units are then "visible" to their commander. Orders are assumed to be relayed through Aides or Couriers (the latter not represented).
312. Aides de Camp can be used in the game to boost morale and help ensure orders are followed and received by units in their Brigade. This is done by attaching Aides to the Unit. See next section below.
313. Aides that are killed cannot be replaced, but can be re-distributed throughout the Division by the player during a game by normal movement.

Example: A regiment in a light wood is not visible to its Brigade Commander and therefore not 'under command'. The Brigade Commander places an ADC in view of himself and the unit within 200mm/175mm of the unit. The unit is now under command because it is both within 400mm/350mm radius of the General and can see his ADC.

314. A single unit cannot be transferred from one General to another during the course of a game. But a Brigade may be transferred from one Division to another Division during a game.
315. A General of a particular arm (i.e. Artillery, Infantry or Cavalry) cannot command or exert influence on units of another arm.

Example: An infantry Brigade Commander cannot influence a Cavalry Brigade. However, a Divisional General can command and influence different arms in his command.

8.6 Brigade Morale

316. A Brigade that loses 75% or more of its original stands cannot advance towards the enemy, except to allow for a unit to Counter-Charge if that particular unit is charged. In addition, it cannot count its Brigade General for the Initiative roll or *Base Initiative Score*.

8.7 Staff Being Attached to Units

317. To gain benefit in some morale tests, Staff may be attached to a unit (the Staff Stand must touch the units Command Stand).
318. A General or Aide is attached to a unit if he is in stand-to-stand contact with any part of it. While this adds morale benefit that specific unit, a General loses the ability to exert command over the rest of his units or subordinates, if his figure is attached. Attaching an Aide to a unit, does not affect a Generals capacity to exercise command over his subordinates or units.
319. Staff respond to morale tests as the unit they are attached to does. So if the unit routs, so does the Staff. The same applies to Engineers. They rally with the unit (or not as the case may be!)
320. Staff can be killed or injured. If attached to a unit that is fired on, or in *Close Assault*, roll a **1d6** once for each Staff figure to determine if they are injured or killed. Determine the result using the *Damage table*.
321. Attaching an Engineer to a unit provides extra tactical factors in *Close Assault* while in Urban Areas or Fortifications. While attached, an Engineer cannot perform any other task (such as creating an Explosive Device or setting up a Pontoon Bridge).

8.8 Staff and Engineers Being Charged

322. Staff and Engineers that are charged must evade unless they are contacted by the 1st impulse or by an Opportunity charge. There is no effect on Staff's capacity to command if they evade. Refer to the *Close Assault* section for the outcomes of being contacted by enemy Stands.

8.9 Artillery Generals

323. In Corps or larger sized games only, Artillery Generals may be purchased (at Brigade Staff cost). These may only command and influence Artillery Stands. They add a **1d6** shooting die to any Battery to which they are attached when they fire, if the General is Capable or Exceptional. No bonus is given if they Inept!
324. Artillery Generals are included when determining *Initiative* and the *BIS*. Only one Artillery General per Corps can be purchased.

8.10 Replacing Generals who are Killed or Wounded

325. A General who is wounded loses Command for a specific number of Turns, counted from the Phase of his wounding. *Please refer to the Damage Table*. A player may opt to replace a wounded General using the method below. ADCs cannot be replaced during a game, nor can their escort Stands.
326. If a General is killed, wounded or captured, his units are not in command until another officer takes over. Refer to the *Damage Table* for details of how casualties on Staff affect their command capability. The *Damage Table* specifies the number of complete Phases (from the Phase when the loss of Command occurred), which must pass before a new General appears in the next *Initiative Phase*.

Example: a General was shot in a FP with a wound effect for two Turns, two FPs would pass before the new General then appears in Command Range of at least one Unit of his new command.

327. The player determines the quality of the new General by rolling **1d6**, with a roll of **1,2,3** being **Inept** and **4,5,6** being **Capable**.
328. Once the new General assumes command the Base Initiative score is recalculated and the full number of initiative die rolled.
329. If the Player General figure is killed or captured, he is replaced by one of the Brigade commanders from his Division. The player selects which Brigade General will take his place in the following Initiative Turn. This General drops a level of ability, so an *Exceptional* Brigade General becomes a *Capable* Divisional General (or a Capable General is promoted and becomes Inept!).
330. The General of Brigade being promoted in the field is in turn replaced using the normal method outlined above in the same *Initiative Phase*.

8.11 Brigades and Units without Command

331. If a Unit is out of command either through being out of sight or command radius or due to the death or wounding of its commanding General it will react depending on how his staff were rated:
- Units of an Exceptional or Capable General of Brigade will continue to behave the way they were when the General of Brigade was killed, eg: if stationary, they will stay halted, if advancing, they will continue to do so.
 - Units with an Inept General of Brigade will halt. They can perform normal responses, but cannot declare Charges but can Counter-Charge if charged (if capable of doing so). If retreating, they must test whether they will rout.
332. Units within a Brigade can move out of the command radius of their Brigade Commander although it is recommended players avoid this.

SECTION 9: SCOUTING AND DEPLOYMENT

9.1 Scouting General Notes

333. Scouting determines which Player has the best information regarding the terrain and enemy deployment through superior use of cavalry, local knowledge and staff work. The only times Scouting is not conducted is when both players agree to forego it, or if a purely defensive scenario is played, in which case the defending player sets up first.
334. Scouting Points are calculated and compared (do not count Escort Stands for Scouting Points) and Deployment starts.

9.2 Scouting Points Values

Each Class 1 and 2 Light Cavalry, Lancer or Dragoon Figure:	1pt
Each Class 3, 5, and 6 Light Cavalry, Lancer or Dragoon Figure:	3pt
Each Class 4 Light Cavalry, Lancer or Dragoon Figure:	2pt
Each Capable Cavalry Brigade and Cavalry Divisional General:	2pt
Each Exceptional <i>Cavalry</i> Brigade and Divisional General:	3pt
If an Irregular Skirmishing Cavalry or Guerrilla Figure:	+1pt per figure
Each Inept Cavalry Brigade and Divisional General:	-1pt per figure

9.3 Deployment

335. Deployment starts after the Scouting advantage is determined after the terrain and earthworks are placed on the table. Units are placed on the table up to **300mm/250mm** from the rear edge from end to end as the player desires, or can remain off board as reserves or flank marches. The deployment system is based on the effectiveness of each side's Scouting.
336. Once a player has declared his deployment finished for a Brigade he may not move them until the first *Movement Phase* (either *Grand* or *Tactical*) of the game.
337. Scouting Points are calculated and compared. This determines any Scouting Advantage. For every **15** Scouting Points more than his opponent has, one Brigade of the out-scouted player is deployed on the table before the out scouting player deploys.

9.4 Out-scouting Table

Points more than opponent	Brigades Deployed by Opponent out-scouted before other player is required to deploy his first cavalry brigade
1-14	Player with lowest Base Initiative Score deploys first cavalry brigade, then the other player deploys a cavalry brigade, then players alternating until all Brigades are placed on board.
15-29	Cavalry Brigade
30-44	One Cavalry and one other Brigade
45-59	One Cavalry and two other Brigades
60+	Entire force

9.5 Hidden Deployment

338. Units that would not be visible to the enemy on deployment are not placed on the board. Players record on a map where the units are located and in what formation and facing.
339. When players are deploying and are taking advantage of terrain in this way, they must tell their opponent that they are deploying units belonging to the brigade in or behind cover. No other details are provided to the opposing player.

340. This would primarily apply to units:
- In or behind Wood or Urban Areas;
 - Behind Man-High walls; or
 - Behind the crest lines of Hills and Rises.
341. As the game develops, Stands are placed on the table when they fire (if they were in Woods or Urban Areas for instance), come into view of an enemy (perhaps as a result of enemy moving to high ground where they could see the troops, or if *the troops are moved in any way, not including formation changes.*

9.6 Deployment Procedure

1. Orders of Battle for opposing forces are drawn up subject to an agreed points limit.
2. Staff Quality diced for and the Base Initiative Score determined.
3. All purchased Fortifications are placed on the Table, within the Player's Deployment Zone.
4. Players record any off-board forces, noting the size, position and type of forces. Turn and point of entry onto the Board is also specified.
5. If using Hidden Deployment, players specify their Brigade deployments using a map and tell their opponent they are using this option.
6. If deploying a mass battery, they must tell the other player, and indicate the general area it will be placed.
7. If one side does not have 15 or more Scouting Points than the other, then the player with the lowest Base Initiative Score deploys his first cavalry Brigade. The other player deploys his cavalry Brigade, and then each side alternates deploying Brigades until all formations are placed on the board. Divisional units, including artillery, deploy last.
8. Players deploying troops in or behind cover inform their opponent that they are using hidden deployment for that Brigade or some of the troops belonging to it.
9. Units can be deployed on table in any formation.
10. Cavalry Brigades and Horse Artillery are deployed first, then Infantry and their attached artillery and supporting units and then divisional and Corps Artillery.
11. Staff is placed on the Board at the same time as their respective command.
12. Once a Unit is placed on the table and the Player has declared he has finished deploying that Brigade it cannot be moved again until a *Movement Phase*.
13. Once all on-Board deployment is complete players advise each other if they have any Stands off-board, but they don't specify what or where these are.
14. Once all units are deployed, Initiative for the first turn is determined and the game begins.
15. The player who wins Initiative in the first turn may opt to forgo Initiative.

SECTION 10: VISIBILITY

10.1 Visibility and Surprise

342. Units must be able to see a Unit to choose to Charge or fire on it. Maximum visibility in all circumstances is **1500mm/1200mm**. Visibility is measured by line of sight from a Stand of a unit to another Stand in another unit without obstruction.
343. Units whose Stands not placed on the table because they were unseen by the enemy are placed on the table as they are revealed as enemy Stands move into visibility. Thus a unit in line behind a crest previously unseen is not placed on the table until enemy Stands are in a position to see those Stands (possibly not all of the unit), the unit moves, or fires.
344. Units have **360°** field of vision (this does not mean that units can fire **360°** unless entitled to do so – see *Firing Arc* section below). Cavalry units and Staff can see and be seen over Foot Stands, which are on the same or on a lower elevation, but cannot be fired at over the heads of troops. Please see *Skirmishing* Section.

345. Skirmish screens do not block Visibility and a unit's Skirmishers can see for the whole unit. What the Skirmish Screen can see the Command Stand are deemed to see. Stands can see over a crest or out of an edge of a wood if within **One Stands width** of it, scouts and officers being assumed to be ahead of the unit.
346. Low walls and Obstacles do not block visibility. Stands behind Man-High walls cannot see or be seen unless on ramparts. Stands on High Hills can see over Stands on lower elevations.
347. Stands on the crest of a High Hill can see Units beyond **200mm/175mm** of a far edge of a Wood or Urban area on lower ground, and can see units on the far side of a Low Rise. Units on a Low Rise can see over Units on lower elevations to themselves, but cannot see over High Hills, Woods or Urban Areas.
348. A unit is surprised if it fired upon at a range of **100mm/75mm** or less by a *unit* which had not been previously been visible, or if an enemy unit appears within 100mm this or last Turn that was not previously visible to that unit.

10.2 Visibility Ranges

349. Stands are visible in the following circumstances:

- | | |
|---|---------------------|
| ▪ Formed Troops in an Urban Area are seen at | 100mm/75mm. |
| ▪ Formed Troops in a Light Wood are seen at | 200mm/175mm. |
| ▪ Formed Troops Heavy Woods are seen at | 100mm/75mm. |
| ▪ Skirmishers in an Urban Area are seen at | 50mm/30mm. |
| ▪ Skirmishers in a Light Wood are seen at | 50mm/30mm. |
| ▪ Skirmishers in a Heavy Wood are seen at | 50mm/30mm. |
| ▪ Troops that fire become visible for troops that are in the line of sight of them. | |

SECTION 11: INITIATIVE

11.1 Initiative General Notes

350. Initiative represents the combination of staff ability, tactical situation and the luck of war that enables a commander to impose his will onto a battle, if only for a short period of time.
351. Initiative is determined at the start of each turn by comparing total Initiative Point values. Initiative has two components: the Base Initiative Score (*BIS*) and the Initiative roll.
352. The *BIS* is calculated by adding the value of all the Generals on Board (including player figures) who are not wounded or have more than **50%** of their Brigade's stands off the table.
353. Divisions and Brigade Staff, which have lost **75%** of their figure strength or are off the table, are not included in the tally.
354. The *BIS* is added to a roll of **1d6** for each eligible Staff figure (as described in previous paragraph). The player with the highest tally has Initiative for that Turn. If the Initiative scores are the same the players roll **1d6** until a result is determined.

Example: A player has a Capable Divisional Commander (2 points), one Inept Brigade Commander (1 point) and two Capable Brigade Commanders (2 points each). The BIS is seven, and the player rolls four d6, which show 1, 2, 4, and 5. These are added to the BIS for a total of 19 Initiative points for the turn.

355. The player with the higher *Initiative* score for the turn may choose to forgo Initiative for that turn and thereby becoming the non-Initiative player for that Turn. There are advantages for going second sometimes in the Phases.
356. If the game is a multi-player game then the Initiative totals of *all* players on one side are combined. Divisional Commanders must have at least one Brigade on the board and Brigade Commanders must have at least one unit on the board to count towards the initiative scores.
357. In large games (i.e. three players or more) it is recommended that players just roll **1d6** for every eligible on board General figure and add that total, ignoring the Base Initiative Score. Highest tally has initiative for that turn.
358. At the start of the *Initiative Phase*, Generals are replaced or are restored to command, and Brigade morale determined.

SECTION 12: GRAND TACTICAL MOVEMENT

12.1 Grand Tactical Movement General Notes

359. This is a movement phase purely designed to bring forces into tactical range and speed up play, and to give players scope to outflank and bring up reserves in a timely manner. It can also be used to move troops on board to new sectors of the battlefield.
360. In this Phase, players can move any units in Column or limbered (*see Movement Chart*). The unit must be in Column or limbered at the start of the Phase and cannot change formation. Units move normally in the same Turn's *TMP*.
361. Once a Unit has come within **650mm/500mm** of a *visible* formed enemy it halts.
362. Units in Fortifications, Urban areas or woods are not considered formed units, nor are Staff or Skirmishers or routing troops. Units performing *GTM* halt once they come within **100mm/75mm** of the edge of a Fortification, wood, hill or rise or an Urban area.
363. Skirmish screens do not prevent enemy *GTM*, as the enemy units simply brush them aside. Once the enemy's *GTM* is complete, the player who commands the skirmish screens moves up to **200mm/175mm** away from the enemy units that displaced the screen.
364. Note that the skirmisher support stands, such as the command stand, are formed bodies.
365. Normal deductions for terrain penalties apply such as crossing streams or moving through woods.
366. A unit can be moved out of the view and range of an enemy formed unit and then use *Grand Tactical Movement* in the next turn.
367. Units that move in this phase can also move in the *TMP* of the same turn.

12.2 Grand Tactical Procedure

368. The Player with Initiative for each Turn moves each of the following troop types alternating with the other Player in this order:
- Staff, Cavalry and Horse Artillery
 - Infantry and Foot Artillery
 - Rear-Edge off-Board Stands and Flank marching Units
369. Thus, the Initiative player moves **all** his Staff, Cavalry and Horse Artillery units, **then** the non-Initiative player moves all his Staff, Cavalry and Horse Artillery units and then the Initiative player moves his infantry and foot artillery, then the non-Initiative player and so forth.

12.3 Off-Board Units

370. Players can keep up to one third of their total units in reserve, leaving them off the table (or “Off Board”). Players must tell their opponent that they have units off board after on-Board Deployment is complete. They do not have to advise where those reserves are, or their proposed role.
371. Reserve units must have their respective General/s with them. These Generals do not count when dicing for Initiative or BIS while they are not on the Board. *See Deployment and Initiative for more information.*
372. Off-Board units, which are held as a reserve behind the player’s deployment area, may arrive whenever the player wants, in *GTM*. The units are placed anywhere on the table edge of the player’s deployment area, but must be outside **650mm/500mm** of visible formed enemy units.
373. Players making flanking moves with Off-Board units *must* notify their opponent in the preceding *GTMP* (one Turn) before his flank march are due to arrive. They tell their opponent that they can “see the dust” of the approaching units from the direction they are arriving. No details of force composition are given.
374. Flanking forces cannot arrive from the opponent’s rear table edge (that is, the edge where the opponent deployed).

Example: If the forces were specified to arrive on Game Turn Four, then in Turn Three the player would tell his opponent that sees the dust of approaching units on the nominated flank. In the Grand Tactical Phase of Turn four, the Command Stands and Staff of the arriving units would be placed on the table edge at the point of arrival.

375. If there are *visible* formed enemy units within **650mm/500mm** of the point the flanking force intended to arrive at, the flanking force arrival point is moved towards their own rear edge until out of **650mm/500mm** or the enemy is no longer visible, whichever is the least distance. If required, the move backwards can continue until the forces enter the Player’s original deployment edge itself. This rule also applies to units returning after Routing, Evading, or Pursuing off the Board.
376. Flanking and reserve units arrive on table in Column or Limbered formation. The Command Stand is placed on the edge of the Board in the *GTMP*. The unit moves fully on in the *TMP*. Flank and Reserve units cannot arrive in the first *GTMP* of the game.

SECTION 13: MORALE PHASES

13.1 Morale General Notes

377. It is assumed that all units experience a degree of disorder on the battlefield, but at some point that disorder becomes significant enough to affect the cohesion of the unit, its morale and effectiveness.
378. Units have four morale states: Ordered, Unsteady, Shaken and Routing. They can recover their morale and order through rallying, unless permanently Shaken by severe casualties or some other cause.
379. There are four Morale Tests in *Élan*:
- To Charge - *when a player wants to charge an enemy unit*
 - Being Charged - *whenever a unit is charged*
 - Shooting Casualties - *when a unit has suffered shooting casualties*
 - Closing with the Enemy Test - *when a unit is charging into an enemy unit*
380. A unit in any of the above situations must make a Morale test. A unit tests only once for any of these in a Phase.
381. Charging units do not test for shooting hits in the *TFP*; they test morale for these casualties as part of the Closing with Enemy Test in the *MP*. Add all factors against the unit(s), subtract any modifiers, and roll **1d6**. If the roll exceeds the factors the unit behaves as the owning player wishes.
382. Please refer to the *Morale Chart* for the tactical options available to units that pass or fail each Morale Test. Also refer to the *Optional Rule Section* for a proposed Rally from Rout Test.

13.2 Shaken and Unsteady Units

383. Shaken units are units that have reacted badly to a circumstance and are panicky and shaken. In some instances a unit that is Shaken can restore its morale if it rallies.
384. Units become permanently *Shaken* if reduced to **50%** of their original strength, also Class 1 units that rout cannot have their morale restored by rallying.
385. A degree of disorder is assumed for all units in the game, but Unsteady units are those which have become severely disorganised or are unable to maintain formation.
386. To recover from Unsteadiness units can rally. Units are Unsteady in the following situations (refer to *Rally* section below):

- In or after moving through Urban Areas, Fortifications;
- After failing a Morale Test;
- In, or after, moving through swamps, woods, or a ford;
- Crossing walls or other Obstacles;
- After *Close Assault*;
- After starting a Charge, whether contacting the enemy or not;
- If Routing or Pursuing;
- If on a Difficult Hill or ground (except on a road); and
- If Skirmishing
- If Surprised
- Staff are not required to recover from Unsteadiness.

13.3 Being Charged Test *BCT*

387. A unit in the *Morale Phase* does this morale test if it is the target of a *Declared Charge*, or in the *TMP* when the unit is the target of an *Opportunity charge*.
388. Refer to the *Morale Chart* for the options and responses available to units which pass or fail this test.
389. Units in *Close Assault* must also test for *Being Charged*.

13.4 To Charge Test *TCT*

390. A player who wants to launch a charge first identifies the units that will charge and their respective targets.
391. A charge can be declared in either the *Morale* or *TMP* phases. If a unit passes the test, it performs its 1st impulse or its *Opportunity charge* move. Units that are able to counter-charge and pass the *Being Charged* test do not need to perform this test.

13.5 Shooting Casualties Test *SCT*

392. This morale test is for units that suffer hits from artillery or small arms. The test is only done once in the Phase, combining all the hits a unit suffers. Units that fail may halt, retire or rout depending on their movement and morale.
393. Units that are performing a *Declared Charge* do not perform this test; instead they do the *Closing with Enemy Test*.

13.6 Closing with Enemy Test *CWE*

394. Assaulting stands in contact are “frozen” in place until the *CAP*. All charging stands perform the *CWE* in the *TMP* after any defensive fire is resolved. If they pass the *CWE*, then *Close Assault* will take place.
395. If the Unit fails the *CWE*, they are deemed to have wavered or flinch and are moved **two Stands width** away from the Target and are *Unsteady*.
396. If Stands are charging each other, and one fails and one passes, the latter is entitled to move into contact with the Target (*even if that exceeds their maximum movement allowance*). The unit that fails is considered halted (and *Unsteady*).
397. Routing or Evading Stands which are caught by a charge are also “frozen” in place until *Close Assault* is resolved. They therefore do not move in the *TMP*.

SECTION 14: TACTICAL FIRE

14.1 Tactical Fire General Notes

398. Firing in *Élan* is simultaneous. The player with Initiative rolls first, but a unit will fire with all the Stands it starts the Phase with, regardless of how many casualties it takes in that Phase.
399. Roll **1d6** for each eligible Stand firing. For every **two** hits, remove a Stand. Single hits count for morale tests only (no Stand or figure removed) or in the case of Staff, Engineers, terrain and artillery are also rolled for effect on the damage table.
400. All units at are hit are required to take a morale test.

14.2 Target Class Definitions General Notes

401. Targets are defined by either their formation, the cover they are in, or by how they are moving.

402. Units must be behind, or in, cover to claim defensive benefit from it with 50% or more of its Stands touching the feature. When Stands are shooting through cover (such as Light woods) then the target stands are classed as being in that cover.

14.3 Firing Arc

403. Only targets within the Firing Arc can be shot at. Skirmishers and all troops in Urban areas have a 360° field of fire. All other Stands can only fire either *directly* ahead from the front corners of the stand or up to 22.5 degrees to either flank from the front corners of the Stand.

14.4 Target Priority

404. Stands *must* fire at Enemy Charging them, but otherwise they are free to nominate their target.

14.5 Target Class Definitions

Dispersed targets are Skirmishers in open, Artillery Crew not in contact w/ Gun or Limber Stands, Stationary Staff or have moved less than 50% of their movement allowance & routing foot

Dense targets are Columns, Open Squares, Reinforced lines, enfiladed lines, Close Assault combats and Limbered or Compressed deployed artillery. Charging or Evading or troops at point blank or close range in these formations.

Line targets are Cavalry, Infantry and Artillery deployed in line. Troops lying down in any formation. Charging and Evading troops at point blank or close range in these formations. Crowded skirmishers.

Light Cover targets are troops in light woods, light earthworks, wooden bridges, light Urban Areas, low stone walls, vineyards, orchards, hedges and fences. Light Cover takes precedence over other target class definitions except for Heavy Cover.

Heavy Cover targets are troops in heavy woods, heavy earthworks, fortifications, stone bridges, heavy Urban Areas, high stone walls, rocky terrain. Heavy Cover takes precedence over other target class definitions.

Closed Squares or Columns are infantry only formations with no gaps between ranks, the densely packed ranks are very vulnerable to artillery fire casualties if hit.

Fast targets are Horse Artillery and Staff who moved 50% of their **movement allowance or more**, Cavalry charging or pursuing and routing Mounted troops.

14.6 Tactical Shooting Procedure

405. To shoot, players roll **1d6** for every Stand firing. The score on the *Small Arms Chart* indicates what die roll is required to score a hit (H) or hits (HH) for that Target Class. For each two hits remove a Stand, unless the fire is from Skirmishers (see rules above) in which case they only count for morale purposes.

406. There are two modes of Small Arms firing: *Skirmisher* and *Volley*. Skirmisher fire is targeted at specific targets by individual stands in skirmish order in any direction, while Volley fire is by troops in close order directly to their front and is not aimed, this includes both muskets and rifles when the troops are in formed order.

407. Stands can only shoot once a Turn (except Artillery which conducts *Bombardment* and are later the target of charge).

408. Players declare all the Stands that are firing. All firing on a unit from several units (including artillery) should be resolved before targeting another unit. Units that are hit determine any Morale responses, using the *Shooting Casualties Morale Test*, unless it is charging in which case it uses the *CWE* later in the Turn during the TMP.

409. The *Volley Zone (VZ)* is determined is this way:

- The VZ extends from the front corner of the Stand firing to the front of the target.
- The VZ is as wide as the Stands firing and the outside line may be up to **22.5°** to the left or right of the firing Stand. This forms a parallelogram running from the front corners of the firing Stands to the target that is as wide as the frontage of the firers.
- Any Unit that has Stands in the Zone is rolled for on the *Small Arms Chart* to determine if the unit has been hit with a 1d6 for each Stand shooting at it.
- A Stand can only hit one target in a Volley.
- The VZ does not extend over the crest of a hill, a rise, beyond the maximum range of the weapon, or beyond a skirmish screen.

14.7 Shooting at Targets in range and visible in the Previous Turn

410. Stands may shoot at a target that was in range and sight at some point in the previous Turn as long as the firing Stands *did not move* in that previous Turn. The firing is calculated as though the target was still there *prior to any movement*.

411. A Unit can divide the fire of its stands at multiple units, the player nominating which stand or stands are shooting at which target. A unit may split its fire or reserve (not fire) part of its fire to simulate firing by companies.

14.8 Steady and Unsteady Fire

412. Unsteady fire simulates the effect of both the black-powder smoke generated by volleys masking the target and the loss of order in fire drill. Place a piece of Cotton Wool in front of a Stand each time it fires a volley. This denotes it must thereafter use the *Unsteady Volley Table*.

413. Remove the cotton wool when the unit has not fired for a *FP*, it may now use the *Steady table*.

414. Class 4 or higher non-Shaken infantry use the *Steady table* at all times due to their superior fire drill and experience at musketry. However, if they become Shaken or in woods, urban areas or some other terrain which makes them unsteady, they use the *Unsteady Table*.

415. All Stands in Woods, Difficult Ground, Fortifications or Urban areas use the *Unsteady Table*, as do Unsteady, Shaken, Irregular or Class 1 troops.

14.9 Firing and Visibility

416. A non artillery unit cannot fire into an Urban area or Woods until enemy Stands inside them can be seen, or have revealed themselves by shooting. The only exception is Artillery which fires and an Urban or Wooded area is in its *Bombardment or Tactical Fire Zone*.

14.10 Firing into a Close Assault and Friendly Fire

417. A Unit cannot intentionally fire into melee. If, however, the melee suffers a hit from being within a zone of Artillery or Infantry fire, then it rolled for as one target. Half the casualties caused must be on the friendly unit. If only one casualty, then that comes from the *friendly* unit.

418. Units with hits from “friendly fire” (including while in *Close Assault*) must test reaction in the same Phase as if they received fire from an *enemy* unit.

14.11 Defensive Fire in the Tactical Movement Phase

419. Stands being charged by an *Opportunity Charge* can shoot to defend themselves in the *TMP*. Stands can fire only if they have *not* fired in the *FP* in the same Turn. They can only shoot at enemy units which are charging them, and within their fire arc.
420. Artillery which has fired in Bombardment mode can shoot with half the Stands of the battery, rounding up, with defensive fire if it is the target of a charge. So, if three Stands fire Bombardment, then two Stands are eligible to fire defensively if the target is in the fire zone.
421. The Charging enemy then tests on the *CWET*, if it passes, the *Close Assault* begins.

14.12 Endangering Friendly Stands and Enfiladed Fire

422. When firing, if friendly unit Stands are within the firing zone, then they are rolled for as if an enemy unit and test morale on the *SCT*.
423. A target is enfiladed if it is fired on by Stands which are 45°-90° to its flank

14.13 Firing on Artillery, Staff and Engineers

424. When Artillery is fired on, either from small arms, *Close Assault*, or through Counter-Battery fire, every hit on the Battery is diced for to determine the effect using the *Damage Table*. When fired on by small arms or in *Close Assault* only crew and limber teams can be destroyed.
425. Only skirmishing stands can deliberately fire at enemy Staff or Engineers. However, these can be hit accidentally by other stands if the Staff or Engineers are attached to the target unit or by bounce through. Staff and Engineers are either *Dispersed* or *Fast* targets when not attached to a unit- please refer to *Damage Table*.
426. When attached to a unit they take on the same Class as the unit. A **1d6** is rolled to determine if the Staff or Engineer is wounded or killed for each **unit** firing at the target. If there are multiple Staff figures, each one is rolled for separately.
427. When Skirmishers are firing at these officers a **1d6** is rolled for every hit they achieve to determine the effect. The effect of hits on Artillery, Staff and Engineers is determined on the *Damage Table*.
428. Staff and Engineers do not test morale for any hits received. But if they are attached to a unit, they respond in the same way the unit does. So, if the unit they are attached to fails a Morale Test and routs, so do they! Please refer to the *Staff and Command* Section regarding replacing, wounded or captured or killed Generals.

SECTION 15: TACTICAL MOVEMENT

15.1 Movement General Notes

429. Movement is measured in millimetres from the front edge of the Unit. A unit's movement allowance is based on the formation and terrain it starts the *Movement Phase* in. It can move less than its full allowance or remain halted with no penalty. Please refer to the *Movement charts*.
430. A Unit cannot come within **One Stand width** an enemy Stand it has not charged. All units at the start of a game are assumed to be moving forward, not stationary.
431. A unit is stationary or halted if it is not moved or changed formation in the current Turn.

15.2 Command Stands and Facing

432. The Command stand of the unit is always placed at the front of a formed unit, and its physical position defines the direction the unit is facing. When units move, change formation or change direction, the movement is always determined with reference to the command Stand facing.

15.3 Wheeling

433. Stands change direction by wheeling (pivoting on one flank while moving forward, or back, with the other flank). The resulting movement creates an arc.
434. Wheels are measured on the leading edge of the arc and cost double movement. For instance, if a unit moves by wheeling its outer edge **50mm/30mm** in distance, it deducts **100mm/75mm** from its total available movement.
435. Because stands in skirmish order are in a loose, open formation, they do not have to wheel, they simply move in the direction the Player wishes. However, a skirmish screen's command stand, being a formed body, *does* have to pay for wheeling, and, if they are forming up on it, the Skirmishers move to the command stand after it has moved into position.

