# *Napoleon's Eagles*

Tactical Level Rules for Napoleonic Miniature Battles

Game designed and written by:
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**Acknowledgements:**
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If you like these rules and would like to encourage further development of *Napoleon's Eagles*, please send a contribution. Such contributions can be in the form as *Napoleon's Eagles* scenarios (most appreciated), 15mm or 25mm figure donations, paints and brush donations, pizza and beer donations, and/or money contributions. Please feel free to e-mail the author about making other donations and making arrangements for contributions, or should you have any questions or comments. E-mail: trochim@rtt.colorado.edu

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*One battalion often decides the day'*
*-Napoleon*

The primary goal of *Napoleon's Eagles*, as should for any miniature game, is to capture the flavor of the period in a fun entertaining way. It is designed to be fun, simple and to the point. At the same time, there is enough detail to make it interesting. *Napoleon's Eagles* is a battalion level game, which means that the basic maneuvering element is the infantry battalion.

Although *Napoleon's Eagles* can be used for different scales (6, 10, 15, 25mm) and for the various figure ratios, it is targeted towards the 1:60 ratio with measurements for 15mm figures. This scale and ratio was picked to use existing figures mounted for *Empire* and other games that use a 1:60 basing system. Recommendations for use with 25mm figures and/or different ratios can be found in section three of the rules, page 10.

Another goal for *Napoleon's Eagles* is to minimize bookkeeping. Use of colored pipe cleaners cut to one inch sections, or for those trying to maintain the aesthetics of the table top, casualty figures and battle debris, are used to indicate unit status.

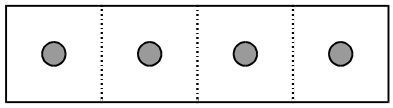
**Learning the Rules:**
A good way to learn a new set of rules is to briefly read through them once just to take in the general feel for the structure of the game and the overall method of play. After the first brief read, thoroughly read the rules a second time. Then play a few games with friends. While the players do not have to be scholars in the Napoleonic period to play *Napoleon's Eagles*, it always helps to know a little about the period you are gaming. The Napoleonic period is certainly one of the more interesting and colorful periods. The details of the rules are not such as to step through the exact procedure on how to use your cavalry in support of an infantry attack. These are particulars the players will have to discover on their own. That is, the player will need to experiment with which tactics work with the available forces at hand and the circumstances of the battlefield.

**Equipment Needed to Play this Game:**
1) Napoleonic miniature figures (Most Important).
2) *Napoleon's Eagles* and quick reference chart.
3) Several six sided dice, referred to as D6's.
4) One or two twenty sided dice, referred to as D20's.
5) A measuring tape or ruler in inches.
6) Colored pipe cleaners cut to 1". See page 5 for list.

**Game Scale for 15mm Figures:**
One action = approximately 5 minutes
One game turn = approximately one hour
One figure = approximately 50 to 60 soldiers
One inch = 60 yards
Frontages/mountings for 15mm figures:

| | |
|---|---|
| 2 rank infantry | = 1/2" per figure (drawing 1) |
| 3 rank infantry | = 3/8" per figure (drawing 2) |
| Cavalry | = 3/4" per figure (drawing 3) |
| Artillery | = 1" per gun model (drawing 4) |

