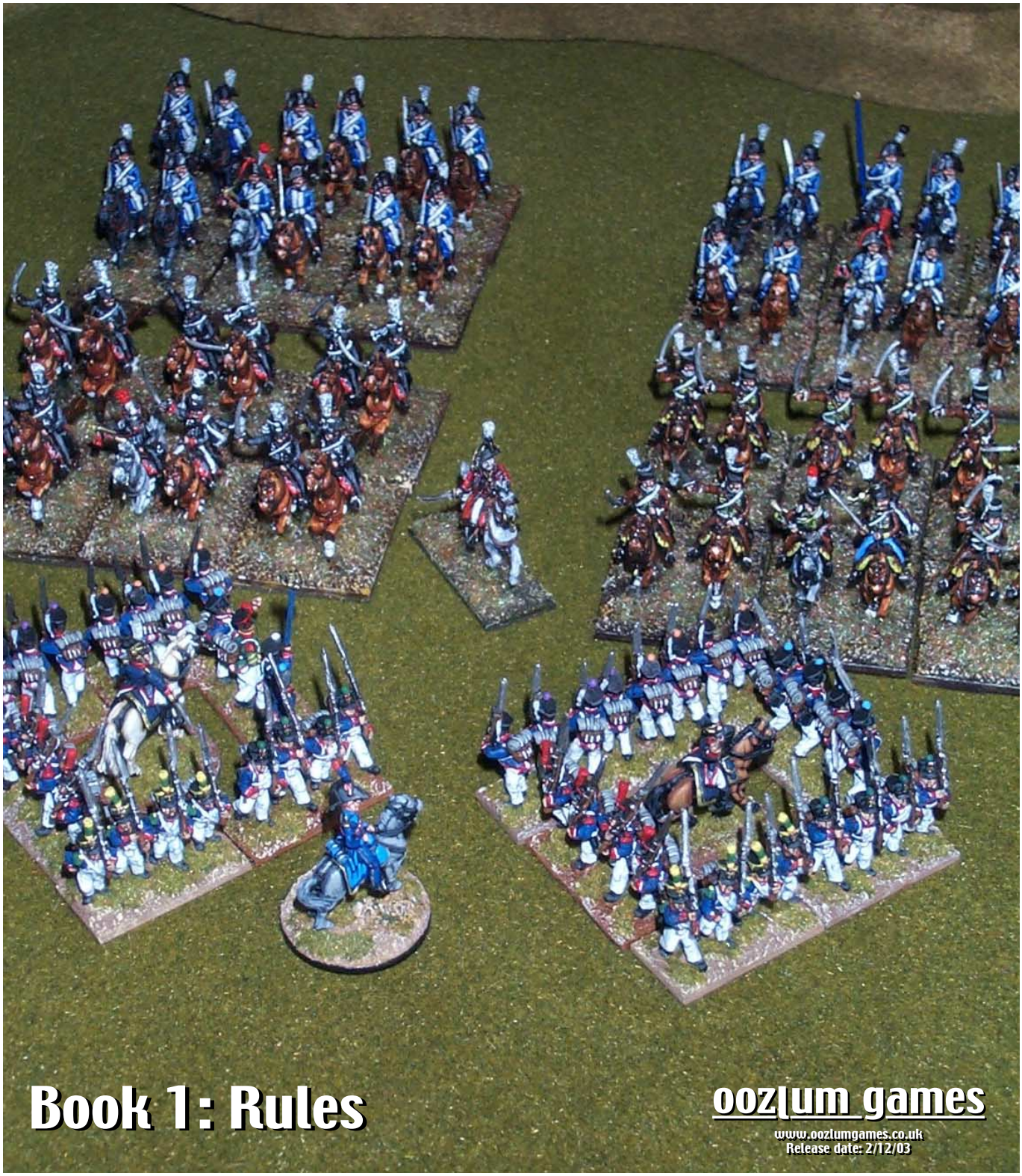
Huzzah!

Rules for Napoleonic wargaming

First edition



Book 1: Rules

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Introduction to **Huzzah!**

Huzzah! has taken more than two years to develop – and that's just in its recognisable form. The game's origins are even earlier, originally manifesting as the The Red, White and Blue, a system that had a clever mechanic for which I just couldn't get the numbers right. What turned it into Huzzah! was an inspired idea by my friend Robin Coutts about a bonus move card for his solo games. This Huzzah! card not only provided the title for my own game, but led me to create a Napoleonic wargame that relies on morale and effect to produce a believable result. Robin and regular opponents Mike Lewis, Andy Finkel and Jon Matthews have good-humouredly conspired in the development of Huzzah!, offering suggestions that I have considered, if not actually adopted.

Huzzah! models the vagaries of the battlefield by using variable movement and an orders system that depends on the skill of an army's officers. This way, armies such as the French are easily characterised and differentiated from their divided enemies, such as the Austrian, Prussian and Russian armies of the early Napoleonic wars. Although there is some distinction between the quality of the troops in all these armies – ultimately, Huzzah! has only six grades of troop quality – the rules assume that the main difference between armies is related to their officer corps, because it is command decisions and indecision that lead to an army's success or downfall. The men simply do what they can with the officers they have: even the armies that wargamers traditionally regard as mediocre, such as the Spanish and 1806 Prussians, could and did fight valiantly when well led.

Huzzah! assumes that action is continuous and so it dispenses with artillery and musketry phases. Instead of working out the results of firing, what is important in Huzzah! is whether units succeed or fail when they advance through a hail of shot towards the enemy. Hence Huzzah! has a threat system, which tied to unit and command group morale allows the cohesion of units and the armies to be tracked. Once a unit starts to lose order and morale, it tends to lose more cohesion with time; when a unit breaks, the brigade begins to suffer, and when brigades break the division in turn is affected.

By modelling the effect and not the minutiae of what happens when units close, Huzzah! also simulates a variety of possible outcomes without recourse to number-crunching.

There are no written orders in Huzzah! This is partly because I believe gamers have better things to do with their time, partly because the orders system itself decides whether an officer reacts in time to a changing situation, and partly because I believe players who want to change their plans should be given enough rope to hang themselves.

The orders system is intentionally simple. Drill books were cast aside in battle in favour of simple, achievable orders and formations, because complicated manoeuvres or orders invited disaster. Huzzah!'s system for issuing orders and the restrictions on movement and manoeuvre are intended to make gamers think about their initial deployments and get them right, because changing a faulty deployment or untangling intermingled commands is very hard indeed during a battle. The orders system gives players a choice of making strategic or tactical decisions as appropriate; only the outcome of the battle ultimately decides which was the best decision.

As I detest working out fiddly angles or watching gamers squeeze units through tight gaps with no thought of the consequences on order, Huzzah! uses simple, easy to define straight-line movement and threat zones. These provide sophisticated results because of the way they are applied.

All sorts of odd events happened on a battlefield, from caissons exploding at key moments to elite, well-disciplined units getting out of control. Huzzah! reflect these extremes by relying on die rolls that are weighted to producing the expected result, yet which also allow for upsets. This is simply achieved using two ordinary six-sided dice.

Huzzah!, I regret, relies on players having some familiarity with wargaming terminology as well as with the history and the armies of the Napoleonic wars. There is undoubtedly a need for a book explaining the basics for newcomers and for debunking the myths of Napoleonic warfare that persist in wargaming circles. One day, I may write one.

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Freshwater, Isle of Wight, December 2003

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Cover: 1806 Prussian cavalry tempt disaster by charging French squares. And yes, the French are in 1812 uniforms

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Thanks to the following gamers on the Huzzah_UK Yahoogroup for suggestions, additions, error spotting and running demonstrations: Peter Anderson, Michael Craighead, John Crouch, Enrico Dotti, Jim Getz, Jeff Hudelson, Steve Irvin, Cam Millar, John Mumby.

Basic concepts

What is Huzzah!?
Huzzah!, apart from being the name of the game, is a roll of double one ("snake eyes") on two ordinary six-sided dice. Roll a Huzzah! and you may lose an engagement, but your men will retire in good order and bloody the opponent's nose in the process. Roll a Huzzah! and you may lose the skirmisher battle, but you'll affect the enemy's ability to win that roll in subsequent turns. Huzzah! is the roll that gives you a chance no matter what the odds are against you.

Nature of the game
Huzzah! is a move-countermove game – but one that is unpredictable and that has no shooting phases. It uses command rolls to order troops and permits multiple moves, so the actual distance over which troops will move is uncertain. Troops may move many times in one turn, or they may refuse to move over several turns because of unlucky die-rolling. The effect is intended to simulate a host of battlefield factors such as orders going astray, officers being sullen or disobedient, unexpectedly awkward terrain, or officers seizing the moment to perform great feats, yet still leave the command decisions in players' hands. Players decide what they want to do; the dice decide whether they can do it based on the quality and skill of their officers. Even if orders fail, players will at least get the chance to decide what they want to do and roll the dice.

Armies at the peak of their power have better officers and are more likely to issue orders successfully. Nations whose armies are rotten through and through may have appalling officers in charge of valiant men, and therefore be less able to co-ordinate attacks and urge troops into contact. For your first games, therefore, play with armies that are capable or well balanced, such as Anglo-French conflicts in the Peninsula or central European action in 1813 between France and Austria, Prussia or Russia. After a few games, give the poorer nations a try: winning with the early Spanish, Prussian, Austrian or Russian armies against a peak-period French one can result in a real sense of achievement.

The language of Huzzah!
Huzzah! is a must and can game, not a may game. May has a vaguely permissive meaning, whereas must and can have definite, strong meanings. If a rule says must, then it is mandatory, so when the rules say routing units must attempt to rally, players are compelled to make the attempt and do not have the option to just let them run. If a rule says can, it is optional. Infantry, for example, can form line, column or square – it is able to form any of these formations and it is up to the player to decide when. The rules occasionally and deliberately use the word may, usually for conditions that are uncertain.

In some tests, Huzzah! uses the condition "more than" or "majority". It means exactly what it says: more than is not the same as equal.

Dice
All die rolls in Huzzah! are made using two ordinary six-sided dice. A roll of double-one is a Huzzah!; a roll of 11 or 12 always fails for orders, tests and engagements.

Measurements
All measurements in Huzzah! are given in centimetres and an equivalent in bands so that the game can easily be scaled to suit different scales of figures and different sizes of gaming table (Scaling the game, page 6).

Figure scale
Huzzah! suits common figure sizes including 6mm, 10mm, 15mm and 25mm. Unit sizes depend on ground scale and therefore the figure ratio varies from 1:25 to 1:50.

Ground scale
Huzzah! is written to work with one of two basic ground scales: 1mm equals 1 metre or 1mm equals one pace. The game is scalable to work at different ground scales.

Time scale
Turns represent periods of variable length in which each player has a chance to influence the outcome of the battle. Such an approach is essential given the potential for multiple actions within a turn. In this respect, Huzzah! views the timing of events from the perspective of individuals on the battlefield.

Recording information
Huzzah! uses counters to mark the status of units. Although they detract from the look of a battle, counters clearly indicate the status of units. Huzzah! standardises on the following colours:

Colour	Significance
Yellow	Staggers (temporary disorder levels)
Red	Kills (permanent disorder levels and casualties)
Blue	Bombardment markers, forced orders, command checks
Green	Cavalry blown markers, smoke markers
White	Quality of units

Coloured micro-dice make excellent status markers. Not only does the colour indicate the nature of the counter, but the number on the uppermost face of the die can be used to indicate the degree of effect. Hence a unit marked with a yellow die showing 2 and a red die showing 3 has two staggers and three kills. A white die can be used to indicate unit quality by adding four to the value, hence a white die showing 4 indicates a Trained unit (usual quality 8).

Casualty figures are a more attractive alternative to counters. Place a wounded casualty figure by a unit to represent a stagger and a dead casualty figure by a unit to represent a kill. Similarly, place an aide de camp (ADC) figure

by units or officers to mark forced orders and command checks; track bombardment with extra, single artillery crew figures, and show blown status by a dead horse.

By all means use a roster or other means of recording status if you prefer.

Unit sizes and organisation

Huzzah! was written with a particular ground scale in mind and unit sizes were chosen to suit the frontage of infantry battalions, cavalry regiments and artillery batteries at that scale. Unit frontages are flexible because variations in drill books and the measurements themselves – each army's pace was its own unique standard of measurement – mean there are few consistent points of reference. What matters is to maintain the same relative frontages between units and for both sides to use the same basing and mounting scheme.

Huzzah! is intended to work at one of two scales: 1mm equals 1 metre and 1mm equals one pace. Approximately. It's a game of relative proximity and relative order or disorder, not a game that measures the impact of individual casualties or that expects artillery and musketry ranges to be precise to the metre. Provided that unit frontages are roughly in proportion with the rules and, more importantly, equal between opposing armies, then the rules will largely work.

The game can be scaled (page 6) to suit different battlefield sizes and ground scales so that movement distances and threat ranges remain relative.

Stands

Huzzah! mounts figures on stands. A stand is a base with one or more figures mounted on it, and several stands together form a unit. Common widths for stands are 30mm and 40mm in 15mm figure scale, and 40mm or 50mm for 25mm figures. Depths are a matter of personal preference because the figures themselves have depths that are out of scale with their frontages. Gamers who use 6mm or 10mm figures can simply take a stand size recommended for a larger scale and fill it with as many figures as they like. The number of figures on each stand is a matter of personal preference; the number of figures is secondary because Huzzah! concentrates on frontages, not specific figure ratios.

It is possible to play with units comprising figures that are mounted individually by dividing the individuals into groups that become notional stands.