15.4 Passing through Units and Terrain

436. A unit passing through woods, fortifications and other terrain that slows it down will move at the reduced rate until all its stands have move off the terrain (eg. exiting woods). The exception to this is skirmishers, where each stands moves unimpeded.
437. Any friendly unit can pass through deployed Artillery (except if in compressed frontage) or another unit in Line from front to rear, or Skirmisher screen in any direction without becoming unsteady, but loses 25% from its movement rate (except when passing through the skirmishers).
438. A unit cannot charge through formed troops but can charge through a friendly skirmish screen. Evading Staff, skirmishers, and artillery crew without guns can pass into open squares and behind lines without causing the other unit becoming unsteady.

15.5 Passage of Lines Manoeuvre

439. Passage of Lines is a manoeuvre to extract engaged infantry units and replace them with fresh units without compromising the battle line. Only Class 3 infantry and higher can perform this manoeuvre. This cannot be done when a unit's Stands are in contact with an enemy Stand.
440. Units performing Passage of Lines cannot charge in the same Phase and are considered Steady.

15.6 Passage of Lines Manoeuvre Procedure

- Only Class 3 or above infantry are eligible for this manoeuvre. The extracted unit must be infantry or dismounted cavalry in Line and *not* in contact with an enemy unit. The new unit takes its place is in either column or line. The manoeuvre can only be done in the open or in a Light Wood; it cannot be done in an Urban area, Fortification or Heavy Wood.
- During the *TMP* the unit being extracted steps back one Stands width facing the enemy.
- The replacing unit(s) advances through the extracted unit and deploys into Line in the space the extracted unit has vacated, deducting **25%** off its movement.
- The unit's Steadiness and Morale are unchanged by this manoeuvre. So, if the replacing unit was Steady, it remains Steady.

15.7 Charges-General Notes

441. A unit or units can declare a Charge in either the *Morale Phase* (a *Declared Charge*) or the *TMP* (called an *Opportunity Charge*). Charging Stands and their target units are nominated with Players working their way across the Board left to right and testing for each in turn on the *To Charge Morale Test*.
442. A charge can be made by a one or more Stands of a unit (sub-unit charge), a complete infantry or cavalry unit, or part of ,or a complete Brigade.
443. A player charging with multiple units can choose whether to do one *To Charge Test* per unit, or one test for all units with the relevant factors for all units being taken into account, the results of the test applying to all the units specified.

Example: A Brigade of four infantry battalions has declared a charge against two infantry units. The player charging can either do one test for all four units taking into account all the factors for all the units, or do one test for each unit, working left to right. Each unit must, however, perform a separate Closing With Enemy Test prior to Close Assault.

444. A unit can only attempt to charge once a Turn. The target unit(s) must be visible to a Stand of the charging unit (e.g. a detached skirmisher Stand) at the start of the phase the charge is declared in.
445. A charge must be made towards the target, and the charging unit must have the movement allowance to reach the target, allowing for any direction and a single formation change.
446. A unit can only attack a flank of an enemy unit if the majority of its Stands start the charge located in an arc more than 45° behind the *front* corner of the target unit.
447. A unit can only attack the rear of an enemy unit if the majority of its Stands start the charge located in an arc more than 45° behind the *rear* corner of the target unit.
448. A charge can be declared against several enemy units as long as the chargers have the movement to contact them. A separate *CWE Test* is required for *each* unit it is charging in order to close.

15.8 Restrictions on Charging Units

449. A *Counter-Charge* cannot itself be Counter-Charged in the same Phase.
450. Units that are charged react to the charge immediately (whether it is a Charge, Counter-charge or Opportunity Charge) and act accordingly in either *Morale* or *TMP* in which the Charge was declared.
451. Units that fail a *To Charge Test* cannot move closer to the target unit(s) that in Turn, but may otherwise act normally including Counter-Charging if charged. It may attempt to charge again next turn. All charging units are *Unsteady* once they start advancing towards the target unit (that is, starting in the first impulse).
452. Units that declare a Feint charge can fire later in the turn using the *Unsteady* table.

15.9 Sub-Unit Charges

453. Players have the tactical option to attack with just a single or several Stands (which are the equivalent of companies and squadrons).

454. The process is the same as all *Declared* and *Opportunity* charges. The sub-unit charge counts as a charge for the whole unit, if only a sub-unit charges, the rest of the unit cannot charge again that Turn. The unit can, however, counter-charge (if entitled to) if attacked itself.
455. When a Stand(s) charges away from the parent unit the player must declare whether it is formed or unformed (i.e. in skirmish order) to his opponent.
456. The parent unit and the detached troops cannot charge separate enemy units, but only the same declared target(s) in the same Turn. If both charge at the same time, they test *To Charge* once only, the results applying to both. The detached Stand/s move, and respond otherwise independently, of the parent unit.
457. The detached Stand/s cannot move away, intentionally, further than **200mm/175mm** if foot, or **250mm/200mm** if mounted (as per the *Skirmisher* rules) from the parent unit.
458. The exception is *Compulsory Movement* following *Close Assault*, where an advance or retreat may take them further away from the parent unit, or a rout move. Detached Stands which Evade must move back towards the parent unit.
459. If the Stand(s) move outside the range of the parent body they cannot initiate any more attacks, and must return to the parent unit by the most direct route in the next *TMP*.
460. Any Morale Test or *Close Assault* or Shooting hits on the either unit or detached Stands applies *only to each* while separated.

Example: A four Stand Dragoon regiment charges with one Stand against an enemy Skirmisher Stand within Opportunity Charge range. The Dragoon Stand automatically wins the combat and moves forward 200mm with its Compulsory move. In the next TMP, the two parts (1 stand and 3 stands) of the unit must rejoin at the earliest opportunity.

15.10 Declared Charges- Morale Phase

461. A unit performing its *Declared Charge* in the *Morale Phase* uses its movement allowance in two stages called *Impulses*. The distance a unit can charge cannot exceed the total movement allowance of the unit including deductions for formation, direction and terrain factors. Units that Charge can move a half-move later in the *TMP* or choose to Rally in that phase.

15.11 Declared Charge Sequence *These steps take place in the Morale Phase in this order*

Charging Player A

- Charging and target units are identified and declared and *To Charge Test* performed
- If pass, 1st Impulse moved, inc any formation and direction changes, to mid-way point to target
- If target is within **50mm/30mm** or less for infantry (or **100mm/75mm** for cavalry) from Charger then the unit makes immediate contact

Responding Player B

- Target unit(s) performs *BCT* and Unit makes any response moves the Morale Test indicates
- Other units declare Counter-Charges after the *TCT* and move their 1st Impulse

Player A

- 2nd Impulse options: - Contacts the original Target *up to limit of movement allowance* or contacts Counter-Charging enemy or Feints–*if permitted*

Player B

- Counter-Chargers 2nd Impulse – *unless contacted*
- In the *FP*, eligible Stands can fire at the chargers. Include any hits taken by the chargers in the *CWE Test*, which is done in the **TMP**. If charging units passes this test, then *Close Assault* ensues

15.12 Declared Charges -The First Impulse

462. The First Impulse allows the charging unit(s) to change formation (once) and its direction of facing and advance toward the Target Unit to a point that is *halfway* to the Target. All formation and facing changes are done at the start of the charge.
463. If an infantry unit is charging at an enemy unit **One Stands width** or closer, or a cavalry unit is charging at an enemy unit **Two Stands width** or closer, it contacts the target(s) in its First Impulse without changing formation and the target cannot change formation or facing and may not counter charge.
464. Infantry cannot charge Cavalry that are charging or pursuing under any circumstances. Artillery can never charge.

15.13 Declared Charges -The Second Impulse

465. The Second Impulse is when the charge contacts the target unit or an enemy counter-charges the Chargers, and this occurs after the enemy have responded to the charge. This occurs in the opposing player's *Morale* Phase.
466. The charging unit cannot change formation or direction in the second impulse. After the target unit(s) have responded, the charging player has three options:
- To contact the target unit up to the limit of the 2nd Impulse movement; or
 - To divert towards any Counter-Charging enemy; or
 - To Feint a Charge (if eligible).
467. A unit needs to contact one or more enemy Stands with at least **half** Stand frontage to be considered in contact for Close Assault.

15.14 Opportunity Charges-Movement Phase

468. A Charge made in the *Movement Phase* is called an *Opportunity Charge*, and is typically a response to a movement of the opponent. An *Opportunity Charge* has only one Impulse.
469. Once units pass the *To Charge Test*, the charging unit(s) moves into immediate contact with the target. The target reacts, according to the *Being Charged Test*, then the charging unit can use the remainder of its movement to attempt to close with its target if the target attempts to Evade or flee.
470. A unit doing an *Opportunity Charge* has *half* the movement of a normal move. No formation changes are allowed. An *Opportunity Charge* of the Non-Initiative Player cannot be Counter-charged.

15.15 Opportunity Charge Sequence

Charging Player A

- Charging and target units both declared
- *To Charge Test* made
- If pass, unit moves into contact with target

Responding Player B

- Target Tests for *Being Charged* and Response moves performed if fail. If pass, it may conduct *Defensive fire* with any eligible Stands along with other supporting units.
- Any hits taken are included in the *CWE Test*, which is done in the TMP. If the charging units pass, then *Close Assault* will follow.

Player A

- If Target unit Routs the Charging Unit can follow up to balance of its Opportunity Charge movement allowance in order to contact it.

15.16 Feint Charges-Morale Phase

471. A player whose *Declared Charge* has not contacted the target unit(s), and does not want to make contact, can under certain circumstances declare a Feint Charge. This is done after the target unit reacts.
472. Class 1, Irregular charging troops, or any units commanded by an Inept or no General cannot feint charge. These units must make their Second Impulse towards their original target or nearest enemy if the original target routs or evades out of range of movement.

15.17 Counter-Charges- Morale and Movement Phase

473. A Counter-Charge is when a player wishes to charge an enemy unit, which is itself charging. All Cavalry, Irregular and Class 3 and above units who are being charged and have passed the *Being Charged Test* can Counter-Charge.
474. A Unit cannot Counter-Charge if it has been by contacted by the enemy charge in its 1st Impulse but can use *Defensive Fire* as the chargers approach. The exception to this is when detached Skirmish Stands are charged, in this instance a unit can counter-charge to support its own Stands which have been contacted.
475. A Counter-Charge is similar to the *Opportunity Charge*. No formation changes are allowed and the only direction change allowed is to wheel to face the enemy.
476. A Counter-Charge in the *Morale Phase* has two Impulses just as a *Declared Charge* does and a Counter-Charge performed in the *TMP* has one Impulse, just as an *Opportunity Charge* does. Counter-Charging Stands must also perform the *CWET* in the *TMP*.

15.18 Pursuit

477. Both sides conduct pursuit moves in the *Initiative* player's *TMP* after any Rout moves. The Initial Pursuit move is called the *Compulsory Advance Move* and is specified in the *Close Assault Results table*. Pursuit can continue under certain circumstances.
478. Note- all pursuits (in addition to the *Compulsory advance Move*) are moved by *both players* after they do their rout moves-also simultaneous and before the player with Initiative moves his normal moves in the *TMP*.
479. Pursuers may change formation but must deduct the relevant movement. Pursuers, and the enemy they are contacting, are considered intermingled.
480. Pursuers are classed as Charging troops for *Close Assault Tactical Factors* and are unsteady.
481. A Pursuit ends when:
- The Routers outdistance the Pursuers;
 - The Routers have been destroyed;
 - The Routers have surrendered;
 - The Pursuers begin combat with another unit;
 - The Routers have entered terrain that Pursuers cannot enter; or
 - The Routers have gone off-board (in which case the Pursuers Rally at the edge of the board, or continue off board, as the Player wishes).

15.19 Infantry Pursuers and Compulsory Advances

482. Infantry in Fortifications or defending a wall or obstacle do not pursue even their *Compulsory Advance Move*. Other Regular Infantry do not pursue beyond their *Compulsory Advance*. They then rally on the spot facing the fleeing enemy.

483. Infantry in Woods or Urban Areas only pursue to the edge of that area. Irregular infantry, however always perform an additional pursuit move after the *Compulsory Advance* in the next *TMP* in all circumstances.

15.20 Cavalry Pursuers

484. Cavalry units that are:

- Out of Command or have an *Inept* General Commanding;
- British (not including KGL or Allied cavalry); or
- Irregular;

must make an additional move in the following *TMP* after moving their *Compulsory Advance* before rallying.

485. Other Cavalry under the command of an *Exceptional* or *Capable* Commander do not pursue beyond the *Compulsory Advance* move.

486. Cavalry Pursuers must continue attacking the defeated enemy (i.e. launch new charges) unless charged themselves in which case they can attempt to counter-charge if they pass the *Being Charged Test*. Pursuing Cavalry have the option of continuing their pursuit move off the board or stopping at the edge. See next section.

487. Cavalry Pursuers who have destroyed their target enemy in the pursuit and have additional pursuit move remaining may *automatically* charge the nearest enemy unit on the Charge axis. No *To Charge test* is required. They will still be required to pass the *CWE Test* and count as charging for *Close Assault* purposes.

15.21 Rallying Pursuers

488. Rallying takes place in the *TMP*, and the units rallying are considered unsteady until the end of the phase. All pursuers rally facing in any direction the owning player wishes in either Line or Column. They rally where the pursuit came to an end.

489. Units that rally at the edge of the board after routers have gone off can rally facing any direction the player chooses.

490. If the player decides to allow the pursuit to go off the board, the pursuing unit returns in three turns, returning during the third *Grand TMP* after the pursuers left the board. They return at the centre point of the Player's own deployment edge as a steady formed unit.

15.22 Routers Bursting through Units

491. Routing units whose move contacts other friendly units (except Artillery in Compressed frontage, Staff or columns) burst through them. The units through which the routers burst are shaken until rallied.

492. Routers cannot burst through or contact formed enemy Stands. If the direction of their initial or continued rout forces them to do this, they surrender.

493. If pursuers contact a burst-through unit, the latter are Shaken and considered to have been charged and must perform the *Being Charged Test*. It cannot fire at the pursuers, (*see next paragraph*) who are considered intermingled with the routers, but will fight the pursuers in the next *Close Assault Phase* if it passes its morale test.

494. There is only instance where units contacted by pursuers can fire on those pursuers (ie units performing a break-through attack). This is when the firing unit has wiped out their enemy in the previous *Close Assault* and the Target Stands are not in contact with any other enemy Stands.

15.23 Routing Units leaving the Board

495. Units that rout off the board return in three Turns, returning during the *third GTMP* after the routers left the board. They return at the centre point of their starting rear edge and are considered to have rallied.

496. Routers cannot return to the game if their pursuers have followed them off the board. They are considered scattered.

15.24 Attacking Routing Units

497. Routers contacted by an enemy charge are frozen in place until the *CAP*, then suffer an Automatic Major Defeat.

15.25 Rallying from Rout

498. To rally a routing unit the unit must have its Commanding General (either Brigade or Divisional) Stand directly visible within **200mm/175mm** in the path of the rout at the start of the *Morale Phase*, and they are not being pursued or charged by the enemy. A General can rally units while retaining command of the rest of his Command. Aides cannot be used to rally troops.

499. Refer to the *Optional Rules section* for a Rally morale test.

15.26 Rallying in other Circumstances

500. To rally, a unit forms up on its Command Stand in Column or Line facing the direction of the player's choice. Staff who rally units do not lose Command of other units, but cannot Rally more than one unit per Turn.

501. Rallied units regain their morale and steadiness at the end of the *TMP* but may not move in that Phase. Players need not rally units unless they wish to.

502. Rallying is used to restore steadiness to a unit after:

- Crossing terrain that causes unsteadiness;
- Charging;
- Close Assault;
- Failing a Morale Test.

15.27 Evades

503. The following troop types can Evade:

- Skirmishers
- Irregular Foot
- Artillery
- Light Cavalry
- Lancers
- Irregular Cavalry
- Staff
- Engineer & Sapper Stands.

504. These troop types can evade only if they pass their *Being Charged Test* and have *not* been contacted by the charging enemy unit. An evade move is *half* the distance of a normal move and must include deductions for formation and direction changes.

505. Limber teams move separately from crews if the battery was unlimbered when charged, but must reform at the earliest opportunity once the danger has passed.

506. An evade move must be directly away from the charging enemy unit and should not move the evaders closer to any other formed enemy unit. Units that evade cannot fire later in the turn, being assumed to be reforming.
507. In extreme circumstances only, evaders can move off the board to avoid chargers. They may return after three Turns, returning during the third *GTMP* after the evaders left the board. They return at the centre point of the starting rear edge in a Column or limbered formation and are Steady.
508. Skirmishers who evade regroup on their Command Stand, which remains stationary. The unit forms up in line, or in column. Evaders can move into terrain that the chargers cannot enter (as long as they themselves can move into such terrain).

SECTION 16: CLOSE ASSAULT

16.1 Close Assault General Notes

509. *Close Assault* is physical hand-to-hand and point blank combat between units, and includes casualties inflicted by all available weapons. The casualties removed not only represent men killed and wounded, but also the loss of unit effectiveness and cohesion.
510. Results of *Close Assault* are based on three main aspects:
- The tactical factors influencing the combat;
 - The quality of the units engaged and number of troops involved in the combat and the minor tactical options they can provide;
 - The effect of the combat on the victors and losers in terms of casualties, order and morale.

16.2 Close Assault Procedure

511. Referring to the *Tactical Factors Chart*, players add all the relevant tactical factors for all units involved. Units must have at least **one half Stand** wide frontage in contact with enemy to be able to included in a *Close Assault*.
512. To this number they add the class of the majority of Stands (if equal numbers of Stands of two or more classes, then average the class, rounding up) and the result of **1d6** roll. If the score is tied, both players roll **1d6**, adding the scores until the tie is resolved.
513. The highest score wins the combat. The difference in score determines the extent of the victory. Where there are troops of both foot and horse in a combat, the result table used is determined by the majority of Stands type of the victorious side.

Example: Five Stands figures of infantry and Eight Stands of cavalry win a major victory over ten Stands of infantry. The Mounted over Foot table is used to determine the results.

514. The results are outlined in the *Close Assault Victory Scale and Results Table* in terms of:
- Casualties for each unit which include prisoners (and Guards detailed to escort them, routers, loss of morale and cohesion, dead and wounded);
 - Compulsory Movement of units in combat;
 - Morale status of units;
 - Facing direction of the unit in relation to the enemy.
515. Units with Stands in base-to-base contact with an enemy unit are considered to be in *Close Assault*. Units in melee count all their Stands in the combat, except those fighting skirmishers, in urban areas, regardless of how many Stands contact enemy Stands.

- 516. If a unit has one Stand that is one figure short of a Stand, then that Stand can be included in the combat.
- 517. Where there are single figures in contact with an enemy Stand, these figures cannot fight and are removed from play.
- 518. When fighting in Woods, Fortifications, and Urban Areas or when fighting detached Skirmishers, only those Stands touching the enemy are counted.
- 519. Skirmishers fighting in Urban Areas or Fortifications are not treated as such when calculating Tactical Factors, they are classed as formed troops for *TF's* purposes.
- 520. Under certain circumstances conditions for *Automatic Major Victories* exist within a combat. These are resolved separately and prior to calculating the *Close Assault* tactical factors. Pursuit moves are not conducted if the assaulting unit is in contact with another enemy unit.
- 521. Units must rally to restore Steadiness after Close Assault.

16.3 Command Tactical Factors

- 522. A unit can claim the best quality Staff rating of any appropriate, visible, General figure, *in its chain of command*, within the Command Radius.

Example: A unit has an Inept Brigade Commander and a Capable Divisional Commander. If the unit is within command radius of the Brigade Commander, and the Brigade Commander in turn is within command radius of the Divisional Commander then the unit can use the Capable rating of the Divisional Commander.

16.4 Reinforcing Units and Stands engaged in Close Assault

- 523. Units fighting in Urban Areas, Fortifications, Skirmish Order or Woods can bring other Stands of the same unit not already in contact into the combat with the enemy during the *TMP* as a normal move.
- 524. Stands to the rear of a column or from the flank of a line can be moved into contact with the enemy in the *TMP* following the first turn of combat. They do not count as charging. Stands in contact with the enemy cannot move during the combat until after the first turn of combat.
- 525. A player who wishes to introduce new units into a combat must perform a *To Charge Test* for those new units.
- 526. A unit in *Close Assault* that is charged must test its reaction (*Being Charged Test*) in the same Phase that it is charged and react accordingly. Note that Stands already contacting enemy Stands cannot be disengaged to face a new threat, nor can the unit counter-charge.
- 527. A unit in *Close Assault* can be reinforced from the rear by a friendly unit. This can only be done if the unit in front being reinforced is in line or skirmish formation. The reinforcing unit can be in either Line or Column formation and must be positioned *directly* opposite the enemy Stands they are fighting.
- 528. Deployed Artillery, not if in *compressed frontage*, can be supported by friendly units in the same manner.

16.5 Automatic Victories and Defeats and Supporting Units

529. The *Automatic Major Defeat* (e.g. An unsupported Artillery battery contacted by formed enemy) effect is ignored if Stands of a unit are in contact with other formed friendly units. In these circumstances the *Close Assault* is resolved normally. The *Automatic Major Defeat* will always apply to routing units however.
530. When fighting both routing units and other units in the same combat, the *Automatic Major Defeat* on the routers is resolved as a separate combat (i.e. the routers suffer losses and continue routing if not destroyed). The unit then fight normally the other unit(s).

Example: A cavalry unit is in contact with both a routing infantry unit and an enemy cavalry unit. The Automatic Major Defeat over the routers is resolved first by removing the figures and moving the remaining infantry their compulsory move. The cavalry combat is now resolved normally. Because the cavalry is in contact with the enemy cavalry, it doesn't move its usual compulsory advance move for defeating the infantry. All the eligible Stands of the cavalry are considered to be able to fight the enemy cavalry unit.

16.6 Compulsory Movement

531. Advance or retreat moves specified in the *Close Assault Results Table* are not affected by terrain penalties unless impossible. Where terrain prevents movement, e.g. an unfordable river or climbing a difficult hill for Cavalry, the unit can change direction away from the chargers and terrain. If the rout is blocked, the unit must surrender.
532. *Compulsory Movement* must be in the direction of the charge that started the combat or directly away from the victorious enemy with no deduction for turning about or formation changes.
533. Units defending an Urban Area, Obstacle, Wood, Fortification or wall do not pursue beyond that area's edge, even if the *movement* would normally be beyond them. Please refer to the *Infantry and Cavalry Pursuers* sections above.
534. Units that leave the board as a result of a *Compulsory movement* return in the same way that Evaders or Routers do.

16.7 Compulsory Advance Break-Through Attacks

535. If a *Compulsory Advance* contacts a new enemy unit or units, the advancing victorious unit(s) will engage in *Close Assault* next turn (*To Charge test* is not required). This is called a *Break-Through Attack*. The victorious unit is deemed to be charging.
536. A victorious unit performing a *Break-Through Attack* must roll on the *CWE Test* each time it contacts a new enemy unit and the charged unit must make a *Being Charged* test.
537. If the newly charged unit passes the *Being Charged* test it is contacted before it can change formation or evade. *Close Assault* follows later in the turn. If the new enemy contacted routs after failing its *Being Charged Test*, the victorious unit must continue to advance the balance of its *Compulsory Advance* move.
538. If the unit contacted by the attack and passes the *Being Charged Test*, it can fire *only* if the enemy unit is not in contact with Stands it is pursuing.
539. *Break-Through Attacks* are moved before enemy Counter-Charges.

540. If enemy units are destroyed as a result of *Close Assault*, the victorious unit(s) must still perform their *Compulsory Advance* in the direction the victor's Command Stands are facing.

541. Please refer to *Routers Bursting through Units* section above.

16.8 Push-Back Melee Results

542. If a unit is driven back onto another unit, friendly or enemy, the newly contacted unit is now involved in the combat in the following Turn. It is moved back in the opposite direction away from the enemy charge.

543. However, the contacted unit can only fight if:

- Its Stands are in base contact with enemy Stands; and/or
- The friendly unit between it and the enemy Stands are in line or skirmish order.

16.9 Fighting in Urban Areas

544. In *Élan*, fighting in an *Urban Area* is abstracted. Rather than represent individual buildings and their roads, lanes, etc in this scale, players must clearly define, at the start of the game, the *Urban Area* boundaries. This is normally a piece of cardboard, with a single representative building on it, so figures can occupy the area. Entry points to buildings are irrelevant for playing purposes unless otherwise agreed prior to the start of play.

545. *Urban Areas* are classed as either Light or Heavy cover. Walls, hedges and other structures can also be included and added to an *Urban Area*, enhancing its defensive qualities. Several sections can make up an area, each is treated separately for the purposes of cover and damage.

546. Units and Stands in an *Urban Area* do not have formations as such, they are assumed to have taken position in buildings, behind obstacles etc. They have no flanks or rear, are *Unsteady* and may fire in a 360° direction subject to visibility.

547. Units in *Urban Areas* move in any direction (with no deduction for direction changes or wheeling) and may fight in any direction regardless of the facing of the Stands.

548. Cavalry cannot fight in Urban areas, unless dismounted. Mounted troops can pass through these areas if they move wholly on a road.

549. Foot or manhandled Horse Artillery can be deployed in an area at the start of a game, or moved into during a game. Artillery Stands can be split up throughout the area, acting and fire independently, they are treated as separate units while in the Urban area.

550. Formed Units within *Urban Areas* may be seen at **100mm/75mm**. If any unit in an *Urban Area* shoots, it becomes visible and may be fired upon.

551. Units defending an *Urban Area* do not pursue beyond that area's edge, even if the *Compulsory Advance* move would take them beyond the area.

552. Only Stands on an Urban or Woods area are entitled to claim *TFs* for the benefit of being in those areas. Units which are partially on an Urban area (for example a line with Stands both on and off the area) can only claim *TFs* if fighting enemy Stands also on the Urban area.

553. Skirmishers fighting in Urban Areas or Fortifications are not counted as such when calculating *TFs*.

16.10 Fighting in Wooded Areas

554. Fighting in *Wooded Areas* is treated in the same manner as fighting in the open. Units are Unsteady in *Wooded Areas*, unless the unit is wholly on a road passing through it.

555. Only Stands in a *Wooded Area* gain Tactical Factors in *Close Assault*, but otherwise the process is the same.

556. Units exiting Woods are required to rally to restore steadiness.

16.11 Capturing Staff

557. If a Staff Stand is in contact with enemy Stands at the end of a *CAP*, and has no escort, they are captured.

558. If they have an Escort Stand, it is able to fight in self-defence, adding its *TFs* to the *Close Assault*. The results of the combat are determined normally. The Staff are taken prisoner and are counted as losses at games end. Staff captured can be replaced as described in the *Staff and Command* section above.

Close Assault Results Explanations

There are four types of results:

- **Brief Combat** This is a combat where one of the sides has closed briefly or flinched, or the charge was inconclusive and they have broken off.
- **Push-Back Melee** The units are locked in combat and one side has driven in the other some distance and the fight will continue the next round.
- **Minor Victory** One side has beaten the other, but not without casualties as the enemy put up a good fight. The victors are in a good position to launch a new charge next turn and complete the victory!
- **Major Victory** One side has smashed the other completely and routed them, they are in position to attack other enemy units or routers with a new charge.

SECTION 17: SURRENDERS AND CONCLUDING THE GAME

17.1 Surrendering and Destroyed units

559. Players surrender units in the end of the *CAP*. Surrendered stands count for half points at the end of play.

560. Units reduced to One Stand (except Independent light companies) during the game removed from play at the end of a Turn and count as half points to the player that owns them. They are deemed to have been reduced to being ineffective as combat formations. Other formations such as artillery and independent companies can continue to fight.

561. If a defeated unit's compulsory move, following a *Minor or Major combat*, brings it into contact with either an enemy unit or terrain it cannot cross, it can divert its move to avert contacting the terrain or enemy.

562. If a routing unit is surrounded by enemy Stands with no route that enables them to flee past the enemy (allowing for not getting with one Stands width of the enemy) it must surrender at the end of the Turn.

17.2 Capturing Colours and Objectives

563. If a unit is destroyed in *Close Assault* or surrenders during the game, the other player receives a **20 Point** bonus for capturing the Colours or other regimental trophies. This is done only if there are flag bearer figures on the units Command Stand.
564. An objective or gun Stand is captured if a *non-shaken* unit of at least two Stands is on it at the end of the game. If no unit is on the objective or gun Stand, the points will be allocated to the side who last had a non-shaken unit of at least two Stands touching it.

17.3 Concluding the Game

565. Time, a number of predetermined turns or attaining a pre-defined objective determines the games length. The game finishes at the end of the *CAP*. If, at the end of the game, a melee is yet to be resolved, it is fought to completion but no *Compulsory Movements* are made and no fresh units may enter the combat.

17.4 Determining the Winner

566. Unless specific objectives have been obtained, the winner of the game is determined as follows:
- Deduct from your starting points (e.g.800pts) the point value for stands removed as casualties and Staff, Guns and Engineers captured by the enemy;
 - Deduct the half- point value for Routing, Surrendered and Off-Board stands;
 - Add the points for Objectives and Captured enemy Standards taken.
 - The highest scoring side wins.

SECTION 18: UNIT RATINGS

Refer to Troop Classes for an explanation of the ratings. Where there are multiple classes, players must buy at least one unit of each class for that troop type. For units not listed use the Class definitions and similar units listed as a guide to rating, remembering that units are rated relative to other units of the same army. Players are referred to the Army lists for a range of army lists for 800 point Divisions for each nation.