- See the army lists at the end of these rules for unit organization and nationality differences.
- Depth: As an overall standard, 1/2" for infantry stands, 1" for cavalry stands, and 1-1/2" for artillery stands, are the recommended depths.
- One gun model with two crew figures on a 1" x 1½" base represents one to three actual field guns. A two gun regimental battery would consist of one base, a six gun battery would have two bases, and a battery of eight guns would have three bases (drawing 4). It is recommend that players mount the gun model and crew on separate bases, or arranging it so that the gun model is removable for situations were guns are abandoned.
- Leader figures can be mounted on any size base. Mounting one leader figure on a single base for division commanders, two leader figures (or an officer and one staff figure) for corps commanders, and three or more figures for army commanders helps to show the command structure on the game table.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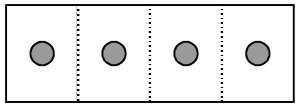
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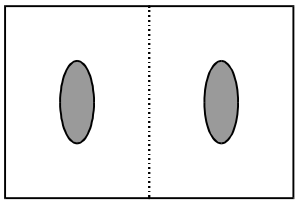
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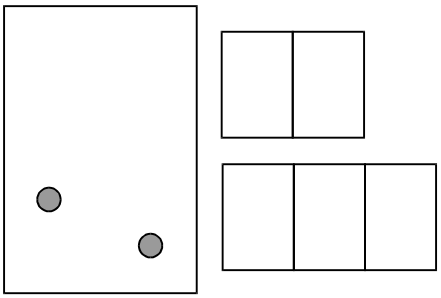
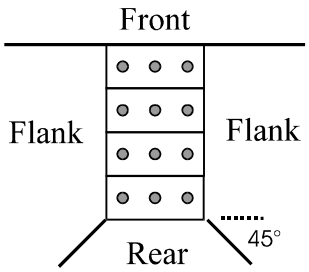

Drawing 4

**Important Terms:**
I use a few terms in these rules that can get a little confusing at first. So here is a brief overview of some of the terms you will see in *Napoleon's Eagles*.

- *Game Turns*: Each game turn is approximately 1 hour of simulated game time. In one Game Turn there are 12 actions that are played out in 6 periods, 2 actions per period. A game turn ends after six periods have been played. The diagram below is a graphical representation of the game turn and the subsequent break down of the periods and actions within the game turn.
- *Periods*: A subset of the game turn. This is when the sequence of play is used. In one period, a unit will have two actions to be used for movement and firing. After the completion of six periods, a new game turn begins.
- *Actions*: This is the heart of movement. Each unit is given two actions per period to move and/or fire in any order the player wishes. A unit can use one action for movement and one action for firing or both actions for movement or both actions for firing. A unit cannot use more then two actions per period.
- *Turn Points*: These are use to determine order of movement in a period. During the bidding phase of a period, players determine how many turn points they would like to bid (zero to maximum unused turn points). Should there be a tie during the biding phase, players will need to each roll one D6 to break the tie.

**Units:**
A unit in *Napoleon's Eagles* represents a battalion of infantry, a battery of artillery, or regiment of cavalry. The front, flank, and rear orientation of a unit is as follows:




**Ratings:**
Units comprise of four ratings, which will be discussed in detail in the appropriate sections of the rules. The ratings of a unit are listed in the following order within the army lists and the orders of battle for the scenarios:

Move – Morale – Fire – Melee

For example, a unit with the rating of "B16C30" would have a movement rating of "B", a morale rating of "16", a fire rating of "C", and a melee value of "30".

**Sequence of Play in One Period:**
Each game turn has 6 periods which are played out in sequence as follows:
**1)** Check for units out of command control (see leaders and command and control) and mark those units out of command. Units that are out-of-command have restrictions to their movement (see page 16, out-of-command penalty).
**2)** Each side secretly bids turn points to determine which players are **A** and which are **D**. The side that wins the bid for the period has the choice if they would like to be side **A** or **D**. Should there be a tie, roll a D6 to break the tie.
**3)** Side **A** moves/fires two units that have not moved during the current period. The units have the option to just stand.
**4)** Mark any units that need to make morale checks as a result of side **A**'s moves/fire.
**5)** Side **D** moves/fires one unit that has not moved during the current period. The unit has the option to just stand.
**6)** Mark any units that need to make morale checks as a result of side **D**'s moves/fire.
**7)** Repeat steps 3 through 6 until side **A** is finished moving all their units, or declares they are finished moving after moving at least ½ of their forces.
**8)** Players now move their leaders. Leaders and staff can move up to 10" during this step.
**9)** Resolve close actions. See page 12 for details about resolving close actions.
**10)** Units that have been marked for morale checks must now check morale. Ignore units that were involved in close actions.
**11)** Remove all out of command, moved and stand markers.