Suggested basing schemes

15mm scale figures at 1mm equals 1 metre

	Stand width	Stand depth	Figures per stand	Stands per unit
Infantry	30mm	15mm	3 or 4	4
Open order infantry	30mm	20mm	2	4
Cavalry	30mm	30 or 35mm	2	4 or 6
Artillery	30mm	40mm	1 gun/2 crew	2

15mm scale figures at 1mm equals 1 pace

	Stand width	Stand depth	Figures per stand	Stands per unit
Infantry	30mm	15mm	3 or 4	6
Open order infantry	30mm	20mm	2	6
Cavalry	30mm	30 or 35mm	2	6 or 8
Artillery	30mm	40mm	1 gun/2 crew	3 or 4

20/25mm scale figures at 1mm equals 1 pace

	Stand width	Stand depth	Figures per stand	Stands per unit
Infantry	40mm	40mm	4	4
Open order infantry	40mm	40mm	2	4
Cavalry	40mm	40mm	2	4 or 6
Artillery	60mm	60mm	1 gun/2 crew	2

Inch-based basing (use 15mm figures and 1mm equals 1 metre)

	Stand width	Stand depth	Figures per stand	Stands per unit
Infantry	25mm	25mm	4 or 6	6
Open order infantry	25mm	25mm	1 or 2	6
Cavalry	25mm	25mm	2	8 or 12
Artillery	50mm	25mm	1 gun/4 crew	2

The different sizes of cavalry regiments represent compact and full deployment. Standardise on one and use it for all regiments in the game. Units that use compact deployment will suit many other sets of rules.

At 1mm equals 1 pace, artillery batteries comprising three stands are six-gun batteries; those comprising four stands are eight-gun batteries.

For the 15mm basing schemes suggested above, infantry is mounted three or four wide and 1 deep; in 25mm they are based two wide and two deep.

Inch-based basing is for infantry and cavalry figures mounted on stands that are about one-inch square.

Frontages and unit sizes

The basic infantry unit is the battalion. Infantry battalions on campaign were typically from 500 to 600 strong – even massive Austrian battalions quickly fell to this strength as men conscripted to fill the ranks fell by the wayside.

Infantry battalions were expected to maintain a certain frontage where possible, and in combat the rear ranks of a unit were used to this end. Therefore unit frontage rather than an exact figure to man ratio is important, and Huzzah! uses standard sized units accordingly.

With its men arrayed in three ranks and gaps between companies, the frontage of a battalion was around 120 to 130 metres. This represents anything from 160 to 180 paces depending on whose standard for a pace is used and which drill book is used to determine the space between men in the ranks. These distances correspond to frontages of 120 to 130mm at 1mm equals 1 metre and 160 to 180mm at 1mm equals 1 pace.

To match these frontages, an infantry battalion can conveniently be represented by four stands of figures, each 30mm or 40mm wide. Using four stands allows lines, columns and squares to be easily and clearly represented. Equally, using paces as the scale, a battalion can be represented using six 30mm-wide stands.

Artillery batteries were typically six or eight guns strong, and when unlimbered were deployed with about 9 to 10 metres between each piece. The frontage of an unlimbered artillery battery is therefore 60 to 90 metres (80 to 120 paces), or around half to two-thirds that of an infantry battalion in line.

An artillery battery can be represented as two stands 30mm or 40mm wide at 1mm equals 1 metre; if you use paces, you can represent them as three stands 30mm wide for a six-gun battery and four stands 30mm wide for an eight-gun battery. If you prefer 40mm bases, then at 1mm equals one pace simply use three 40mm-wide stands for batteries.

Cavalry is the most complicated arm. Squadrons typically formed up in two ranks, but not all of the squadrons in a regiment were necessarily committed at the same instant. Although cavalry was organised in regiments of three, four, five, eight and even ten squadrons, it was usual to commit the number of squadrons deemed sufficient for a task, rather than send in a whole regiment, and to hold a reserve. In theory, a regiment of cavalry is from 400 to 600 men strong; in two ranks such a unit would have a frontage of anything upwards from 180 metres (240 paces) – half as much again as an infantry battalion, and even up to twice as much.

Small groups of cavalry, however, would form a second line as a reserve, halving this frontage; other nations even formed their cavalry three ranks deep, reducing it by a third; and against infantry squares it was not uncommon to form squadrons into column to match the frontage of the target. It was not unknown for regiments to field less than their full complement of squadrons, with one remaining at the depot.

In theory, a typical three-squadron or four-squadron cavalry regiment should have a frontage at least half as much again as an infantry battalion: 180mm at 1mm equals 1 metre; 240mm at 1mm equals 1 pace. Six stands 30mm or 40mm wide respectively will do the job. If you prefer formations that reflect factors such as a range of tactics, national variations, campaign strengths, use of reserves and the absence of depot squadrons, use four stands to represent cavalry regiments, each 30mm or 40mm wide.

Units with more stands look more impressive and are more unwieldy in line. They provide a strong impression of how difficult it was in reality to move such formations on a battlefield.

The Army Lists also have guidelines on handling units that are far smaller or larger than typical units.

Most playtesting was carried out using 15mm scale figures organised into 16-figure battalions, eight-figure cavalry regiments and two-gun batteries to a ground scale of 1mm equals 1 metre, and it is this structure that is illustrated in Book 3: Diagrams and FAQs. The author's preferred organisation for small-scale actions, however, is 24-figure battalions, 16-figure cavalry regiments and three or four-gun batteries at 1mm equals one pace.

Basing of officers

Command radii are always measured from the centre of an officer's base (in effect, his head), so the size of bases for officers is unimportant. This allows for some creativity when basing these figures.

Officers can be based according the level of command at which they act, using a single figure for brigade officers, a pair of figures for divisional officers, three figures for corps officers and a small diorama for the CinC. This might typically require a single general or regimental officer, a general and ADC, a general and two ADCs, and a group of generals and ADCs respectively.

Scaling the game

Battlefield size

The measurements in Huzzah! and the scale of the game have been chosen to suit what for some players can be a luxuriously sized playing surface: 2.4 metres wide by 1.8 metres deep (8ft by 6ft). A depth of 1.8 metres allows most gamers to reach into the centre of the table and using the intended ground scales means that artillery cannot shoot across its depth. This leaves room for both sides to set up in safety for an encounter game.

Depth is therefore a crucial measurement, and if the playing surface is substantially smaller the game ideally needs scaling to suit.

The simple way of doing this is to treat every 5cm in Huzzah! as one band. All distances are in multiples of 5cm, so each will have an equivalent whole number of bands (Huzzah!'s tables give equivalent distances in bands next to the distances in centimetres). So the 5cm bonus for skirmisher superiority is 1 band; the 40cm short range threat zone of heavy artillery is 8 bands and the extreme threat zone of heavy artillery is 16-24 bands. The typical depth of a battlefield in Huzzah! is 40 bands.

Using a depth of 40 bands as a guide, on a four foot deep table one band is one-tenth of a foot – not the most convenient measurement. But using the near and convenient measurement of one inch equals one band will scale the game to suit the size of the battlefield (equally one band equals 3cm would work). The ground scale therefore becomes 1 band equals 50 metres.

Unit size

Unit sizes also need scaling to suit the ground scale. Huzzah! units don't neatly fit into a scale of bands because they are intended to fit a certain frontage: the frontage of a battalion or a cavalry regiment is typically from two to four bands, and a battery's frontage is one to two bands. Units that broadly fit in

with these limits will maintain the same relation between frontage and distance.

Scaling the game may have consequences for unit depth if fewer stands are used to represent units. The depth of columns in particular may be out of scale with their frontage, and it is therefore suggested that the lines used to define the flank zones (page 8) of such units are measured from the mid-point of one flank through and beyond the corners of the opposing flank (Book 3, page 9).

Scaling options

Scaling a game results in smaller unit sizes, movement distances and threat ranges. If movement and threat distances seem too small, Huzzah! may flow better using standard movement and threat distances with the reduced size units, but with a Down 2 for each successive order after an advance or retire order, and a Down 1 for each successive order after a manoeuvre, deploy, appoint or rearm order. In effect, each advance or retire is treated as a double move and the order immediately afterward receives a Down 2 instead of the usual Down 1.

Game size and duration

It is easy to ruin a potentially excellent scenario by using too many units for the time available or for the experience of the players. Each unit and command group added to a side creates extra decisions, which in turn slow down the game.

As a guide, for a three-hour game, have no more than 12 units a side, arranged in three command groups: a force that is equivalent to a weak division divided into three brigades. With about 15 or 16 units a side and four command groups, games have more tactical flexibility and are more rewarding, but take correspondingly longer to play: allow nearer four hours. The Points System (Book 2) has examples of armies that are suitable for this time frame.

Huzzah! is a tactical-level game. Although its command structure caters for potentially huge games, a corps level game will take the best part of a day, even a weekend, with only one player a side. Corps-sized actions are evidently not envisaged as a common size for a battle between two players, though are suitable for multiplayer games. The grand tactical version of Huzzah!, Huzzah! GT, is intended to deal with corps-level games.

The duration of a game increases if the opponents start too far apart. Encounter and manoeuvre games, in which both forces move towards each other, should start with the forces' leading units no further apart than extreme heavy artillery range (120cm or 24 bands). Assault games, in which one side remains largely stationary in the initial phases of a battle, should start with the attacker's closest units at long heavy artillery range (80cm or 16 bands).

Multiplayer games

Huzzah!'s command structure makes multiplayer games easy to organise by giving each player an appropriate command, such as a brigade or a division. They can issue orders as appropriate to their level of command while other players on the same side do the same. If all players have under their control a number of troops that would ordinarily be sufficient for a two-player game of a few hours' duration, then a larger scale game is potentially achievable in the same time, subject to the delays and disagreements resulting from having several players trying to achieve the same objective.

Multiplayer games benefit most from the Reorganise rule (page 24), which allows players whose commands have fled to have a chance of bringing them back into action.

All players, of course, must watch out for their commander in chief (CinC) issuing orders, because the consequence of the CinC failing is that all his subordinates must immediately stop issuing orders.

Common terms

Command
A command, or command group, is a group of units led by an officer. A command group can also comprise a number of smaller command groups, or sub-commands. In order of seniority, possible command groups are the army, corps, division and, lastly, brigade; the composition of each is defined in the army's order of battle. Within a group, units and sub-commands are either within effective control distance of the group's officer or outside that distance: these statuses are respectively referred to as "in command" and "out of command" (also described as "not in command").

A unit is in command if it is within or partly within the command radius of its brigade officer even if that officer is attached to another unit. An individual unit attached to any officer is always in command.

An entire command group is in command if all the individual units in that group are within or partly within the command radius of the group's officer.

A unit is out of command if it is entirely outside the command radius of the officer trying to issue an order. A command group is out of command even if only one unit is entirely outside the command radius of that group's officer.

Within a command group it is therefore possible to have sub-commands that themselves are in command of their respective officers, but out of command with regard to a senior command group's officer: orders from the senior officer to his group will therefore not receive the bonus for being in command. It is also possible to have commands that are within the command radius of a senior officer but outside the command radius of their own officers: orders from the senior officer will receive the bonus for the group being in command; the individual units that are out of command with respect to junior officers will be penalised when rallying and reforming.

Command radius (see table, below) depends on command level, modified by quality of the officer. Command radius is measured from the centre of the officer figure's base (in effect, his head) to the nearest part of the unit.

Because officers move only after all unit orders have been completed, troops may go out of command as they advance.

Command radii and modifiers

Command level	Command radius in cm (bands)
CinC	120cm (24)
Corps	80cm (16)
Division	40cm (8)
Brigade	20cm (4)

Officer quality	Command radius modifier
Excellent	+20cm (+4)
Skilful	+10cm (+2)
Average/Poor	–
Abysmal	-10cm (-2)

Contact
Units that physically touch are in contact. A unit can advance to engage an enemy unit and make contact using its entire front, part of its front or one of its front corners. Units are not squared up if they contact obliquely: they maintain their same relative position at the point of contact. A unit's corner is both its front and its flank: its relative position to an enemy defines whether it makes frontal contact or flank contact (Engaged to flank or rear, page 21, and Book 3, page 22), and therefore disadvantages itself. Units that meet square on are always engaged frontally if they contact each other along their front faces; a unit is engaged to the flank if it its flank face is contacted by the front face of an enemy unit.

Disadvantaged
A unit that is disadvantaged is placed in a unfavourable position that outweighs any and all favourable circumstances. Such units use their disadvantaged morale in tests. Units that are not disadvantaged use their full (normal) morale rating.

Flank line
A flank line is the line drawn through the two corners of a unit on the same flank (Book 3, page 9). The area in front of a unit between its two flank lines and up to the distance appropriate to its formation is its frontal threat zone.

Flank and rear threats
A unit must satisfy four conditions to exert a flank threat: it must be within or partly within the flank zone of the target; more of its threat zone must project on or beyond the flank of the threatened unit than on the threatened unit's front; it must face the target; and it must have line of sight to the target along all of the threatening face.

The flank zone is the area between the diagonal lines drawn through and beyond the opposing corners of the target unit's formation (Book 3, page 9). For deep formations in scaled games, the flank zone can on the agreement of the players be defined by lines drawn from the mid-point of a flank through and beyond the corners of the opposing flank.

A unit faces the flank if a line drawn perpendicular to any point on its front impinges on the flank of the target.

A rear threat is therefore a threat from behind that doesn't satisfy the requirements for a flank threat (but the difference is immaterial). Anything else is a frontal threat.

A square cannot be threatened from the flank or rear, but is disadvantaged by artillery.

A unit that is threatened from the flank or rear is never in a favourable position: it is disadvantaged.

Kills
Kills are permanent losses of cohesion, morale and manpower. They are cumulative and cannot be removed. A unit whose total of staggers and kills equals or exceeds its full morale rating is immediately broken and removed.

Line of communication
After an initial rout or retire move, Huzzah! assumes that further retrograde moves will be towards the army's line of communication. The line of communication, by default, is the road nearest the centre of the baseline of an army or the centre of the baseline if there are no roads. A player can nominate a different line of communication before the game starts. Certain scenarios may have more than one line of communication for an army: one for the main force and one for a force arriving on a flank.