Austria

Cavalry

Hussars	Class 2/3
Uhlans	Class 4
Dragoons	Class 2/3
Cuirassier	Class 4
Cuirassier 1809 only	Class 5
Chevaux Leger	Class 4
4 th Chevaux Leger Regt.	Class 5
Hussar Regts. #2,3,7	Class 5
3 rd Uhlan Regt.	Class 5
1 st Cuirassier Regt.	Class 5

Infantry

Grenadiers	Class 5
Jäger Btns 1-9	Class 5
Grenz	Class 3
Freikorps	Class 1
Landwehr	Class 1
Vienna Volunteers	Class 4
Regts. #1,3,11,14,19	Class 4
Regts. #46,59	Class 4
Other Line Regiments	Class 2
4 th Infantry Regt.	Class 5
6 th Grenz Regt.	Class 5
Tyrolean Insurgents	Class 2/4
<i>Irregular charging & skirmishing infantry</i>	

Artillery

Foot and Horse	Class 3
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Baden

Cavalry

Hussars	Class 5
Chevaux Leger	Class 4
<i>Post 1812 all regiments</i>	Class 2

Infantry

Garde	Class 4
Light Btns	Class 3
Line Regts.	Class 3/4

Artillery

Foot & Horse	Class 3
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Bavaria

Cavalry

Chevaux Leger	Class 2/3
Heavy Dragoons	Class 2/3
<i>1805-09 only</i>	
<i>1813 onwards all units</i>	Class 2

Bavaria cont

Hussar	Class 2
<i>1813 onwards only</i>	
Lancer	Class 2
<i>1813 onwards only</i>	
National Garde	Class 2
<i>1813 onwards only</i>	
Garde du Korps	Class 4
Infantry	
Jäger Btns	Class 3
Line Regiments	Class 2
1 st Leib Regiment	Class 3
<i>1813 onwards all units</i>	Class 1/2
Landwehr	Class 1
<i>1813 onwards only</i>	
Leib Garde	Class 4
<i>1813 onwards only</i>	
Artillery Foot and Horse	Class 3

Britain

Cavalry

Life & Horse Guards	Class 4
KGL Hussars	Class 5
Heavy Dragoons	Class 4
KGL Heavy Dragoons	Class 5
Hussars & Lt Dragoons	Class 3/4/5

Infantry

Foot Guards	Class 6
60 th & 95 th Rifles	Class 5
42 nd & 52 nd Light	Class 5
Other Line Regiments	Class 4
Crack Veteran Line Regiments	Class 5
Composite Battalions	Class 3
Marines	Class 3
Émigré Regiments	Class 2
KGL Regiments	Class 5

Artillery

RHA	Class 5
Foot Royal Artillery	Class 3
KGL Foot and Horse	Class 3

Brunswick

Cavalry

All Units	Class 4
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Infantry

Advance Garde	Class 4
Leib Regiment	Class 4

Brunswick cont.

Line Regiments	Class 2
Militia	Class 1
Artillery	
Foot	Class 2
Horse	Class 4

Denmark**Cavalry**

Lancer Regiment	Class 4
Leib Regiment	Class 4
Hussars	Class 4
Dragoons	Class 3

Infantry

Garde	Class 4
1 st & 2 nd Line Btns	Class 3
3 rd & 4 th Line Btns	Class 2
Holstein Regt.	Class 3
Jäger (50% rifle armed)	Class 3

Artillery

Foot and Horse	Class 3
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Dutch-Belgian (Netherlands 1815)**Cavalry**

Dutch-Belgian Hussars	Class 2
Belgian Carabiniers	Class 3
Belgian Light Dragoons	Class 3

InfantryDutch

Line Infantry	Class 2/3
Light Regiments-Jäger	Class 3
Dutch-Belgian Militia	Class 1

Belgian

Line Infantry	Class 2/3
Light Regiments-Jäger	Class 3

Artillery Dutch-Belgian

Foot and Horse	Class 3
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France**Old and Middle Guard Cavalry**

Grenadiers á Cheval	Class 6
Empress Dragoons	Class 6
Chasseurs á Cheval	Class 6
Dutch Lancers	Class 6
Polish Light Horse	Class 4
Gendarmes d'Ordonnance	Class 4
Polish Lancers 1810-15	Class 6
Berg Lancers	Class 3
Gendarmerie d'Elite	Class 6

Young Guard Cavalry

Chasseurs á Cheval	Class 4
<i>1813-1814 only</i>	

France cont.

Gardes de Honneur	Class 4
<i>1813-1814 only</i>	

Eclaireuers	Class 4
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Line Cavalry

Post 1812 all Line Cavalry except Dragoons are rated one class lower- except in 1815

Carabiniers	Class 5
Cuirassier	Class 4
Hussars	Class 2/3
Chasseurs á Cheval	Class 2/3
5 th & 7 th Hussars	Class 5
7 th & 23 rd Chasseurs	Class 5
Lancers Regts. #1-6	Class 4
Lancers Other Regts.	Class 3
Dragoons <i>pre 1810</i>	Class 2
Dragoons <i>post 1810</i>	Class 3

Infantry

Old & Middle Guard	Class 6
Young Guard Regt. <i>Light inf.</i>	Class 4
Léger	Class 3
1 st Léger	Class 5
1 st Ligne, 57 th Ligne	Class 5
Vistula Legion	Class 3/5

considered to be light Infantry

Swiss Regiments	Class 5
Foreign Regiments	Class 2
Tirailleurs du Po & Corses	Class 3
Combined Elite Companies	Class 5
Ligne 1805-1807	Class 3/4
Ligne 1808-1812	Class 2/3/4
Ligne 1813-1814	Class 1/2/3
Ligne 1815	Class 2/3
Regiments du Marche	Class 1/2
Naval Infantry	Class 1/2

Artillery

Old Guard	Class 6
Young Guard	Class 4
Line Horse	Class 4
Line Foot	Class 3

Hanover**Cavalry**

Hussars	Class 2
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Infantry

Line Units	Class 2/4
Landwehr	Class 1

Artillery

	Class 3
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Hesse-Darmstädt

Cavalry

Chevaux-Leger	Class 5
Garde du Corps	Class 4

Infantry

All Units	Class 3
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Artillery	Class 3
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Kingdom of Holland

Cavalry

Guard Regiments	Class 4
Cuirassiers	Class 2/3

(with or without cuirasses)

Hussars	Class 2
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3rd Hussars	Class 3
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Infantry

Guard Regiment	Class 4
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Jager Btns.	Class 2/3
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Line Regts.	Class 2
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Artillery

Guard Foot & Horse	Class 4
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Line Foot & Horse	Class 3
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Kingdom of Italy

Cavalry

Dragoons	Class 2/3
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Royal Guard Dragoons	Class 5
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Guards of Honour	Class 4
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Chasseurs á Cheval	Class 2/3
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1813 onwards rate all troops one Class lower

Infantry

Royal Guard	Class 5
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Guard Velites	Class 4
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Line Regiments	Class 2/3
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Légere ('Cacciatori')	Class 2/3
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1813 onwards rate all troops one Class lower

Artillery

Guard

Foot and Horse	Class 5
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Line

Foot	Class 2
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Horse	Class 3
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1813 onwards rate all troops one Class lower

Nassau

Cavalry

Chevaux-Leger	Class 3
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Infantry

1 st & 2 nd Regiments	Class 3
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Naples

Cavalry

Garde Dragoons	Class 4
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Mounted Velites	Class 2
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Garde du Corps	Class 4
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Cuirassiers	Class 2
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Hussars	Class 1
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Chasseurs	Class 1
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Infantry

Guard	Class 4
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Line	Class 1
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Artillery

Guard Foot and Horse	Class 4
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Line Foot and Horse	Class 2
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Portugal

Cavalry

Light Dragoons	Class 2
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Infantry

Çaçadores	Class 3
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Line Regts <i>pre</i> 1809	Class 2
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Line Regts <i>after</i> 1809	Class 2/3
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Militia	Class 1
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Artillery

Foot and Horse	Class 3
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Grand Duchy of Warsaw

Cavalry

Lancers	Class 3
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Krakus <i>irregular</i>	Class 2
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Cuirassier Regt.	Class 4
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Hussars	Class 3
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GDW cont.

Chasseur á Cheval	Class 3
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Infantry

Line Regts <i>pre</i> 1809	Class 2/3
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Line Regts 1809-1812	Class 3/4
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Line Regts 1813/14	Class 3
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Guard Battalion 1813	Class 5
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NB: all class 3 and above are considered light

Infantry

Artillery

Foot Artillery	Class 3
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Horse Artillery	Class 3
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Prussia

Cavalry 1806/07

All Line Regiments	Class 2/4
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Guard & Cuirassier Regiments	Class 4
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Cavalry 1812 onwards

Garde du Korps	Class 4
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Other Guard Regiments	Class 5
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Landwehr or Freikorp	Class 1/2
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Prussia cont.

Leib Hussars	Class 5
Dragoons	Class 3
Uhlans	Class 3
Cuirassiers	Class 4
Hussars	Class 3

Infantry 1806/07

Garde Regiments	Class 4
Grenadiers	Class 4
Jäger	Class 4
Line Regiments	Class 2/4

Infantry from 1812

Garde Regiments	Class 5
Grenadier Btns	Class 5
Jäger	Class 3/5
Regular Regiments 1-12	Class 3
Reserve Regiments	Class 2/3
Landwehr	Class 1/2

Artillery

Guard	Class 5
Line	Class 3

Rhineland States**Cavalry**Shwerin-Mecklenburg

Chasseurs (<i>mounted jagers</i>)	Class 2
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Streltz-Mecklenburg

Hussars	Class 4
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Wurzburg

Dragoons	Class 2
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Kleve-Berg

Lancers	Class 4
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Infantry

Kleve-Berg Grenadier Btn	Class 4
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Kleve-Berg Regts	Class 2/3
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Schwein- Mecklenburg

Grenadier	Class 4
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Jager Btn	Class 3
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Line Btns	Class 2/3
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Landwehr	Class 1
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Wurzburg	Class 2
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Rhine Princes Regiment	Class 2
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<u>Saxon Duchies</u>	Class 2
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Artillery

Foot	Class 2
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Horse	Class 3
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Kleve-Berg Foot & Horse	Class 3
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Russia**Cavalry**

Guard Regiments	Class 4
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Cuirassiers	Class 4
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Chasseurs	Class 2/3
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Russia cont.

Pavolgrad Hussars	Class 4
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Hussars, Uhlans	Class 3
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Lance armed hussars optional

Dragoons	Class 2/3
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Cossacks	Class 1/2
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irregular skirmishing –classified as Lancers

Bashkirs, Kalmucks	Class 1
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*irregular skirmishing***Russian Infantry****Guard**

Grenadier Regiments	Class 5
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Guard Jäger & Marines	Class 3
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Equipage Regt.	Class 3
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Sapper Regiments	Class 3
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Line

Grenadier Regiments	Class 5
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Jäger	Class 4
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Musketeer Regiments	Class 2/3
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Russo-German Legion	Class 3
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Marines	Class 3
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Opelanchie	Class 1
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irregular charging or skirmishing infantry

Moscow Militia	Class 1
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Artillery

Guard Foot and Horse	Class 4
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Line Foot and Horse	Class 3
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Cossack artillery-regular	Class 2
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Saxony**Cavalry**

Heavy Regiments	Class 5
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Light Regiments	Class 4
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Infantry

Leib Garde	Class 4
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Jäger	Class 4
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Line Grenadier	Class 4
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Line Regiments	Class 2
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1813/14 all Infantry rate one class lower

Artillery	Class 3
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Spain**Cavalry**

All Regiments	Class 1/2/4
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Infantry

Guard	Class 4
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Foreign Regiments	Class 4
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Militia	Class 1
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Line and Light Regts	Class 1/2/4
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Guerrillas	Class 1/2/3
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Artillery	Class 2/3
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Sweden

Cavalry

Life Guards	Class 4
Cuirassiers, Carabiniers	Class 4
Dragoons	Class 3
Morniskla Hussars	Class 4
Other Regiments	Class 2

Infantry

Jäger	Class 4
Guard Regiments	Class 4
Line Infantry	Class 2
Artillery	Class 3

Ottoman Empire

Cavalry

Guard	Class 3
Suvarileri	Class 2/3
Sipahis	Class 1 /2
Djellis	Class 3
Yoruk	Class 1/2
Mamelukes	Class 4
Other Units	Class 2/3/4
<i>Irregular skirmishing or battle cavalry</i>	

Infantry

Solaks (Sultan's Guards)	
Janissaries	Class 2/4/5
Nizam-I-Jedid	Class 2
Omar Pasha	Class 5
Sekhans	Class 1

Fellahin	Class 1
All other Units	Class 1/2
<i>All Irregular charging infantry</i>	

Artillery

All Units	Class 2/3
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Westfalia

Cavalry

Guard Regiments	Class 4
Cuirassier	Class 4
Hussars	Class 3
Chevaux-Leger	Class 2

Infantry

Garde Regiments	Class 4
Jäger	Class 3
Line Regiments	Class 2

Artillery

Foot and Horse	Class 3
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Württemberg

Cavalry

All Regiments	Class 3
<i>1813 onwards</i>	Class 2

Infantry

Leib Garde	Class 5
Jäger	Class 3
Other Regiments	Class 2/3
Artillery	Class 3

SECTION 19 OPTIONAL RULES

IDEAS

These rules have not been tested in the context of the overall rules system, but have each been used successfully on the tabletop. Players may wish to use them or explore the concepts further, knowing how much gamers like to tinker!

Optional Rule 1: Artillery ammunition

It was not uncommon for batteries to run short of ammunition, usually in the context of being short of supply during campaign or in epic battles. At the start of the game, players roll 2d6 for each battery and write down the score. This is the number of *Phases* that the battery may fire. Another option to allow replenishment, by the limber Stand moving to the mid point (or LOC) of the rear edge and wait for a turn (loading up ammo) before returning to the battery. The player rolls another 2d6 and writes down the number of new Phases the battery can fire.

Optional Rule 2: Standard Staff rating

Social players or tournament organisers may choose to use the English Army Staff ratings regardless of nationality of army being fielded.

Optional Rule 3: Rally Morale test

Player may wish to make it harder for units to rally. They can determine their own rally table by considering a list of factors against the unit (eg being pursued, shaken, other routers in sight) and the factors going for them (General attempting to rally them, in cover, Class) and create a table in the same manner as the morale charts.

Optional Rule 4: Brigade mass panic

In the confusion of battle it sometimes happened that whole Brigades or Divisions (or Corps) were subject to mass panic and routing.

If a Brigade has lost 50% or more of its Stands and has one or more units routing, it must roll 1d6 for each unit and commanding General in the Brigade. The tally of the roll must equal or exceed the Class value of each unit and the Generals Initiative value to prevent all units in that Brigade routing.

Thus if there are three Class 3 units and a Class 5 unit, plus an Exceptional General commanding the score to equal or beat is $9+5+3=17$.

Therefore 5d6 are rolled and if the score is 16 or less, the Brigade routs and normal rules apply in regard to movement and rallying.

Optional Rule 5: Shaken levels

Instead of all Classes of troops being permanently shaken when reduced below 50% of their Stands, the following can be applied- round up as appropriate:

- Class 5,6: Below 25% / Class 3, 4: Below: 33%
- Class 2: Below 50% / Class 1: Below 75%

Optional Rule 6: No extra d6 for Class 6 troops or RHA

For those who think these troops have stripes on themselves, ignore the extra d6 provisions when these troops fire.

Optional Rule 7: Simple Initiative

Instead of adding up the BIS and adding the Initiative roll each turn to determine Initiative, simply roll 1d6 for each eligible General Stand on the table- highest tally has Initiative.

Optional Rule 8: Infantry volleys firing early

It was very common for troops to fire too soon, or over the heads of the enemy as they approached. Officers and NCO's endeavoured to prevent this, but even good troops were susceptible.

Therefore when a formed enemy unit comes with long range, roll 1d6 for each friendly formed infantry unit.

If they roll their class or higher they must fire a volley of one Stand. Deduct -2 from the roll if a General is attached, or -1 if an ADC is attached to the unit.

SECTION 20 ARMY LISTS

Austria

- 1805 Advance Guard
- 1805 Line Division
- 1805 Reserve Division
- 1809 Advance Guard
- 1809 Line Division
- 1809 Reserve Division
- 1809 Tyrolean-Austrian Troops
- 1813-14 Heavy Cavalry Corps

Baden

- 1809 Baden-France

Bavaria

- 1809 Division
- 1813-14 Division

Britain

- 1808 Portugal
- 1808-09 Peninsula
- 1813-14 Peninsula
- 1815 Anglo-Hanoverian

Brunswick

- 1809 "March to the Sea" (400pts)
- 1815 Campaign

Confederation of the Rhine

- 1809 Tyrolean Campaign

Denmark

- 1813 North Germany

Duchy of Warsaw

- 1813 Campaign

Dutch-Belgian-Nassau

- 1815 Campaign

France

- 1805/06 Campaign Line Division
- 1808 Portugal Line Division
- 1809 Campaign Line Division
- Peninsula 1810/12 Division
- 1814 Campaign Line Division
- 1814 Campaign Young Guard
- 1814 Campaign Cavalry Corps
- 1815 Campaign Line Division
- 1815 Campaign- Imperial Guard Infantry

Hanover

- 1815 Campaign

Hesse-Darmstadt

- 1809 Campaign

Kingdom of Holland

- 1809 Campaign
- 1809 Campaign Northern Germany

Kingdom of Italy

- 1809 Campaign
- 1812 Eastern Spain (with Neapolitan and French troops)

Naples

- 1815 Campaign- Italy

Ottoman

- 1810 Balkans

Prussia

- 1806 Campaign
- 1813-15 Campaigns

Russia

- 1810 Balkans
- 1812-14 Campaign

Saxon

- 1812 Campaign

Spain

- 1811 Peninsula

Sweden

- 1813 Germany

Westfalia

- 1809 Germany

Württemberg

- 1809 Campaign

Austria Line Division: 1805 Austerlitz Campaign

Comments: This list has been based on a contribution by Mr Mark McManus and represents a typical 1805 Line Division formation based on two line regiments with attached artillery and a light cavalry unit. Despite the catastrophic defeat of their armies at Ulm and Austerlitz, the individual units often fought very well and pressed the French on several occasions. There is a crack Class 4 regiment as well as two battalions of Grenadiers, plus a large light cavalry regiment providing plenty of scope. This list provides both a good sized force and numerous light guns, making it particularly effective in defence. Players may consider forming the battalion guns of each brigade into separate batteries –refer to the Battalion gun rules section The skirmishers in the line battalions are deemed to be from the units third rank- a common practice.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & one Escort	Stand		Uhlan or Hussar
1st Brigade General plus aide			30	
Line Infantry Regiment				
1st Battalion -Grenadiers	12	5	60	
attached Battalion Gun	1 + 3 crew	Light / 3	33	
2nd Line Battalion	10	2	20	<i>incl 2 skirmishers</i>
attached Battalion Gun	1 + 3 crew	Light / 3	33	
3rd Line Battalion	10	2	20	<i>incl 2 skirmishers</i>
attached Battalion Gun	1 + 3 crew	Light / 3	33	
4th Line Battalion	10	2	20	<i>incl 2 skirmishers</i>
attached Battalion Gun	1 + 3 crew	Light / 3	33	
5th Line Battalion	10	2	20	<i>incl 2 skirmishers</i>
<i>subtotal</i>			264	
2nd Brigade General plus aide			30	
Line Infantry Regiment				
1st Battalion -Grenadiers	12	5	60	
attached Battalion Gun	1 + 3 crew	Light / 3	33	
2nd Line Battalion	12	4	48	<i>incl 2 skirmishers</i>
attached Battalion Gun	1 + 3 crew	Light / 3	33	
3rd Line Battalion	12	4	48	<i>incl 2 skirmishers</i>
attached Battalion Gun	1 + 3 crew	Light / 3	33	
4th Line Battalion	12	4	48	<i>incl 2 skirmishers</i>
attached Battalion Gun	1 + 3 crew	Light / 3	33	
<i>subtotal</i>			366	
Cavalry Brigade General plus aide			30	
Chevauleger Regiment	15	4	135	<i>Light</i>
<i>Subtotal</i>			165	
Scouting Points 30 plus General				
TOTAL			795	

Austria Advance Guard: 1805 Austerlitz Campaign

Comments: This list has been prepared by Mr Mark McManus and represents a typical 1805 Advance Guard formation. There was some variation on the composition of these forces, especially during a campaign, but this list provides a good starting point. Note that you can substitute a single Uhlan Regiment for one or both of the cavalry regiments listed here, as these regiments were very large (up to 20 figures) and you can divide the unit into two parts. One of the Grenz battalions can also be substituted with a rifle armed jager unit. Overall this is a tough force, with good scouting points, mobility- there are command and control challenges with this force as the brigades have both foot and horse and artillery in the brigades. Players may consider forming the battalion guns of each brigade into separate batteries –refer to the Battalion gun rules section.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides and Escort	Stand		Uhlan or Hussar
1st Brigade General plus aide			30	
Grenz Regiment				
1st Battalion	10	3	30	light
attached Battalion Gun	1 + 3 crew	Light / 3	33	
2nd Battalion	10	3	30	light
attached Battalion Gun	1 + 3 crew	Light / 3	33	
3rd Battalion	10	3	30	light
attached Battalion Gun	1 + 3 crew	Light / 3	33	
Hussar Regiment	13	3	104	
<i>Subtotal</i>			323	
2nd Brigade General plus aide			30	
Line Infantry Regt				
1st Battalion -Grenadiers	10	5	50	incl 2 skirmishers
attached Battalion Gun	1 + 3 crew	Light / 3	33	
2nd Line Battalion	10	3	30	incl 2 skirmishers
attached Battalion Gun	1 + 3 crew	Light / 3	33	
3rd Line Battalion	10	3	30	incl 2 skirmishers
attached Battalion Gun	1 + 3 crew	Light / 3	33	
4th Line Battalion	13	3	39	incl 2 skirmishers
attached Battalion Gun	1 + 3 crew	Light / 3	33	
5th Line Battalion	10	3	30	incl 2 skirmishers
Chevauleger Regiment	15	4	135	Light
<i>Subtotal</i>			476	
Scouting Points 69 plus General				
TOTAL			800	

Austria Reserve Division: 1805 Austerlitz Campaign

Comments: This list has been based on a contribution by Mr Mark McManus and represents a typical 1805 Reserve Division formation based on the converged Grenadier battalions with attached artillery and a Cuirassier Regiment unit. These formations were well respected and formidable opponents with a high esprit de corps and excellent discipline and training. Player have the option of replacing the Cuirassier regiment with a larger Dragoon regiment. Players may consider forming the battalion guns of each brigade into separate batteries –refer to the Battalion gun rules section

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				<i>Cuirassier or Dragoon</i>
1st Brigade General plus aide			30	
1st Battalion Grenadiers	12	5	60	
attached Battalion Gun	1 + 3 crew	Light / 3	33	
2nd Battalion Grenadiers	12	5	60	
attached Battalion Gun	1 + 3 crew	Light / 3	33	
3rd Battalion Grenadiers	12	5	60	
attached Battalion Gun	1 + 3 crew	Light / 3	33	
4th Battalion Grenadiers	10	5	50	
attached Battalion Gun	1 + 3 crew	Light / 3	33	
<i>subtotal</i>			380	
2nd Brigade General plus aide			30	
5th Battalion Grenadiers	12	5	60	
attached Battalion Gun	1 + 3 crew	Light / 3	33	
6th Battalion Grenadiers	12	5	60	
attached Battalion Gun	1 + 3 crew	Light / 3	33	
7th Battalion Grenadiers	10	5	50	
attached Battalion Gun	1 + 3 crew	Light / 3	33	
<i>subtotal</i>			264	
Cavalry Brigade General plus aide			30	
Cuirassier Regiment	9	4	99	<i>Cuirassier</i>
<i>Subtotal</i>			129	
Scouting Points 0 plus General				
TOTAL			793	

Austria Advance Guard: 1809-Austria

Comments: Each Corps possessed these Advance Guard Divisions in which the light troops were concentrated. There was also often a horse artillery battery included in the order of battle (but points limit preclude this) attached to the first brigade Austria possessed excellent light troops and many were equipped with rifles. The concentrating of these troops together limited to some extent the flexibility of the regular divisions when faced with French skirmishers on occasion. Note the large cavalry regiments, which can be split in a game into two separate units operating under the same Brigade. The combination of foot and horse under the same Brigade may present some tactical challenges to a player, but will ensure you always use combined arms tactics! Hussars could be swapped for either of the cavalry regiments if the player wishes. A Horse Battery could also be added to this formation as well.

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
Avant-Garde Brigade 1 General plus Aide 30				
Jager Btn 1	14	5	78	<i>Light- 4 rifles</i>
Jager Btn 2	14	3	50	<i>Light -4 rifles</i>
Jager Btn 3	14	3	50	<i>Light -4 rifles</i>
Uhlán Regt.	18	4	162	<i>lancer</i>
<i>Sub total</i>			370	
Scouting Points 36 plus General				
Avante-Garde Brigade 2 General plus Aide 30				
Grenzer Btn 1	16	3	54	<i>Light -4 rifles</i>
Grenzer Btn 2	16	3	54	<i>Light -4 rifles</i>
Cheveaux-Leger Regt.	15	4	135	<i>light</i>
<i>Sub total</i>			273	
Scouting Points 30 plus General				
Foot Artillery Battery				
Lt-Medium Guns	4		80	
Foot Crew	12	3	72	
<i>Sub total</i>			152	
TOTAL Scouting Points 66 plus General				
TOTAL			795	

Austria Regular Division: 1809-Austria

Comments: Despite their frequent defeats the Austrian army was a formidable and professional army, well trained and equipped. It was only let down at the higher levels of command who couldn't respond to the flexibility and initiative of Napoleon's command system. Unit for unit though, they were at least the equal to any French line unit, especially the cavalry- though they didn't have the adeptness of maneuvering in large formations as the French did. This list reflects the standard Austrian organisation from 1809 onwards. There were variations with the addition of landwehr units on occasion (one or two battalions per brigade), but the essential structure remained. There can be also a German brigade instead of a Hungarian one. The Hussar regiment would not normally be present, most light cavalry being part of the Advance Guard Divisions, and instead a 12pdr (heavy battery) would be present. However, in the interest of a balanced force, some cavalry is included here. The heavy cavalry and the Grenadier battalions were combined into reserve Divisions as a strategic reserve. Austrian regiments generally were comprised of two battalions each serving together.

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
Line Brigade (German) 1 General plus Aide			30	
Line Infantry Regt. 1				
Btn 1	14	4	56	<i>four skirmishers</i>
Btn 2	14	4	56	<i>four skirmishers</i>
Line Infantry Regt. 2				
Btn 1	16	2	32	<i>four skirmishers</i>
Btn 2	16	2	32	<i>four skirmishers</i>
<i>Sub total</i>			206	
Foot Artillery Battery 1				
Lt-Medium Guns	4		80	
Foot Gunners	12	3	72	
<i>Sub total</i>			152	
Line Brigade (Hungarian) 2 General plus Aide			30	
Line Infantry Regt. 3				
Btn 1	14	2	28	<i>four skirmishers</i>
Btn 2	14	2	28	<i>four skirmishers</i>
Line Infantry Regt 2				
Btn 1	14	2	28	<i>four skirmishers</i>
Btn 2	14	2	28	<i>four skirmishers</i>
<i>Sub total</i>			142	
Foot Artillery Battery 2				
Lt-Medium Guns	4		80	
Foot Gunners	12	3	72	
<i>Sub total</i>			152	
Cavalry Brigade General plus Aide			30	
Hussar Regiment	15	3	120	<i>light</i>
<i>Sub total</i>			150	
Scouting Points 45 plus General				
TOTAL			802	

Austria Reserve Division: 1809-Austria

Comments: *The elite formations of the Austrian army were formed into reserve Divisions that served as a strategic asset for the army. The Grenadiers were formed into nineteen battalions each of six companies, whilst two had four companies. The 5th, 6th and 64th Infantry Regiments did not have grenadiers. The battalions were unnumbered and wear the name of their commanding major or lieutenant-colonel. Grenadiers and heavy cavalry were formed into reserve corps comprising infantry and cavalry divisions, and the brigades had four or five battalions each formed from companies of the line regiments. There was also an additional two light medium batteries for this Division and a heavy (12pdr) battery of artillery, though the points limit precludes including these assets. Also, another Cuirassier regiment could be added to the cavalry Brigade. All these crack Class 5 troops make for a formidable force that would be hard to stop. It was the Grenadiers that fought so staunchly at Aspern-Essling attempting valiantly to storm the Granary and other parts of the village, losing heavily in repeated assaults. These troops were from the Reserve Corps Liechtenstein), and continued to be stalwart troops throughout the campaign. The Cuirassier likewise fought hard and well throughout the campaign and were a force to be reckoned with. Normally, these forces would only be fielded in the presence of another Regular or Advance Guard Division*

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
Foot Artillery Battery				
Lt-Medium Guns	4		80	
Foot Gunners	12	3	72	
<i>Sub total</i>			152	
Grenadier Brigade (German) 1 General plus Aide				
Battalion 1	12	5	60	
Battalion 2	12	5	60	
Battalion 3	12	5	60	
Battalion 4	12	5	60	
<i>Sub total</i>			270	
Grenadier Brigade (Hungarian) 2 General plus Aide				
Battalion 5	12	5	60	
Battalion 6	12	5	60	
Battalion 7	12	5	60	
Battalion 8	12	5	60	
<i>Sub total</i>			270	
Cavalry Brigade General plus Aide 30				
Cuirassier Regiment	12	5	144	<i>Cuirassier</i>
<i>Sub total</i>			174	
Scouting Points 0 plus General				
TOTAL			794	

Austria: 1809 Tyrol

Comments: *The campaign in the Tyrol during 1809 is one overlooked often by gamers, but offers rich possibilities for large and small sized actions. The Austrian sponsored insurrection against Bavarian rule saw some very fierce fighting by the irregular Tyrolean forces which consisted of militias and local villagers as well as some regular Austrian troops. Sent to suppress the rebellion were Bavarian, Saxon, Rhine Confederation, Westphalians and finally French troops. For the most part the Tyroleans beat the allies at every turn using the alpine terrain and local knowledge to great effect, in addition to their strong fighting spirit. There were numerous actions, and casualties on the allied side were quite severe, in one valley at Oberau there are places now called "Sachsen klemme"- the trap of the Saxons. Using ambushes and strong points as well as some set piece actions, the Tyroleans were a determined and resourceful enemy and it took several divisions to suppress the revolt. There are special rules for scouting for this list as they nearly always achieved tactical surprise and knew the terrain they fought over intimately.*

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
1st Tyrolean Brigade	"General" plus aide		30	
1st Battalion*	12	4	72	<i>all rifle armed</i>
1st Battalion <i>LandSchützen</i>	12	4	60	<i>6 rifle armed figs</i>
2nd Battalion <i>LandSchützen</i>	12	4	60	<i>6 rifle armed figs</i>
3rd Battalion <i>LandSchützen</i>	12	4	60	<i>6 rifle armed figs</i>
<i>subtotal</i>			272	
<i>*Schützenkompanien</i>				
2nd Tyrolean Brigade	"General" plus aide		30	
1st Battalion- <i>Landsturm</i>	16	2	32	<i>light</i>
2nd Battalion- <i>Landsturm</i>	16	2	32	<i>light</i>
3rd Battalion- <i>Landsturm</i>	16	2	32	<i>light</i>
4th Battalion- <i>Landsturm</i>	16	2	32	<i>light</i>
5th Battalion- <i>Landsturm</i>	16	2	32	<i>light</i>
<i>Subtotal</i>			190	
3rd Tyrolean Brigade	"General" plus aide		30	
4th Battalion <i>LandSchützen</i>	12	4	60	<i>6 rifle armed figs</i>
5th Battalion <i>LandSchützen</i>	12	4	60	<i>6 rifle armed figs</i>
6th Battalion- <i>Landsturm</i> 16		2	32	
<i>subtotal</i>			184	
Scouting Points (see below)			240	
2nd Regular Brigade General plus aide			30	
Jäger Btn	12	5	68	<i>light-4 figs rifle armed</i>
Regular Regiment (Hungarian)				
1st Battalion	14	2	28	<i>Line-can all skirmish</i>
2nd Battalion	14	2	28	<i>Line can all skirmish</i>
<i>Subtotal</i>			154	
TOTAL			798	

- *Special Rule: due to their superb local knowledge and often fighting on home terrain, Tyrolean irregulars receive Scouting Points.*
- *Note: All Tyrolean infantry are light, irregular charging & skirmishing infantry*

Austria: 1813-14 Germany and France Campaign

Comments: This list is based on the Kürassier divisions that were part of the Army of Bohemia's Reserve which also included a division of Grenadiers, a regular infantry Division as well as the Austrian artillery reserve. With the French cavalry having been destroyed in Russia and its replacements worn down during the 1813 campaign the Allied cavalry was vastly superior in both numbers and quality, though not as dynamically led- especially when working in large formations in which the French excelled at These troops saw action in numerous actions including Leipzig and the famous cavalry battle of Leibertwolkwitz. This list includes the cream of the Austrian cavalry, so enjoy! Please note that the Lothringen Kürassier are missing from the 3rd Division OOB to keep to the point limit. Horse Artillery is also an optional extra.