**Movement Order:**
The side that wins the bid for the period has the choice to be either side A (Attacker) or side D (Defender). Side A moves two units while side D only moves one unit during the sequence of play. When side A is finished moving all of their units or decides they are finished moving units, players skip to step #8 in the sequence of play (see above). Side A must move at least one half (½) of their units before declaring that they are finished moving for the period.

**Side A and D Ratios:**
Instead of having side A move two units and side D move one, players my want to experiment by having side A move three and side D move two, or have side A move four and side D move two. For larger battles, having side A move five and side D move three will work well. Regardless of the ratio, side A must move more units then side D during the sequence of play.

| Game Turn | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Period 1 | | Period 2 | | Period 3 | | Period 4 | | Period 5 | | Period 6 | |
| Action | Action | Action | Action | Action | Action | Action | Action | Action | Action | Action | Action |

**Actions and Turn Points:**
At the start of each game turn, each side receives twenty turn points. Turn points are bid each period to determine who moves first. Once a player uses their turn points in a bid, they cannot be used again until the next Game Turn. Any unused points at the end of a game turn are discarded and each player receives twenty new turn points at the start of the new game turn. Players can use a D20 to keep track of the turn points they have remaining.

**Using Uneven Number of Turn Points:** (optional)
In some scenarios, players may agree to make the points unequal. This is to simulate the differences in the officer corps and/or command abilities of an army. For example, you can give the French player 20 turn points and the Austrian player 18 turn points for a particular battle.

**Game Table Flanks:** (optional)
For medium sized battles, players might want to divide the game table into halves. Each half, left flank and right flank, will have their own turn points to use. For bigger battles, players may even try this with the table divided into thirds. This would create a left, center, and right flank with each flank having their own turn points. In situations were units are to cross flanks, its important to try and keep all flanks synchronized. In a situation were two units might move at the same time, due to crossing flanks, the flank with the highest turn points bid has choice which unit moves first.

**Stand Markers:** (*very important!*)
Stand markers are placed during movement and allows a unit one action to be used as a defense action. It takes one action to place a unit on "stand". If a unit uses both actions, then that unit will not be able to "stand". Once a stand marker is used, it is removed. If a unit is charged before it has the chance to move, then place a stand marker on the unit to show it is eligible for one defense action (see close actions). Players may need to consider the use of stand markers for a defense action, and in some situations it might be unwise to use both actions and reserve none for defense. For example, an artillery battery chooses to fire at a cavalry regiment that is five inches from the battery's front. If the battery uses both actions for its fire, the battery will have nothing left for a defense action should the cavalry unit charge.

**Helpful Hint:**
When playing larger battles, trying to remember which units have moved and which have yet to move might get a little confusing sometimes. Find some small blue poker chips (or counters) and on one side paint them green while the other side is left blue. If a unit uses both actions, mark it with the blue side (moved). If the unit uses only one action, or reserves one action for a defense, then place the green side up. Players can use dyed cotton balls of white/gray and tan/brown for smoke/dust instead of counters.

**Suggested Marker Colors:**

| | |
|---|---|
| Disordered | Place figs in an unformed pattern |
| Fatigued | Yellow |
| Tired | Orange |
| Exhausted | Red |
| Stand Marker | Green |
| Moved | Blue |
| Casualty Marker | Black (or casualty caps/rings) |
| Morale Check | White |
| Out of Command | Brown |

Players may also use any other markers to their liking, such as battle debris (dead/wounded soldier and horse figures, cotton balls for smoke/dust, wagon wheels, muskets and backpacks, etc.), small letters, or even cardboard counters. Visually, battle debris looks best on the gaming table.

# Fatigue Levels of a Unit

**Fatigue Levels:**
A unit will be in one of the following fatigue levels:

1) Normal
2) Fatigued
3) Tired
4) Exhausted

The fatigue level does not affect a unit's movement, but does affect how the unit fights in close action and fires its weapons. This is shown in the modifiers.