Line of sight
Line of sight is simply having a clear field of view to a target, unobstructed by any other unit or terrain feature. Line of sight is blocked if any straight line drawn from the front face of a unit to its target passes through any other unit or terrain feature; it does not matter how many clear lines of sight exist, the fact that one is blocked means that there is no line of sight to the target.

Line of sight particularly affects artillery bombardment (Book 3, page 7). It ensures guns have a clear field of fire, and determines whether a threat is from the flank or rear.

Terrain features at the same elevation block line of sight to targets that are both beyond and below them. Terrain features at a higher elevation block line of sight to all targets that are beyond them. Note that troops on the forward slope of hills are clearly not beyond the terrain feature (the ridge line determines which troops are beyond the feature).

Modifiers: Ups and Downs
On the playsheet and throughout the rules, modifiers are expressed in terms of shifts in a unit's quality rating, such as Up 1, Up 2, Down 1 and Down 2. These cumulative modifiers are applied to the descriptive quality of a unit, not the numeric value, because the numeric values are capped or have plateaus that a simple +1 or -1 cannot reflect. Hence Trained troops go Up 1 to Experienced, Up 2 or more to Veteran, or Down 1 to Green, Down 2 to Raw and Down 3 or more to Unreliable before reading off the corresponding numeric value for morale. For tests that do not involve unit quality, the Ups and Downs equate to a simple plus or minus.

Quality and morale
Six descriptive quality ratings determine how well units respond in Huzzah! From best to worst, these ratings are Veterans, Experienced, Trained, Green, Raw and Unreliable. Modifiers are applied to these ratings to find a corresponding numeric value known as the effective morale.

Secure flanks
Dense or impassable terrain unoccupied by the enemy provides a secure flank, as does the physical presence of a friendly unit or the threat zone of a friendly unit. A unit has secure flanks only if both its flanks are protected by any of these means. The edge of the table never provides a secure flank.

A unit that has secure flanks is in a favourable position (page 13).

Morale ratings

Quality	Full Morale	Disadvantaged Morale
Veterans	10	6
Experienced	9	5
Trained	8	4
Green	7	4
Raw	6	4
Unreliable	5	3

No unit can be worse than unreliable nor better than veteran.

Staggers
Staggers are degrees of disorder. They are cumulative but can be removed by successfully reforming or rallying. The more staggers a unit has, the more disordered it is. A unit that rallies but does not recover all of its staggers is still in a state of disorder. A unit whose total of staggers and kills equals or exceeds its full morale rating is immediately broken and removed.

Support
A unit in line or column has support if its rear is entirely covered by the threat zone of a single friendly infantry or cavalry unit (so a line supports a line it is directly behind, a column supports a column it is directly behind, and a line supports a column). A unit in line or column also has support if the threat zone of a single friendly cavalry or infantry unit is entirely covered by that unit (so a column supports a line). A square has support if any face of the square is entirely covered by the threat zone of a friendly infantry or cavalry unit.

A unit that has support is in a favourable position (page 13).

Unit classes and grades
Huzzah! rates the expected performance of units according to one of three grades – Elites, Regulars and Militia – and four classes, from A to D, giving 12 ratings in total. The grades and classes are, from best to worst: Elites A, Elites B, Elites C, Elites D, Regulars A, Regulars B, Regulars C, Regulars D, Militia A, Militia B, Militia C, and Militia D. The grade and class determine the expected performance of a unit during a particular period. Elites A includes units such as the Old Guard; most line infantry is either Regulars B or Regulars C; poor quality units such as Egyptian Fellahin are Militia D.

Unit classes and grades are used in the Army Lists to generate one of six descriptive quality ratings – Veterans, Experienced, Trained, Green, Raw and Unreliable.

Unit quality shifts

Down 5	Down 4	Down 3	Down 2	Down 1	Base Quality	Up 1	Up 2	Up 3	Up 4	Up 5
Unreliable	Raw	Green	Trained	Experienced	**Veteran**	Veteran	Veteran	Veteran	Veteran	Veteran
Unreliable	Unreliable	Raw	Green	Trained	**Experienced**	Veteran	Veteran	Veteran	Veteran	Veteran
Unreliable	Unreliable	Unreliable	Raw	Green	**Trained**	Experienced	Veteran	Veteran	Veteran	Veteran
Unreliable	Unreliable	Unreliable	Unreliable	Raw	**Green**	Trained	Experienced	Veteran	Veteran	Veteran
Unreliable	Unreliable	Unreliable	Unreliable	Unreliable	**Raw**	Green	Trained	Experienced	Veteran	Veteran
Unreliable	Unreliable	Unreliable	Unreliable	Unreliable	**Unreliable**	Raw	Green	Trained	Experienced	Veteran

Sequence of play

Who goes first?
Scenarios will specify which side, and therefore which player, acts first. For other games, the designated attacker acts first or players can roll the dice to determine who goes first (highest wins; a player who rolls Huzzah! can choose who goes first).

Turn sequence
Each turn consists of a common phase (skirmisher superiority), then five phases for the first player and five for the second player, as shown on the right:

Sequence

1 Skirmisher superiority

Player 1 is the phasing player:

2 **Threat tests**
- All the phasing player's units that are in a threat zone must take threat tests

3 **Orders and movement**
Phasing player issues orders to:
- Advance
- Retire
- Manoeuvre
- Deploy
- Appoint Officers
- Rearm

Non-phasing player:
- Bombards

4 **Move officers**
- Officer movement
- Attach/detach officers
- Supersede/relinquish command

5 **Engage the enemy**
- Resolve all engagements

6 **Rally, reform and rout**
- Command checks
- Reorganise broken commands
- Remove smoke
- Rally routers
- Compulsory routs
- Reform blown or staggered units
- Compulsory casualties

Player 2 is the phasing player (details as above):

7 **Threat tests**

8 **Orders and movement**

9 **Move officers**

10 **Engage the enemy**

11 **Rally, reform and rout**

12 **Turn ends**

Skirmisher superiority

Intent
The Skirmisher Superiority phase simulates the "little war" – the conflict between opposing forces' skirmishers. An army whose skirmishers are outperforming those of the enemy has an advantage in threats, because the threat zones of its infantry units are increased against enemy infantry and artillery units. This enables the side whose skirmishers have the upper hand to threaten the enemy without itself being threatened, provided its units remain at a suitable distance from the foe.

Skirmish screens – dense clouds of skirmishers whose aim is to deceive the enemy about the location and numbers of troops – are not modelled here but in the ability of Skirmish rated troops to form open order in open terrain.

Conditions
At the beginning of each turn, both players roll to determine whose skirmishers are gaining the upper hand.

Each army has a skirmish rating ranging from Abysmal to Excellent, corresponding to numeric values of 6 to 10 respectively. A scenario designer can specify each side's initial skirmishing value in advance, or each player can roll to determine it on the Army Lists before battle commences. For mixed forces, use the factor for the largest infantry contingent of the army.

Skirmisher superiority increases the threat zones of infantry against:
- Infantry in open terrain; and
- Artillery in open terrain.

Skirmisher superiority has no effect on infantry threat zones against:
- Cavalry in any terrain; and
- Infantry in dense terrain.

Procedure
Modify each army's skirmish rating as follows:

Down 1	if failed previous superiority test
Up 1	if won previous superiority test
Up 1	if skirmish line is reinforced

Each player rolls 2D6: if the result is less than or equal to the modified skirmisher rating then the army's skirmish line is being effective. A roll of 11 or 12 is always a failure.

Whichever side succeeds by the greatest amount wins the skirmisher war: that side adds 5cm (1 band) to the threat zone of its infantry units in open terrain against enemy infantry and artillery units only.

In the event of a draw or if both rolls fail, both sides use the basic infantry threat zone.

Huzzah! results
A player who rolls Huzzah! (double one) permanently reduces the other side's skirmisher rating by one for the rest of the battle. The fight has been so hard that one side has taken substantial losses in its skirmish line. Subsequent Huzzah! results will lead to further reductions.

Explanations

Previous test
Previous test refers to the Skirmisher Superiority phase of the preceding turn.

Failed previous test
A side failed its previous test if it rolled over its modified skirmish rating or rolled an 11 or 12 in the previous turn's Skirmisher Superiority phase; its skirmish line is failing to perform adequately. The modifier is not cumulative.

Won previous test
A side won the previous test if it won the previous turn's Skirmisher Superiority phase. It follows that at the start of the game, or after a tied turn, no side has this advantage.

Reinforced skirmish line
Unstaggered infantry units that have the Skirmish ability (see Army Lists) can be ordered to reinforce the skirmish line on a successful deployment order. Units that reinforce the skirmish line are permanently removed from play: any such unit that has taken kills is counted as broken for the purposes of command checks. Infantry units that are capable of operating in open order but are not able to skirmish cannot reinforce the skirmish line.

If the number of infantry battalions committed to the skirmish line is more than or equal to at least twice the number committed by the enemy, then the skirmish line is reinforced. It follows that only one army's skirmish line can be reinforced.

Threat tests

Intent
Threat tests represent the effects of musketry, artillery fire and the presence of the enemy on the phasing player's units.

Conditions
Any of the phasing army's units that are in an enemy threat zone must take a threat test; their ability to pass it depends on their quality rating (Book 2: Army Lists) and their situation.

Units use their disadvantaged quality rating if they are:

- Threatened from the flank or rear;
- In march column;
- Routing;
- Infantry threatened by cavalry while in both open order and open terrain;
- Close order cavalry in dense terrain; or
- Infantry in square threatened by artillery.

Disadvantaged troops never benefit from the favourable position modifier.

In all other situations, units use their normal quality rating.

Regardless of whether a unit uses its normal or disadvantaged quality, no unit can be rated higher than Veteran, nor lower than Unreliable. Hence, Veterans with positive modifiers are treated simply as Veterans; Unreliable troops with negative modifiers are treated as Unreliable. Modifiers are applied to the descriptive quality (Veteran, Experienced, Trained, Green, Raw and Unreliable) and then the corresponding numeric value is read off according to the unit's final descriptive quality. Modifiers are not applied directly to the numeric value.

Procedure
Modify the quality of the threatened unit as follows:

Down 1	if in more than one threat zone
Down 1	if in threat zone of renowned unit
Down 1	if unit is isolated
Down 1	if bombarded in column
Down 1	if at short range
Down 1	if any staggers
Down 1	if any kills
Up 1	if in favourable position
Up 1	if open order troops in open order in dense terrain
Up 1	if bombarded at extreme range
Up 1	if small unit bombarded at long or extreme range
Up 1	if any smoke markers on threatening artillery
Up 1	if officer attached
Up 1	if inspirational officer attached
Up 2	if infantry in square threatened by cavalry

The net result of all modifiers is calculated and applied to the unit's descriptive quality rating to obtain the appropriate numeric value (the effective morale rating).

The non-phasing player rolls two six-sided dice (2D6) for each threatened unit. If the result is less than or equal to the

Threat zones

A threat zone is the area immediately in front of a unit between its flank lines. The depth of the threat zone depends on the type of unit involved and on its formation.

Unit type	Depth of threat zone for unit's formation in cm (bands)			
	Line/open	Column	March Column	Square
Infantry	15cm (3)	15cm (3)	–	10cm (2)
Cavalry	25cm (5)	30cm (6)	–	–
Light artillery	30cm (6)	–	–	–
Medium artillery	35cm (7)	–	–	–
Heavy artillery	40cm (8)	–	–	–

Only part of a unit needs to be in a threat zone to be subject to a threat test. Whether a unit is within the threat zone of another is simply determined by placing a ruler along the flank line of the threatening unit. Infantry in square presents a threat zone from each of its four faces. Open order troops project the same threat as a line. See Terrain (page 27) for the effects of terrain on threat zones.

A unit's threat zone stops along its whole front at the point where the closest part of a friendly unit extends into its threat zone. Threat zones continue past, but not through, enemy units. Engaged units continue to present a threat zone along any part of their front face that is not in contact with an enemy unit. Units do not project threat zones to their flanks or rear.

Artillery has an inherent threat zone at short range only that can affect multiple targets. Batteries can also threaten single targets at short, long and extreme range by bombarding them (page 19).

The threat zone for infantry assumes that skirmishers are present. Whichever army has skirmisher superiority for the turn increases its infantry threat zones against infantry and artillery in the open, but not against cavalry, by 5cm (1 band).

effective morale rating of the unit, the unit passes the test.

If the result is greater than the effective morale rating of the unit, the unit fails the test and takes a number of staggers equal to the difference between the result and the effective morale rating. Record the appropriate number of staggers against the unit. A roll of 11 or 12 always fails.

A unit whose total of staggers and kills equals or exceeds its full morale rating is broken and immediately removed from play.

Place a single smoke marker by all artillery units that threatened the testing unit or units (see Smoke, below).

Huzzah! results

If the unit gets a Huzzah! result (double one), its unflinching determination unnerves its opponents. Each enemy unit threatening the testing unit that is in the testing unit's threat zone takes a threat test.

Forced orders

A unit that fails a threat test may receive a forced order, which represents a conventional response to a situation.

Infantry in column that fails a threat test against infantry in line receives a forced order of deploy to form line.

An infantry unit with two unsecured flanks that fails a threat test against cavalry receives a forced order of deploy to form square.

Forced orders are issued to that unit as the first order during the Orders phase and are rolled for using an appropriate officer's command rating as usual. The unit takes one stagger if the forced order fails. If the player disobeys the forced order by issuing other orders first, the unit takes one extra stagger for each order issued by their officer before the forced order is issued. Units on forced orders can be marked with a blue counter or an ADC figure as a reminder.

Explanations: Threat tests

More than one threat zone

Units in more than one threat zone are outnumbered or outgunned. Infantry in open order in any terrain does not suffer this penalty against any number of close order infantry or artillery threats (or combination of such threats).

Renowned units

Units with the Renown ability are defined in the Army Lists.