Unit	Figures	Class	Points	Notes
1st Cavalry Division (player)	1 figure plus 2 Aides & Escort Stand			
<i>FML Count Nostiz</i>				
<i>Erzhog Franz</i> Kürassier	12	4	132	
<i>Kronprinz Ferdinand</i> Kürassier	12	4	132	
<i>subtotal</i>			264	
2nd Division General plus aide			50	
<i>GM Count Klebelsberg</i>	1 figure plus 2 Aides & Escort Stand			
<i>Sommariva</i> Kürassier	12	4	132	
<i>Hohenzollern</i> Kürassier	12	4	132	
<i>Subtotal</i>			314	
3rd Division General plus aide			50	
<i>FML Count Ciartart</i>	1 figure plus 2 Aides & Escort Stand			
<i>Albert</i> Kürassier	15	4	165	
<i>Subtotal</i>			215	
Scouting Points			0	
TOTAL			793	

Baden-France: 1809 Campaign

Comments: This list is based on the 1st Division (Legrand) of Massena IV Corps that fought at the battles of Aspern-Essling and Wagram against the Austrians in 1809. It includes the excellent Baden contingent as well as French troops. A small German Duchy that was part of the Confederation of the Rhine, its troops were highly regarded by its French allies to the extent that there was always a Baden battalion as escort for the Army headquarters. It was this Corps that helped save the day for the French at Wagram by marching across the face of the Austrian army and closing the gap on the left flank and the Danube. The Baden troops continued to serve well until overrun by the Allies in 1813. Each Baden regiment had two battalions. The cavalry Brigade has the Chevau-leger from Baden and the crack Hesse- Darmstadt cavalry, the infantry for the latter also served in this Corps and feature in another list.

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
French Foot Artillery Battery				
3 Lt-Medium Guns, 1 Lt-Medium Howitzer			80	
Foot Artillery Crew	12	3	72	
<i>Sub total</i>			152	
Brigade 1- French General plus Aide				
1st/ 23rd Legere Btn			36	<i>light</i>
2nd /23rd Legere Btn			36	<i>light</i>
1st/ 18th Line Btn			24	<i>incl 2 skirmishers</i>
2nd/ 18th Line Btn			24	<i>incl 2 skirmishers</i>
<i>Sub total</i>			150	
Brigade 2 -Baden General plus Aide				
1st/1st Regiment			48	
2nd/1st Regiment			48	
1st/2nd Regiment			36	
2nd/2nd Regiment			36	
1st/3rd Regiment			36	
2nd/3rd Regiment			36	
Baden Light Btn			36	<i>light</i>
<i>Sub total</i>			306	
Cavalry Brigade General plus Aide				
Baden Chevau-leger Regt.			81	<i>light</i>
Hesse-Darmstadt Chevau-leger Regt. 9			90	<i>light</i>
Sub total 201				
Scouting Points 45 plus General				
TOTAL			809	

Bavaria: 1809- Bavaria/Austria

Comments: Bavaria was a substantial force during this campaign, and the initial battles were fought on its soil after the surprise invasion by Austria. Bavarian troops fought capably throughout the campaign and its units fought in numerous actions ranging from the vicious Tyrolean revolt (which saw heavy casualties on both sides) to the epic battle of Wagram which saw Wrede's division attack the main Austrian line with success late in the day in support of the assault by MacDonald's Corps. The three Divisions formed VII Corps, under Marshal Lefebvre, but were often fighting apart alongside other German or French allied troops. The Bavarian army provides players with both a very colourful army, and a good organisational structure with which to play having a good proportion of light troops. The 800point list below is based on the 1st Division led by the Kronprinz Ludwig. This list can also be used for the 1812 campaign.

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
Foot Artillery				
2 Lt-Medium Guns, 1 Lt-Medium Howitzer			60	
Foot Gunners	10	3	60	
<i>Sub total</i>			120	
Brigade 1 General plus Aide				
1/1st Leib Regiment	12	3	36	<i>incl 2 skirmishers</i>
2/1st Leib Regiment	12	3	36	<i>incl 2 skirmishers</i>
1/2nd Kronprinz Regiment	12	2	24	<i>incl 2 skirmishers</i>
2/2nd Kronprinz Regiment	12	2	24	<i>incl 2 skirmishers</i>
Light 1st Battalion	12	3	40	<i>incl 2 rifles</i>
<i>Sub total</i>			190	
Brigade 2 General plus Aide				
1/4th Salern Regiment	12	2	24	<i>incl 2 skirmishers</i>
2/4th Salern Regiment	12	2	24	<i>incl 2 skirmishers</i>
1/8th Herzog Pius Regiment	12	2	24	<i>incl 2 skirmishers</i>
2/8th Herzog Pius Regiment	12	2	24	<i>incl 2 skirmishers</i>
Light 4th Battalion	12	3	40	<i>incl 2 rifles</i>
<i>Sub total</i>			166	
Cavalry Brigade 1 General plus Aide				
1sr Dragoons Regiment	9	3	72	<i>heavy</i>
1 st Cheveau-Leger Regiment	12	3	96	<i>light</i>
Horse Artillery Battery				
2 Lt-Medium Guns, 1 Lt-Medium Howitzer			60	
Horse Artillery Gunners	10	3	100	
<i>Sub total</i>			328	
Scouting Points 63 plus General				
TOTAL			804	

Bavaria: 1813- 14 Germany-France

Comments: This list is based on the 1st Division of General von Wrede's 5th Austro-Bavarian Korps. It was these troops that were soundly defeated at the battle of Hanau as they sought to block the French retreat after Leipzig (due to very poor deployment and tactics by Wrede), but later went on to fight several battles as they invaded France in 1814. After the catastrophic losses in the Russian campaign where only 68 men of the original 30,000 Bavarian army returned, and Bavaria was reluctant to continue to support Napoleon. The army was reorganised with national guard units formed to supplement the rebuilt regular army. Bavaria's political interests were best served by joining the allies and they served with the Austrians throughout the campaign. The other German states like Saxony and Württemberg soon joined the Allied cause.

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
Foot Artillery Battery				
2 Lt Medium Guns and 1 Lt Medium Howitzer			60	
Foot Artillery Crew	9	3	54	
<i>Subtotal</i>			114	
Horse Artillery Battery				
2 Lt Medium Guns and 1 Lt Medium Howitzer			60	
Horse Artillery Crew	9	3	90	
<i>Subtotal</i>			150	
1st Brigade General plus aide				
			30	
<i>GdB Wieregg</i>				
1st Chevaux-léger Regiment	12	2	84	<i>light</i>
2nd Chevaux-léger Regiment	12	2	84	<i>light- Taxis Regt.</i>
7th Chevaux-léger Regiment	15	2	105	<i>light- National Regt</i>
<i>1st Line Regiment - Leib</i>				
1st Battalion	12	2	24	<i>incl. 2 skirmishers</i>
2nd Battalion	12	2	24	<i>incl. 2 skirmishers</i>
<i>Subtotal</i>			351	
Scouting Points 39 plus General				
2nd Brigade General plus aide				
			30	
<i>GbB Prince Charles of Bavaria</i>				
3rd Line Regiment <i>Prinz Karl</i>	10	1	10	
10th National Guard Btn	10	1	10	
3rd Light Btn- <i>Berndau</i>	12	2	28	<i>incl. 2 rifles</i>
<i>Subtotal</i>			78	
3rd Brigade General plus aide				
			30	
<i>GbB Maillot</i>				
2nd Line Regiment- <i>Kronprinz</i>	10	2	20	<i>incl. 2 skirmishers</i>
10th Line Regiment Regt. <i>Junker</i>	10	1	10	<i>incl. 2 skirmishers</i>
11th National Guard Btn	10	1	10	
15th National Guard Btn	10	1	10	
2nd Light Btn - <i>Wrede</i>	12	2	28	<i>incl 2 rifles</i>
<i>Subtotal</i>			108	
TOTAL			801	

Britain: 1808 Portugal

Comments: This list is based on the army that was led by Sir Arthur Wellesley and defeated the French at the Battle of Vimiero. Whilst Wellesley's commanders were still embarked on the RN ships he took command of the army and won his first battle in the Peninsula. A lack of cavalry and the caution of his superiors (later court-martialled) prevented a pursuit afterwards. The battle set the tone for many of the rest of the Peninsula war battles with the classic column versus line confrontation with the English troops on good defensive higher ground and excellent use of light troops. The French under Junot achieve grand tactical surprise and Wellesley did well to recover and redeploy his flanks. The French attacked several times and were confounded by the Allied tactics preventing the columns deploying at the right moment and achieving local fire superiority. The casualties were relatively light but the battle was a decisive rebuff- an unexpected experience for these troops which had been so successful elsewhere in Europe! The French army was later repatriated to France by the Royal Navy (due to incompetent senior Generals who landed after the battle that Wellesley had won). The list offers crack troops in large formations, fresh from England, including some elite troops such as the 60th and 95th rifles. The full army included eight brigades of infantry (several with only two battalions, some with four) a single light dragoon regiment (20th) and a detachment of Portuguese troops (four battalions and three small cavalry regiments)- there was only a single RA battery. The 6th Brigade listed here is missing the 1st/50th (20 figures) and there was no Divisional commanders.

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort				
Sir Arthur Wellesley				
Foot Artillery Battery				
2 Lt Medium Guns and 1 Lt Medium Howitzer			60	
Foot Artillery Crew	9	4	63	
<i>Subtotal</i>			123	
1st Brigade General plus aide			30	
<i>Maj-Gen Hill</i>				
5th Foot	20	4	80	<i>incl. 2 skirmishers</i>
9th Foot	16	4	64	<i>incl. 2 skirmishers</i>
38th Foot	18	4	72	<i>incl. 2 skirmishers</i>
<i>Subtotal</i>			236	
2nd Brigade General plus aide			30	
<i>Maj-Gen Ferguson</i>				
36th Foot	12	4	48	<i>incl. 2 skirmishers</i>
40th Foot	20	4	80	<i>incl. 2 skirmishers</i>
71st Foot	16	4	66	<i>incl. 2 skirmishers</i>
<i>Subtotal</i>			222	
6th Brigade General plus aide			30	
<i>Brig-Gen Fane</i>				
5th /60th Rifles	20	5	140	<i>light - rifles</i>
2nd / 95th Rifles (<i>part</i>)	8	5	56	<i>light- rifles</i>
<i>Subtotal</i>			226	
TOTAL			805	

Britain: 1808-09 – Peninsula

Comments: The following represents a Division typical of the troops which were committed to the Peninsular following the French invasion of Portugal. The battalions are all close to full strength whilst all the infantry is British. Players may elect later to add a Brigade of Portuguese infantry (Class 2). The British army, whilst smaller than the equivalent French force is of high quality force with shrapnel for its artillery, excellent light infantry and cavalry and the musketry bonus when firing volleys in Line formation. Handled well, they are one of the best armies in Élan!

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
Foot Artillery Battery				
2 Lt Medium Guns and 1 Lt Medium Howitzer			60	
Foot Artillery Crew	10	4	70	
<i>Subtotal</i>			130	
Brigade 1 General plus Aide				
Line Battalion 1	14	4	56	<i>incl. 2 skirmishers</i>
Line Battalion 2	14	4	56	<i>incl. 2 skirmishers</i>
Line Battalion 3	12	4	48	<i>incl. 2 skirmishers</i>
Light Infantry 5/60th or 95th	4	5	28	<i>Rifles-independent co.</i>
<i>Sub total</i>			218	
Brigade 2 General plus Aide				
Line Battalion 4	14	4	56	<i>incl. 2 skirmishers</i>
Line Battalion 5	14	4	56	<i>incl. 2 skirmishers</i>
Line Battalion 6	12	4	48	<i>incl. 2 skirmishers</i>
Light Battalion	14	5	70	<i>Light Infantry</i>
<i>Sub total</i>			260	
Cavalry Brigade General plus Aide				
Light Dragoon Regiment	9	3	72	
KGL Hussar Regiment	9	5	90	
<i>Sub total</i>			192	
Scouting Points 54 plus General				
TOTAL			800	

Britain: 1813-14 – Peninsula/Southern France

Comments: The 800 point list has been based on the British 5th Division, circa and post Vittoria. The aim has been to enable a reasonably accurate field force structure as might have appeared after a couple of battles into the 1813 campaign. The Portuguese brigade is missing one regiment (two battalions) in order to accommodate enough points for a balanced formation including artillery and cavalry. This could be regarded as resulting from detaching the regiment for other duties or as a distant reserve. These troops saw hard fighting against Soult in the Pyrenees campaign and invaded the south of France until word that peace was declared after the Battle of Toulouse.

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
Foot Artillery Battery				
2 Light Medium Guns, 1 Light Medium Howitzer			60	
Foot Gunners	10	4	70	
<i>Sub total</i>			130	
Brigade 1 General plus Aide				
Line Battalion 1	12	5	60	<i>incl. 2 skirmishers</i>
Line Battalion 2	12	4	48	<i>incl. 2 skirmishers</i>
Line Battalion 3	12	4	48	<i>incl. 2 skirmishers</i>
Independent Rifle Coy	2	5	14	<i>rifle</i>
<i>Sub total</i>			200	
Brigade 2 General plus Aide				
Line Battalion 4	12	4	48	<i>incl. 2 skirmishers</i>
Line Battalion 5	12	4	48	<i>incl. 2 skirmishers</i>
Line Battalion 6	12	4	48	<i>incl. 2 skirmishers</i>
Independent Rifle Coy	2	5	14	<i>rifle</i>
<i>Sub total</i>			188	
Brigade 3 (Portuguese) General plus Aide				
Line Battalion 1	12	3	36	<i>incl. 2 skirmishers</i>
Line Battalion 2	12	3	36	<i>incl. 2 skirmishers</i>
Line Battalion 3	12	3	36	<i>incl. 2 skirmishers</i>
Caçadore Battalion	12	3	40	<i>light incl 2 rifles</i>
<i>Sub total</i>			178	
Cavalry Brigade General plus Aide				
Hussar Regiment	9	4	81	<i>light</i>
<i>Sub total</i>			111	
Scouting Points 18 plus General				
TOTAL			807	

Britain: Belgium 1815

Comments: This list is based on the British 5th Division of General Picton comprised of both British and Hanoverian troops. In the 1815 Campaign, the Divisions were generally comprised of two British and one Allied infantry Brigade plus artillery. This was the Division that fought at Quatre Bras and took the centre-left position on the field of Waterloo. The division was heavily engaged with d'Erlon's Corps and was hard pressed before the English Heavy cavalry counter-attacked to great glory (and destruction for regiments like the Scots Greys). General Picton was killed early in the fight but the Division held and suffered heavy casualties. The list includes several first class units like the 95th Rifles and the 42nd Highlanders.

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
Infantry Brigade 1 (Kempt) 1 plus Aide				
1/28th (North Gloucestershire)	12	4	48	<i>incl. 2 skirmishers</i>
1/32nd (Cornwall)	12	4	48	<i>incl. 2 skirmishers</i>
1/79th (Cameron Highlanders)	12	4	48	<i>incl. 2 skirmishers</i>
1/95th Rifles	10	5	70	<i>rifles</i>
<i>Sub total</i>			244	
British Foot Artillery Battery				
2 Medium Guns and 1 Medium howitzer			90	
Foot Artillerymen	9	4	63	
<i>Sub total</i>			153	
Infantry Brigade 2 (Pack) 1 plus Aide				
3/1st (Royal Scots)	12	4	48	<i>incl. 2 skirmishers</i>
1/42nd (Royal Highlanders)	12	5	60	<i>incl. 2 skirmishers</i>
2/44th (East Essex)	12	4	48	<i>incl. 2 skirmishers</i>
1/92nd (Gordon Highlanders)	12	4	48	<i>incl. 2 skirmishers</i>
<i>Sub total</i>			234	
Hanoverian Foot Artillery Battery-part				
2 Medium Guns			60	
Foot Artillerymen	6	4	42	
<i>Sub total</i>			102	
Hanoverian Infantry Brigade (Best) 1 plus Aide				
Verden Landwehr Btn	10	1	10	
Luneburg Landwehr Btn	10	1	10	
Osterode Landwehr Btn	10	1	10	
Munden Landwehr Btn	10	1	10	
<i>Sub total</i>			70	
Scouting Points 0 Plus General				
Total			803	

Brunswick: 1809- Germany- The raid to the sea

Comments: One of the most colourful exploits in the whole Napoleonic wars, the raid to the sea saw the small force under the Duke of Brunswick fight their way to the north sea coast and be evacuated by the Royal Navy. The troops then went to fight on in the Peninsula and Waterloo campaigns and served very ably throughout the period. The Duke Friedrich Wilhelm had his duchy stripped by Napoleon following the 1807 campaign and swore vengeance. As a physical expression of his feelings, he clothed his corps totally in black and was nicknamed the "Black Duke". His troops were known as the "Black Band" due to their uniform colour as a mark of mourning the loss of the homeland and independence. He signed a treaty with Austria in 1809 and sought to raise a rebellion throughout Germany with his small but stalwart force of mixed arms to support their campaign. A combination of lack of popular support and the defeat of Austria after Wagram saw him alone after the Armistice of Znaim at Halle surrounded by enemies. It was decided to march north to the coast, raise troops and rebellion along the way. "Sieg oder Tod" -Victory or Death-was their motto. They fought against Westphalian, Berg, Hessian, Saxon and Dutch troops. At one point they even occupied Leipzig! Winning every encounter, including a daring attack at Calle against Westphalian troops. There the Brunswickers captured 80 officers and 2000 men, nearly 600 Westphalians were dead or wounded. About 100 Westphalians escaped. The losses of the Black Band were 400 killed or wounded. After a few more small engagements some 1600 of the original 2100 embarked on Royal Navy ships to continue their fight against the French Empire.

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand <i>Duke Friedrich Wilhelm</i>				
Horse Artillery Battery <i>Premierleutnant Genderer</i>				
2 Lt-Medium Guns			40	
Horse Gunners	7	3	70	
<i>Sub total</i>			110	
Cavalry Brigade General plus Aide				
<i>Major Schrader</i>			30	
Hussar Regt. incl. Uhlan Sqdn.	14	4	126	<i>incl 3 lancers</i>
<i>Sub total</i>			156	
Infantry Brigade General plus Aide				
Jägers Co <i>Major von Herzberg</i>	3	4	18	<i>rifles</i>
Sharpshooters Co <i>Major von Scriver</i>	3	4	18	<i>rifles</i>
1st Light Btn <i>Major von Fragstein</i>	10	4	40	<i>light</i>
2nd Light Btn <i>Major von Reichmeister</i>	10	4	40	<i>light</i>
<i>Sub total</i>			146	
Scouting Points 28 plus General				
TOTAL			412	

Brunswick: 1815- Belgium

Comments: *Friedrich Wilhelm, the Duke of Brunswick started to rebuild his army the instant he returned to the freshly liberated Duchy in 1813, and apart from 4 battalions of militia, this was all he was able to raise before the hundred days campaign. The Black Legion was brigaded with the 5th division (under the command of Lt General Picton) in the reserve, and was heavily engaged at Quatre Bras, thrown in to support the overwhelmed 2nd Dutch –Belgian Division. The Duke himself was killed at about 6pm, shot through the hand and body, and the legion lost just under 600 men, almost 10% of their strength. The Leib Btn, Hussars, Uhlans, 2nd Light Btn and 2nd Line Btn were all commended in the dispatches after Quatre Bras.*

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
Foot Artillery Battery				
4 Lt-Medium Guns			80	
Foot Gunners	12	3	72	
<i>Sub total</i>			152	
Avant-Garde Brigade General plus Aide				
Avant Garde Btn	14	4	56	<i>light</i>
Jagers	8	4	48	<i>rifles</i>
Uhlan Regiment	6	4	54	<i>lancer</i>
Hussar Regiment	12	4	108	<i>light</i>
<i>Sub total</i>			296	
Scouting Points 36 plus General				
Light Brigade General plus Aide				
Leib Btn	16	4	64	
Light Infantry Btn 1	16	2	32	
Light Infantry Btn 2	14	4	56	
Light Infantry Btn 3	14	2	28	
<i>Sub total</i>			210	
Line Brigade General plus Aide				
Line Infantry Btn 1	14	2	28	
Line Infantry Btn 2	14	4	56	
Line Infantry Btn 3	14	2	28	
<i>Sub total</i>			142	
TOTAL			800	

Denmark: 1813- Northern Germany/ Denmark

Comments: This list is for the Danish Auxiliary Corps that fought along the northern flank during the 1813 campaign. Denmark became a French ally following the English attack on Copenhagen (in one of Britain's less tactful diplomatic moves) and its troops contributed to the 1812 campaign as garrison and line of communication troops. The Corps was commanded by Prince Frederick of Hesse and consisted of four regiments of infantry, two rifle battalions, a regiment of Light Dragoons and one of Hussars. There were also two horse batteries and one of foot artillery making for a tidy force for a player to collect. The troops were well trained and equipped and acquitted themselves well until overrun by superior numbers of Allied troops under Bernadotte. The distinctive red uniforms (grey for the jagers) of the infantry make them an attractive army. There was a third brigade for this Division consisting of five line battalions (Fionie, Holstein and Schleswig Regiments) four squadrons of the Jutland Dragoons and one foot and one horse battery. Note also that the Grenadier companies of the various Regiments 1st Battalions were sometimes combined into Grenadier battalions. This would be a Class 4 Battalion.

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
Avant-Garde Brigade General plus Aide 30				
Schleswig Chasseurs Btn	12	3	48	incl 6 rifles-light
Holstein Tirailleurs Btn 1	14	2	32	incl 2 rifles- light
Holstein Tirailleurs Btn 2	14	2	32	incl 2 rifles- light
Jutland Hussar Regiment	9	4	81	light
<i>Sub total</i>			223	
Horse Artillery Battery				
2 Lt-Medium Guns, 1 Lt-Medium Howitzer			60	
Horse Gunners	9	3	90	
<i>Sub total</i>			150	
Brigade 2 General plus Aide 30				
Oldenburg Regt. Btn 1	12	3	36	incl 2 skirmishers
Oldenburg Regt. Btn 2	12	3	36	incl 2 skirmishers
Oldenburg Regt. Btn 3	12	2	24	incl 2 skirmishers
Oldenburg Regt. Btn 4	12	2	24	incl 2 skirmishers
Queens Regt. Btn 1	14	4	56	incl 2 skirmishers
Holstein Dragoon Regiment	9	3	72	light
<i>Sub total</i>			278	
Foot Artillery Battery				
3 Lt-Medium Guns, 1 Lt-Medium Howitzer			80	
Gunners	12	3	72	
<i>Sub total</i>			152	
Scouting Points 54 plus General				
TOTAL			803	

Duchy of Warsaw: 1813-Germany

Comments: This list is based on Dombrowski's independent division for the 1813 campaign, including the battle of Leipzig. Napoleon used various independent divisions as garrisons and line of communications troops between his major corps. Dombrowski's division was one such division, being deployed around Wittenberg in central Germany. Drubrowski's battalions were largely composed of Poles of Austrian heritage or background. Sending such men to central Germany would minimize any thoughts of defecting to the Austrian army. Napoleon supported this policy by sending any repatriated or returning Poles, and any captured Austrian of Polish origin, to Dombrowski's division. 27th Division was involved in fighting near Dennewitz and on the northern front of Leipzig. Please note this list adds a 2nd Brigade which wasn't included in the original order of battle. With the loss of their country, and a chronic manpower shortage, every regiment was reduced to two battalions. Although the Poles returned from Russia with much of their artillery, shortages still reduced each battery to four guns and two howitzers. Polish troops were loyal to the Emperor long after many French men had lost heart in his cause and were tough and spirited troops. Note that all Polish infantry are classed as light infantry.

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
Horse Artillery Battery				
2 Lt-Medium Guns, 1 Lt-Medium Howitzer			60	
Horse Gunners	9	3	90	
<i>Sub total</i>			150	
Foot Artillery Battery				
2 Lt-Medium Guns, 1 Lt-Medium Howitzer			60	
Foot Gunners	10	3	60	
<i>Sub total</i>			120	
Brigade 1 General plus Aide				
1st/2nd Regiment	12	3	36	<i>all infantry light</i>
2nd/2nd Regiment	12	3	36	<i>all infantry light</i>
1st /14th Regiment	12	3	36	<i>all infantry light</i>
2nd/14th Regiment	12	3	36	<i>all infantry light</i>
<i>Sub total</i>			174	
Brigade 2 General plus Aide				
1st/4th Regiment	12	3	36	<i>all infantry light</i>
2nd/4th Regiment	12	3	36	<i>all infantry light</i>
1st /16th Regiment	12	3	36	<i>all infantry light</i>
<i>Sub total</i>			138	
Cavalry Brigade General plus Aide				
2nd Uhlan Regiment	12	3	96	<i>lancer</i>
4th Polish Chasseurs	12	3	96	<i>light</i>
<i>Sub total</i>			222	
Scouting Points 72 plus General				
TOTAL			804	

Dutch-Belgian/Nassau: Belgium 1815

Comments: This list is based on one of the Divisions of the Dutch-Belgian contingent, the 2nd Division-Major-General's Perponcher that fought at the battles of Quatre Bras and Waterloo. Many of the troops had served as part of the French army only a year before, and thus there were some mixed loyalties in the ranks. However, the troops acquitted themselves well as a new army and deserve to be seen more often on the tabletop. This list comprised troops from Nassau (who fought so well defending Hougomont), Dutch, Belgian and the House of Orange. The Dutch-Belgian cavalry was formed into a separate Division.