- After performing a force march, the fatigue level of that unit is increased by two. A unit that is exhausted or tired may not perform a force march.
- After the full completion of a close action, a unit's fatigue level is increased by one. Note, cavalry that charged but did not close with their target will still have their fatigue level increased by one.
- If a battery performs rapid fire, the battery's fatigue level is increased by three after firing. This will be factored in for the close action if being charged.

Right after the activity was performed that will increase a unit's fatigue level, the effect takes place. If a unit uses a force march to close into a close action, that unit's fatigue level will be increased by two for the close action. If a battery uses rapid fire for a defense action, the battery's fatigue level will be increased by two for the close action.

**Unit Recovery:**
To recover from one fatigue level requires one action of rest. During the resting period no movement, firing, close actions, or any other activity is allowed for recovery. Examples: 1) A unit is tired and rest for two complete actions, the unit will be at a normal fatigue level after resting. 2) A unit is fatigued and rests for one action and recovers to normal state. For the second action the unit fires without penalty.

# Movement

**Leaders and Staff Movement Rates:**

| Type | distance |
|---|---|
| All | 5”, in step #8 |

In one action, a unit may move up to the listed distance in the charts below. If both actions are used for movement, this effectively doubles the unit’s move.

**Infantry:** (All types)

| Rating | Line | Column | Skirmish | Road Col. | Square |
|---|---|---|---|---|---|
| A | 3” | 4” | 4” | 5”, on road | 1” |
| B | 2” | 4” | 4” | 5”, on road | ½” |
| C | 1” | 4” | 4” | 5”, on road | - |

**Cavalry:** (Light, Medium, Heavy)

| Rating | Line | Column | Skirmish | Road Col. |
|---|---|---|---|---|
| A | 4” | 4½” | 5” | 5”, on road |
| B | 3” | 4½” | 5” | 5”, on road |
| C | 2” | 4½” | 5” | 5”, on road |

**Cavalry Charge Distance:**

| Type | distance* |
|---|---|
| Light Cav. | 7” |
| Medium Cav. | 6½” |
| Heavy Cav. | 6” |

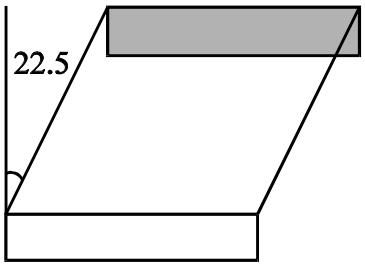
**Important:* A charge move cannot be more than <u>one</u> action. A unit may move normally for one action and then charge for the second action, but <u>cannot</u> charge for two actions in a row.

**Artillery:**

| | | Field Movement | | Prolong | Road Movement |
|---|---|---|---|---|---|
| | | A-Rated | B-Rated | A & B | A & B |
| Horse | 3lb-6lb | 4½” | 4” | 1½” | 5”, on road |
| Foot | 3lb-6lb | 4” | 3” | 1½” | 5”, on road |
| Foot | 8lb-9lb | 3½” | 2½” | 1” | 5”, on road |
| Foot | 12lb | 3” | 2” | ½” | 5”, on road |

**Leader Movement:**
In step #8 of the sequence of play, all leaders can move. If a leader is attached to a unit that moves, the attached leader my accompany the unit when it moves or detach from the unit and move during step #8.

**Passing Through Another Unit:**
If two formed units move through each other, either by choice or by being forced, both units must have their formations disordered and will need one full action to reform. Until the unit reforms, the unit’s formation is considered disordered. Units in retreat status are already considered to have disordered formations. Skirmishers may move through friendly skirmishers but must move around formed units. Your formations can never move through formed enemy units or skirmishers. During normal movement, units may move oblique up to 22.5° or less, except when a unit charges, then it must move straight ahead within a 10° angle.