Bombarded in column

Columns are vulnerable to shot ploughing through their ranks (squares and march columns use their disadvantaged morale rating instead). The modifier applies in all artillery threat zones – short, long and extreme.

Short range

At short range, gunners can use canister ammunition and double-shot the guns. Targets bombarded at short range are subject to bounce through; targets threatened by artillery in the threat test phase itself are not subject to bounce through, reflecting canister fire only.

Smoke

Each time a battery threatens, whether it bombards or it uses its inherent short range threat zone, place one smoke marker in front of the battery (use cotton wool or counters). Batteries that threaten several units at once in their inherent threat zone receive only one smoke marker. Smoke markers are cumulative. In subsequent threat tests, smoke works in favour of units threatened by the guns. Smoke is removed during the Rally phase.

Isolated unit

A unit is isolated if it is the only non-routing unit in a brigade.

Staggers and kills

Staggers are temporary losses of order and morale; kills reflect permanent losses of men and morale. Units acquire staggers and kills from threat tests and engagements.

Favourable position

Only troops that are not disadvantaged can be in a favourable position. Favourable positions include being uphill of an enemy, defending a stream, behind and defending a hedge or wall, having two secure flanks, support, being in woods or buildings, troops in open order threatened (not engaged!) only by infantry or artillery while in open terrain, and unlimbered artillery or troops in open order bombarded at long or extreme ranges.

Units gain a single Up 1 regardless of the number of favourable circumstances that are possible.

Infantry in dense terrain (woods and buildings) ignores any threat by cavalry, except cossacks in woods; if threatened by cossacks in woods it benefits from the favourable position modifier.

Open order troops in dense terrain

Troops with the Open Order ability deployed in open order in dense terrain receive this modifier. If not disadvantaged, they also receive the favourable position modifier for being in dense terrain.

Bombarded at extreme range

This modifier reflects that distant targets are hard to hit.

Small unit bombarded at long or extreme range

To receive this modifier a small unit must either be designated a Small Unit (see Army Lists) or comprise no more than half the number of stands of a standard-sized infantry battalion at the chosen scale.

Officer attached/inspirational officer attached

Officers provide a steadying influence; they are attached in a previous turn during the Officer Movement phase. Inspirational officers provide an extra modifier to reflect their charisma.

Infantry in square

Square is the ideal formation for dealing with cavalry: it has no flanks or rear. Infantry in square threatened only by cavalry does not suffer the penalty for being in more than one threat zone no matter how many units threaten it. Each cavalry threat zone, however, still affects squares that try to move, and the square must stop on entering each new cavalry threat zone. Infantry in square facing combined cavalry and artillery threats uses its disadvantaged morale rating because of the artillery threat.

Orders and movement

Intent
Units, brigades, divisions, and corps require orders to move, and their ability to act on their orders depends on the command rating of their officers. Well officered, well-led troops are more likely to move as desired than poorly officered, badly led troops. The command rating of officers depends on both their nation and the year in which a battle is set, and is determined for all officers before battle commences. Officer figures are required for every command group, from brigade to corps, plus a figure for the commander in chief (CinC).

Conditions
The highest command group is the army, progressing downwards through corps, division, and brigade to the lowest, the unit. Each command group is also the sub-command of the command group above it. A unit is typically a single infantry battalion, cavalry regiment or artillery battery. A brigade might consist of two to six infantry battalions, or two to three cavalry regiments, plus supporting artillery, or one or more batteries of medium to heavy artillery. A division typically consists of two to four brigades. A corps consists of two or more infantry or cavalry divisions and up to one artillery

Restrictions on orders

The commander in chief (CinC) can:
- issue orders to a command group only if he supersedes its officer (Officer Movement, page 20); or
- issue orders to an individual unit in his army to which he is attached.

A side's Orders phase ends immediately if the CinC fails a command roll.

A corps officer can:
- issue orders to his corps as one group, unless he is attached to a unit;
- issue orders to either divisions or brigades within his corps, unless he is attached to a unit; or
- issue orders to any individual unit in his corps to which he is attached.

If a corps officer fails a command roll, no divisions, brigades or units in his corps can receive further orders that phase, except for units attached to other officers.

A division officer can:
- issue orders to his division as one group, unless he is attached to a unit;
- issue orders to brigades within his division, unless he is attached to a unit; or
- issue orders to any individual unit in his division to which he is attached.

If a division officer fails a command roll, no brigades or units in his division can receive further orders that phase, except for units attached to other officers.

A brigade officer can:
- issue orders to his brigade as one group, unless he is attached to a unit;
- issue orders to individual units within his brigade, unless he is attached to another unit; or
- issue orders to any individual unit in his brigade to which he is attached.

If a brigade officer fails a command roll, neither his brigade nor units in his brigade can receive further orders that phase, except for units attached to other officers.

An officer at any level who is attached to a single unit:
- cannot issue orders to any other unit or to any command group; and
- can order that unit provided it has not acted on orders issued by another officer.

Hence an attached officer can give orders to a unit that has remained stationary while other units in the command group have moved, deployed or manoeuvred. The unit is under that officer's personal control. Issuing orders with an attached officer prevents higher level orders being given to that unit's brigade, division or corps as a whole. Units with officers attached should therefore be given orders last.

All officers can issue orders to:
- advance;
- retire;
- manoeuvre; or
- deploy.

In addition, provided that he has not superseded an officer or attached himself to a unit, the CinC can:
- appoint a new officer to a command that lost its officer in a previous turn; and
- issue a rearm order to bring up reserve ammunition for his artillery.

Routing units cannot be given orders and never act on orders given to their command group.

Only officers that are attached to units move in this phase; all other officers move during the Officer Movement phase.

brigade. An army consists of one or more corps; for small engagements the army may just consist of several brigades or divisions.

Orders are therefore issued to high level commands (corps and division) to get large formations to a strategic or grand tactical objective. Orders are issued to lower level commands (brigade and unit) to achieve tactical objectives. Officers are assumed to be acting according to the plan of the CinC; their ability determines how well or how promptly they enact it. Because officers are assumed to act on the CinC's orders, the CinC has no direct command over his army. He can, however, supersede officers in the Officer Movement phase to direct a corps, division or brigade, or attach himself to units to lead them in person. Only the CinC can supersede officers.

An officer who fails when issuing an order can give no further orders that turn. In addition, the player's Orders phase ends immediately if the CinC fails an order. Once a player issues orders with an officer, that player cannot return to other officers that have already given orders. Once an officer issues orders to a command or an individual unit he cannot order other commands or individual units to which he gave orders in the same turn.

An officer who issues orders at one command level cannot then order units at a different level. Hence a divisional officer who issues an order to his division can order only the division, not its constituent brigades. A divisional officer who issues orders to one of his division's brigades can issue orders only to individual brigades in his division; the whole division cannot be ordered.

Units or command groups can only act on orders given at one level of command during the same turn. Hence if a division officer orders either his division or one of its brigades, subsequent orders that turn must only be issued by the division officer: his subordinate brigade officers cannot order their brigades.

Procedure

A player who wishes an officer to give an order must state whether the command group or unit is to advance, retire, manoeuvre or deploy. The CinC can also issue orders to appoint officers or rearm the artillery.

The officer's command rating is modified as follows:

Down 1	if any units ordered are in an enemy threat zone
Down 1	for each broken sub-command
Down 1	if isolated sub-command
Down 1	if failed last command check and ordered to advance
Down 1	for each successive order issued to the same unit or command group
Down 1	if any unit being ordered is in dense terrain
Down 2	if infantry ordered to advance on cavalry
Up 1	if all units ordered are in command
Up 1	if an officer is attached
Up 1	if both the officer is inspirational and the order is to advance

The net result of all modifiers is applied to obtain the officer's effective command rating. There is no minimum to the effective command rating, although an order cannot be issued if an officer's effective command rating reaches 1.

The phasing player rolls two six-sided dice (2D6). The order succeeds if the result is less than or equal to the officer's effective command rating. An order always fails on a roll of 11

Explanations

Units in a threat zone

Even if a command has only one unit in a threat zone, the whole command receives the penalty. The penalty can be avoided by ordering units individually.

Sub-command

A sub-command is the command group immediately below the command group that is being ordered. For example, a brigade is the sub-command of the division, and a unit is the sub-command of the brigade.

Broken

A broken unit is a unit that has been removed from the battlefield. A unit is broken if the total number of staggers and kills against it equals or exceeds its full morale rating. Units are also broken if they rout or retire off the battlefield. A broken command is one whose units have all been removed from the battlefield.

Isolated

A sub-command is isolated if it is the only sub-command in a group that is not entirely broken or routing. A unit is also isolated if it is the only unit in a command; a command group is isolated if it is the only one in a higher command.

Failed previous command check

Any command or unit in a command that failed its last command check receives this penalty on advance orders. There is no penalty on orders to retire, manoeuvre or deploy.

Successive orders

The more a group or unit is ordered to do, the more fatigue and battlefield confusion increase, hampering the ability of officers to control it, hence this penalty. The penalty applies only to orders given in the same turn.

Dense terrain

It is hard to deliver comprehensible orders to commands in terrain such as woods, buildings, ruins and marshes. If any unit in a group being ordered has one or more stands in dense terrain, then the whole group suffers this penalty. By ordering units individually, it is possible to avoid terrain penalties that may apply to the command group.

Infantry ordered to advance on cavalry

Infantry that is given an advance order suffers this penalty if it is within the threat zone of enemy cavalry, if an enemy cavalry unit is within the threat zone of the infantry, or if an enemy cavalry unit could come into the threat zone of the infantry if it advances on obeying this order (i.e. the cavalry is within the infantry's combined move and threat distances). A command suffers this penalty if one or more of its infantry units are so affected.

In command

See page 8.

Inspirational officer

Inspirational officers are defined as such either by the Officer Ratings or the Points System.

or 12. An order also fails if the player does not state the type of order before rolling the dice.

If an order succeeds, units in the command group can act according to the order given. Units in a command group that has been given an order to advance, therefore, cannot deploy, manoeuvre or retire – they can only advance. If an order is successfully given to a command group at least one unit in that group must obey it. Provided that one unit acts on the order, other units in a command group need not act on it. If no unit acts on an order, the order fails and the officer can issue no further orders than turn.

Huzzah! results

Any officer who gets Huzzah! carries out the initial order and can then automatically successfully issue another order of any type to the same command or unit. After completing a Huzzah! order, a group or individual unit can receive no other orders that turn. The officer, however, can go on to issue orders to other commands that he has not already ordered. An officer can forgo the opportunity to use the Huzzah! order and roll if he prefers.

Effects of officers on movement

Units move straight through friendly officers. Units that end up on top of a friendly officer displace the officer. Officers are displaced so they are just out of contact with and behind the centre of the unit that displaced them. A unit that contacts an enemy officer captures him (the figure is removed) unless there is a non-routing friendly unit within his command radius, in which case he attaches to the nearest such unit: his figure is moved and placed in contact with the unit.

Orders

Advance

A unit that receives an individual advance order can move forwards up to its full movement allowance. Units in a group at any command level can move forwards only up to the maximum move allowance of the slowest arm in that group. Cavalry in the same command group as infantry can therefore move only as far as the maximum movement allowance of the infantry (20cm or 4 bands). Unlimbered artillery is not obliged to advance and does not limit the movement of units in a command group. Moves must be made straight ahead without turning, inclining or drifting any unit.

Units must stop moving the instant they enter or touch the threat zone of an enemy unit, even if they ignore the zone for the purposes of threats. Units must stop at each and every threat zone encountered. Units that encounter a threat zone are positioned one stand depth within this zone. Units entering a threat zone obliquely are positioned so that the front edge of the first stand to enter the zone is entirely within it (Book 3, page 19). Units that stop on entering a threat zone or which begin in a threat zone can move within this zone on a subsequent order.

An advance move can never be used to break contact with an enemy. An advance order is the only order than can be used to make contact with the enemy.

A unit that advances into contact with an enemy (so the units are touching) cannot act on any further orders that phase. A unit that contacts the enemy keeps its current facing and position – it is not “squared up” with the enemy unit. A unit need make contact with only part of its front, or with one of its two front corners. A unit that is in contact with the enemy is said to have engaged the enemy.

A unit cannot advance to engage an enemy that is outside its threat zone unless that enemy is within 5cm (1 band).

Artillery cannot advance to engage the enemy whether it is limbered or unlimbered.

A unit that contacts the flank or rear of an enemy unit with its own flank or rear immediately halts, takes one stagger, and cannot act on further orders that phase: it is repositioned one stand depth away from the enemy unit, back along the path of its advance. The enemy unit is unaffected by the contact.

Friendly units that end up touching or that touch during movement, unless executing a passage of lines, each take one stagger because parts of the formations become intermingled.

An advance order can be used to execute a passage of lines: a unit of infantry or cavalry in line can advance though a stationary unit of the same arm that is also in line and which faces the same direction. Units executing a passage of lines do not receive staggers. A passage of lines executed in a threat zone, however, results in the advancing unit stopping one stand depth into the zone from its stationary colleague: both units will therefore end up touching and take one stagger apiece. The only safe way of executing a passage of lines in a threat zone is to retire the lead unit.

Open Order units in open order can advance through other units in open order as a passage of lines. Hence infantry or cavalry in open order can pass through unlimbered artillery, infantry in open order or cavalry in open order. Units that end up touching after the advance order take one stagger apiece, as for formed units executing a passage of lines.

Retire

A unit that receives an individual retire order can move backwards up to half its full movement allowance. Units in a group can move backwards only up to half the full move allowance of the slowest unit in that group. Moves must be made straight backwards without turning, inclining or drifting any unit. All units keep the same facing.

A retire move can never be used to bring a unit into contact with the enemy. A retire move can never be used to engage or to break an engagement with an enemy: such an action is only decided by resolving the engagement.