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
1st Infantry Brigade General plus Aide				
27th Dutch Jager Btn	16	3	80	<i>rifles</i>
7th Belgian Line Btn	14	2	24	<i>incl 2 skirmishers</i>
5th Dutch Militia Btn	12	1	12	
7th Dutch Militia Btn	12	1	12	
8th Dutch Militia Btn	12	1	12	
<i>Sub total</i>			170	
Foot Artillery Battery-Dutch				
3 Light Medium Guns and 1 Light Medium Howitzer			80	
Foot Artillerymen	12	3	60	
<i>Sub-Total</i>			140	
2nd Infantry Brigade General plus Aide				
1/2nd Nassau Regt.	18	3	54	<i>incl 2 skirmishers</i>
2/2nd Nassau Regt.	18	3	54	<i>incl 2 skirmishers</i>
3/2nd Nassau Regt.	18	3	54	<i>incl 2 skirmishers</i>
1/3rd Orange Nassau Regt.	14	3	42	<i>incl 2 Skirmishers</i>
2/3rd Orange Nassau Regt.	14	3	42	<i>incl 2 Skirmishers</i>
Nassau Jaegers Btn	4	3	20	<i>rifles</i>
<i>Sub total</i>			296	
Horse Artillery Battery- Dutch				
3 Light Medium Guns and 1 Light Medium Howitzer			80	
Horse Artillerymen	12	3	120	
<i>Sub-Total</i>			200	
Scouting Points 0				
Total			806	

France: 1805 Campaign

Comments: *This list is for the famous Grande Armée that won the battle of Austerlitz, Napoleon's greatest victory. Following a year's preparation at the Camp of Boulogne, the troops were the best the Emperor ever commanded. It was mix of highly trained blend of veterans of the revolutionary wars, conscripts and professional soldiers, all lead by experienced and motivated officers at all levels. Proficient, fit and confident, these formations were to dazzle Europe and set the tradition for years of victory. The battalions in this period had nine companies.*

Unit	Figures	Class	Points	Notes
General of Division (player) 1 figure plus 2 Aides & Escort Stand				
Foot Artillery Battery				
3 Lt-Medium Guns, 1 Lt-Medium Howitzer			80	
Foot Artillery Crew	12	3	72	
<i>Sub total</i>			152	
Brigade 1 General plus Aide 30				
Legere Battalion 1	14	3	42	<i>light</i>
Legere Battalion 2	14	3	42	<i>light</i>
Legere Battalion 3	12	3	36	<i>light</i>
<i>Sub total</i>			150	
Brigade 2 General plus Aide				
			30	
Line Battalion 1	14	4	56	<i>incl 2 skirmishers</i>
Line Battalion 2	14	4	56	<i>incl 2 skirmishers</i>
Line Battalion 3	14	4	56	<i>incl 2 skirmishers</i>
Line Battalion 4	14	4	56	<i>incl 2 skirmishers</i>
Line Battalion 5	12	4	48	<i>incl 2 skirmishers</i>
<i>Sub total</i>			302	
Cavalry Brigade General plus Aide				
			30	
Hussar Regiment	9	3	72	
Chasseur á Cheval Regiment	12	3	96	
<i>Sub total</i>			198	
Scouting Points 63 plus General				
TOTAL			802	

France: 1808 Portugal

Comments: This list is based on the 1st Infantry Division (Delabord's) of Junot's Army of Portugal that was defeated by General Sir Arthur Wellesley at the Battle of Vimiero. The battle set the tone for many of the rest of the Peninsula war battles with the classic column versus line confrontation with the English troops on good defensive higher ground. Junot achieve grand tactical surprise and Wellesley did well to recover and redeploy his flanks. The French attacked several times and were confounded by the Allied tactics preventing the columns deploying at the right moment and achieving local fire superiority. The casualties were relatively light but the battle was a decisive rebuff- an unexpected experience for these troops which had been so successful elsewhere in Europe! The French army was later repatriated to France by the Royal Navy (due to incompetent senior Generals who landed after the battle that Wellesley had won). The list offers good variety, including some elite troops such as the Swiss battalion. The full Army included another two provisional regiment of Dragoons and a Division of Infantry.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort		Stand	
Foot Artillery Battery				
3 Lt Medium Guns and 1 Lt Medium Howitzer			80	
Foot Artillery Crew	12	3	72	
<i>Subtotal</i>			152	
1st Brigade				
<i>GdB Brenier</i>	General plus aide		30	
2nd Legere Regiment				
3 rd Battalion	16	5	80	<i>light</i>
4th Legere Regiment				
3 rd Battalion	14	3	42	<i>light</i>
70th Ligne Regiment				
1 st Battalion	14	3	42	<i>can all skirmish</i>
2 nd Battalion	12	3	36	<i>can all skirmish</i>
<i>Subtotal</i>			230	
2nd Brigade				
<i>GbB Thomière</i>	General plus aide		30	
86th Ligne Regiment				
1 st Battalion	12	4	48	<i>incl 2 skirmishers</i>
2 nd Battalion	10	4	40	<i>incl 2 skirmishers</i>
4th Swiss Regiment				
part 1 st Battalion	8	5	40	<i>can all skirmish</i>
<i>Subtotal</i>			158	
Army Reserve Brigade				
<i>GbB Kellerman</i>	General plus aide		30	
Combined Grenadier Regiment				
1 st Battalion	10	5	50	<i>can all skirmish</i>
2 nd Battalion	10	5	50	<i>can all skirmish</i>
<i>Subtotal</i>			130	
Cavalry Brigade				
1 st Provisional Chasseur Regt	6	2	42	
3 rd Provisional Dragoon Regt	9	2	63	
<i>Subtotal</i>			135	
Scouting Points			15 plus General	
TOTAL			805	

France: 1809 Campaign

Comments: This list is for the army that fought the epic battles of Aspern-Essling and Wagram. More conscripts were being called forth as the war in Spain kept veteran units occupied, and more foreign contingents were being used such as the Italians and Confederation of the Rhine troops. This list is for a line division as might be found in Lannes or Davout's corps with its mix of new and veteran troops that eventually won victory over the Austrians. The infantry is organised into one regiment of legere and two regiments of ligne.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides	& Escort	Stand	
Foot Artillery Battery				
3 Lt-Medium Guns, 1 Lt-Medium Howitzer			80	
Foot Artillery Crew	12	3	72	
<i>Sub total</i>			152	
Brigade 1 General plus Aide				
Legere Battalion 1	12	3	36	<i>light</i>
Legere Battalion 2	12	3	36	<i>light</i>
Legere Battalion 3	12	3	36	<i>light</i>
Line Battalion 1	12	2	24	<i>incl 2 skirmishers</i>
Line Battalion 2	12	2	24	<i>incl 2 skirmishers</i>
Line Battalion 3	12	2	24	<i>incl 2 skirmishers</i>
<i>Sub total</i>			210	
Brigade 2 General plus Aide				
Line Battalion 4	14	4	56	<i>incl 2 skirmishers</i>
Line Battalion 5	12	4	48	<i>incl 2 skirmishers</i>
Line Battalion 6	12	3	36	<i>incl 2 skirmishers</i>
Line Battalion 7	12	3	36	<i>incl 2 skirmishers</i>
Line Battalion 8	12	2	24	<i>incl 2 skirmishers</i>
Line Battalion 9	12	2	24	<i>incl 2 skirmishers</i>
<i>Sub total</i>			230	
Cavalry Brigade General plus Aide				
Hussar Regiment	12	3	96	<i>light</i>
Chasseur a Cheval Regiment	12	2	84	<i>light</i>
<i>Sub total</i>			210	
Scouting Points 48 plus General				
TOTAL			802	

France: French in Peninsula 1810-12

Comments: This list is based on the Army of Portugal under Marshal Massena that fought so hard against Wellington and the Spanish irregulars under such difficult conditions. The distinction between line and light infantry in the Peninsula became rather blurred due to necessity and players can deploy Class 3 Line infantry entirely as skirmishers as they wish though they don't count as Light infantry for other game purposes. The cavalry is represented by the ubiquitous French Dragoons who fulfilled many functions in this campaign and later formed a hard core of veterans for the 1813 and 1814 campaigns. Players may wish to add later a brigade of light cavalry of Chasseurs and Hussars.

Unit	Figures	Class	Points	Notes
General of Division (player)			1 figure plus 2 Aides & Escort Stand	
Field Artillery Battery				
3 Medium Guns, 1 Medium Howitzer			120	
Foot Gunners	12	3	72	
<i>Sub total</i>			192	
Brigade 1 General plus Aide				
Legere Battalion 1	12	3	36	<i>light</i>
Line Battalion 1	12	3	36	<i>can all skirmish</i>
Line Battalion 2	12	3	36	<i>can all skirmish</i>
Line Battalion 3	14	2	28	<i>incl 2 skirmishers</i>
Line Battalion 4	14	2	28	<i>incl 2 skirmishers</i>
Line Battalion 5	14	2	28	<i>incl 2 skirmishers</i>
<i>Sub total</i>			218	
Brigade 2 General plus Aide 30				
Legere Battalion 2	12	3	36	<i>light</i>
Legere Battalion 3	12	3	36	<i>light</i>
Line Battalion 6	12	3	36	<i>can all skirmish</i>
Line Battalion 7	12	3	36	<i>can all skirmish</i>
Line Battalion 8	12	2	24	<i>incl 2 skirmishers</i>
Line Battalion 9	12	2	24	<i>incl 2 skirmishers</i>
<i>Sub total</i>			222	
Cavalry Brigade General plus Aide				
Dragoon Regiment 1	9	3	72	
Dragoon Regiment 2	9	3	72	
<i>Sub total</i>			174	
Scouting Points 54 plus General				
TOTAL			806	

France: 1814- France

Comments: *The Campaign in France was a remarkable one for the French army in many ways. Although defeat was inevitable given the overwhelming numbers of enemy troops, more battles were won than lost and there were epic marches, battles, and then more marches as Napoleon strove to defeat each Allied army in turn. All available forces were used in the defence of France. Naval troops, Sailors, the National Guard, Regiments du Marche, the Marie Louises (young conscripts in their teens) fighting along side the Imperial Guard (who made up a large proportion of the army at this point and fought in truly heroic style) and the remnants of the regular army. This list reflects the situation where the army had very little cavalry, some artillery, and the line troops were of indifferent quality (although motivated they had little or no training-hence no skirmishing capability in the list for most units).*

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort	Stand		
Foot Artillery Battery				
3 Lt-Medium Guns, 1 Lt-Medium Howitzer 80				
Foot Gunners	12	3	72	
<i>Sub total</i>			152	
Infantry Brigade 1 General plus Aide 30				
Line Infantry Battalion 1	12	3	36	<i>incl 2 skirmishers</i>
Line Infantry Battalion 2	12	3	36	<i>incl 2 skirmishers</i>
Line Infantry Battalion 3	12	3	36	<i>incl 2 skirmishers</i>
Line Infantry Battalion 4	12	2	24	<i>incl 2 skirmishers</i>
Line Infantry Battalion 5	12	2	24	<i>incl 2 skirmishers</i>
Line Infantry Battalion 6	12	1	12	
<i>Sub total</i>			198	
Infantry Brigade 2 General plus Aide				
National Guard Battalion 1	14	2	28	<i>no skirmishers</i>
National Guard Battalion 2	14	2	28	<i>no skirmishers</i>
National Guard Battalion 3	12	2	24	<i>no skirmishers</i>
National Guard Battalion 4	12	2	24	<i>no skirmishers</i>
National Guard Battalion 5	12	1	12	<i>no skirmishers</i>
National Guard Battalion 6	12	1	12	<i>no skirmishers</i>
<i>Sub total</i>	158			
Infantry Brigade 3 General plus Aide 30				
Naval Infantry Battalion 1	14	2	28	<i>incl 2 skirmishers</i>
Naval Infantry Battalion 2	14	2	28	<i>incl 2 skirmishers</i>
Naval Infantry Battalion 3	14	1	14	<i>no skirmishers</i>
Provisional Regiment Btn 1	14	2	28	<i>no skirmishers</i>
Provisional Regiment Btn 2	14	2	28	<i>no skirmishers</i>
<i>Sub total</i>			156	
Cavalry Brigade General plus Aide				
Chasseur a Cheval Regiment	9	2	63	<i>light</i>
Chasseur a Cheval Regiment	6	2	42	<i>light</i>
<i>Sub total</i>			135	
Scouting Points 15 plus General				
TOTAL			799	

France: 1814 France Campaign

Comments: This list is based on Exelmans 2nd Cavalry Corps and part of Grouchy's 5th Cavalry Corps that fought so hard against a vastly superior Allied Cavalry in France during 1814. The once superb French cavalry, destroyed in Russia and worn down during the 1813 campaign, was now just a shadow – with insufficient horses (nor the quality), and not enough time to train the recruits or mounts, it was a case of desperate measures and leadership by example by the remaining men. Whilst the Imperial Guard cavalry was greatly expanded with the pick of the mounts and recruits, the line cavalry strove to contest the field against an allied cavalry that was numerically and qualitative far superior. The veteran dragoons had been recalled from Spain to bolster the line cavalry, and provisional regiments were formed as recruits were sent from the depots straight into action. Despite these difficulties the French won some notable victories, and there were echoes of former glory. There are two Divisions listed including the former King of Westphalia, Jerome, Guard Hussars (which was formed on French cadres) making for an unusual mix of troop types and quality The 5th Corps also included another Brigade of five Dragoon regiments and a brigade of four light cavalry regiments and a horse battery.

Unit	Figures	Class	Points	Notes
2 nd Corps Commanding (player)	1 figure plus 3 Aides & Escort	Stand		
Horse Artillery Battery				
2 Lt Medium Guns			40	
Horse Artillery Crew	6	3	60	
Subtotal			100	
1st Division				
Lt-General Dommanget	1 figure plus 2 Aides & Escort	Stand		
1 st Provisional Hussars Regt	3	2	21	part
2 nd Chasseur Regiment	9	2	63	
3 rd Lancer Regiment	6	3	48	
subtotal			132	
2nd Division				
Lt-General Thiry	1 figure plus 2 Aides & Escort	Stand		
4 th Cuirassier Regiment	6	3	60	
5 th Cuirassier Regiment	6	2	60	
Jérôme Napoléon Hussars	6	3	48	light
Subtotal			218	
2nd Corps Scouting Points			47 plus Generals	
2ND Corps TOTAL			450	
5th Cavalry Corps				
Lt-General Grouchy	1 figure plus 3 Aides & Escort	Stand	50	
1st Division				
Lt-General Lhéritier	1 figure plus 2 Aides & Escort	Stand	50	
18 th Dragoon Regiment	6	3	48	
19 th Dragoon Regiment	6	3	48	
20 th Dragoon Regiment	3	3	24	
22 nd Dragoon Regiment	6	3	48	
25 th Dragoon Regiment	6	3	48	
subtotal			266	
General of Brigade Ségur			30	
3 rd Garde du Honneur Regt	6	4	54	
4 th Garde du Honneur Regt	6	4	54	
subtotal			138	
5th Corps Scouting Points			105 plus Generals	
5TH Corps TOTAL			454	
TOTAL POINTS			904	

France: 1815 Belgium Campaign

Comments: This list is for fateful Waterloo campaign. This was a potentially formidable army with a high proportion of veterans (including returned prisoners of war and garrison troops). But the Bourbon Restoration had broken up the old regiments and so the units were yet to be completely cohesive. Although lacking the fine appearance of previous years (even the Guard was mistaken for National Guard at Ligny....a fatal mistake for the Prussian cavalry who charged them!) these were troops to be reckoned with. The quality of officers (up to Divisional level) and NCOs however was excellent, and the intensity of fighting during the 100 days campaign bears testament to the quality and motivation of these troops which so nearly won Waterloo and changed the course of history.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort	Stand		
Foot Artillery Battery				
3 Medium Guns, 1 Medium Howitzer			120	
Foot Artillery Crew	12	3	72	
<i>Sub total</i>			192	
Infantry Brigade 1 General plus Aide 30				
Legere Battalion 1	12	3	36	<i>light</i>
Legere Battalion 2	12	3	36	<i>light</i>
Legere Battalion 3	12	3	36	<i>light</i>
Line Battalion 1	12	3	36	<i>incl 2 skirmishers</i>
Line Battalion 2	12	3	36	<i>incl 2 skirmishers</i>
Line Battalion 3	12	3	36	<i>incl 2 skirmishers</i>
<i>Sub total</i>			246	
Infantry Brigade 2 General plus Aide				
Line Battalion 4	14	2	28	<i>incl 2 skirmishers</i>
Line Battalion 5	14	2	28	<i>incl 2 skirmishers</i>
Line Battalion 6	12	2	24	<i>incl 2 skirmishers</i>
Line Battalion 7	12	2	24	<i>incl 2 skirmishers</i>
<i>Sub total</i>			158	
Cavalry Brigade General plus Aide				
Hussar Regiment	12	3	96	<i>light</i>
Chasseur a Cheval Regiment	12	2	84	<i>light</i>
<i>Sub total</i>			210	
Scouting Points 48 plus General				
TOTAL			800	

France: Imperial Guard Infantry: 1815 Waterloo Campaign

Comments: *The creme de al crème of the French Army had its nemesis in this campaign, passing into immortality covered in glory and legend. Continuing his practice during the 1813 and 1814 campaigns, the Imperial Guard was engaged from the start of the campaign with the Guard Marines engaged from the start, then, the attack of the Old Guard at Ligny, the epic fight of the Young and Old Guard at Plancenoit, the recapture of the town by two battalions of the Old Guard, the ill-fated attack of the 3rd and 4th Regiments of Chasseurs and Grenadiers on the Allied line and finally the rear guard action by the 1st Regiment of Grenadiers vainly trying to hold off the allied pursuit before retiring in good order from the field. During the 1815 campaign the Grenadiers and Chasseurs now fielded four regiments each, whilst the Young Guard having four regiments each of Tirailleurs and Voltigeurs (some of which were serving in the Vendee or forming still in Paris). The appearance of the Guard was far from the parade ground and uniform plate image, in once instance the Prussians mistook one unit of Grenadiers as National Guard so motley did they look-a cracking volley from them corrected the impression! This list specifies only the infantry formations at Waterloo and Ligny with estimated strength at the start of the campaign. Note also that the commanders of the Guard appear to have changed commands during the campaign, making a definitive commander list problematical. An example is that GdD Rouget was in command of the 3rd and 4th Regiments of Grenadiers and Chasseurs, however at Waterloo, GdD Friant took command of those units for the final attack, whilst Rouget remained with the 1st Regiments of the Old Guard. In addition, the Generals de Brigade attached to each of the Old and Middle Guard Regiments (such as Cambronne) –where possible these have been named, for simplicity a single General de Brigade points cost has been applied.*

Unit	Figures	Class	Points	Notes
YOUNG GUARD				
General of Division (player)			free	
<i>Lt-General Count Duhesme</i>	1 figure plus 3 Aides & Escort	Stand		<i>Class 6 Escorts</i>
Deputy Commander			50	
<i>GdD Comte Barrois</i>	1 figure plus 3 Aides & Escort	Stand		<i>Class 6 Escorts</i>
1st Brigade	General plus aide		30	
<i>GdD Chartrand</i>				
1 st Tirailleurs Regiment	<i>Colonel de Malcolm</i>			
1 st Battalion	10	4	40	<i>light</i>
2 nd Battalion	10	4	40	<i>light</i>
1 st Voltigeurs Regiment	<i>Colonel Seretran</i>			
1 st Battalion	10	4	40	<i>light</i>
2 nd Battalion	10	4	40	<i>light</i>
<i>Subtotal</i>			190	
2nd Brigade	General plus aide		30	
<i>GdD Michel</i>				
3 rd Tirailleurs Regiment	<i>Colonel Pailhes</i>			
1 st Battalion	10	4	40	<i>light</i>
2 nd Battalion	10	4	40	<i>light</i>
3 rd Voltigeurs Regiment	<i>Colonel Seretran</i>			
1 st Battalion	10	4	40	<i>light</i>
2 nd Battalion	10	4	40	<i>light</i>
<i>Subtotal</i>			190	
YOUNG GUARD TOTAL			430	

Unit	Figures	Class	Points	Notes
OLD GUARD				
Genies and Marines de la Garde				
Engineer and Genies	1 Officer +2	6	42	
Marines	1 Officer +2	6	12	<i>includes Engineer</i>
<i>Subtotal</i>			54	
GRENADIERS				
General of Division			50	
<i>Lt General Comte Friant</i>	1 figure plus 2 Aides & Escort	Stand		<i>Class 6 Escorts</i>
Deputy Commander			50	
<i>GdD Roguet</i>	1 figure plus 2 Aides & Escort	Stand		<i>Class 6 Escorts</i>
1st Brigade- Friant			30	
1 st Grenadiers a pied				
1st Battalion <i>Maj. Loubers</i>	12	6	72	
2nd Battalion <i>Maj. Combes</i>	12	6	72	
2 nd Grenadiers a pied				
1st Battalion	12	6	72	
2nd Battalion	12	6	72	
<i>subtotal</i>			318	
2nd Brigade – Roguet			30	
3 rd Grenadiers a pied				
1st Battalion	10	6	60	
2nd Battalion	10	6	60	
4 th Grenadiers a pied				
1st Battalion	10	6	60	
<i>Subtotal</i>			210	
CHASSEURS				
General of Division			50	
<i>Lt General Count Morand</i>	1 figure plus 2 Aides & Escort	Stand		<i>Class 6 Escorts</i>
Deputy Commander			50	
<i>GdD Baron Michel</i>	1 figure plus 2 Aides & Escort	Stand		<i>Class 6 Escorts</i>
1st Brigade-Morand			30	
1 st Chasseurs a pied <i>GdB Cambronne</i>				
1st Battalion <i>-Col. Lamouret</i>	12	6	72	
2nd Battalion	12	6	72	
2 nd Chasseurs a pied				
1st Battalion	12	6	72	
2nd Battalion	12	6	72	
<i>Subtotal</i>			318	
2nd Brigade- Michel			30	
3 rd Chasseurs a pied <i>GdB Porret de Morvan</i>				
1st Battalion <i>-Col Michel</i>	10	6	60	
2nd Battalion <i>-Col. Mallet</i>	10	6	60	
4 th Chasseurs a pied <i>GdB Harlet</i>				
1st Battalion	10	6	60	
2nd Battalion	10	6	60	
<i>Subtotal</i>			270	
OLD GUARD TOTAL			1370	

Hanover/ King's German Legion: 1815 Belgium

Comments: *The Hanoverians contributed over 11,000 men to the Allied army in 1815, or one fifth of the infantry. This list is based on the 3rd Anglo-Hanoverian Division commanded that fought with distinction at Quatre-Bras and Waterloo. The troops of the 2ⁿ KGL Light battalion defended the farm of La Haye Sainte practically to the last man having run of ammunition and overwhelmed by superior numbers of the enemy. The Hanoverian troops also fought well at Quarte Bras and suffered significant losses at Waterloo being deployed in a forward position in the Allied centre. A company of light troops were detached to defend the Chateau Hougomont. This Division also had a part in repulsing the attack of the Imperial Guard. By contrast, the Hanoverian cavalry performed with a mixed record, the infamous retreat early in the battle of the Duke of Cumberland Hussars (who fled without suffering any loss) marred otherwise excellent service by these troops. The cavalry has been included for gaming purposes, and were deployed near the 3rd Division. The 5th British Brigade (Halkett) has been omitted, it included the 30th 33rd, 69th, and 73rd Foot. In addition von York's Hanoverian Foot artillery battery can be included.*

Unit	Figures	Class	Points	Notes
General of Division (player) <i>General Van Alten</i>	1 figure plus 2 Aides & Escort	Stand		
Foot Artillery Battery KGA (Hanoverian) Capt. Kleeves				
2 Lt Medium Guns and 1 Lt Medium Howitzer			60	
Foot Artillery Crew	9	3	45	
<i>Subtotal</i>			105	
2nd KGL Brigade General plus aide				
<i>Brevet Colonel von Ompteda</i>			30	
1 st Light Btn	10	5	70	<i>light-rifles</i>
2 nd Light Btn	10	5	70	<i>light-rifles</i>
5 th Line Btn	10	5	50	<i>incl. 2 skirmishers</i>
8 th Line Btn	8	5	40	<i>incl. 2 skirmishers</i>
<i>Subtotal</i>			260	
1st Hanoverian Brigade General plus aide				
<i>Maj-Gen Graf von Kielmansegge</i>			30	
Field-Jager Corps	6	4	36	<i>rifle, independent</i>
Light Btn Lüneberg	10	4	40	<i>light</i>
Light Btn Grunenhagen	10	4	40	<i>light</i>
Field Btn Bremen	10	4	40	<i>incl. 2 skirmishers</i>
Field Btn Verden	10	4	40	<i>incl. 2 skirmishers</i>
<i>Subtotal</i>			226	
1st Hanoverian Cavalry Brigade General plus aide				
<i>Colonel Baron Estorff</i>			30	
Prinz Regent Hussar Rgt	9	2	63	<i>light</i>
Bremen-Verden Hussar Rgt	9	2	63	<i>light</i>
Cumberland Hussar Rgt	9	1	54	<i>light</i>
<i>Subtotal</i>			210	
Scouting Points			27 plus General	
TOTAL			801	

Hesse-Darmstadt-France 1809 Campaign

Comments: This list is based on the 2nd Division (St. Cyr) of Massena IV Corps that fought at the battles of Aspern-Essling and Wagram against the Austrians in 1809. It includes the excellent Hesse-Darmstadt contingent as well as some French troops. This Hesse-Darmstadt was part of the Confederation of the Rhine, and its troops had a long tradition of martial prowess and had a reputation for being tough fighters. The Kronprinz Regiment served in Spain during this period, but this list includes most of the Hessian infantry. There was also a Jaeger battalion for each regiment not present with this Division. It was St. Cyr's Division that helped defend Essling and later at Wagram it secured the French left by marching across the face of the Austrian army and closing the gap on the Danube. The cavalry Brigade has the Chevau-leger from Baden and the crack Hesse-Darmstadt cavalry. Later in 1812, the troops served with distinction in the Russian campaign and returned in far better shape and discipline than many other troops.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort Stand			
French Foot Artillery Battery				
3 Lt-Medium Guns, 1 Lt-Medium Howitzer			80	
Foot Artillery Crew	12	3	72	
<i>Sub total</i>			152	
Brigade 1- French General plus Aide				
1st/ 24th Legere Btn	12	3	36	<i>light</i>
2nd /24th Legere Btn	12	3	36	<i>light</i>
1st/ 4th Line Btn	12	2	24	<i>incl 2 skirmishers</i>
2nd/ 4th Line Btn	12	2	24	<i>incl 2 skirmishers</i>
<i>Sub total</i>			150	
Brigade 2 –Hesse Darmstadt General plus Aide 30				
1st/1st Leib Regiment	16	3	48	
2nd/1st Leib Regiment	16	3	48	
1st/3rd Regiment.	16	3	48	
2nd /3rd Regiment	14	3	42	
1st/4th Regiment	14	3	42	
2nd/4th Regiment	14	3	42	
<i>Sub total</i>			300	
Cavalry Brigade General plus Aide 30				
Baden Chevau-leger Regiment. 9		4	81	<i>light</i>
Hesse-Darmstadt Chevau-leger Regt. 9		5	90	<i>light</i>
<i>Sub total</i>	201			
Scouting Points 45 plus General				
TOTAL			803	

Holland: 1809 Campaign

Comments: *The Batavian Republic was established after the invasion of the French in 1795, and was made a Kingdom in 1806 when Napoleon's brother Jerome was appointed to the throne. It was the first time in history that the Netherlands became an independent kingdom, which was continued in 1815 when the old Stadholder family became the Royal family (who rule up to this day). The Kingdom of Holland inherited the old republican army but King Jerome changed it a lot of times in the next four years. In 1810 the Kingdom and the army became part of the French army. The Dutch Guard lancers became the famous Dutch Lancers (2nd) of the Guard, the Dutch Guard Grenadiers became the 2nd (later 3rd) Guard Grenadiers and the other units became all French numbered regiments. Most of these troops were lost in the Russian campaign. The organisation of army was a real can of worms as the organisation, naming and numbers of the formations was constantly changing (some commentator suggest that this was done to confuse the Emperor on how many troops he could call upon!), this list is for the year 1809 campaign (also some Dutch troops served in Spain). The Hussar Regiment wasn't originally included in this Division but added for extra capability and colour.*

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort	Stand		
Foot Artillery Battery				
3 Lt-Medium Guns, 1 Lt-Medium Howitzer			80	
Foot Artillery Crew	12	3	72	
<i>Sub total</i>			152	
Horse Artillery Battery				
2 Lt-Medium Guns, 1 Lt-Medium Howitzer			60	
Horse Artillery Gunners	10	3	100	
<i>Sub total</i>			160	
Brigade 1 General plus Aide				
1st/6h Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
2nd/6 th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
1st/7th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
2nd/7th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
<i>Sub total</i>			126	
Brigade 2 General plus Aide				
1st/8th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
2nd/8th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
1st/9th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
2nd/9th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
<i>Sub total</i>			126	
Cavalry Brigade General plus Aide				
Kurassier Regiment	12	3	96	<i>Heavy Cavalry</i>
1 st Garde Hussar Regiment	12	4	108	<i>Light</i>
<i>Sub total</i>			234	
Scouting Points 24 plus General				
TOTAL			798	

Holland: 1809 Northern Germany

Comments: From 1806 to 1810 Holland was a Kingdom ruled by Napoleon's brother Joseph. In 1810 the Kingdom became part of France and the units absorbed into the French Army (such as the famed Dutch "Red" Lancers). But prior to that the Dutch troops served in both the 1807 and '09 campaigns. There were several changes unit organisations throughout the period for various reasons but generally the army was modelled as per the French army with the old nine company structure to a battalion and they served capably throughout. This list is based on General of Division Gratien for the 1809 campaign which fought alongside Danish troops that stormed the city port of Stralsund on the Baltic coast on 31 May and destroyed the insurgent Prussian and Swedish force of Major von Schill who was killed in the combat.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort	Stand		
Foot Artillery Battery				
3 Lt-Medium Guns, 1 Lt-Medium Howitzer			80	
Foot Artillery Crew	12	3	72	
<i>Sub total</i>			152	
Brigade 1 General plus Aide				
1st/6h Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
2nd/6 th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
1st/7th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
2nd/7th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
<i>Sub total</i>			126	
Brigade 2 General plus Aide				
1st/8th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
2nd/8th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
1st/9th Line Regiment	10	2	20	<i>incl 2 skirmishers</i>
2nd/9th Line Regiment	10	2	20	<i>incl 2 skirmishers</i>
<i>Sub total</i>			118	
Cavalry Brigade General plus Aide 30				
2nd Kurassier Regiment	9	3	72	<i>Heavy Cavalry</i>
<i>Sub total</i>	102			
1st Co. Horse Artillery Battery				
3 Lt-Medium Guns, 1 Medium Howitzer			90	
Horse Artillery Crew	12	3	120	
<i>Sub total</i>			210	
2nd Co. Horse Artillery Battery - part				
2 Lt-Medium Guns			40	
Horse Artillery Crew	6	3	60	
<i>Sub total</i>			100	
Scouting Points 0 plus General				
TOTAL			808	

Italy and Naples: 1812 Spain- Valencia

Comments: This list is based on a Division of troops that served under Suchet in Eastern Spain. Unlike the rest of the Peninsula, the French and allied troops had considerable success in pacifying the region (mainly through Suchet's more enlightened treatment of civilians). Some towns were actively pro-French and even local partisans fought with them in anti-guerrilla operations. This list also includes the only Cuirassier regiment that served in Spain, the 13th, which covered itself in glory in many actions. Less celebrated are the Neapolitan Brigade included with this Division whose deployment in Spain was very unpopular. There were occasions when the Spanish did achieve some successes against Suchet's troops however, and when the rest of peninsula was lost, these troops had to retreat back into France. It is often overlooked that many Italian troops served in Spain, along with German and Polish troops. Players can also add the 24th and Napoleon Dragoons (Italian) to complete the Cavalry Division attached to the Corps.

Unit	Figures	Class	Points	Notes
General of Division (player) <i>Lt-Général Palombini</i>	1 figure plus 2 Aides & Escort	Stand		
Foot Artillery Battery				
3 Lt Medium Guns and 1 Lt Medium Howitzer			80	
Foot Artillery Crew	12	3	72	
<i>Subtotal</i>			152	
1st Brigade General plus aide				
<i>GdB Balathier</i>			30	
2nd Legere Regiment				
1st Battalion	12	3	36	<i>light</i>
2nd Battalion	12	3	36	<i>light</i>
4th Ligne Regiment				
1st Battalion	12	3	36	<i>incl 2 skirmishers</i>
2nd Battalion	12	3	36	<i>incl 2 skirmishers</i>
<i>Subtotal</i>			174	
2nd Brigade General plus aide				
<i>GbB St. Paul</i>			30	
5th Ligne Regiment				
1st Battalion	12	2	24	<i>incl 2 skirmishers</i>
2nd Battalion	12	2	24	<i>incl 2 skirmishers</i>
6th Ligne Regiment				
1st Battalion	12	2	24	<i>incl 2 skirmishers</i>
2nd Battalion	12	2	24	<i>incl 2 skirmishers</i>
<i>Subtotal</i>			126	
3rd Brigade (Neapolitan) General plus aide				
<i>GbB Ferrier</i>			30	
1st Legere Regiment- 1st Btn	10	1	10	<i>light</i>
du Roi Regiment -1st Btn	10	4	40	<i>incl 2 skirmishers</i>
de la Reine Regiment -1st Btn	10	4	40	<i>incl 2 skirmishers</i>
1st & 2nd Chasseurs a Cheval	3	1	18	<i>light</i>
<i>Subtotal</i>			138	
Cavalry Brigade (French) General plus Aide				
4th Hussar Regiment	9	3	72	<i>light</i>
13th Cuirassier Regiment	9	4	99	<i>cuirassier</i>
<i>Subtotal</i>			201	
Scouting Points 27 plus General				
TOTAL			803	

Italy: 1809 Italian and Austrian campaign

Comments: This list is for the Italian troops of Eugene's Army of Italy. The Italian army made up a substantial part of the Grande Armée and performed well under Eugene. They fought the Austrians both in Italy and later at Wagram. The uniforms were very similar to French with green substituting blue for the most part. Several French regiments actually recruited in northern Italy. This list provides plenty of artillery, light infantry and some excellent cavalry and reflects most of the other Divisions within the army and players can substitute other regiments if they wish. The Italian Royal Guard was used in combat frequently and would be a good addition to this list.

Unit	Figures	Class	Points	Notes
General of Division (player)			1 figure plus 2 Aides & Escort Stand	
Foot Artillery Battery				
3 Medium guns, 1 Light-Medium howitzer			110	
Foot Gunners	12	2	60	
<i>Sub total</i>			170	
Infantry Brigade 1 General plus Aide				
1st/4th Line Infantry Regiment	12	3	36	<i>incl 2 skirmishers</i>
2nd/4th Line Infantry Regiment	12	3	36	<i>incl 2 skirmishers</i>
3rd/4th Line Infantry Regiment	12	2	24	<i>incl 2 skirmishers</i>
Istrian Battalion	12	3	36	<i>light</i>
<i>Sub total</i>			162	
Infantry Brigade 2 General plus Aide				
1st /1st Light Infantry Regiment	12	3	36	<i>light</i>
2nd/1st Light Infantry Regiment	12	3	36	<i>light</i>
1st/3rd Light Infantry Regiment	12	3	36	<i>light</i>
2nd/3rd Light Infantry Regiment	12	3	36	<i>light</i>
<i>Sub total</i>			174	
Cavalry Brigade General plus Aide				
1st Dragoon Regt. (Regina)	9	5	90	<i>heavy cavalry</i>
1st Chasseurs á Cheval Regt.	12	3	96	<i>light cavalry</i>
<i>Sub total</i>			216	
Horse Artillery Battery Section				
2 Light guns			30	
Horse Artillery Crew	6	3	48	
<i>Sub total</i>			78	
Scouting Points 63 plus General				
TOTAL			800	

Naples: 1815 Italy

Comments: *The career of Joachim Murat, Napoleon's Brother-in-law, was a colourful as the uniforms he designed for himself. Renowned as one of the greatest Cavalry commanders of all time, he rose from a commoner to become a Marshal of France and King of Naples. During the Hundred Days he offered his services on Napoleons return, was rebuffed and impulsively marched his army to attack the Austria's in Ital anyway in support of the French cause. The Army of Naples was renowned as one of the worse in Europe in every way (except perhaps the splendor of its uniforms under Murat's influence). The troops had a long history of being unreliable, prone to desertion, poorly led, unmotivated, badly trained and in a brief ill-fated campaign from April to May 1815 the army was soundly beaten time and time again by the professional Austria troops, (Murat eventually being shot for treason giving the order to fire himself and asking them to spare his face). This list is based on formations which fought at the Battle of Tolentino on the 3rd of May 1815. Because of the low value of the troops involved you get a lot of troops for your points, in fact you end up with nearly two Divisions of infantry plus cavalry and artillery. Buona Fortuna!*

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort	Stand		
Foot Artillery Battery 1				
2 Lt- Medium Guns, 1 Lt-Medium Howitzer	60			
Foot Artillery Crew	9 2 45			
Sub total	105			
Foot Artillery Battery 2				
2 Lt- Medium Guns, 1 Lt-Medium Howitzer	60			
Foot Artillery Crew	9 2 45			
Sub total	105			
Infantry Brigade 1 General plus Aide				
1 st / 1st Light Infantry Regt	12	2	24	light
2 nd / 1st Light Infantry Regt.	12	2	24	light
1 st / 1st Line Infantry Regt.	12	1	12	
2 nd / 1st Line Infantry Regt	12	1	12	
Sub total			102	
Infantry Brigade 2 General plus Aide				
1 st / 3rd Line Infantry Regt.	12	1	12	
2 nd / 3rd Line Infantry Regt.	12	1	12	
1 st / 5th Line Infantry Regt.	12	1	12	
2 nd / 5th Line Infantry Regt.	12	1	12	
Sub total			78	
Infantry Brigade 3 General plus Aide				
1 st / 2nd Line Infantry Regt.	12	1	12	
2 nd / 2nd Line Infantry Regt.	12	1	12	
1 st / 6th Line Infantry Regt.	12	1	12	
Sub total			66	
Cavalry General of Division 1 figure plus 2 Aides & Escort Stand 50				
Cavalry Brigade 1 General plus Aide				
1st Chasseur a Cheval Regt.	9	2	63	light
3rd Chasseur a Cheval Regt.	9	1	54	light
Sub total			147	
Cavalry Brigade 2 General plus Aide				
1st Hussar Regiment	9	2	63	light
2nd Chasseur a Cheval Regt.	9	1	54	light
Sub total			147	
Scouting Points 36 plus General				
TOTAL			800	

Ottoman Empire-Turkey: 1810 Balkans

Comments: *The Ottoman Empire fought against the Russians from 1806 to 1811, being allied to France as well as defending its own strategic interests. The conflict was noted for its ferocity and whilst the Russians often beat the Turks, strategically they failed in their attempts to drive them out of the Balkans and achieve dominance in that area. The troops were raised as required by the regional governor and the army as a whole was irregular in structure. Most troops were not paid and compensated their service with looting and pillage. Forces generally were made up of 40% of cavalry. Troops were levied under a local commander, though some troops like the Janissaries or Sipahis were as close to standing formations as the Empire possessed. The general tactics of the Turks were to fight defensive battles using artillery and earthworks to bolster a strong position, their cavalry would launch wild charges (once they even dismounted to attack the Russian squares hand to hand!) and the infantry would snipe on the flanks and take position behind earthworks, charging usually only after the cavalry and artillery had softened up the enemy or just manning the defences of their position. The troops were known for their barbarity and would mutilate the dead and wounded Russians, resulting in no quarter being given by their opponents. All the troops are classed irregular (except the artillery crew) and the list includes 200mm of free earthworks for the player to deploy if desired. Information is difficult to find on this army in English, but presents the player with an interesting and colourful army which has the potential to be a formidable force. Although the term Generals are used they are really regional leaders or holders of high social rank, military service being an obligation of all classes of Ottoman subjects. This list can be used for any of the years for the Balkan wars against the Russians. Additional troops of any type included here can be added as the player wishes, note that the Commanding Bey has direct command of several units.*

Unit	Figures	Class	Points	Notes
Commanding Bey (player)	1 figure plus 2 Aides & Escort	Stand		<i>irregular charging</i>
Artillery Battery				
2 Heavy Guns, 2 Lt- Medium Guns, 1 Lt Gun			130	
Foot Artillery Crew	15	3	90	<i>regular</i>
Oxen Limber			free	<i>irregular</i>
<i>Sub total</i>			220	
Janissaries infantry unit 1	12	4	72	<i>irregular charging w/jezzail</i>
Janissaries infantry unit 2	12	5	84	<i>irregular charging w/jezzail</i>
<i>Subtotal</i>			156	
Infantry sub-Commander General plus Aide			30	
Albanian infantry unit 1	12	1	12	<i>irregular skirmishing</i>
Albanian infantry unit 2	12	1	12	<i>irregular skirmishing</i>
Albanian infantry unit 3	12	1	12	<i>irregular skirmishing</i>
Arnauts (Macedonian/Greek)	12	2	24	<i>irregular skirmishing</i>
Sekhans (Serbian) infantry	12	2	24	<i>irregular charging</i>
<i>Sub total</i>			114	
Cavalry Wing Commander General plus aide			30	
Sipahis Horse Unit 1	16	4	144	<i>irregular charging</i>
Sipahis Horse Unit 2	12	3	72	<i>irregular charging</i>
Albanian Horse Unit 1	14	2	70	<i>irregular skirmishing</i>
<i>Sub total</i>			316	
Scouting Points 138 plus General				
TOTAL			806	

Prussia: 1806 Prussia

Comments: *The Prussian Army was comprehensively defeated in the Jena-Auerstadt campaign, but that wasn't necessarily a reflection on the troops themselves. Highly disciplined and trained in the tactics of the ancien regime they were simply not prepared for the new era of Napoleonic warfare. Led by some very poor Generals the troops nonetheless strove to do their duty and the cadres of these regiments were the solid core of the later victorious Prussian army. Due to the large amount of artillery (both battalion guns and a 12pdr batteries for each infantry Brigade) in a Division, not all the guns can be included in the list. Each Division generally comprised two Brigades of infantry (each with two regiments of two battalions and a grenadier battalion) and two brigades of cavalry (one-two regiments) plus horse artillery. Each battalion had a light battalion gun and each Brigade fielded a 12pdr heavy battery. Not all these troops can be included in a 800 point list.*

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort	Stand		
Foot Artillery Battery				
3 Heavy guns, 1 Lt-Medium Howitzer			160	
Foot Gunners	16	3	96	
<i>Sub total</i>			256	
Infantry Brigade 1 General plus Aide				
Grenadier Btn 1	16	4	64	
Infantry Regt. 1 Btn 1	12	4	48	
Infantry Regt. 1 Btn 2	12	4	48	
Infantry Regt. 2 Btn 1	12	2	24	
Infantry Regt. 2 Btn 2	12	2	24	
<i>Sub total</i>			238	
Infantry Brigade 2 General plus Aide				
Grenadier Btn 2	16	4	64	
Infantry Regt. 3 Btn 1	12	4	48	
Infantry Regt. 3 Btn 2	12	4	48	
<i>Sub total</i>			190	
Cavalry Brigade General plus Aide				
Cuirassier Regt. 1	9	4	81	<i>heavy cavalry</i>
<i>Sub total</i>			111	
Scouting Points 0 plus General				
TOTAL			795	

Prussia: 1813-15

Comments: This list is for momentous Waterloo campaign and also the invasions of France. Please note that the Prussian's termed Brigades what other countries would call Divisions. Their command structure within these Divisions did not recognise Brigades for infantry, the battalions being grouped by Regiment. For game purposes, a regiment will constitute a Brigade, and several of these will be called a Division. The organisation of these formations was relative constant throughout the army. There was a mix of Regular, Reserve and Landwehr infantry regiments, along with specialist troops and artillery. In addition, each "Division" fielded a Brigade of two to three Cavalry regiments. The quality and motivation of the Landwehr troops varied considerably throughout the army, some of whom had recently fought with the French (such as Westphalian and Saxon troops who mutinied during the campaign). But overall, the Prussian Army were a formidable foe and without their hard fought (and marched) contribution the campaign would have been lost for the Allies. A special note regarding command in a Prussian Brigade, there were only two Generals, one for infantry and the other for Cavalry, thus strictly speaking there should be only two staff figures on the table. However, since this would place a Prussian player at a disadvantage for game Initiative purposes, but in order to reflect the very good regimental tactical command a General of Brigade has been included for each infantry regiment representing the colonel of each.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort	Stand		
Foot Artillery Battery				
3 Lt-Medium Guns, 1 Lt-Medium Howitzer			80	
Foot Artillery Crew	12	3	72	
<i>Sub total</i>			152	
Jäger Battalion	10	3	50	Rifles
<i>Sub total</i>			50	
Regular Regiment General plus Aide				
Fusilier Battalion	14	3	42	Light
Musketeer Battalion 1	16	3	48	
Musketeer Battalion 2	14	3	42	
<i>Sub total</i>			164	
Reserve Regiment General plus Aide				
Line Battalion 1	14	3	42	
Line Battalion 2	16	2	32	
Line Battalion 3	14	2	28	
<i>Sub total</i>			132	
Landwehr Regiment General plus Aide				
Battalion 1	12	2	24	
Battalion 2	12	1	12	
<i>Sub total</i>			66	
Cavalry Brigade General plus Aide				
Hussar Regiment	9	3	72	Light
Dragoon Regiment	9	3	72	Heavy
Landwehr Uhlan Regiment	9	2	63	Lancer
<i>Sub total</i>			237	
Scouting Points 63 plus General				
TOTAL			801	

Rhine Confederation: 1809 Bavaria and Tyrol Campaign

Comments: This list is for so called "Princes Division" commanded by Lt-General Rouyer which was formed from units of several small Duchies and Principalities of the Confederation of the Rhine. Some battalions were made up of companies from several places making for a colourful formation. The Division was initially kept out of the main battles of the 1809 campaign, being used to guard lines of communications. Some of these troops were used to help suppress the bloody Tyrolean revolt serving alongside Bavarian and French troops and served commendably in very difficult circumstances. This list is based on the troops that fought in the Tyrol hence the inclusion of some Bavarian troops; players could substitute French infantry also. Note that the Nassau troops of the Confederation Division were in Spain.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort	Stand		
Bavarian Foot Artillery (part)				
1 Lt-Medium Guns, 1 Lt-Medium Howitzer			40	
Gunners	6	3	30	
<i>Sub total</i>			70	
Bavarian Brigade General plus Aide			30	
1 st /4th Salern	12	2	24	<i>incl 2 skirmishers</i>
2/4th Salern	12	2	24	<i>incl 2 skirmishers</i>
1/8th Herzog Pius	12	2	24	<i>incl 2 skirmishers</i>
8th Herzog Pius	12	2	24	<i>incl 2 skirmishers</i>
4 th Light Infantry	12	3	40	<i>incl 2 rifles</i>
<i>Sub total</i>			166	
Rhine bund Brigade 1 General plus Aide			30	
1 st / 4th Rhine Confed. Regt	12	2	24	<i>incl 2 skirmishers</i>
<i>One Grenadier & four companies of musketeers from Saxe-Gotha & one company of voltigeurs from Saxe-Coburg</i>				
2 nd / 4th Rhine Confed. Regt	12	2	24	<i>incl 2 skirmishers</i>
<i>One Grenadier and two companies of musketeers from Saxe-Gotha, two companies of musketeers from Saxe-Meiningen and one company of voltigeurs from Saxe-Coburg</i>				
3 rd / 4th Rhine Confed. Regt	12	3	60	<i>rifles/light</i>
<i>Five chasseur companies from Saxe-Weimar and a company of chasseurs from Saxe-Hildburghausen</i>				
1 st / 5th Rhine Confed. Regt	12	2	24	<i>incl 2 skirmishers</i>
<i>six companies from Lippe</i>				
2 nd / 5th Rhine Confed. Regt	12	2	24	<i>incl 2 skirmishers</i>
<i>four companies from Anhalt</i>				
3 rd / 5th Rhine Confed. Regt	8	2	16	<i>incl 2 skirmishers</i>
<i>three companies from Lippe</i>				
<i>sub total</i>			206	
Rhine bund Brigade 2 General plus Aide			30	
1st Btn Frankfort Regt.	14	2	28	<i>incl 2 skirmishers</i>
2nd Btn Frankfort Regt.	14	2	28	<i>incl 2 skirmishers</i>
1 st /6th Rhine Confederation Regt	12	2	24	<i>incl 2 skirmishers</i>
<i>six companies from Schwarzburg</i>				
2 nd / 6th Rhine Confed. Regt	12	2	24	<i>incl 2 skirmishers</i>
<i>three companies from Reuss, three companies from Waldeck</i>				
1st Btn Wurzburg Regiment	12	2	24	<i>incl 2 skirmishers</i>
2nd Btn Wurzburg Regiment	12	2	24	<i>incl 2 skirmishers</i>
<i>sub total</i>			182	
Bavarian Cavalry Brigade General plus Aide			30	
Cheveau-Leger Regt.	12	3	96	<i>light</i>
Dragoon Regt. (part)	6	3	48	<i>heavy</i>
<i>Sub total</i>			174	
Scouting Points 54 plus General			TOTAL 800	

Russia: 1810 Balkans

Comments: This list is based on the forces of the Army of the Danube (Lt-General Ouvarov's Division) that fought against the Turks in 1810 and 1811. This campaign is much overlooked but was a hard fought and brutal affair as Russia sought to expand into the region (and thereby gain sea ports on the Adriatic and Black Seas). Fighting had been going on in this area since 1806 and was marked by atrocities and deep enmity. It was also a clash of cultures with the armies of the Ottoman army essentially unchanged for the previous two hundred years against the "modern" European style of fighting of the Russians. In the face of large numbers of irregular cavalry the Cossacks came into their own, and the infantry often attacked in squares/masse. The Russians won most of the actions they fought with the Turks, but eventually the campaign was a stalemate (after great losses on both sides), the troops eventually being recalled to Russia to attack the French at the Beresina in 1812. The campaign in the Balkans also featured one of the Russians greatest victories of the Napoleonic Wars where some 20,000 Russians under Count Kamenskoi attacked entrenched Turks on high ground numbering over 40,000 men with substantial artillery and earthworks. This was the battle of Batin fought on 9 September 1810. With a Russian flotilla attacking Turkish ships on the nearby River Danube, the Turks were completely routed with their commander fighting to the last in his camp in bloody hand to hand fighting The Russians lost some 1500 men and the Turks some 10,000 captured and killed along with 14 guns and 148 flags. It has been called the Russian Austerlitz. This Division also included the St. Petersburg and Darpat Dragoons, and another Grenadier and Musketeer battalion (2nd Btns) but points limit preclude these.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort	Stand		
Light Artillery Battery				
4 Light Medium Guns			80	
2 Light Medium Howitzers			40	
Foot Gunners	18	3	108	
<i>Sub total</i>			228	
Brigade 1 General plus Aide				
Fangoria Grenadiers Btn	12	5	60	
1 st Btn Vitebsk Musketeer	12	3	36	
2 nd Btn Vitebsk Musketeer	12	3	36	
1 st Orlof Musketeer Btn	12	2	24	
<i>Sub Total</i>			186	
Brigade 2 General plus Aide				
1 st Btn Novgorod Musketeer	12	2	24	
2 nd Btn Novgorod Musketeer	12	2	24	
1 st / 6th Jagers	12	4	48	Light Infantry
2 nd /6th Jagers	12	4	48	Light Infantry
<i>Sub Total</i>			174	
Cavalry Brigade General plus Aide				
Smolensk Dragoon Regt.	9	3	72	heavy cavalry
Andrenov Cossack Sontia	16	2	112	Irregular Skirmish
<i>Sub Total</i>			214	
Scouting Points 75 plus General				
TOTAL			802	

Russia: 1812 and 1813-14 Russia/Germany and France

Comments: It should be noted that the standard Russian Infantry Division of the time had two Line Brigades, one Jager Brigade, two Light Batteries and one Position (Heavy) Battery. All of this cannot be bought for 800 points! However the following is a Line Division for throughout most of the Napoleonic Wars, though during campaigns the composition often changed due to the changing situation. Formations like Grenadiers and Heavy Cavalry were collected into Divisions or in some cases Grenadier (Combined) and Jager Brigades or Cavalry Brigades were added to a Division depending on the need. The Russian Army therefore gives the player a wide range of options to pursue and this list is but one of them. The list provides plenty of artillery, a good ix of infantry and excellent scouting capacity.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort Stand			
Light Artillery Battery				
4 Light Medium Guns			80	
2 Light Medium Howitzers			40	
Foot Gunners	18	3	108	
<i>Sub total</i>			228	
Brigade 1 General plus Aide				
1 st Musketeer Btn	12	3	36	
2 nd Musketeer Btn	12	3	36	
3 rd Musketeer Btn	12	2	24	
4 th Musketeer Btn	12	2	24	
<i>Sub Total</i>			150	
Brigade 2 General plus Aide 30				
5 th Musketeer Btn	12	3	36	
6 th Musketeer Btn	12	2	24	
7 th Musketeer Btn	12	2	24	
1 st Jager Btn	12	4	48	<i>Light Infantry</i>
<i>Sub Total</i>			162	
Cavalry Brigade General plus Aide				
Lancer Regt.	12	3	96	<i>lancer</i>
Hussar Regt.	12	3	96	<i>light</i>
Cossack Sontia	6	2	42	<i>Irregular Skirmish</i>
Sub Total	264			
Scouting Points 80 plus General				
TOTAL			804	

Saxony: 1809-Austria and 1812-Russia

Comments: Saxony was a significant German contingent in the Grand Armée following the defeat of Prussia in 1806 and fought in the 1809 campaign against Austria and later in Russia until overrun by the advancing Allies in 1813 reluctantly changed sides (though the famous heavy cavalry regiments offered to continue to fight for Napoleon!). There was a marked difference in quality and esprit du corps between the Saxon infantry and cavalry, the latter being regarded as some of the finest in Europe. At the battle of Borodino the Saxon Cuirassier and Garde du Korps were one of the leading regiments that charged into the Great Redoubt, an epic feat of arms. This list can also be used for the 1809 campaign. The line infantry regiments had two battalions each brigaded together, these were also equipped with light battalion guns in 1812, and an additional Grenadier battalion was in the 2nd Brigade. There was also a horse artillery battery and a Light Dragoon regiment included in the cavalry brigade, but the points limit preclude these assets being included in the list.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort	Stand		
Foot Artillery Battery				
3 Lt-Medium Guns, 1 Lt-Medium Howitzer			80	
Foot Gunners	12	3	72	
<i>Sub total</i>			152	
Brigade 1 General plus Aide				
Grenadier Btn 1	12	4	48	
Line Infantry Btn 1	12	2	28	<i>incl 2 rifle skirm.</i>
Line Infantry Btn 2	12	2	28	<i>incl 2 rifle skirm.</i>
Line Infantry Btn 3	12	2	28	<i>incl 2 rifle skirm.</i>
Line Infantry Btn 4	12	2	28	<i>incl 2 rifle skirm.</i>
<i>Sub total</i>			190	
Brigade 2 General plus Aide				
Grenadier Btn 2	14	4	56	
Light Infantry Btn 1	12	4	72	<i>rifles</i>
Light Infantry Btn 2	12	4	72	<i>rifles</i>
<i>Sub total</i>			230	
Cavalry Brigade General plus Aide				
Garde du Korps	9	5	90	<i>heavy cavalry</i>
Von Zastrow Cuirassiers	9	5	108	<i>cuirassier</i>
<i>Sub total</i>			228	
Scouting Points 0 plus General				
TOTAL			800	

Spain: 16 May 1811 Albuera – Peninsular War

Comments: This list comprises the forces of the Spanish Army at the battle of Albuera in the Peninsular War. The list is based on the historical order of battle but has been enhanced to make up 800 points. It has troops from both Generals' Blake and Castanos armies. The Spanish had a mixed reputation as troops in the Peninsula, at times steady and good troops and other times just woeful. As irregulars they caused French forces severe losses and disruption and both sides were guilty of atrocities. Regular troops were a mix of foreign troops, levies, and regular army with proud traditions, but often led by poor officers, though individually brave. The Spanish army is thus a challenging one for any gamer!

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort Stand			
Foot Artillery Battery				
3 Medium Guns			90	
Foot Gunners	10	2	50	
<i>Subtotal</i>			140	
Vanguard Brigade General plus aide				
Murcia Light Infantry Regiment	12	2	24	<i>light</i>
Canarias Regiment	10	2	20	
2nd Leon & Campomayor Regt.	12	2	24	
<i>Sub total</i>			98	
Infantry Brigade 2 General plus aide				
Rey Regt.	12	2	24	
Zamora Regt.	12	2	24	
Voluntarios de Navarra	12	2	24	
<i>Sub total</i>			102	
Infantry Brigade 3 General plus aide				
2nd Guards Regiment.	12	4	48	
4th Walloon Guards Regiment	12	4	48	
Irlanda Regiment.	12	4	48	
Patria Regiment.	12	4	48	
Toledo Regiment	10	2	20	
Legion Estranjera	10	2	20	
<i>Sub total</i>			238	
Cavalry Brigade General plus aide				
Santiago Regiment	6	2	42	<i>heavy</i>
Castilla Hussar Regiment	6	3	48	<i>light</i>
Granderos Regiment	6	4	54	<i>heavy</i>
De Instrucion Regiment	6	4	54	<i>heavy</i>
<i>Sub total</i>			228	
Scouting Points 48 plus General				
TOTAL			806	

Sweden: 1813- Germany

Comments: Sweden in 1813 joined with the Allies after being neutral in 1812. Former Marshal of France, Bernadotte had been offered the Swedish throne and was able to use the Allied cause to advance the territorial ambitions of his new country. He had to do this without losing many men for both political and economic reasons (Sweden was a rather poor country). Having lost Finland to the Russians in the campaign of 1808 (after initially rebuffing them), Sweden was eager to gain Norway, then under control of Denmark (a French Ally). In the 1813 Campaign the two Swedish Divisions made up the Army of the North along with Russian and Prussian troops. It was the latter two who seemed to do most of the fighting (it was commented on the time that Bernadotte was a like a shepherd trying to ensure he didn't lose one of his flock! However the Swedish troops were engaged and proved themselves capable and professional troops. These troops eventually invaded Denmark and later besieged fortresses in Holland and Belgium. This list is based on the 1st Division, and a jager battalion has been added to provide some light infantry, though the 3rd Battalion on the Södermanland Regiment and the Pomeranian legion of light infantry (100 men) and light cavalry (50 men) has not be included.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort	Stand		
Foot Artillery Battery				
3 Lt-Medium Guns, 1 Lt-Medium Howitzer			80	
Foot Gunners	12	3	72	
<i>Sub total</i>			152	
Brigade 1 General plus Aide				
Svea Garde Regiment	12	4	48	
2nd Leib Garde Regiment	12	4	48	
Grenadier Garde Btn	12	4	48	
1st Btn Leib Grenadier Regt.	12	4	48	
2nd Btn Leib Grenadier Regt.	12	4	48	
<i>Sub total</i>			270	
Brigade 2 General plus Aide 30				
1st Btn Upland Regt.	12	2	28	<i>incl 2 rifles</i>
2nd Btn Upland Regt.	12	2	28	<i>incl 2 rifles</i>
1st Btn Södermanland Regt.	12	2	28	<i>incl 2 rifles</i>
2nd Btn Södermanland Regt.	12	2	28	<i>incl 2 rifles</i>
Jager Btn	10	4	60	<i>rifles</i>
<i>Sub total</i>			226	
Cavalry Brigade General plus Aide				
Garde Dragoon Regiment	9	4	81	<i>heavy cavalry</i>
Smaland Dragoon Regiment	9	3	72	<i>heavy cavalry</i>
Sub total	183			
Scouting Points 45 plus General				
TOTAL			807	

Westfalia: 1809 Campaign

Comments: The Kingdom of Westfalia was a new creation by Napoleon and was part of the Confederation of the Rhine. His younger brother Jerome was appointed King (and a complete flake as a ruler) and the new army took some while to find it's feet and establish esprit de corps. Its units were defeated by the Brunswickers in their "march to the sea" in 1809. The Kingdom was later absorbed by Prussia and the troops were absorbed into it's army after it was overrun by the Allies in 1813. Many of the units, especially the Royal Guard, had French troops as cadres, and in time the troops served capably enough. The army did have moments of glory, such as the Cuirassier regiment in this list, which was one of the leading regiments into the Great Redoubt at Borodino.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort Stand			
Line Foot Artillery Battery				
3 Medium Guns, 1 Medium Howitzer			120	
Foot Artillery Crew	12	3	72	
<i>Sub total</i>			192	
Line Brigade General plus Aide				
1st/ 1st Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
2nd /1st Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
1st/ 5th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
2nd /5th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
1st/ 6th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
2nd /6th Line Regiment	12	2	24	<i>incl 2 skirmishers</i>
<i>Sub total</i>			174	
Guard Infantry Brigade General plus Aide				
Guard Grenadier Btn	12	4	48	
Guard Jager Btn	10	4	40	<i>light</i>
Garde Karabinier Btn	6	4	36	<i>rifles</i>
<i>Sub total</i>			154	
Guard Horse Artillery Battery				
2 Lt-Medium Guns			40	
Horse Artillery Crew	6	4	66	
<i>Sub total</i>			106	
Cavalry Brigade General plus Aide				
1st Kuirassier Regiment	6	4	66	<i>Cuirassier</i>
Garde Chevau Leger Regiment	9	4	81	<i>light</i>
<i>Sub total</i>			177	
Scouting Points 20 plus General				
TOTAL			803	

Württemberg: 1809 Bavaria

Comments: This list comprises some of the Württemberg forces committed to the 1809 Campaign by King Friedrich. The Württemberg Army fought with great distinction in the fighting leading up to the more well known battles of Aspern-Essling and Wagram and further investigation of the Battles of Eggmuhl, Abensburg and Linz show an excellent battlefield performance. Hugel's Brigade fought with particular distinction and carried the town of Eggmuhl for the French. Sadly the Württembergers do not always get the recognition which they deserve but you will find they will perform on the table top as well as they did historically! During the 1809 Campaign the Württemberg forces were to be part of VII Corp after forming with other units but in the end became the VII Corp by default. A small army by Napoleonic standards, they won a reputation for dash and hard fighting.