Units must stop moving the instant they enter or touch the threat zone of an enemy unit, even if they ignore the zone for the purposes of threats. Units must stop at each and every threat zone encountered. Units that encounter a threat zone are positioned one stand depth within this zone. Units entering a threat zone obliquely are positioned so that the rear edge of the first stand to enter the zone is entirely within it. Units that stop on entering a threat zone or which begin in a threat zone can retire on a subsequent order.

Unlimbered artillery cannot retire: the prolongue was used only to advance artillery. Limbered artillery that faces toward the back of its command can retire with its command: it does not need separate advance orders to move “backwards”; it also moves at full rate.

Friendly units that end up touching or that touch during movement, unless executing a passage of lines, each take one stagger.

A retire order can be used to execute a passage of lines: a unit of infantry or cavalry in line can retire though another, stationary unit of the same arm that is also in line and which faces in the same direction. Units executing a passage of

Movement distances

			Movement in cm (bands)		
Troops	**Line**	**Column**	**Open order**	**March column**	**Square**
Infantry	15cm (3)	20cm (4)	20cm (4)	20cm (4)	5cm (1)
Cavalry	25cm (5)	30cm (6)	30cm (6)	30cm (6)	–
Heavy Foot Guns	–	–	–	15cm (3)	–
Foot Guns	5cm (1)	–	–	20cm (4)	–
Horse Guns	5cm (1)	–	–	30cm (6)	–
Officers	60cm (12)	–	–	–	–

lines do not receive staggers unless they remain in contact after completing the order.

Open Order units in open order can retire through other units in open order as a passage of lines. Hence infantry or cavalry in open order can pass through unlimbered artillery, infantry in open order or cavalry in open order. Units that end up touching after completing the order take one stagger apiece.

Deploy

Units can change from any allowable formation into another allowable formation. Infantry can therefore form line, column, march column, square or go into open order. Cavalry can form line, column or march column. No change of facing is permitted for infantry or cavalry – this requires a manoeuvre order. Artillery, however, can limber and manoeuvre or unlimber and manoeuvre on a deploy order: it cannot manoeuvre on a deploy order unless it also limbers or unlimbers. One stand of an infantry or cavalry unit must remain stationary during deployment to anchor the position of the new formation; one stand of an artillery battery must maintain its same relative position after limbering or unlimbering.

A deploy order can never be used to engage the enemy or to break off an engagement.

Units that enter or touch the threat zone of an enemy unit while deploying do not stop on entering the threat zone: they complete their change of formation. A unit that deploys within or into a threat zone must immediately take a threat test on completing the change of formation.

Units can change formation in any order the player wishes, but each unit is moved one at a time. Any friendly units that end up touching or that touch while changing formation each take one stagger.

Manoeuvre

Units can wheel on an anchored flank through up to 45 degrees if in line, open order or march column and through up to 90 degrees if in column. A unit in any formation can about face through exactly 180 degrees.

Unit formations

Line

A thin, long formation that presents a broad threat zone. A line can only manoeuvre through 45 degrees. Troops in line are in close order. Unlimbered artillery is in line formation for prolongue movement. Treat unlimbered artillery batteries as lines for movement and engagements, but as open order troops for threats.

Column

A dense, closed-up formation with a frontage of one or two companies or squadrons intended for assault. Although the column's narrow frontage limits its threat zone, multiple columns can present a greater threat by virtue of their superior numbers. Columns are easier to manoeuvre than lines because they are more compact and the smaller frontage makes it easier to dress lines. A column can manoeuvre through 90 degrees. Troops in column are in close order.

Open order

A dispersed formation typically used by light troops. Only units with the Open Order or Skirmish abilities (see Army Lists) can adopt open order. Troops in open order have the same frontage as units in line. Units in open order can manoeuvre through 45 degrees. Treat unlimbered artillery batteries as open order troops for threats, but as lines for movement and engagements.

March column

A thin, long formation used to march along roads and through narrow terrain, such as bridges and fords. A unit in march column has no threat zone and always uses its disadvantaged morale rating if threatened or during engagements. March columns on a road can follow its route without requiring manoeuvre orders. Troops in march column are in close order.

Mob

Mobs result when a unit routs or when cavalry loses control. Mobs use the movement rate for march column, have no threat zone and use their disadvantaged morale rating if threatened or engaged. Mobs can manoeuvre freely. Mobs are in neither open nor close order.

Square

Infantry squares are an effective defensive formation against cavalry, but present attractive targets to artillery. Squares given an advance order can move in any of the four directions that their sides face. Squares cannot manoeuvre. Movement by squares is intended to reflect that the men turn to face one direction, advance as a hollow column and then turn outwards to reform the square. Faster movement is only possible by advancing in column and forming square on a deploy order. Troops in square are in close order. In woods, a square is assumed to be several rally squares.

Alternatively, an infantry, cavalry or limbered artillery unit can forgo the ability to wheel or about face and instead side-step up to 10cm (2 bands) to the left or to the right while maintaining the same facing. Unlimbered artillery cannot "side-step".

A unit in square cannot manoeuvre.

A manoeuvre order can never be used to engage or to break an engagement with an enemy.

Units must stop manoeuvring the instant they enter or touch the threat zone of an enemy unit, even if they ignore the zone for the purposes of threats. Units must stop at each and every threat zone encountered. Units that encounter a threat zone are positioned one stand depth within this zone. Units entering a threat zone obliquely are manoeuvred so that the front edge of the first stand to enter the zone is entirely within it. Units that stopped on entering a threat zone or which began in a threat zone can manoeuvre freely within this zone on a subsequent order.

Units can manoeuvre in any order that the player wishes, but each unit manoeuvres one at a time. Any friendly units that end up touching or that touch while manoeuvring each take one stagger.

Appoint officer

The CinC can appoint an officer to replace one killed in a previous turn. The order counts just like any other order, with the risk that trying to issue it may result in that army's turn ending immediately if the order fails. The affected command group must be entirely within the command radius of the CinC.

Roll 2D6: the appointment succeeds if the result is equal to or less than the command rating of the CinC. Roll for the quality of the officer as usual (officers bought using the points system roll using the same modifiers as their predecessors). The new officer can issue orders from next turn; if the CinC gets a Huzzah! result, however, the appointment is immediate and the officer can issue orders starting this turn assuming the CinC doesn't fail an order and therefore end the Orders phase.

If the CinC gets a Huzzah! result, he can also elect to appoint another officer automatically, although doing so ends his Orders phase and therefore that of the army.

The CinC can make as many appointments as his luck holds good for, with each appointment counting as a successive order. New officers are placed next to the figure that represents the CinC. The CinC cannot appoint officers while attached to a unit or if he has superseded an officer.

Rearm

The CinC can resupply his artillery provided at least one battery in his army has no bombardment counters remaining. Roll 2D6: if the result is less than or equal to the modified bombardment factor of the army, then all batteries in the army return to their full bombardment allowance.

An army's bombardment factor is modified as follows:

Up 1	if the majority of batteries are depleted
Up 1	if all batteries are depleted

A battery is depleted if it has no bombardment counters remaining.

The majority of an army's batteries are only depleted if more batteries are depleted than not depleted; if equal numbers are depleted and not depleted, then the majority is not depleted.

If the result is less than or equal to the bombardment factor of only some of the factions of an army, then only those factions return to their full bombardment allowance.

If the order fails, the player's Orders phase ends, although the CinC can try to rearm again in the next Orders phase.

A Huzzah! result increases the bombardment ability of an army by one, to a maximum allowable for a nation, and rearms the guns to this level.

The CinC cannot issue rearm orders while attached to a unit or if he has superseded an officer.

Example: Rearm

The CinC of an Anglo-Spanish army tries to issue a rearm order. The British have a bombardment factor of 4 and the Spanish a bombardment factor of 3. He rolls 2D6.

On a 4 or less, only the British batteries are rearmed; on a 3, the British and the Spanish batteries are rearmed.

On a 5 or more, the player's Orders phase ends because the order has failed.

On a Huzzah!, the bombardment factors of both contingents increase to 5 and 4 respectively, and the guns of each are rearmed to these new levels.

Artillery bombardment

Intent
Bombardment reflects the potential for artillery to halt or disrupt an enemy's advance, or to soften up a position before an attack.

Bombardment is in effect opportunity fire for artillery. Each army has a bombardment factor that reflects the efficiency of its artillery arm. The factor is simply the total number of times in the game that an army can fire each battery of artillery during the opponent's Orders phases.

Bombardment at long and extreme ranges represents shot and shell; at short range, bombardment also includes canister and double-shotted fire.

Conditions
Artillery can threaten targets at long and extreme ranges only by bombarding them. Batteries also have an inherent short-range threat (Threat Zones, page 12) and can also bombard at short range.

A battery can bombard a single enemy unit that is directly ahead in its short, long or extreme range threat zones and to which it has a clear line of sight (page 9). The battery must choose the nearest legitimate target that is directly ahead if a choice of target exists in its threat zones. Note that other enemy units may be physically nearer, but not directly ahead of the battery – the battery is not obliged to bombard them by sighting the guns (see below).

A battery on a hill can bombard over any friendly unit that is both within its short range threat zone and on a lower elevation provided that its target is at long or extreme range and at least 5cm (1 band) away from an intervening friendly unit.

A battery on a hill can bombard over any friendly unit that is both at a lower elevation and in a different range band from the battery's target provided that the target is at long or extreme range and is at the same or a higher elevation than the bombarding battery.

Once a battery has bombarded, it cannot bombard the same target again during the same turn unless that target acts on another order. A target bombarded in a previous turn can be bombarded again by the same battery in a subsequent turn even if does not act on another order in the interim. A target can take more than one bombardment threat test if bombarded by different batteries. Artillery bombards only during the opponent's Orders phase.

Bombardment fire is never combined. Each bombardment threat is worked out separately: a player declares and resolves one bombardment at a time.

Artillery cannot bombard:
- engaged units; or
- friendly units.

Sight the guns
A bombarding battery can sight the guns to bombard a unit that is not directly ahead. It manoeuvres up to 45 degrees to put the target in its short, long or extreme threat zone. It can sight the guns only once during the opponent's Orders phase: once a battery has sighted the guns it cannot manoeuvre again that phase. A battery cannot manoeuvre unless it also bombards a target.

Bounce through
Troops that are behind a unit that is bombarded may be hit by bounce through fire. If any part of a unit is on a straight line drawn from centre of the front of the battery to the centre of the threatened face of the bombarded unit, then that unit must take a threat test if it is also within the bounce through distance. Bounce through distance is measured from the centre of the side of the unit facing the bombarding battery (i.e. the initial contact point). Units that are beyond extreme range can be hit by bounce through fire. All units hit by bounce through fire must take threat tests.

Procedure
A battery that bombards a unit immediately forces a threat test against that unit. Bombardment immediately interrupts the phasing player's turn, hence a unit that is changing formation can be fired on while in its old formation, and a moving unit can be bombarded at any stage in its movement.

Each time a battery threatens a target by bombardment, one smoke marker is placed in front of the battery (page 13).

Track bombardment fire using counters (blue) positioned by each battery, taking one counter away each time that bombardment fire is used. Alternatively, record bombardment fire on a roster, or use a blue die or spare individual artillery crewmen to track bombardments.

Bombardment ranges

		Range in cm (bands)		
Battery type	**Short range**	**Long range**	**Extreme range**	**Bounce through**
Light	0-30cm (0-6)	30-60cm (6-12)	60-90cm (12-18)	10cm (2)
Medium	0-35cm (0-7)	35-70cm (7-14)	70-105cm (14-21)	15cm (3)
Heavy	0-40cm (0-8)	40-80cm (8-16)	80-120cm (16-24)	20cm (4)

Units that are split between ranges are at the closest of the two ranges.

Officer movement

Intent
Movement of officer figures allows players to optimise the position of officers for the next Orders phase by keeping their formations entirely in command. Officers can also attach themselves to units to enhance the unit's chances of rallying, to spur it on in engagements, or to prepare for the next turn to give a boost during the Orders phase. The CinC can also supersede an officer to take direct control of a body of men.

Conditions
In this phase an army's officers can, in any order desired:
- Move up to 60cm (12 bands); and
- Attach to or detach from a single unit in their command groups.

In addition the CinC can:
- Supersede an officer or relinquish control;
- Relinquish control and then attach to a unit; or
- Detach from a unit and then supersede an officer.

An officer cannot:
- Detach from one unit and then attach to another; or
- Attach to a unit that is not in his command group.

In addition, the CinC cannot:
- Relinquish one command and then supersede another officer.

Procedure

Movement
Officers can move up to 60cm (12 bands) regardless of intervening terrain or the presence of friendly units. Officers cannot move through enemy troops or through gaps that would bring the figures representing them into contact with enemy troops.

Attach/detach
An officer attaches himself by placing the figure that represents him in contact with a friendly unit that is both within his movement allowance and in his command groups. Attached officers subsequently move with their unit, not during this phase. Attached officers can issue orders only to the unit to which they are attached.

An officer detaches from a unit by placing the figure that represents him so that it is just out of contact with and behind the centre of the unit. The officer can then move up to his movement allowance.

Supersede/relinquish control
A CinC who is in contact with another officer can supersede that officer as commander of his formation. Both the CinC and the officer can move up to their movement allowance so that the CinC is in contact. The officer is in effect relieved of his command and the figure representing him is removed. The CinC can then issue orders appropriate to the command level of the officer that has been superseded, but while he is superseding an officer he cannot reappoint officers nor issue rearm orders.

The CinC can relinquish control to the original officer in a subsequent Officer Movement phase, at which point that officer is placed on the battlefield next to the CinC.

The CinC can supersede an officer who has been killed provided that every surviving unit in that officer's command is within the CinC's command radius. If he relinquishes command, he must still appoint an officer to the command group for it to receive orders at that level of command.