Unit	Figures	Class	Points	Notes
General of Division (player)	1 figure plus 2 Aides & Escort Stand			
Foot Artillery Battery				
3 Light Medium Guns, 1 Light Medium Howitzer			80	
Foot Gunners	12	3	72	
<i>Sub total</i>			152	
Infantry Brigade 1 General plus Aide				
1 st / 1st Line Infantry Regiment	14	3	42	
2 nd / 1st Line Infantry Regiment	14	3	42	
1 st / 2nd Line Infantry Regiment	14	3	42	
2 nd /2nd Line Infantry Regiment	14	3	42	
1st Light Infantry Btn	14	3	42	<i>light</i>
<i>Sub Total</i>			240	
Infantry Brigade 2 (Light) General plus Aide				
1st Jaeger Battalion	12	3	60	<i>Rifles</i>
2nd Jaeger Battalion	12	3	60	<i>Rifles</i>
2nd Light Infantry Battalion	14	3	42	<i>light</i>
3rd Light Infantry Battalion	14	3	42	<i>light</i>
<i>Sub Total</i>			234	
Cavalry Brigade General plus Aide				
1st Chevau-leger Regiment	9	3	72	<i>light</i>
2nd Chevau-leger Regiment	9	3	72	<i>light</i>
<i>Sub total</i>			174	
Scouting Points 54 plus General				
TOTAL			800	

Etat-Major

Campaign rules for Élan



INTRODUCTION

These rules have been written to conduct simple campaigns for the Napoleonic wars in conjunction with *Élan Tactical Rules for Napoleonic Battles*. Campaigns allow two or more players to conduct a series of actions within a context that adds a layer of complexity and meaning to the action than normally occurs in a usual tabletop game.

Where before in a single game, a charge of cavalry may seem a good idea at the time, becomes in a campaign an important decision...what if the cavalry is lost? The success or failure of a tactical action can have other implications. Battles were the result of a commanders ability to move men and supplies to a particular point in space and time. How well they did this usually determined the result of battle often before it started.

No attempt has been made to cover all the aspects of what a campaign could possibly entail with all its complexity. We have striven for sound principals, and to have the most important aspects covered in a simple fashion.

In addition, we have strove to minimise the need for a lot of record keeping or to have an umpire. We didn't want to create a system that took time and effort away from game time, but still provided challenges of a different order from the usual game. A play chart is provided which essentially summarises the whole game at the end of the section. We hope you enjoy the game !

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Game Requirements

In addition to model soldiers, dice and other things required for tabletop tactical encounters, you need a map, map counters, and record keeping sheets. We suggest the use of maps from boardgames or elsewhere with hexes. Unlike most campaigns, these rules are designed to not require an Umpire, though players can engage one if they choose with little or no modification to the rules required.

Campaign Premise

Players must agree before start of a game the scope and premise of the game. The theatre in which the action will take place, the number of players, the points limit per side (this doesn't have to be equal). A game of about three or four players per side each with 800-1000pts each provides for a good sized game, though it could be smaller.

This game is designed to run for 21 weekly turns. Players must also determine what year the campaign is taking place for unit rating purposes and what primary and secondary objectives there are for each side.

Map

The ideal map for a campaign is a hex grid map with a scale of around 5-10km per hex. The map should show key features such as roads, rivers, streams, woods, hills, towns, villages, and chateaus. If possible, it is worthwhile obtaining a more detailed actual map or set of maps to assist with developing tabletop terrain for an encounter. If a hex map is not available, a normal map can be used with pins denoting units and their movements.

Alternately players can use real maps and overlay a transparent sheet with hexes marked on them. Published boardgames may also be a good source of maps. All players in the game must use the same map. All distances in *Etat-Major* and movement rates are in hexes regardless of scale.

Map Counters

Counters represent **Manoeuvre Elements**. Players make up their own counters using the standard military formation symbols. The ME counters must have the type of formation, Corps and Divisional (and Brigade if required) numbers noted on them corresponding to the Order of Battle. In addition to the formations in each teams order of battle, decoy counters are used by both sides to represent false leads, fog of war and other variables.

Each side can use up to four decoy counters per Turn in the same manner as "real" ME counters. These decoy counters are blank and once encountered by an enemy ME are removed from play for that turn.

Players can create new ME counters in the Orders Phase of each Turn. Each counter is a *unit* for map level game purposes. Division counters are numbered and correspond to formations within the order of battle. Generally an ME is an infantry Division, a Cavalry Brigade or an elite or light infantry Brigade or similar formation including the organic artillery and engineer components.

The actual composition of ME's until contact is made (see Scouting). Counters are placed face down until contacted, at which point they are turned over to reveal the type of unit. No more than three ME counters may be stacked on a single hex.

RULE CONCEPTS

Turn Sequence

- A game of *Etat-Major* lasts for 21 Turns or weeks.
- The Campaign Turn sequence has two Time cycles: weekly and daily.
- Phases 1-5 are Weekly and Phases 6-13 are daily cycles. For game purposes a Campaign turn lasts from Sunday to Saturday and a day is 24hrs from midnight. Please refer to the Summary sheet at the end of the rules.

- The actual combat on the tabletop is assumed to take one hour per turn.
- Phases 1-8 are performed simultaneously, the other cycles performed alternately with the side with Campaign Initiative (See Section 13) acting first in that phase.
- If no contacts are made, then the turn ends and the cycle repeats from Phase 6 until seven daily turns have been complete. A weekly cycle has then been completed and the next turn's Campaign Initiative is rolled for.

The Campaign turn sequence is divided into phases as follows:

1. Campaign Initiative
2. Determine VCS Status
3. Check LOC and Supply status
4. Replacements
5. Creation of ME's and Re-organisation
6. Weather and Visibility
7. Writing Orders
8. Receiving Orders Check
9. Movement -Scouting
10. Movement -other
11. Combat
12. Engagement terrain determined
 - a) Deployment of forces
 - b) Combat resolved (using *Élan* Sequence of play)
 - c) Points determined
13. Resolving Pursuits and Retreats and Break-offs

Player Roles and Commands

One player per side is the overall commander (a Corps or army commander) and has responsibility for:

- Allocating commands (including changes during the campaign)
- Determining orders of battle
- Determining the enemy's Primary and Secondary objectives
- Issuing of orders for all ME's (though this can be delegated to the respective commanders)
- Keeping Victory conditions and supply records (See Sections 8 and 9)
- Rolling for all non-player Staff figures

The other players are appointed to commands of ME's, such as a Cavalry or Infantry division. They fight out the battles on the tabletop and keep records of the strength of their units up to date. A player can have multiple commands, though this isn't recommended.

Only one ME per player is allowed, though a team may have one double command per game. Players (especially novice players) can be given subordinate commands, such as a Brigade under the direction of an ME commander.

Players joining and leaving game

Players with a new formation can enter the game at any time, but are brought into play at the start of the weekly Turn in Phase 5. They are given a new formation to command and enter with their ME from the edge of the map along the primary LOC .

They cannot start play with existing forces unless they are replacing an existing player or being appointed to a subordinate role commander or are a subordinate.

If a player leaves the game his forces stay in play (thus creating a duplicate command) and can either be allocated to another commander or the ME dissolved and its component units reallocated to another ME (eg brigades split up between other Divisions). This takes place in the Reorganisation phase in the weekly turn and units must move normally to the new parent ME (unless they are in the same hex).

Scales and Length of Game

As noted above, the game runs for up to 21 weekly turns, each made up of seven daily turns. The game ends when one side defeats the others and/or achieves both its primary and secondary objectives.

Figure scale is the same as for using *Élan*, and for simplicity distances are referred to in hexes.

The game commences with both sides entering on their primary and secondary LOC from their friendly map edge. Commanders must specify the order of march the ME's are marching in (ie what order the brigades and Divisions are in along the road).

Players may agree to having forces *in situ* on the map, in which case the commanding player must write down specific location, formation, LOC-Supply and posture for each ME.

Orders of Battle and Maps

An Order of Battle is required for players to format the forces engaged. These are completed before the start of play and every unit being used. It is recommended that one page per Division be used with details of strength, LOC and replacements and any significant achievements. Commanders of the ME's these represent are responsible for ensuring that the unit strength and other details are kept up to date every turn and especially after an action where casualties have been taken. Whenever a new ME is introduced into the game a new OOB is to be created.

Maps for the game should cover enough ground for suitable flexibility of movement by both sides. Its better to have a map too large than too small. There are no edges of the world in a campaign (ie nowhere to hide!) so if action is getting close to the edge of a map, then another map should be sourced to allow action to continue in the new area if one side wishes it.

Record Keeping

A Turn and Supply summary sheet has been provided to enable the commander of each team to keep track of the overall state of play for each turn. The sequence of play is designed to keep this to a minimum and takes place at the start of each Weekly turn.

Players will be required to record the Daily and Weekly turn, objectives met so far and the Supply depots controlled on the last turn of the week for the purposes of providing Supply Points. In addition, the Victory Condition Status, VCS is calculated once per week to determine if one side has one or lost so far. Each side does not reveal its VCS until it has lost the game.

Objectives of Campaign

Who wins the game is determined by calculating the VCS. This is made up partly by the seizing and holding of objectives at the end of the game.

Objectives are determined prior to the game and are given a points value. Objectives are either Primary or Secondary objectives, with multiples of each possible in a campaign.

The enemy's objectives are written down by the *opposing* commanding player before the game starts. There must be one primary and three secondary objective. They *must* relate to a hex on the map. The objectives to be gained are not revealed until the end of the game or when one has been captured by the enemy.

An objective can be lost and won several times during a game. Points won by capturing an objective can thus be won several times over by the enemy side. If a side loses an objective, it wins its VC value if it recaptures it.

Primary Objective: The major objective of the campaign, which might be to control a city, or particular hex(s). This is worth **1000pts**.

Secondary Objective: Achievement of secondary objectives are those which decrease the enemy war fighting capabilities of an army and perhaps contribute to the achievement of a primary objective. Secondary objectives might include towns, supply depots or capturing key points on an enemy's Line of Communication (LOC). Secondary objectives are worth **500pts**.

Victory Conditions

Who wins the game is determined by calculating the VCS. This is comprised of several components:

- Objectives (which have a VC value)
- Supply Depots (and their SP value)
- The total losses sustained by the team

A side loses once it reaches 25% or lower of its VCS.

Calculate the VCS at the beginning of the Weekly Turn

- Subtract all points lost up to end of this Supply turn from the full strength points value of all players on this side.
- Add the VC value of any Objectives currently held
- Add the SP value of any Supply Depots held
- If the total is 25% or less of the original (plus any additional ME's that joined the game so far) total points value of the team then the side has lost the game.

Strategic Initiative

Strategic Initiative is based on *Scouting Points* for the whole team plus the *Base Initiative Score* for the team. Please refer to the *Élan* rules to calculate these. This calculated at the start of the Weekly Turn. Please note that the Strategic Initiative can be different from the Tactical Initiative.

Weather and Visibility

The weather had a substantial effect on the conduct of campaigns, and should be taken into account for its effect on visibility, combat and movement. The simple table below is to be used to determine the weather effects.

For simplicity, effects are deemed to effect all sides equally, and the season is deemed to last 12 Weekly Turns, thus in a full 21 Weekly Turns two seasons will be fought through, it is assumed the campaign will start at the start of a particular season.

Unless conducting an historically premised campaign, before the start of play roll 4d6 to determine the **Starting season**:

Summer	2-8
Autumn	9-15
Winter	16-20
Spring	21-24

Next roll 2d6 to determine the **Type of weather** for the Daily Turn:

	<u>Summer</u>	<u>Autumn</u>	<u>Winter</u>	<u>Spring</u>
Fine	2-8	2-7	2,3	2-7
Gusty	9,10	8,9	4	8,9
Rain	11	10,11	5-7	10-11
Storm	12	12	8	12
Snow	XX	XX	9-12	XX

Effects of Weather

	<u>Visibility</u>	<u>Movement</u>	<u>Musketry</u>
Fine	nil	nil	nil
Gusty	own hex only	nil	-1 on die rolls
Rain	own hex only	nil	-2 on die rolls
Storm	own hex only	-1/-2 hex*	no fire
Snow	own hex only	-1/-2 hex*	-1 on die rolls

*on road/off road

Wind Direction

This is to determine the direction sound will travel (and fires etc during a game) for the purposes of marching to the sounds of the guns.

Valid for one day (for simplicity)- Roll 2d6.

2,3- North; 4,5- East; 6,7- West; 8,9- South; 10 -North West ;11- North East ;12- South West

Visibility

ME's can see what is in their hex during daylight hours. Scouting cavalry units can see into adjacent hexes. Woods, higher elevations and Urban areas block visibility into the hex beyond.

The number of daylight turns is based on the season (in addition to any restrictions for weather conditions:

Summer: 12 Turns; Autumn: 10 Turns: Winter: 8 Turns: Spring: 10 Turns

Supply

Supply points (SPs) are calculated during the Supply phase once per Weekly turn by rolling one or more d6 when first arriving in an Urban area (ie village or town). How many dice is rolled depends on size of town:

- Hamlet 1d6
- Farm 1d6
- Village 2d6
- Town 4d6
- Large Town/City 6d6

In addition, troops can forage and live of the land. One ME can source 1d6 for its hex (and the six surrounding it exclusively-it cannot share those hexes with other ME's or if they are occupied by an enemy ME).

Each side also receives 200pts per Weekly Turn from its Primary LOC (see below). This represents supplies and reinforcements from home. These 200pts can be allocated as the Commander deems. These SPs can also be used to create new ME's or units and these enter along the primary LOC.

Supply Points are multiplied by five to determine how many Supply Points (SP) it can provide that Weekly Turn that troops are occupying that hex or can trace a clear LOC back to it during the Supply phase. Points cannot be carried forward from one week to the next. If an Urban area is destroyed during a game, by fire or otherwise, it cannot provide SPs for the rest of the game. The SPs are rolled for each Turn.

Every ME must have a nominated Supply Point and be able to trace a valid LOC to it. This Supply point and LOC can change each Weekly Turn by issuing an order in the Order Phase specifying the new SP.

A valid LOC is a clear line of road, river or track hexes from the ME to the SP. A LOC is cut if an enemy ME is positioned on it.

Supply points are used to replace up to 50% of all losses incurred that week and to build defences and other assets. Thus if a ME has 400 SPs for that week, then once 50% of the losses have been replaced (including artillery pieces) the balance can be spent that week to create things like defences in the town or a bridge or something else (costing as per the tactical rules). SPs' can also be used to create water transport, refer to Section 24.

SP's cannot be transferred from one ME to another, but there is no limit of ME's that can claim the same SP or LOC.

SP's are also the Rally Point for ME's, thus if they are defeated in battle, routing and retreating troops will by default retreat to this place unless the route is blocked in which case they head for the nearest friendly SP.

A side cannot receive supply points if the last ME to occupy or pass through it was an enemy ME or if the LOC running from it at the end of the week has been cut by an enemy ME. This does not apply to the Primary LOCs, but if cut, new ME's must find an alternate road entry point.

Lines of Communication (LOC's)

As noted in Supply, maintaining open LOCs is vital to success in the game. There are penalties for not maintaining an open LOC. There are two types of LOCs:

- Primary LOCs- this is the main communication and reinforcement route from home to the forces in the field. Occupying the entry hex of this LOC can count as a Primary objective.
- Secondary LOC's – these are routes for ME's for local supply and communication.

A valid LOC is a clear line of road, river or track hexes from the ME to the SP. A LOC is cut if an enemy ME is positioned anywhere along it.

Replacements and Reinforcements

When SP's are calculated the points can be used to replace up to 50% of model casualties for each unit, representing the return of stragglers, wounded, etc. This does not include artillery gun models, Engineer and Staff figures or Guard formation troops. These latter must be replaced by the 200pts from the Primary LOC and enter from the home edge hex. Only ME's with a valid LOC can receive replacements and reinforcements.

Reorganisation

A player can issue a Re-organisation order for an ME . This allows it to change its organization structure and reform units. It is also used after an ME has been given the Forage order.

Units at ,or below, 50% strength after replacement of casualties may be formed into provisional units of battalion strength. Combined units take on the average class of the units combined, and must be the same type (eg Light or Lancer) and nationality. It takes a day with a Re-organisation order (see below) to do this with no other movement. A unit may also be dissolved and its troops used to flesh out other similar formations.

Changes in organisation, such as incorporating a Brigade or other formation from another ME requires an Re-organisation order. This order prevents any movement for that day.

Manoeuvre Elements (ME)

These are the basic strategic units of movement and scouting. An ME is one of the following:

- An infantry Division
- A light or elite infantry Brigade
- A cavalry Brigade
- A brigade strength task force
- Depot troops in Brigade strength from the Primary LOC

It also includes any attached or organic units and staff as specified in the OOB for that ME.

Orders are only issued to an ME. An ME can be changed in structure by being issued with a Reorganisation Order.

Formation Mode

An ME has to be in one of the following formation each day. This is specified in the Order sheet for the ME, if no formation is given, the default formation is forage formation.

- March –this is for road and cross country movement and troops are on table in Grand Tactical mode as per the tactical rules. Players must specify which Brigade and other units order are marching in (ie who is in front etc)
- Forced March–cannot be done more than two days in a row. This is for road movement only in Grand Tactical mode, all units lose a figure or more depending on class:
 - Class 1: 3 per unit
 - Class 2: 3 per unit
 - Class 3: 1 per unit
 - Class 4: 2 per unit
 - Class 5: 1 per unit
 - Class 6: 1 per unit

In winter add 1 figure to the above. These troops must be replaced out of SP's at the next Supply phase.

- Forage- to enable supply being sourced off the land-troops are all in skirmish order
- Reorganisation-troops are stationary for a day whilst getting organised, are on table as per Grand Tactical mode.
- Scouting –for Cavalry and Light infantry ME's- skirmish formation with up to 50% formed supports. Can engage enemy ME's.
- Deployed –Defensive –all ME deployed defensively up to 300mm from the back edge of table, can include earthworks (if stationary the day before in that location). Deploys first on table. No movement that day. Players must map the position on the table of the units.
- Deployed-Offensive- all ME's deployed for attack, some in Grand Tactical mode as desired. Can deploy up to 650mm of deployed visible formed enemy. Can engage enemy scouting ME's.
- Breakoff/Rearguard: 25% of force or more are in deployed/defensive mode and the rest in march mode to withdraw in face of enemy.

Orders

Each Team Commander writes down orders for each ME, it must include several key details:

- Turn
- ME's Corp and Division identifier
- Formation Mode
- Supply Point and LOC path
- Intentions of player (ie what you want them to do and the way you want them to do it)

This sheet is provided that players must use for all orders to an ME, this is in addition to any verbal orders a player can given to another-providing they are in the same hex! Decoy ME's counters do not require orders.

TURN: CORPS:	DIVISION:	BRIGADE/OTHER:
FORMATION MODE:		SUPPLY POINT/LOC/HEX:
MOVEMENT or ACTION		

Receiving Orders

Orders are sent by the team commanders using aides and couriers to reach commanders of ME's. A range of factors can impede the receipt of orders, including capture of the aide, loss of direction, injury, and that nice little pub on the highway that sells those sweet ales with the pretty innkeepers daughters.....

A 1d6 is rolled for each ME to determine whether they have received the order or have difficulty in carrying out the order:

- 1: the ME has not received (or obeyed) its orders and does not move that turn.
- 2: the ME is tardy in moving out or acting on the orders and only moves 50% of its movement allowance owing to delays in obtaining orders, unusual terrain, poor supply, etc.
- 3-6 and the ME moves as commanded.

If a ME unit does not have a clear LOC, then -2 off the dice roll. Players do not have to obey orders if they don't wish, but be prepared to risk being sent home by the commander!

ME's with a Scouting order receive a -1 on the roll since the commanders of these roaming troops can be hard to locate at times or busy on little private missions of their own. Orders cannot be revised once given that day. The exception is that, all ME's can attempt to "march to the guns" to support friendly units if within range.

To march to the sound of guns an ME must be downwind of a battle that is currently taking place (i.e. the wind is blowing from the East, thus they have to be to the west of the battle) and no more than two hexes away.

A ME can respond and march to the battle if it has a March, Forced March, Scouting or Deployed-Offensive order.

It will arrive at the battle at the table edge best corresponding to the direction it is marching from (normal Grand Tactical rules applying for arriving on board). If one hex away it will arrive in three Turns, if two hexes it will arrive in 6 Turns (if traveling by road).

If in Deployed-Offensive mode add one Turn. If marching cross country add one Turn and the commanding player of that ME can force-march if he wishes, but suffers attrition as outlined above.

Scouting and Intelligence

Scouting cavalry, consisting of cavalry (light, medium and irregular) and light infantry are used to screen the troops from the enemy and scout for location of opposing forces.

These ME's are used to act in loose order to gather intelligence and have a visibility of one hex (terrain permitting). The Initiative team moves first, according to orders received, followed by the non-initiative team.

Intelligence Gathering

Scouting cavalry have a number of useful roles, including to cut enemy LOCs and to screen friendly forces from enemy scouting cavalry. They may be involved in skirmishes in these roles. However, their greatest value is in collecting intelligence on the size, composition and intentions of enemy formations.

When a scouting ME unit contacts or is adjacent to an enemy counter, the scouting ME can obtain the following intelligence:

1. If the enemy ME does not have cavalry with a scouting order

The scouting ME cavalry can determine the composition of the enemy ME. The opposing player must tell details of how many and what type of units (ie fourteen battalions of line, three regiments of Dragoons, four battalions of Grenadiers, two batteries Horse Artillery) nationality and general disposition (ie forage, deployed defensively etc).

The successful scouting ME then can evade back one hex. If the enemy counter is a decoy, it is removed from the table and the scouting unit can continue their remaining movement allowance which may result in further contacts with enemy ME's.

2. If the enemy ME is or includes scouting cavalry

The scouting points for both contacted units are tallied. The scouting unit with the most points is told the number of enemy within the same hex, but not details (about eight battalions of foot, and two batteries)

The opposing player can mislead the enemy by plus or minus two units per type. If a scouting ME has 50% or more points than the other, then the unit can determine the details of the enemy ME in the same hex as per situation one above. It does not reveal any details of any troops behind it to the enemy.

Scouting Combat and Evades

Scouting cavalry will generally seek out combat where possible, this was what being in the light cavalry was all about-the seeking for glory!

When a scouting ME makes contact with an enemy ME without cavalry with a scouting order, or enemy ME's on a reorganization, forage, march, or deployed-defensive, rearguard-breakoff order it has the *option* of evading one hex away or initiating combat, or observing the enemy.

If however, the enemy contacted includes an ME with a scouting order or deployed-offensive order and either of the commanders wish to fight then, action will be transferred to the table top. The combat will occur after the intelligence gathering is completed. The result of the combat may resolve in further intelligence being gained!

The march to the sounds of the guns rule does not apply to scouting combats.

Movement

Once Orders have been sent and received, scouting movement is performed and resolved first, followed by other ME's. The initiative player moves first. Please refer to the play-chart provided below for the movement rate and modifiers. All rates are cumulative.

Please refer to the attrition rate for troops conducting force marches. Following completion of both player's scouting moves, the initiative team moves the other ME's according to orders received then the non-initiative team. No more than three friendly ME's can occupy a single hex.

Contact with enemy ME's

Movement of a ME stops when an enemy counter is contacted by moving into the same hex. Both contacted counters are turned over. If the enemy counter is a decoy, it is removed and the contacting unit can continue their ordered movement. Combat will ensue at the end of the movement phase for ME's in the same hex.

The time of the encounter with the enemy ME depends at what stage in the movement the counters move into contact.

- ME has moved one or two hexes: full day daylight
- ME has moved 50% of move: half day daylight
- 75% or more: contact at dusk: 2 Turns of daylight

Sea and River Movement

ME's can be moved by water transport during Movement. Water transport takes the form of boats, barges (on canals only), and other ships. Transport can be sourced at towns adjacent to a water hex such as a river or coast line.

Such Urban areas can provide 100SPs of Water Transport for towns and Villages and 400SPs for a major town or city. Players can also use SPs to construct boats. For a single ME it costs 400SPs to create enough transport to move it. It takes three Weekly turns to create transport for one ME per 400 SPs.

Conversely, troops occupying such an Urban area can be given orders to destroy any water transport (this would be a Reorganisation order) in the area permanently.

If this movement is taking place on Board, it takes two Grand Tactical Turn to embark or disembark foot troops; three Turns if mounted or artillery troops from ships off the coast, otherwise use the tactical rules for small boats.

Sieges

A siege will take place when a ME occupying an urban area is surrounded on all hexes by enemy ME's. It can only draw SPs' from the hex it is occupying for 1d6 Weekly turns, thereafter attrition will take hold as per forced marches.

It can prepare defences (see next Section) and combat is resolved tactically. Terms can be offered to the defenders by the attacking player during the Orders phase, and players can discuss arrangements and terms for the surrender of the place. If, however, the defenders elect to hold out, then no prisoners will be taken once the breach is made.

Earthworks and Fortifications

ME's can create earthworks and fortifications providing they have an Engineer officer in their OOB.

Earthworks or approach lines for a siege are created under either a Reorganisation or Deployed-defensive order. Up to three (200/175mm each) earthwork redoubts/trenches suitable for a battery of artillery or infantry each will be created overnight for a single ME.

Fortifications have to be already existing in a particular urban area, but improvements can be made to urban areas as per the above and the tactical rules.

Moving from Map to table and Grand Tactical Rules

Once it is determined that combat will take place, players determine:

- ME's to be engaged initially
- Their order/mode of their deployments

- The arrival (if any) and direction/time of other forces to become engaged. This is not revealed to the enemy until one turn before they are due to appear- the usual rules for Grand Tactical rules apply.
- The order of march of the units arriving ME's
- The terrain on the board.
- If the battle will take place the next day, orders will be given to all ME's for the morrow.

Terrain Set up

One 6'x4' table should be used for every two friendly ME's, thus if three ME's are present fighting one enemy ME, then two 6x4 table (or equivalent) will be set up. Players should place all features noted on the map such as roads, urban areas, streams etc. Next, any earthworks are placed on table by the owning player.

Each player may place one or two terrain pieces of his choice per ME present on the table. On the enemy half of the table line up to the halfway line. The Initiative player placing one piece first and then the other player, alternating a piece till completed. Finally, the forces are deployed depending on their orders/formation status.

Combat

Combat takes place when opposing units meet in the same hex. If the contact occurs in the dusk/evening then depending on the orders at midnight then combat may ensue the next morning. Depending on what mode the orders has been given will determine how far in the enemy forces will deploy. If both forces have a *deploy-offensive* mode order, then deployment will take place as per the Tactical rules.

Staff Figures

When a Staff figure is injured during a game, he is assumed to return to duty in the next Weekly turn. If a Staff figure is killed, he is replaced as per the rules, the Player figure always being *Capable*.

Initiative

Please note that during the game the Tactical Initiative on the tabletop is determined separately from the Campaign Initiative.

Calculating Points at end of combat

The Tactical rules outline the method for calculating the points resulting from casualties in the action. These points are carried forward to calculate VP's.

Resolving Pursuits and Retreats and Break-offs

An action will conclude at nightfall and the combatants will lose each other in the darkness and break off. Troops on-board who are surrounded are considered captured. Any ongoing Close Assaults are resolved until a Brief combat or Minor or Major Victory is achieved.

Any fires started during the game will be burnt out by Orders Phase the next day.

Routing troops who are not being pursued continue in the direction of the rally point which is their designated Supply point. Those that are being pursued are considered scattered and destroyed, the pursuers rallying and returning to the main force.

Other on board and off-board troops will act as ordered. All troops will recover morale and steadiness by the order phase next day (except those troops below 50%). Units that were removed during play due to being reduced to less than one Element base are not replaced.

ETAT-MAJOR® Summary & Play Chart

THE BASICS: Each army has a Commander and subordinate generals commanding Divisions and Brigades. A hex map is used for movement, with an ideal scale of 1 hex = 5-10 km. Each Army Division, Cavalry Brigade or Independent Brigade is represented by a Maneuver Element (ME). No more than three MEs can occupy a single hex. Each army has a fixed HQ hex, usually a large town or city.

TURN SEQUENCE

Each Phase is simultaneous except for the two sub-phases in the Movement phase, when the initiative player moves first.

1. Weather
2. Strategic Initiative
3. Check LOCs
4. Unit Reinforcement/Creation
5. Order Phase
6. Movement (2 sub-phases)
7. Contact Resolution
8. Victory Condition Status

1. WEATHER

Weather (2d6)

	<i>Summer</i>	<i>Autumn</i>	<i>Winter</i>	<i>Spring</i>
Fine	2-8	2-7	2-3	2-7
Gusty	9-10	8-9	4	8-9
Rain	11	10-11	5-7	10-11
Storm	12	12	8	12
Snow	x	x	9-12	X

Effects of Weather

	<i>Visibility</i>	<i>Musketry</i>
Fine	Next hex	No effect
Gusty	Own hex	-1 die rolls
Rain	Own hex	-2 die rolls
Storm	Own hex	No fire
Snow	Own hex	-1 die rolls

Wind (2d6)

North	South	East	West
2-4	5-7	8-10	11-12

Season (4d6) and Day Length*

<i>Summer</i>	<i>Autumn</i>	<i>Winter</i>	<i>Spring</i>
4-9	10-14	15-18	19-24
12 turns	10 turns	8 turns	10 turns

* Determine once at commencement of campaign

2. STRATEGIC INITIATIVE

Equals total *Scouting Points* plus *Base Initiative Score*. Use the *Élan* rules to calculate these.

3. CHECK LOCs

Lines of Communication (LOCs) are roads or navigable rivers connecting MEs to controlled Urban Areas (UAs). A LOC can be traced if a ME is adjacent to a LOC or a friendly ME that can trace a LOC.

4. UNIT REINFORCEMENT/CREATION

Units can be reinforced or created during the campaign based on available Supply Points.

Supply Points (SPs): A SP equals a standard *Élan* army point. Each urban area (UA) has a SP value. SPs represent a combination of human, food and material resources. The SP value for a UA is determined *once* per game. A colour counter representing the controlling side is placed on the UA and a sheet is kept show current SP values for each UA. To calculate SPs, the following dice are rolled when an UA is first encountered by an ME:

- Farm/Hamlet 1d6 (x10)
- Village 2d6 (x10)
- Town 4d6 (x10)
- Large Town/City 6d6 (x10)

In Winter, the SP value of UAs is halved. UAs lose half their available SPs each time they are involved in combat or all SPs if the UA is destroyed (note that it takes one turn of no movement for an ME to destroy a UA).