A CinC who supersedes an officer uses a command radius appropriate to his quality for an officer at the level he has superseded. Hence, an Excellent CinC who supersedes a divisional officer operates with a command radius of 60cm (12 bands), 40cm (8 bands) as a "divisional" officer plus 20cm (4 bands) for being Excellent.

A CinC who supersedes an officer who is subject to command checks takes those command checks at his own level of ability, not that of his superseded subordinate. A CinC who supersedes an officer does not apply the penalty for difference in command level when taking a command check for that officer's command.

Officer casualties
An enemy unit that contacts an officer in the Orders phase captures him (the figure is removed) unless there is a non-routing unit in his command within his command radius, in which case he immediately attaches himself to the nearest such unit.

An attached officer is killed and the figure removed immediately if the unit he is attached to takes a kill in an engagement or is broken.

Officers attached to routing units are left at the table edge where and when that unit leaves the battlefield. Officers whose commands are broken are removed from the field of battle, although they may be able to reorganise their command (Reorganise, page 24).

The CinC can appoint a new officer to replace one that has been killed or captured by the enemy by issuing the appropriate order in the Orders phase. If the CinC is ever captured or killed, it follows that no officers can be appointed nor any rearm orders issued.

Engage the enemy

Intent
Engagements represent the telling moment of a conflict, either resulting from close-range fire or the real threat of melee. One side will typically break and run as its nerve fails, or recoil from the enemy and fall back. Engagements can see whole units wiped out, representing the effects of casualties, captives and cowardice.

Conditions
Enemy units that are in physical contact on the battlefield are engaged. Such units must resolve the conflict during this phase. Their ability to fight depends on their quality and their situation.

Units use their disadvantaged quality rating if they are:

- Engaged to their flank or rear;
- In march column;
- Cavalry against infantry in square;
- Blown;
- Routing;
- Attacking a strong point, fortress wall or breach;
- Downhill of enemy on a steep hill;
- Cavalry on a steep hill;
- Infantry engaged with close order cavalry while in both open order and open terrain;
- Cossacks or yoruks engaged frontally with close order troops in open terrain; or
- Close order cavalry in dense terrain.

Disadvantaged units never get the favourable position modifier.

In all other situations, units use their normal quality rating.

Regardless of whether a unit uses its normal or disadvantaged quality, no unit can be rated higher than Veteran, nor lower than Unreliable. Hence, Veterans with positive modifiers are treated simply as Veterans; Unreliable troops with negative modifiers are treated as Unreliable. Modifiers are applied to the descriptive quality (Veteran, Experienced, Trained, Green, Raw and Unreliable) and then the corresponding numeric value is read off according to the unit's final descriptive quality. Modifiers are not applied directly to the numeric value.

Procedure
Modify each unit's quality as follows:

Down 1	if more kills than opponent
Down 1	if more staggers than opponent
Down 1	if small unit
Down 1	if engaged with renowned opponent
Down 1	if not in doctrinal deployment
Up 1	if in a favourable position
Up 1	if open order troops in dense terrain
Up 1	if leader attached
Up 1	if inspirational leader attached
Up 1	if battle cavalry
Up 1	if pursuit cavalry fighting a disadvantaged enemy

The result of all modifiers is calculated and applied to a unit's descriptive quality rating to obtain the appropriate numeric value (the effective morale rating). A unit receives all modifiers due to it according to its situation at the start of the phase.

Explanations: Engage the Enemy

Doctrinal deployment
Infantry units are assumed to conform to their nation's preferred tactics for forming line, column and, against cavalry, square. Doctrinal deployment varies depending on whether units are attacking or defending. In all instances, the phasing player's units are assumed to be attacking and the non-phasing player's units are considered to be defending. Doctrines for each nation are defined with the national ratings in the Army Lists.

Engaged to flank or rear
A unit is engaged to its flank or rear if the front of an enemy is in contact with that unit's flank or rear and more of the enemy is in its flank or rear zones than in its frontal zone. A unit is also engaged to its flank if the front of an enemy is in contact along the whole length of that unit's flank.

The front corners of a unit are also its flank corners: the corner is therefore both the front and flank of a unit. An attacking unit that contacts an enemy too obliquely may be engaged to its flank if it fulfils these conditions. Such a unit should first manoeuvre to face the enemy if it is to avoid advancing towards the enemy while exposing its flank.

More kills or staggers
Units with more kills or more staggers are respectively smaller or more disordered than their opponents. The actual number of kills or staggers is not used as a modifier; it is only used to show which side is in the worst state.

Small unit
Most artillery batteries are small units and suffer this penalty. If smaller units than the typical sized infantry or cavalry units are in play, for example, cavalry regiments of one or two squadrons or infantry units of one or two companies, such units suffer this penalty in engagements against standard-sized units.

Players roll 2D6 for each of their own units involved in an engagement.

A unit that rolls under or equal to its effective morale rating inflicts a number of staggers on its opponent equal to the difference between its morale rating and the result on the dice. Although a unit that rolls exactly its effective morale rating inflicts no staggers on its opponent, that unit wins the engagement if its opponent fails the roll.

Any unit that rolls 11 or 12 or that rolls more than its effective morale rating takes one kill whether its side wins or loses.

A unit whose total of staggers and kills equals or exceeds its full, not disadvantaged, morale rating is broken and immediately removed.

The unit that succeeds by the greatest amount is the winner, the other side is the loser. The result is a tie if the winner breaks as a result of staggers and kills inflicted in the engagement. The result is also a tie if both sides fail to roll equal to or under their effective morale rating or if the difference between the results is equal.

In a tie, all defending units hold their ground. Attacking units in a tied engagement retire one move directly away from and facing the enemy. A unit in line that retires can pass through other friendly units of the same arm in line and which face in the same direction without taking staggers for contacting them. It does so by executing a passage of lines.

All losing units rout. Each one forms a mob and then makes one move at march column rate directly away from the enemy (typically straight backwards) and facing away from the enemy. Routing units move their full allowance regardless of terrain for this initial move, can manoeuvre freely while routing to avoid impassable terrain or enemy units, and do not stop at enemy threat zones. A unit that cannot rout because it is surrounded by enemy units, and where no gap wider than a mob exists between such units, is broken.

Any friendly unit that a routing unit touches or passes through as it routs receives one stagger; the routing unit also receives one stagger. Subsequent routs are made in accordance with the procedure detailed in the Rally phase (page 25).

Any unit that leaves or is forced to leave the battlefield, even if it only retires, is broken.

Examples: Engage the enemy

A French trained battalion attacks and engages an experienced British line. The French unit has an effective morale of 8, the British, 9. The French player rolls 10 (a failure); the British player rolls a 5. The French unit takes 1 kill, 4 staggers and routs. The British unit is unharmed.

Two trained French units in column attack and engage an experienced British line. Each French unit has an effective morale rating of 8; the British, 9. The French player rolls 10 and 6, respectively a failure and a success by 2. The British player rolls 7, success by 2. The result is a tie. The British unit holds its ground but takes 2 staggers. The French units take 1 stagger each (two staggers divided evenly), and the unit that failed also takes 1 kill. Both columns retire.

Unlimbered artillery that loses an engagement is broken and removed.

Infantry that is not in square or mass and which loses an engagement in open terrain involving enemy cavalry is broken unless it gets a Huzzah! result.

Multiple unit engagements

Where possible, break engagements into a series of one-on-one combats. Two units against two, for example, always becomes two one-on-one engagements. Only then resolve remaining multiple-unit engagements.

Roll for each unit involved. The unit that rolls the greatest difference between its morale rating and the result on the dice wins the engagement for its side. Only its result is used in determining the number of staggers taken by its opponents.

If a side consists of more than one unit, any staggers are divided equally between units. Any odd staggers are first allocated to any unit that takes a kill: if more than one or no units took kills, the controlling player decides which unit receives odd staggers.

All units that roll 11 or 12 or that roll over their effective morale rating take one kill even if their side wins the engagement.

All units obey the results for ties or losing, as for one-on-one engagements. If the winning unit on one side breaks, the result is a tie.

Huzzah! results

Any unit that rolls Huzzah! inflicts one kill on each opposing unit in the engagement and ignores all staggers it would take as a result of the engagement. In a multiple-unit engagement such staggers are lost, not redistributed.

A unit that rolls Huzzah! can still lose an engagement if the difference between the die roll and its quality is less than the difference rolled by its opponent. A unit that rolls Huzzah! but loses retires, not routs.

Officers

An officer who is attached to a unit that takes a kill or is broken is himself killed and immediately removed. An officer attached to a unit that takes only staggers but does not break remains attached to that unit and is unharmed. Officers attached to units that retire or rout remain attached to the unit and move with it.

Cavalry

Cavalry that does not rout after an engagement is blown. Mark blown status using a counter (green) or a dead horse. Blown cavalry exerts no threat zone. Blown cavalry cannot move until it reforms, unless it fails a recall order (Rally, Reform and Rout, page 26). If engaged while blown, cavalry fights with its disadvantaged rating. Blown cavalry takes threat tests using its full quality rating, unless placed in a disadvantaged position.

Cavalry can try to rally and reform in the same turn that it became blown during the owning player's Rally phase. Cavalry blown during its opponent's Engagement phase cannot rally until its owning player's next Rally phase; it receives a forced order of recall only if it fails that rally attempt.

Rally, reform and rout

Intent
In this phase, commands that have broken or routing sub-commands check to see whether they are affected by their losses by taking a command check. After the command check, the phasing player can try to reorganise broken commands to bring them back onto the battlefield. After this, attempts can be made to restore order by rallying routing units and reforming staggered or blown units. Units that still have staggers after this take compulsory losses and routers make compulsory moves.

Procedure
Carry out the following actions strictly in order:

- Command checks;
- Reorganise commands (optional);
- Remove smoke;
- Rally routing units;
- Compulsory movement of routing units;
- Reform blown and non-routing units; and
- Compulsory casualties.

Command check

Command checks represent the ability of officers to hold their formations together and the confidence that a command has in its leaders. All command checks must be resolved before rallying, reforming, reorganising or routing any units or commands.

Conditions
A command must take a command check if:

- Any of its sub-commands broke or routed this turn;
- It failed a command check last turn; or
- It has broken or routing sub-commands and a unit in the command is within an enemy threat zone.

During the turn, mark any officers whose commands must take command checks as a reminder (use a blue counter or an ADC figure).

Procedure
Command checks are resolved starting at the highest level of command and working downwards. The result of each command check is applied before taking the next check and as a consequence some commands may be affected by more than one command check.

If more than one command at the same command level must take a command check, the command with most routing and broken sub-commands tests first. If the commands have the same number of routing and broken sub-commands, the command with a unit nearest to the enemy tests first.

The officer's command rating is modified as follows:

Down 1	for each broken or routing sub-command
Down 1	if failed last command check
Down 1	for each difference in command level
Down 2	if isolated sub-command
Up 1	for each sub-command in a favourable position
Up 1	if passed last command check
Up 1	if the officer is inspirational
Up 1	if officer seizes the flag

The result is the officer's effective command rating.

The phasing player rolls 2D6 for each command check. If the result is less than or equal to the officer's effective command rating, that officer passes the command check. Otherwise the command check fails. A roll of 11 or 12 always fails.

Explanations: Command checks

Failed/passed last command check
If the command failed or passed its previous command check it receives the appropriate penalty or bonus.

Difference in command level
A senior officer can take a command check for a junior officer who is dead or captured. All units in the command must be within the senior officer's command radius and the officer must be higher up the chain of command. Hence a divisional officer can take a command check for a dead or captured brigade officer, but a brigade officer cannot take the command check for another brigade officer. The command must also be part of the senior officer's command. The senior officer takes the test but at Down 1 for each level of command removed from the officer who is meant to take the test. Division, corps and army officers (the CinC) are respectively one, two and three levels removed from a brigade officer and accordingly take the test at Down 1, Down 2 and Down 3. In effect the senior officer dispatches staff officers to keep control of the command.

A CinC who has superseded an officer whose command must take a command check receives no penalty for the difference in command level. He is there in person, rather than acting remotely through his staff.

Seize the flag
The officer voluntarily performs a conspicuous act of heroism to inspire his men. For an officer to seize the flag all units in the command must be within his command radius. The officer takes the test at Up 1, but if he fails he is killed and immediately removed from play.

If the command check fails, every unit in the command takes a number of staggers equal to the number of broken or routing sub-commands in that command. In addition, all non-routing units in the command must retire one full move facing the enemy (artillery limbers and retires one move still limbered). The first such move is made directly away from the enemy (typically straight backwards); subsequent moves are towards the line of communication. Units do not stop at enemy threat zones. Any units forced to leave the table are broken.

The controlling player decides which units move first.

Units in line can retire though other units of the same arm in line and which face in the same direction by executing a passage of lines; all units forced to touch or pass through another unit without executing a passage of lines each take one stagger.

Units that are deployed in buildings retire in an allowable formation of the owning player's choice. Units in strong points do not have to retire if their command fails a command check unless the command that retires is the army; the controlling player can choose to retire them or leave them in the strong point. If the army retires, all units in the army must retire – even units in strong points.

The line of communication is to a road nearest the centre of the army's baseline, or the centre of that army's baseline if there are no roads. A player can nominate a different line of communication before the game starts.

If its officer has been killed, a command automatically fails the command check unless a senior officer takes the test (Difference in command level, page 23).

Huzzah! results

A command that gets Huzzah! in a command check need not take another command check until another of its sub-commands breaks or routs. A Huzzah! result means that any sub-commands also pass their command checks for this turn only.

Reorganise

Commands that have entirely broken or routed from the field can try to reorganise in an attempt to come back onto the battlefield. As the rule greatly prolongs the length of games, it is not recommended when only a few hours are available for play. It requires more bookkeeping because the number of kills taken by units that have been removed from the battlefield must be recorded.

Conditions

A command can reorganise if it satisfies all of the following conditions:

- It has a leader; and
- The whole command has left the battlefield.

A command cannot reorganise if:

- Its officer was killed or captured and a replacement was not appointed in time; or
- The command is the army. A broken army has lost!

Procedure

Modify the command rating of the command's officer as follows:

Down 1	for each sub-command that broke or routed
Down 1	if the command is a division
Down 3	if the command is a corps
Up 1	if more units retired than broke or routed
Up 1	for each turn waited
Up 1	if the officer is inspirational

The result is the officer's effective command rating.

Roll 2D6. The command reorganises if the result is equal to or less than the officer's effective command rating. A roll of 11 or 12 always fails.

If the command reorganises, on the player's next Officer Movement phase, the command's officer can enter the table at the army's line of communication, obeying the rules for Reinforcements (page 30). He can then issue orders to his command during the player's next Orders phase.

Units in a reorganised command remove all staggers against them but keep any kills they accumulated before they left the battlefield and when they broke. In addition, all units in

Example: Reorganise

A brigade originally consisting of five battalions fails a command check and retires off the battlefield. Of the five units, one broke, one routed and three retired off the battlefield. The average officer in charge has a command rating of 8, modified to 6 because two units broke or routed and then up to 7 because more units retired than broke or routed. The player waits one turn before attempting to reorganise, taking the final rating up to 8: the roll is a 9 and the attempt fails. After a wait of two more turns, the officer's effective command rating is now 9; the player rolls the dice, gets a 6 and successfully reorganises the command. The units in the command each take two kills, one for each attempt made at reorganising them. These kills are added to any they previously took. If this were enough to break a battalion it would be removed from play permanently and the brigade would be treated as a command that started with a strength of four units. The officer would come on next turn, and the brigade could be ordered the turn after that – the fifth turn after the command left the battlefield.

Explanations: Reorganise

More units retired than broke or routed

All units that leave the table are counted as broken. Some may retire, however, as a result of failing a command check. They are regarded as having left the battlefield in good order; if the majority of a command consists of such units, rather than units that broke outright or routed off the battlefield, it has a better chance of reorganising.

Turns waited

The longer a player waits before reorganising a formation, the better the chances of doing so. In theory a player can try to reorganise a command on the turn it leaves the battlefield if it does so as a result of a failed command check. Each turn waited either since the command left the battlefield or since the previous (failed!) attempt at reorganising increases the chance of success.

the command take kills equal to the number of attempts made at reorganising the command. Any units that break as a result are destroyed and are permanently removed; the command enters without them and its strength is reckoned on the number of surviving units; units broken in this way do not count against future orders and command checks.

Huzzah! results

A Huzzah! result immediately reorganises a command. Units take no extra kills for the number of attempts made at reorganising them and the command's officer is immediately placed at the army's line of communication as for the Reinforcement rules. He can order his reorganised command in the player's next Orders phase.

Remove smoke

Artillery batteries that threaten units during the enemy's turn accumulate smoke markers. The phasing player can now remove one smoke marker from each unlimbered battery and two smoke markers from each limbered battery. Batteries may not be able to remove all their smoke markers.

Rally and reform

All routing, staggered or blown units on the phasing player's side must attempt to restore order by rallying or reforming. All routing units must try to rally before staggered or blown troops try to reform, because a routing unit that fails to rally may affect other units in its flight.

Conditions

Rallying and reforming takes place strictly in the following order:

- Rally routing units;
- Compulsory movement of routing units;
- Reform blown and non-routing units; and
- Compulsory casualties.

Rallying or reforming always uses the full, not disadvantaged, quality rating of a unit. No unit can be rated higher than Veteran, nor lower than Unreliable. Hence, Veterans with positive modifiers are treated simply as Veterans; Unreliable troops with negative modifiers are treated as Unreliable.

Example: Rally

A routing Raw cavalry regiment with two kills and two staggers and within the command radius of its officer tries to rally. Its effective morale rating is Unreliable (5) – its base value of Raw (6) is modified Up 1 for being in command, Down 1 for the kills and Down 1 for routing. If it were also out of the command radius of its command group's officer, it would remain Unreliable (5), requiring a roll of 5 or less to rally. A result of 4 would rally it and remove one stagger; it would then take one kill. A result of 3 would rally the unit and remove all the staggers. The unit's chance of rallying can be improved by attaching an officer in the Officer Movement phase.

Modifiers are applied to the descriptive quality (Veteran, Experienced, Trained, Green, Raw and Unreliable) and then the corresponding numeric value is read off according to the unit's final descriptive quality. Modifiers are not applied directly to the numeric value.

Procedure

A unit's quality rating is modified as follows:

Down 1	if the unit has kills against it
Down 1	if the unit is routing
Down 1	if blown battle cavalry
Down 1	if within an enemy threat zone
Up 1	if in command
Up 1	if in a favourable position
Up 1	if an officer is attached
Up 1	if an inspirational officer is attached

The net result of all modifiers is calculated and applied to the unit's descriptive quality rating to obtain the appropriate numeric value (the effective morale rating).

Roll 2D6 for each unit: it rallies if the result is less than or equal to its effective morale rating. It fails to rally if the result is higher than its effective morale rating. A roll of 11 or 12 always fails.

Routing troops that rally immediately halt facing the enemy and assume whichever allowable formation they wish.

Blown troops that rally immediately lose the blown status. They keep their original formation and facing. Blown troops that fail to rally remain blown and may lose control. They receive a forced order of recall and are marked with a blue counter or an ADC figure to indicate they have received a forced order.

In addition, troops whose roll is less than their effective morale rating reform by removing a number of staggers equal to the difference between the result on the dice and their effective morale rating. It follows that a unit that rolls equal to its effective morale rating recovers no staggers, although the roll is good enough to rally routers or to reform blown cavalry.

Huzzah! results

A Huzzah! result automatically removes all staggers from a unit.

Compulsory movement: Rout

Routing units that fail to rally immediately make one move towards their line of communication at march column speed in mob formation. Routing units obey all terrain effects on movement, but can manoeuvre freely while routing to avoid impassable terrain and to avoid enemy units, and do not stop at enemy threat zones.

Unless otherwise specified, the line of communication is to a road nearest the centre of the army's baseline, or the centre of that baseline if there are no roads. A player can nominate a different line of communication before the game starts.

If a routing unit moves through a friendly unit, both units take one stagger. A routing unit that passes through more than one friendly unit takes one stagger for each unit it contacts – if it takes enough staggers it will break. Non-routing units that take staggers in this way must attempt to reform after every routing unit on the phasing player's side has been rallied or moved. Choke points, such as bridges or narrow passes, and the approaches to them may potentially lead to several units being staggered as a routing unit blunders through.

A unit that is forced to rout away from the most direct path to its line of communication, for example, by an enemy unit positioned behind it, takes an additional stagger. A unit that cannot rout because it is surrounded by enemy units or by enemy units and impassable terrain is immediately broken.

Any unit that routs from the battlefield is immediately broken.

Compulsory casualties

Any unit in the phasing player's army that still has staggers against it after attempting to rally or reform takes one kill and retains all its staggers (the staggers are not "converted" into kills). Its state of disorder is considered such that casualties and a drift towards the rear have permanently affected its morale.

Any unit whose total of kills and staggers equals its normal morale rating is broken and immediately removed from the battlefield. A unit that takes kills equal to its normal morale rating is destroyed and permanently removed from play; such a unit can never return to the battlefield if its command is reorganised.

Forced orders

Recall

Blown cavalry that fails to rally receives a forced order of recall (mark affected units with a blue counter or an ADC figure as a reminder). A cavalry unit with a forced order of recall can act on no other type of order until a recall order has been issued and obeyed; it is still blown. A recall order to the cavalry can be issued in the next Orders phase after it fails to rally; other orders can be given first, but cavalry that must recall cannot act on them. If no recall order is given or if an officer fails a preceding order to the cavalry's command, then the recall order fails.

If the order succeeds, the cavalry remains where it is – the recall order has been obeyed, although order has yet to be restored. The unit is still blown. If it fails to rally during the next Rally, Reform and Rout phase, it will again receive a forced order of recall.

If the recall order fails, the cavalry loses control and advances one move in mob formation towards the nearest enemy unit along the enemy's line of communication, automatically manoeuvring as necessary to follow this route. The cavalry is stopped by threat zones and obeys all terrain limitations. If forced by terrain to diverge from the line of communication, it will take the shortest route around any obstruction. If it engages an enemy it fights using its disadvantaged morale rating. Cavalry that loses control is always blown and therefore has no threat zone. If the unit fails to rally during the Rally, Reform and Rout phase, it receives another forced order of recall.

Note that cavalry on the non-phasing side that wins an engagement does not test to rally until after its next Orders phase. It does not receive a forced order of recall unless it fails a rally roll after that phase. It cannot move (i.e. advance, retire, manoeuvre or deploy) during that player's Orders phase because it is blown; in effect it pays a penalty for having the attacker decide where and when the engagement took place. However, one advantage is that the player is more able to get officers in place to maximise the cavalry's chances of recovering from being blown.

Other rules

Terrain

Battlefields in the Napoleonic Wars were rarely flat and featureless. Although in Huzzah! most terrain is defined as open ground, such terrain itself could contain surprises: dips and folds in the land that armies could use to their advantage or which unexpectedly hampered a straightforward attack or manoeuvre. The effects of such terrain in part is modelled in the Orders phase, where the failure of a command to respond to an order can be down to this or a host of other reasons.

Terrain features make up the rest of the battlefield: hills, streams, buildings, woodland, walls and the like. Each type of feature and its effect on threat zones and movement is explained here.

General effects of terrain

Units that encounter a change in terrain move at a rate appropriate to that terrain for the remaining proportion of their move.

Units that span two or more types of terrain present the least threat appropriate to any of the terrain types and use the worst modifier for position (i.e. if part of the position is favourable and part not, the unit is not in a favourable position). Hence a unit that is partly in buildings and partly in the open presents a threat zone only equal to its threat zone in dense terrain, even in the open, and is treated as if it were in the open, not in a favourable position.

Open ground

Open terrain or open ground is flat, lightly sloping or rolling land with few features, such as pastures and fields of crops. Open terrain has no effect on movement or threat zones.

Infantry that has the Open Order ability but does not have the Skirmish ability cannot enter open ground while in open order, nor form open order while in open ground. Such troops must first deploy into a close order formation before advancing into open ground.

Hills

Hills are either gentle or steep. Represent gentle slopes with a single-contour hill and steep slopes using a two-contour hill. Steep slopes are not common on battlefields, although Wellington made use of them in the Peninsula.

Example: Proportional movement

An infantry column moves 10cm (2 bands) in the open up to an orchard. It can then move up to 5cm (1 band), half its remaining move of 10cm (2 bands), into the orchard.

An infantry column moves 5cm (1 band) in an orchard before reaching its edge. Beyond is open terrain, through which the unit can then advance up to 10cm (2 bands).

Gentle slopes halve the movement of all troops except infantry with the Skirmish ability, which moves at full rate while in open order. Steep slopes halve the movement of all troops.

Hill ridges of isolated hills are assumed to run midway along the hill hot-cross-bun style from front to back and from one side to the other. Long hills, such as those favoured in the Peninsula by the British, however, may have only a single ridge running along their entire length.

Hill ridges block the threat zones of artillery and cavalry. They have no effect on infantry threat zones, whose skirmishers operate across them.

Artillery cannot threaten troops in dead ground at the foot of hills, although it can threaten troops in front of and beyond dead ground. Dead ground is defined as a 5cm (1 band) band beneath and round each contour to which artillery is not adjacent. Artillery on a ridge therefore has dead ground on each contour below it; on a steep hill with contours less than 5cm (1 band) apart its field of effect will be somewhat restricted. Artillery adjacent to the lowest contour (that is, on the edge of the hill) does not suffer from dead ground. Note that dead ground works uphill as well as down!

A battery on a hill can bombard over any friendly unit that is both within its short range threat zone and on a lower elevation provided that its target is at long or extreme range and at least 5cm (1 band) away from an intervening friendly unit.

A battery on a hill can bombard over any friendly unit that is both at a lower elevation and in a different range band from the battery's target provided that the target is at long or extreme range and is at the same or a higher elevation than the bombarding battery.

Steep hills disadvantage infantry or artillery units that are engaged against an enemy that holds higher ground. Steep hills disadvantage all cavalry in engagements, whether or not the cavalry holds the higher ground.

Broken ground

Broken ground is rocky, irregular terrain. It is impassable to all troops except infantry in open order, which projects its full threat zone. Artillery can threaten or bombard units that are in broken ground. Broken ground, however, blocks line of sight to units that are beyond it and that are on the same elevation.

Woods

Woodland is either light woodland, such as orchards or open copses, or heavy woodland, with densely packed trees or heavy undergrowth. Both light and heavy woodland are dense terrain.

All woods halve the movement of close order infantry and close order cavalry and are impassable to artillery. Light woodland has no effect on the movement of troops that have the Open Order ability and are in open order. Cossacks, therefore, always move at full speed through light woodland.

All troops at the edge of woodland project their full threat zone into open ground beyond. Infantry, artillery and cossack

units in the open can threaten units at the edge of woodland but not beyond.

Cossacks and infantry have a threat zone of 5cm (1 band) in woods. Skirmisher superiority has no effect on infantry threat zones in woods. All cavalry, except cossacks, has no threat zone within or into woodland and is disadvantaged while in such terrain; because cavalry has no threat zone in woods, it can advance to engage an enemy only if that enemy is within 5cm (1 band).

Howitzer batteries (see Army Lists) and rocket batteries on a higher elevation than light woodland have line of sight to any unit in that woodland and can bombard such a unit at long or extreme, but not short, range provided the enemy unit is more than 5cm (1 band) from friendly troops. Howitzer fire negates the favourable position modifier for being in dense terrain.

Rivers and streams

Rivers and streams are flat or sunken linear obstacles that can be fordable or impassable. Troops can cross impassable rivers or streams only at designated fords and at bridges. Fordable rivers and streams can be designated as fordable by only certain units: all troops, infantry and cavalry, or cavalry only.