Replacing Units: A ME can replace losses and reinforce units up to original strength *once per week* by using SPs from any controlled UA that the ME can trace a valid LOC to.

Unit Creation: An ME can be created at any time in the game, although it must represent a Division, Cavalry Brigade or Independent Brigade. The new ME begins in the HQ hex. SPs can also be used by MEs with Engineers attached to build Pontoons, Earthworks and other structures.

5. ORDER PHASE

1d6 is rolled to determine whether an ME has received orders from the Army Commander.

1 Orders not received- *no movement*

2 Orders received late or difficult to enact- *50% movement*

3-6 Orders received - *act as ordered*

+1 for MEs with the Army or Corps Commander

-1 in Winter

-1 if a ME does not have a clear LOC to the Army Commander

-1 if a scouting ME

USING DECOY COUNTERS

To introduce some uncertainty and surprise in the game, each side is allowed 4 decoy counters per turn. They may represent any ME, but once contacted are removed.

6. MOVEMENT

Movement takes place in two sub-phases: *Scouting* and *Other Movement*. In each sub-phase, the Initiative player moves first, then the non-initiative player.

Scouting Sub-phase: Scouting Cavalry Brigade (SCB) MEs are moved. If an enemy ME is contacted and is outscouted in points but has dragoons or light cavalry present, the enemy must reveal number of infantry battalions, artillery batteries and cavalry regiments present (+/- 1 to 3 units per type).

If no enemy cavalry is present, exact numbers of units must be given. If the SCB ME has movement left, it can retreat its remaining movement.

Other Movement Sub-phase: After both sides' SCB MEs have moved, other MEs can be moved according to their orders. However, once a ME has been contacted by an enemy ME, it cannot move any further and combat will ensue. The exception is MEs contacted by SCB MEs, who may pursue the SCB regardless of orders.

Base Movement Rate (MR)

Infantry	4 hexes
Light Cavalry & Dragoons	6 hexes
Heavy Cavalry	5 hexes
Water Transport	8 hexes

Modifiers

Cross Country / Minor Roads	-1 hex
Difficult Ground	-2 hexes
Forced / Night March*	+2 hexes
Snow / Storm**	-1 hex
Crossing River	-1 hex
Passing through Urban Area	-1 hex
Embarking / Disembarking Water Transport	-1 hex
Establish Pontoon	-2 hexes
No valid LOC	-1 hex

* Attrition will apply. Can only do 2 days in a row, then must spend the 3rd day stationary.

**Cumulative modifier.

Attrition (figures lost per unit)

Class 1	3
Class 2	3
Class 4	2
Class 3,5,6	1

7. CONTACT RESOLUTION

When opposing MEs occupy the same hex at the end of the Movement phase, combat will ensue. MEs in adjacent hexes are also considered part of the combat.

Procedure

- Table size determined
- Terrain determined
- Number of turns determined
- Forces deployed
- Combat finalised

Table Size: For every 4 MEs involved in the combat (including adjacent MEs), a 2x3 metre table is used.

Terrain: Roads, rivers and towns are placed as per the map. Each side then rolls 1d6. The highest roll gets to place 2 terrain pieces (other than the above) in the opposite half of the table, followed by the other side. Each side may place up to 6 terrain pieces per table.

Combat Turns: Day/turn length depends on season. MEs using 50% or less of their actual MR are in contact on Turn 1. MEs using more than 50% of their MR and Force Marched MEs arrive on Turn 6. MEs not adjacent to the combat may Force March if within two hexes and downwind of the combat.

Deployment: Usual tactical deployment rules are used.

Combat Finalised: At the end of the final turn night falls. Forces break off. Both sides retreat 300mm unless in uncontested possession of an UA, fortification, wood or hill. In the case of a contested UA or fortification, the defender maintains possession.

A force that is surrounded at nightfall, with no clearly uncontested line of retreat, can attempt to withdraw to friendly lines during the night. However a surrounded force will automatically suffer attrition, and will suffer further attrition for every 50% more Scouting Points the surrounding force has over the surrounded force at nightfall (total *Scouting Points* on board are used).

A ME that abandons the battlefield overnight incurs attrition. Overnight withdrawal is conducted *before* the next turn.

8. VICTORY CONDITION STATUS

Victory Condition Status (VCS) is determined by totalling the troop points for each army plus available SPs in controlled UAs. Once the VCS total is less than a quarter of the original army point strength, the army is deemed to have lost the campaign.

<p>Initiative Phase <i>Simultaneous</i></p>	<ol style="list-style-type: none"> Roll 1d6 for each eligible General Stand, add the tally of rolls to the BIS, the highest score has Initiative for this Turn. Player may opt to give Initiative to the other player. Determine if any Brigades have lost 75% of its Stands. These Brigades may not advance towards enemy but may Counter-charge if attacked. Player with Initiative acts firsts in each Phase, firing, rout and pursuit moves that are deemed simultaneous. Generals Replaced, Promoted or Command resumed.
<p>Grand-Tactical Movement Phase <i>Alternate</i></p>	<ul style="list-style-type: none"> Players must move the troop types in an alternate manner. The player with Initiative moving first each time for each type of troop. Thus the Initiative player moves his Staff and Cavalry first, then the non-Initiative player. Then the Initiative player moves his Infantry and Foot Artillery, then the other player and so on. Staff can be attached to units. The order of Grand Tactical Movement: Staff & Cavalry & Horse Artillery THEN Infantry & Foot Artillery THEN Rear Off -Table THEN Flank -Off Table Troops. Units must be in a single stand wide column or limbered. Players must advise opponent one turn prior to flank-march or rear edge arrival that troops are approaching.
<p>Morale Phase <i>Alternate</i></p>	<ul style="list-style-type: none"> The Initiative player performs these steps, then the other player. Once the non-Initiative Player concludes his charges and responses, the Initiative Player performs his 2nd Impulse moves or declares Feint Charges to finish cycle. The player with Initiative cannot Counter-Charge a charge by the non-Initiative player in this Phase. <ol style="list-style-type: none"> Units and Brigades checked for Command and Morale Status. Aides re-allocated if desired between Generals of same Division. Being Charged Test & resulting Response Moves. Charges Declared, To Charge Test, 1st Impulse move. Opponent Response and Counter-Charges. Feints Declared, 2nd Impulse Moves.
<p>Fire Phase <i>Simultaneous</i></p>	<ul style="list-style-type: none"> Player with Initiative rolls first in this phase, but all fire is deemed simultaneous, all units firing eligible Stands they start Phase with. Bombardment fire is resolved first then tactical fire. <ol style="list-style-type: none"> Target units are specified and the Stands firing at them working left to right across the table. Fire effects are determined on the Fire tables and Targets remove Stands/figures Target units hit test for morale and conduct response moves. Place cotton wool in front of Stands that fired on Steady Volley table to denote that they use Unsteady table subsequently. Remove cotton wool from stands that did not fire this Turn. Fires start or are put out.
<p>Tactical Movement Phase <i>Alternate</i></p>	<ol style="list-style-type: none"> Both sides move and units routing, then any units moving continued pursuit moves. Being Charged Test & resulting Response Moves. To Charge Morale Test & Opportunity Charges, THEN Normal moves. Staff can be attached to units Close Assault Movement & Staff Movement. Defensive Fire for Stands not fired in previous Phase then Phasing players Charging Units Test on Closing with the Enemy Morale Test. Creating and Removing Obstacles, Spiking Guns. Fires Start and subsequent Fire spread in direction the wind is blowing.
<p>Close Assault Phase <i>Simultaneous</i></p>	<ol style="list-style-type: none"> If the situation is not an Automatic Major Victory, add the Tactical Factors, the average Class for each side involved and add 1d6 roll to the tally. The highest score wins & the margin determines the extent of victory. Refer to Victory Results Tables. Remove Casualties and perform Compulsory Advance or Retreat moves for both sides. Surrenders performed Any infantry or cavalry units reduced to less than one Stand are removed from play(not including independent light companies).

TO CHARGE MORALE TEST

To Initiate a Charge	2
If Commanding General not within Command Radius	2
If Target of Charge behind Heavy Cover	2
If Charging Unit is Shaken	2
If Charging Unit is Skirmishers or is Unsteady at start of Charge	2
If Target is behind Light Cover	1
If Charging an enemy on higher ground	1
If Light or Irregular Cavalry charging Heavy or Lancer cavalry	1
If Starting the Charge behind Enemy Flank or Rear	-3
If under Command of an Exceptional General or if General attached	-2
If Irregular Charging infantry or Battle cavalry	-2
If unit is under Command of a Capable General or ADC attached	-1
If Class 4,5,6	-1
If Pass: Troops perform 1 st Impulse move or Opportunity Charge.	
If Fail: Troops who fail to Charge cannot get closer to the target enemy unit, but may change formation and otherwise act normally. A unit may only attempt one Charge per Turn	

CLOSING WITH THE ENEMY or SHOOTING CASUALTIES TEST

If Target Unit has passed its Being Charged Test	3
If Charging Unit is within a burning Urban or Wood Area	2
If Charge Target is in or behind Heavy Cover	2
If Charge Target on a High Hill	2
If Testing Unit is hit by Rockets or Common Shell	2
If Testing Unit is fired on from flank or rear by formed troops	2
If Surprised by enemy charge or firing	2
If Testing unit is performing Passage of Lines	2
If Testing Unit is Shaken	2
If Cavalry charging a Square	2
For each Shooting Hit received this Turn	1
If Charge Target is in or behind Light Cover or Obstacle	1
If Charging into a Flank or Rear of enemy	-3
If Class 5 or 6	-3
If Class 3	-2
If General attached to unit	-2
If Charge Target is a Shaken Unit	-2
If Class 4	-1
If Charge Target is Unsteady or If Aide attached to unit	-1
If Charging Lancer or Cuirassier Unit or Irregular Battle Cavalry	-1

- If Pass:** Troops behave as the Player wishes or Close Assault follows
- If Fail:** Advancing Units are Halted and Unsteady for 1 Turn, they may not move or change formation. Units Halted in the previous Turn must retreat half movement allowance facing the enemy for one Turn, they may not change formation, or Charge, and are Shaken until rallied.
- Units that retreated the previous Turn after failing this test **Route** in the next Movement Phase.
 - Routing Troops continue rout unless contacted by charge.
 - Charging Troops waver and are halt Unsteady **50mm/30mm** away from the Target Unit facing the enemy.

BEING CHARGED MORALE TEST

If Unit is Shaken or If Being Charged in Rear or Flank	3
If Foot being Charged by Cavalry in open or If Testing Unit is lying or Crouching down	3
If not being Commanded by the Units Brigade General	2
If Testing Stands are Skirmishers	2
If Charging Enemy appeared within 100mm/70mm	2
For each visible routing, retreating or destroyed friendly unit within 200mm/150mm	1
If Testing Unit is Unsteady	1
Each Shooting Hit last Turn if <i>Target of a Declared Charge</i>	1
Each Shooting Hit this Turn if <i>Target of a Opportunity Charge</i>	1
If in Urban area, Wood or fortification which is on fire	1
If Class 5 or 6	-3
If Square being Charged by Mounted or Irregular troops	-3
If Class 3 or 4 or If General attached to Unit	-2
If on Higher Ground than enemy chargers	-1
For each formed Steady unit visible with 50mm/30mm	-1
If a Steady Closed Column or Reinforced Line	-1
If in Base contact with Friendly Artillery Stand or terrain anchoring a flank	-1
If Defending an Obstacle, Fortification, Wall, Urban Area	-1
If aide attached to unit	-1

- If Fail:**
- Troops Rout directly away from the Chargers half a Rout move immediately, they do full Rout move in the next Tactical Movement Phase.

If Pass: If Units have NOT been contacted by the enemy charge

- Heavy Cavalry can Counter-Charge the enemy charging them or take the charge at the halt.
 - Light Cavalry can Counter-Charge the enemy charging them or receive the charge at the halt, or Evade a half move away from chargers.
 - Pursuers may choose to either continue Pursuit or wheel to face enemy (up to half move distance).
 - Skirmishers charged by formed or mounted troops always Evade a half-move away from the chargers forming up on their Command Stand. If charged by infantry skirmishers may stand or evade.
 - Staff must evade away a half move from chargers. Artillery crew can Evade or stand by their guns.
 - Stands can wheel to face the chargers to bring fire to bear up to a half move.
 - Formed Class 1 or 2 units can form a closed Square if in Column.
 - Formed Class 3 or higher infantry can counter-charge a half-move toward the enemy charging them.
 - Formed Class 3 or higher infantry can form open square if in column or line.
 - Formed Class 3 or higher infantry can form line if in column.
 - Formed Class 4 or higher infantry or cavalry can turn about to face the charge if in line or skirmish formation. Other Units receive the Charge as they are, but can fire prior to Close Assault.
- If Pass: If Unit has been contacted by enemy charge**
- Skirmisher Stands contacted are caught by the charge, other Stands not contacted evade back onto the Command Stand. They may redeploy in the following TMP with a half movement allowance.
 - Otherwise Units receive the Charge as they are, they cannot move, but can fire at the enemy prior to Close Assault.

TYPE OF SMALL ARMS FIRING STAND	RANGE mm	FAST & DISPERSED	LINE & DENSE	LIGHT COVER	HEAVY COVER
Steady Musket Volley Fire <i>Class 4 & higher Infantry use this table</i>	50/30	456H	34H 56HH	456H	56H
	100/75	56H	45H 6HH	56H	6H
	200/175		56H		
Unsteady Musket or All Rifle Volley Fire <i>All Class 1, Irregular, Shaken troops</i>	50/30	56H	345H 6HH	456H	56H
	100/75	6H	456H	56H	6H
	200/175		56H		
Musket Skirmisher Fire	100/75	6H	56H	56H	6H
Mounted Troops and Dismounted Cavalry	200/175		6H		
	75/50	6H	56H	6H	6H
	150/125		6H		
Bow Armed Troops	75/50	6H	6H	5F 6H	5F
Rifles & Jezzail Skirmishing Fire	200/175	56H	56H	56H	6H
	300/250		6H		

CASUALTIES METHOD FOR SMALL ARMS AND ARTILLERY

Roll **1d6** for each eligible Stand firing. For every **two** hits, remove a Stand. Single hits count for morale tests only (no Stand or figure removed) or in the case of Staff, Engineers, terrain and artillery are also rolled for effect on the damage table. All units that are hit are required to take a morale test.

TARGET DEFINITIONS

Fast targets are Horse Artillery and Staff who moved **50%** of their movement allowance or **more**, Cavalry charging and pursuing and routing Mounted troops
Dispersed targets are Skirmishers in open, Artillery Crew not in contact w/ Gun or Limber Stands, Stationary Staff or have moved less than **50%** of their movement allowance & routing foot
Dense targets are Columns, Open Squares, Reinforced lines, enfiladed lines, Close Assault combats and Limbered or Compressed deployed artillery.
Line targets are Cavalry, Infantry and Artillery deployed in line. Troops lying down in any formation.
Light Cover targets are troops in light woods, light earthworks, wooden bridges, light Urban Areas, low stone walls, vineyards, orchards, hedges and fences. Light Cover takes precedence over other target class definitions except for Heavy Cover.
Heavy Cover targets are troops in heavy woods, heavy earthworks, fortifications, stone bridges, heavy Urban Areas, high stone walls, rocky terrain. Heavy Cover takes precedence over other target class definitions.

RANGE OR TYPE OF AMMUNITION	ARTILLERY CALIBRE	RANGE mm	FAST & DISPERSED	DENSE	LINE	LIGHT COVER	HEAVY COVER	FIRE ZONE DEPTH
POINT BLANK RANGE	Very Light/Light	100/75	456H	34H	3456H	456H	6H <i>one hit counts on the cover automatically, the rolled hit on the target</i>	100/75
	Lt Medium	150/125		56HH <i>Closed Formation</i>		one hit counts on the cover automatically, the rolled hit on the target		150/125
	Medium	150/125		23H				250/200
	Heavy	200/175		456HH				300/250
	Siege	200/175						300/250
CLOSE RANGE	Very Light/Light	150/125	56H	45H	3456H	56H	6H <i>one hit counts on the cover automatically, the rolled hit on the target</i>	100/75
	Lt Medium	300/250		6HH <i>Closed Formation</i>		one hit counts on the cover automatically, the rolled hit on the target		150/125
	Medium	350/300		34H				250/200
	Heavy	500/450		56HH				300/250
	Siege	600/500						300/250
MEDIUM RANGE	Very Light/Light	300/250		456H <i>Closed Formation</i>	56H	6H		100/75
	Lt Medium	600/500		5H		100/75		
	Medium	700/600		6HH		200/175		
	Heavy	800/700				200/175		
	Siege	900/800				200/175		
LONG RANGE	Very Light/Light	500/450		6H <i>Closed Formation</i>	6H	6H		100/75
	Lt Medium	800/600		6HH		100/75		
	Medium	900/800				200/175		
	Heavy	1000/900				200/175		
	Siege	1200/1000				200/175		
SHRAPNEL <i>English Artillery only</i>	Use Common Shell Ranges below for both guns & howitzer fire			56H <i>Closed Formation</i> 5H, 6HH	56H	6H		
COMMON SHELL for HOWITZER or MORTAR	Light	100/75 – 1000/800		6HH <i>Closed Formation</i> 6HHH	56H	45H 6HH	456H	Refer to <i>Damage Table below for damage to terrain.</i>
	Lt Med.	250/225- 1200/1000		one hit counts on the cover automatically, the rolled hit on the target				
	Medium	300/250-1500/1200						
	Heavy	500/450- 1700/1500						
	Siege	600/500- 2000/1700						
ROCKETS <i>English Artillery only</i>	1000/800			56HH <i>Closed Formation</i> 56HHH	56H	45H 6HH	456H	

ROCKET FIRING PROCEDURE

1. To see where each the rocket Stand lands a **2d6** is rolled to determine deviation, if any, from the target.
2. First roll for Deviation (distance is measured from the Targets Command Stand in line of firing Stand):
2: rocket explodes or boomerangs on the battery. **12:** Hits specified Target. **3:** Falls **100mm/75mm** short **4:** Overshoots **100mm/75mm** **5:** Falls short **150mm/125mm**
6: Overshoots **150mm/125mm** **7:** To the left **100mm/75mm** **8:** To the right **100mm/75mm** **9:** To the left **200mm/175mm** **10:** To the right **200mm/175mm** **11:** Falls short halfway to the target.
3. Then **1d6** is rolled for each Stand. For each hit on Staff and Artillery roll on the Damage Table below to determine result.
4. Units hit are Shaken until rallied. **Note-**Rocket hits do not remove figures on the target they **only** count for **Morale** tests or starting a fire or damaging cover.

DAMAGE TABLE

METHOD: For each hit from Shooting or Close Assault roll **1d6** to determine the effect. Roll separately for each Aide or General Figure hit.

Only hits from Artillery destroy an Artillery cannon or howitzer.

If Artillery is hit from **Small Arms, Close Assault or Rockets or Shrapnel** –1 on the roll to determine the result

Roll	ARTILLERY	STAFF	ENGINEERS and SAPPERS	URBAN AREAS, SECTIONS OF WALLS, OBSTACLES & BRIDGES
1	Limber Hit <i>Half move for one gun Stand</i>	No effect	No effect	<ul style="list-style-type: none"> ▪ Heavy Cover is reduced to Light Cover after 8 hits from siege artillery pieces and 16 hits from other artillery and rockets.
2	Limber Hit <i>No limber move for one gun Stand</i>	remove Escort Stand	remove Sapper Stand	<ul style="list-style-type: none"> ▪ Light Cover is reduced to Rubble-no cover after 4 hits from siege artillery and 8 hits from other artillery and Rockets
3	One Gun Crew removed <i>-1 on firing for Stand until crew replaced</i>	General or Aide wounded <i>Units lose command 1 turn if General wounded or remove Aide</i>	remove Sapper Stand	<ul style="list-style-type: none"> ▪ Spreading Fires destroy all cover in the section and are impassable to troops throughout the game
4	Two Gun Crew removed <i>-2 on firing for one Stand until crew replaced</i>	General or Aide wounded <i>Units lose command 2 turn if General wounded or remove Aide</i>	Engineer Wounded <i>No action for 1 turn</i>	<ul style="list-style-type: none"> ▪ For each hit on Cover by Artillery roll 1d6.
5	One Crew Stand removed <i>Stand cannot fire until crew replaced</i>	General or Aide severely wounded <i>replace General units lose command or Remove Aide</i>	Engineer Wounded <i>No action for 2 turns</i>	<ul style="list-style-type: none"> ▪ A 5 or 6 will start a fire for a battery of howitzers or rockets, otherwise a 6 for other battery fire or for single howitzers.
6	Two Gun Crew removed <i>and one Gun Stand Removed</i>	General and/or Aide Killed <i>units lose command until replaced</i>	Engineer Killed <i>Remove Stand</i>	

TROOP TYPE or SITUATION AT START OF MOVEMENT PHASE	NORMAL MOVEMENT	ROAD <i>100% move</i>	PURSUIT or ROUT	GR-TACTICAL MOVEMENT
Staff <i>including Escorts</i>	500/400	600/450	600/450	1500/1200
Cuirassier	350/300	400/350	400/350	1000/800
Heavy Cavalry	400/350	500/400	500/400	1200/1000
Lancers, Light Cavalry and other Mounted Troops	500/400	600/450	600/450	1500/1200
Irregular Cavalry	600/450	650/500	600/450	1800/1500
Irregular or Light Infantry Lines <i>not firing</i>	200/175	250/200	250/200	
Foot Skirmishers firing and advancing	200/175	250/200	250/200	
Open Infantry Columns <i>not firing</i>	200/175	250/200	250/200	600/450
Closed Columns	150/125	200/175	250/200	500/400
Line Infantry Lines <i>not firing</i>	150/125	175/150	250/200	
Infantry Firing and Moving (<i>not Class 1</i>)	75/50	100/75		
Infantry with Battalion Gun	100/75	150/125	250/200	400/350
Squares Moving (<i>not Class 1</i>) <i>not firing or charge</i>	75/50	75/50		
Side Stepping or Back (<i>not Class 1</i>)	50/25	50/25		
Other foot in other circumstances <i>not firing</i>	150/125	200/175	250/200	450/400
Limbered Very Light or Light Artillery	200/175	250/200	250/200	450/400
Limbered Light Medium or heavier Artillery	175/150	225/200	225/200	400/350
Limbered Horse Artillery	600/450	700/600	700/600	1800/1500
Limbered Siege Artillery	100/75	125/100	125/100	300/250
Deployed VL & L Artillery <i>fire, then move manhandled</i>	125/100	150/125	150/125	
Deployed LM or heavier Foot Artillery <i>fire then move manhandled</i>	100/75	125/100	125/100	
Manhandled VL & L Foot Artillery <i>with no firing</i>	175/150	200/175	200/175	
Manhandled LM or heavier Foot Artillery <i>with no firing</i>	150/125	175/150	175/150	
Manhandled Siege Artillery with no firing	50/25	75/50	75/50	
Camels	300/250	300/250	400/350	900/700
Animal Transport	150/125	200/175	200/175	450/400
Boats with current/against current	300/150			900/450-700/400

TERRAIN or FORMATION CHANGE SITUATION		MODIFIER to movement rate
<i>Note-Class 1 movement for formation changes costs double the movement deductions listed</i>		
Moving through Heavy Cover or Difficult Ground		Reduced by 50%
Moving through Light Cover		Reduced by 25%
Moving on High Hills not on road <i>Infantry and manhandled guns only</i>		Reduced by 50%
To Cross a River at <i>marked ford only</i> or To Cross Stream or Enter and Exit Boats		Reduced by 50%
To Mount/Dismount 1 Stand in 4 to hold horses		Reduced by 50%
Climb over High Wall or obstacle <i>infantry only</i>		Reduced by 50%
Climb over low wall or fence <i>infantry only</i>		Reduced by 25%
To Limber or unlimber		Reduced by 10%
Wheeling <i>measured from outside flank of unit</i>		Distance costs twice the movement
Open Column to Turn 90° to a flank		Reduced by 25%
Line or Reinforced Line to turn about 180°		Reduced by 25%
Passage of Lines <i>Class 3 infantry or higher only</i>		Reduced by 25%
To Pass through friendly lines or deployed artillery <i>not in compressed frontage</i>		Reduced by 25%
Closed Column to or from Closed Square		Reduced by 25%
Open Column to or from Line or Reinforced Line or Open Square		Reduced by 25%
Open Column to or from Close Column		Reduced by 10%
Reinforced Line to or from Closed Column or Line		Reduced by 25%
To or from Lying Down mode		Reduced by 25%
To expand or contract frontage <i>Light and Lancer cavalry (free for irregular cavalry)</i>		Reduced by 25%
To expand or contract frontage <i>Heavy and Cuirassier cavalry</i>		Reduced by 50%

OUTSCOUTING TABLE	
Points more than opponent	Brigades Deployed by Opponent out-scouted before other player is required to deploy his first cavalry brigade
1-14	Player with lowest Base Initiative Score deploys first cavalry brigade, then the other player deploys a cavalry brigade, then players alternating until all Brigades are placed on board.
15-29	Cavalry Brigade
30-44	One Cavalry Brigade and one other Brigade
45-59	One Cavalry Brigade and two other Brigades
60+	Entire force

CLOSE ASSAULT		Tactical Factor Value
Automatic Major Victory Situations		
Non-Shaken Mounted Fighting Infantry Skirmishers in open		
Non-Shaken Formed Troops Fighting Artillery Troops <i>not if Artillery is defending Fortifications or Urban Area</i>		
Non-Shaken Mounted Fighting Rear or Flank of Foot troops in open or Fighting Routers		
Non-Shaken Formed Troops Fighting troops lying or crouching down		
Terrain Factors and Previous Turns Close Assault Results Factors		
If Defending Heavy Cover <i>must be covering 50% of more of frontage of unit</i>		4
If Unit has Engineers attached and is fighting against enemy in Urban Area or Fortification or behind obstacle		2
If Defending Light Cover <i>must be covering 50% of more or frontage of unit</i>		2
If Fighting an Enemy who is within an area which is on Fire		2
If uphill of Enemy on High Hill		2
If uphill of Enemy on Low rise		1
For each Push Back Result this Combat		-1
Unit Size, Flanks and Rear Attack Factors		
If Fighting a Flank or Rear of an enemy unit <i>count once per phase</i>		6
If Fighting with Overlap of at least one Stand width in front rank more than enemy frontage <i>count once per phase & not when cavalry fight squares</i>		2
For every Stand more than number of opponent's Stands <i>not in urban areas/woods or when Squares and Mounted troops are in Close Assault</i>		1
Command Factors		
If under the Command of an Exceptional General		3
If under the Command of a Capable General		2
If under the Command of an Inept General		1
If attached General or Aide is killed or wounded in this Combat		-1
Mounted Factors		
If Fighting Shaken Troops		5
If Fighting Foot troops		5
If Mounted Troops Charging were Steady at start of charge <i>count once per Phase only</i>		3
If Fighting deployed Artillery or troops in Skirmish screen in open		3
If Fighting Irregular Skirmish Cavalry		2
If Heavy Cavalry or Cuirassiers fighting Lancers, Foot, Irregular or Light Cavalry <i>count when charging and in push-back melee</i>		1
If Mounted Troops Charging were Unsteady at start of charge <i>count once per Phase only</i>		1
If Lancers or Cuirassiers or Irregular Battle Cavalry Charging <i>count once for all units -in addition to Charging TF's</i>		1
If Column charging into a Line		1
Foot Factors		
If Open or Closed Square fighting Cavalry or Mounted Troops <i>not in Woods</i>		7
If Fighting troops in skirmish order in open or deployed Artillery		3
If Fighting Shaken Troops		3
If Irregular Charging infantry <i>count each phase of combat</i>		3
If Closed Column or Reinforced Line fighting Cavalry, Mounted Troops or Irregular troops		2
If Infantry Charging <i>count once per Phase only for all units and/or If a Light Infantry Unit fighting in Wood or Urban Area</i>		2
If Unit in open is in base contact with Steady friendly unit or urban area or wood or fortification		1
Class and Unit Modifiers and Method		
Add the Average Class of Units for each side (rounding .5 up) and add 1d6 roll to each sides Tally		
Highest score wins, refer to Victory Scale for results. If tied (0 difference) roll 1d6 and add to tally for final result. If winning side has a mix of foot and horse Strands in combat use the Combat result for the majority of Stands in the combat (eg if more foot than horse, then use the Foot victory tables).		

CLOSE ASSAULT VICTORY SCALE

SCORE DIFFERENCE & COMBAT RESULT

	1-3	4-6	7-9	10+
Foot Victory over Foot	A <i>Brief Combat</i>	B <i>Push Back Melee</i>	C <i>Minor Victory</i>	D <i>Major Victory</i>
Foot Victory over Mounted	E <i>Brief Combat</i>	F <i>Minor Victory</i>	G <i>Major Victory</i>	G <i>Major Victory</i>
Mounted Victory over Foot	X <i>Brief Combat</i>	Y <i>Minor Victory</i>	Z <i>Major Victory</i>	Z <i>Major Victory</i>
Mounted Victory over Mounted	A <i>Brief Combat</i>	B <i>Push Back Melee</i>	C <i>Minor Victory</i>	D <i>Major Victory</i>

CLOSE ASSAULT RESULTS TABLE

SCALE OF VICTORY	CASUALTIES <i>Remove Stands from each unit in the combat</i>		FACING		MORALE STATUS		COMPULSORY MOVEMENT <i>No deduction for Terrain</i>
	Victor	Loser	Victor	Loser	Victor	Loser	
A	0	1	Toward	Toward	Good	Good	Static 50mm/30mm
B	1	2	Toward	Toward	Good	Good	Forward 50mm/30mm
C	1	2	Toward	Away	Good	Shaken	Forward 75mm/50mm
D	1	4	Toward	Away	Good	Routing	Forward 150mm/120mm
E	1	1	Toward	Toward	Good	Good	Static 200mm/170mm
F	1	2	Toward	Toward	Good	Shaken	Static 200mm/170mm
G	0	2	Toward	Away	Good	Routing	Static 200mm/170mm
X	0	1	Toward	Toward	Good	Good	Static 50mm/30mm
Y	1	3	Toward	Away	Good	Routing	Forward 150mm
Z	1	6	Toward	Away	Good	Routing	Forward 150mm