All units must stop on contacting a river or stream. If it is fordable, they can cross on a subsequent order, moving through the water at half rate.

All rivers and streams block the threat zones of cavalry and have no effect on infantry and artillery threat zones. Infantry and artillery cannot threaten troops in a sunken river or stream unless positioned at the edge of the water.

Artillery cannot unlimber in a river, stream or ford, or on a bridge.

Hedges

Hedges are insubstantial raised linear obstacles and are either high or low.

All units must stop on contacting a hedge and can cross only on a subsequent order. Hedges are impassable to artillery; high hedges are impassable to cavalry. Infantry and cavalry can cross low hedges and move at half rate on a subsequent order. Infantry can also cross high hedges, and are positioned adjacent to and on the other side of the hedge on a subsequent order.

Hedges block all threat zones except for infantry and artillery positioned next to a low hedge, which threaten over that obstacle. Artillery positioned adjacent to any hedge can bombard through the hedge at short range only, permanently removing a section of hedge equal to the width of the battery. The hedge is removed after the bombardment threat test is resolved.

Artillery can bombard or threaten a unit that is positioned both behind and adjacent to a hedge. The threatened unit is in a favourable position. Howitzer batteries, however, negate the favourable position modifier given by the hedge if bombarding such a target at long or extreme range.

Infantry can threaten a unit that is positioned both behind and adjacent to a hedge. The threatened unit is in a favourable position.

Infantry and artillery units that are adjacent but at an angle to a low hedge project their threat zone up to and over the hedge provided the angle between the terrain and the front of the unit where it contacts the terrain is no more than 45 degrees (Book 3, page 15).

Cavalry cannot initiate engagements across hedges unless such obstacles are designated otherwise.

Walls and redoubts

Walls are substantial raised linear obstacles and are either high or low. Redoubts are substantial low raised linear obstacles – otherwise artillery cannot bombard or threaten from behind them.

All units must stop on contacting a wall or redoubt and can cross only on a subsequent order. All such obstacles are impassable to artillery; high obstacles are impassable to cavalry. Infantry and cavalry can cross low obstacles and move at half rate on a subsequent order. Infantry can also cross high obstacles; they are positioned adjacent to and on the other side of the obstacle on a subsequent order.

Artillery can bombard or threaten a unit that is positioned both behind and adjacent to a wall or redoubt. The threatened unit is in a favourable position. Howitzer batteries, however, negate the favourable position modifier given by a wall or redoubt if bombarding such a target at long or extreme range.

Infantry can threaten a unit that is positioned both behind and adjacent to a wall or redoubt. The threatened unit is in a favourable position.

Walls and redoubts block all threat zones except for infantry and artillery positioned next to a low wall or redoubt, which threaten over that obstacle.

Infantry and artillery units that are adjacent but at an angle to a low wall or redoubt project their threat zone up to and over the obstacle provided the angle between the terrain and the front of the unit where it contacts the terrain is no more than 45 degrees.

Cavalry cannot initiate engagements across walls unless such obstacles are designated otherwise. Redoubts are assumed to have a sloping front face and therefore cavalry can initiate engagements across the front of a low redoubt against units positioned behind the redoubt. Note that redoubts may have deep trenches or wolf pits in front of them, which prevent cavalry from reaching the front of the fortification.

Ditches, sunken roads and trenches

Ditches, sunken roads and trenches are sunken linear obstacles and are either shallow or deep.

All units must stop on contacting a sunken linear obstacle and can cross only on a subsequent order. Shallow obstacles are impassable to artillery; deep obstacles are impassable to artillery and cavalry. Cavalry and infantry move across a shallow obstacle at full rate on a subsequent order. Infantry moves at half rate across a deep obstacle on a subsequent order.

Shallow sunken obstacles have no effect on threat zones; deep sunken obstacles block the threat zone of cavalry. Artillery and infantry can threaten units in a deep sunken obstacle only if they are adjacent to the edge of that obstacle.

Units moving along, not across, a sunken road can do so freely provided they are in mob or march column.

Cavalry cannot initiate engagements across sunken roads or trenches unless such obstacles are designated otherwise.

Difficult terrain

Cliff faces, lakes, marshes, wolf pits, and rivers in flood are difficult terrain. They are usually impassable. Terrain with wolf pits is passable to infantry and marshes may be designated as passable to infantry, which moves through such terrain at half rate.

Difficult terrain blocks the threat zone of cavalry. Cliffs block all threat zones. Artillery, however, can bombard at long and extreme ranges from the top and edge of cliffs.

Bridges and fords

Bridges and fords (as opposed to a river that is fordable along its length) are narrow obstacles that can be crossed at full rate only by units in march column. Evidently any unit that crosses in march column projects no threat zone and is disadvantaged while in that formation. Units in any other formation cannot cross a bridge or ford; they project threat zones appropriate to the terrain.

Artillery cannot unlimber in a ford or on a bridge.

Roads

The rough roads of the time offered no discernible advantage to any arm, except to provide a convenient, easy to follow route. Units in march column can move along a road, following its twists and turns without the need for a manoeuvre order.

Buildings

Buildings can represent individual structures, such as farms, or groups of buildings, such as villages, towns and so on. All buildings are dense terrain. Buildings are best represented on the battlefield by square sectors. A sector represents one large building and outhouses or a group of many smaller buildings. The recommended dimensions for a sector are the frontage of an infantry battalion in line along each face of the square.

Villages, towns and the like have streets through which troops in march column can move. Accordingly, all units in march column move at full rate through buildings representing villages or towns. Infantry in other formations moves at half rate in buildings. Cavalry and artillery cannot enter buildings in any formation other than march column, and cannot change formation while in buildings. Artillery, therefore, cannot unlimber in buildings.

Infantry units in close order in building sectors but not deployed in them have a threat zone of 5cm (1 band) only. Buildings block the threat zones of cavalry and artillery, though artillery can threaten or bombard a unit that is deployed in a building.

Howitzer batteries (see Army Lists) and rocket batteries on a higher elevation than a buildings sector have line of sight to any unit that is in or deployed within that sector and can bombard such a unit at long or extreme, but not short, range provided the enemy unit is more than 5cm (1 band) from friendly troops.

An infantry unit with the Open Order ability and which is adjacent to an uncontested building sector or partly or wholly within it can deploy into it on a Deploy order: the stands representing the unit are positioned around the perimeter of the sector. An infantry unit that is deployed in a building presents four individual threat zones, each extending 10cm (2 bands) from the face of the sector. This threat zone is not modified as a result of skirmisher superiority. The unit also gains the favourable position modifier and the bonus for open order troops operating in dense terrain, where appropriate. Open order troops deployed in a building are in doctrinal formation. The unit counts as contesting the building if an enemy unit attempts to enter the sector. An open order unit deployed in one sector can deploy and move completely into an adjacent, uncontested, unoccupied sector on a Deploy order.

Close order infantry adjacent to or partly or wholly within an uncontested building sector can deploy into that sector on a Deploy order: the stands representing the unit are positioned on two adjacent sides of that sector. A unit so deployed presents a threat zone up to 10cm (2 bands) from the two edges along which is deployed and benefits from the favourable position modifier. In engagements, however, it also suffers the penalty for not being in doctrinal deployment. Close order units deployed in buildings are treated as disadvantaged in engagements, not threats, if the enemy is engaging them from the sides of the sector along which they are not deployed. Close order troops deployed in one sector cannot deploy into adjacent sectors: they must deploy into a close order formation, advance, and then redeploy.

A town sector is contested if an enemy unit is within or partly within it, or if the front of such a unit touches one face of the sector. Units cannot deploy into sectors that are contested by the enemy. A unit that is deployed in a building sector is engaged if the front of any enemy unit touches any face of that sector.

Strong points

Strong points are buildings sectors that represent fortified individual buildings that are notable for the height, depth or strength of their walls. Historic examples include the Granary at Essling, Hougoumont and the high-walled farmhouses typified by La Haie Saint at Waterloo. They are rare features of any battlefield.

A strong point can contain only one unit. Only infantry and officers can occupy or enter a strong point. Units cannot advance, retire or manoeuvre into a strong point: they can enter it only by deploying into it. An infantry unit positioned adjacent to and in contact with a strong point can deploy into it, as for buildings. Any infantry unit deployed in a strong point projects a threat zone of 10cm (2 bands) from all four faces.

A unit deployed in a strong point is in a favourable position and in dense terrain. Infantry that does not have the Open Order ability, however, is in a non-doctrinal deployment in any engagement.

Strong points disadvantage all attacking units in an engagement.

Infantry in a strong point need not retire if its command fails a command check, but it must take the staggers that result from failing the check. The unit can retire on a failed command check if the controlling player wishes.

Fortress walls and breaches

Fortress walls are substantial high linear obstacles. Ordinarily they are also impassable; in a siege game they are passable to infantry in line or in open order, which is assumed to have the necessary equipment to mount an escalade.

Assaulting troops must be given an advance order to scale a fortress wall. The advance order is modified Down 1 for each level of height, in addition to any other modifiers according to the situation, such as enemy threat zones. A fortress wall is typically one level high; citadels and gatehouses may be two or even three levels high. Fortress walls surrounded by trenches also add the depth of the trench to their height, typically one extra level, meaning that most advance orders to scale a fortress wall have a penalty of at least Down 2.

If the advance order succeeds, units reach the top of the walls and can engage the enemy. The attacking unit is always disadvantaged.

Infantry on top of a fortress wall threatens as normal, except that it never adds the bonus for skirmisher superiority. Artillery mounted on fortress walls suffers from dead ground equal to 5cm (1 band) for each level in height above the ground. Hence artillery on a two-level high wall or on a one-level high wall above a one-level deep trench cannot bombard or threaten into the 10cm (2 bands) immediately below it.

Units that are outside a fortress wall and within the threat zone of a defending infantry unit that is atop the wall are also always disadvantaged: the defenders have the considerable advantage of height.

Breaches are steep slopes of rubble that are passable only to infantry in line or in open order, which moves at half rate. They may be topped with chevauxs de frise and other barricades, which act as low walls.

Breaches may be mined. A mine acts as a one-off bombardment that forces all units on the slope of the breach to take a threat test; all such units are disadvantaged. The defending player decides when or if to detonate the mine.

Defending infantry and artillery units at the top of a breach threaten down the breach according to the rules for steep hills; there is therefore in effect a 5cm (1 band) wide strip of dead ground as the base of the slope leading to a breach. Skirmisher superiority has no effect on the threat zones of attackers or defenders in a breach. Units advancing or attacking up the slope of a breach are always disadvantaged for threat tests and engagements; the only advantage of assaulting a breach, rather than a fortress wall, is that the breach doesn't penalise orders to advance.

Units that defend fortress walls or breaches frontally are in a favourable position.

If a unit defending a fortress wall loses an engagement, on the defender's next turn other units can be ordered to replace it. Units to either side of the resulting gap can manoeuvre sideways, entering the escalading unit's threat zone and stopping one stand width into it. Such units are not regarded as being in contact with the escalading unit (they are "separated" by the battlements); to make contact they must then issue a successful advance order to engage the enemy. The escalading unit, however, is no longer disadvantaged. If the defender fails to advance on the escalading unit, that unit always has the option to advance in its own orders phase.

An escalading unit that defeats the defender can on its next turn advance over the battlements to occupy the defender's former position. On a deploy order it can form a "march column" to face either left or right to advance along the wall and exploit its success. Although this formation is always disadvantaged, it will always encounter a disadvantaged enemy, either by contacting it in the flank or by meeting it head on if it also forms march column. Such march columns can snake along fortress walls as if they were roads, and down steps, ramps or towers to descend the walls.

Reinforcements

Some scenarios may specify that some commands arrive on a particular turn. The turn before reinforcements are due, the officers of the appropriate commands enter the battlefield on the Officer Movement phase, moving up to their full movement allowance. The next turn, they can try to order their commands onto the battlefield by issuing an advance order. Officers whose troops are due to arrive on the first turn are placed on the battlefield at the start of the game. A player who forgets to place officers during the Officer Movement phase cannot, therefore, issue orders to the reinforcements they control. The officers can be brought on in a subsequent Officer Movement phase.

Troops ordered onto the battlefield are regarded as in command provided that their designated entry point is within the command radius of their officer.

Unless specified otherwise in a scenario, reinforcements can enter a battlefield on a broad front. This front is defined as any part of the edge of the table that is within the command radius of the ordering officer. Hence officers close to the point of entry are able to order reinforcements onto the table on a broad front; officers at the limit of their command radius can order troops onto the table on only a narrow front.

Officers who place the entry point of their troops beyond their command radius not only do not get the in command bonus but troops can move onto the battlefield only at the exact, designated point of entry – they must therefore arrive one unit behind another.

A player can choose to delay the arrival of reinforcements. Each turn reinforcements are voluntarily delayed gives an Up 1 to the orders roll to advance onto the battlefield.

If more than one command is due to arrive on the same turn at the same point, the player must choose which command to order first. If that command fails to arrive, it blocks the arrival point for any other commands due to enter there. A player's choice of which command to bring on first cannot be changed on subsequent turns. A command that fails to enter the battlefield can therefore block not only other reinforcements due to arrive that turn, but also reinforcements that are due to arrive on subsequent turns.

Reinforcements that are blocked do not get any orders bonus for their delayed entry – their delay is not voluntary. Reinforcements that are delayed because a player forgot to place officers during a preceding turn also gain no bonus for their delayed entry.

Officers can issue orders to reinforcements only if the whole command group at their command level has arrived or is due to arrive on the battlefield that turn. Hence a division whose brigades are due to arrive on turns 2, 3 and 4 can be ordered as a division only from turn 4; on turns 2 and 3, only the brigade officers can issue orders to their respective commands, or the division officer can issue orders to individual brigades.