**Terrain Effects on Movement:**
(Also see woods and buildings on page 19)
*Crossing Bridges;* 2 to 6 figures may cross over a bridge per action. Depends on the size of the bridge.
*Gentle Slopes;* no movement penalties for units going up or down the slope. However, line of sight may be restricted.
*Steep Slopes;* can only use up to ¾ of the unit’s movement going up or down the slope.
*Extreme Slopes;* can only use up to ½ of the unit’s movement going up or down the slope.
*Mud / Soft Ground / Sand;* movement is ½ for all units.
*Rivers/Streams;* players decide which can be crossed and which can not. If a river or stream can be crossed, it will take 1 to 4 actions (players choose) to cross, and units must be in column formation to cross. Step 1) unit moves up to river edge. Step 2) if crossing, the unit enters the river and must spend the required time there. Step 3) unit leaves the river and is placed on opposite side. Also, players will need to decide which rivers/streams will cause the unit to become disordered after crossing.
*Ridge Lines;* can be used in a game to define the crest of a hill for determining the height benefit between two opposing units and line of sight restrictions.

**Force Marching:**
Each unit may make one force march per period provided that the unit is not exhausted or tired. A force march will allow a unit to take one extra action for movement (not to be used for firing). Performing a force march will increase the fatigue level of a unit by two.

**Volunteer Retreats:**
Instead of making a normal move, a unit may as an alternative, volunteer to retreat. Retreat the unit using normal procedures outlined on page 12 (Moving Retreating Units).

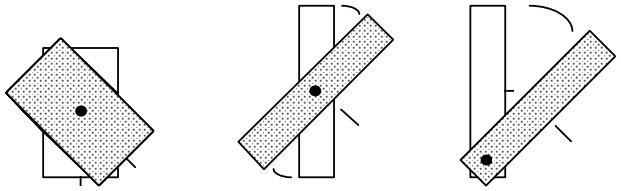
**Artillery Limbering and Unlimbering:**
Artillery will need to limber to move and unlimber to fire. It takes artillery 1 action to limber or unlimber the guns. Prolong movement is the only way an artillery battery can move without limbering the guns. Artillery may prolong forward or backward and this counts as a move.

**Falling back:**
Infantry and cavalry may be moved backward 1" per action while keeping the same facing. Artillery must use prolong movement.

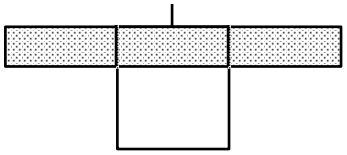
**Sidestep:**
Infantry and cavalry units may move 1" per action left or right. Artillery can only move ½" left or right per action.

**About Face Maneuver:**
It takes one action for a unit to perform an about face. After performing an about face, turn the unit 180° around without changing its formation.

**Facing Changes:**
In line, a unit may change facing from its center or at one of its flanks (wheeling). In column, a unit changes its facing from the center. Infantry, cavalry or artillery may change facing up to 10º (adjustment) without cost. Infantry, cavalry, and artillery in line may change facing up to 45º at the cost of 1 action and 90º at the cost of 2 actions. Infantry, artillery and cavalry in column may change facing up to 45º at the cost of ½ an action, up to 90º at the cost of 1 action and up to 135º at the cost of 2 actions. A unit in column cannot face more than 135º in one move.



**Formation Changes:**
All formation changes are to the front of the unit. The only formations used in *Napoleon's Eagles* are the column of divisions "C" (also known as column of maneuver), road column "RC" (also known as column of march), square "S", echelon "E" (cavalry only), and line "L" formations. See the army list at the end of these rules for further descriptions on these formations.



**Infantry Formations:**
All formation changes (RC to C, C to RC, C to L, L to C, C to S, S to C, L to S, S to L) cost 1 action except for the following special cases:

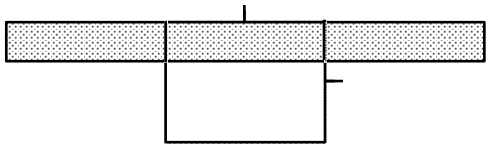
| | |
|---|---|
| French after 1807 | C to L, L to C cost ½ action |
| 1806 Prussians | C to L, L to C cost 2 actions |
| Austrian mass | C to S, S to C cost ½ action |

Note: That a unit in RC (road column) formation can only change into a C (column) formation.

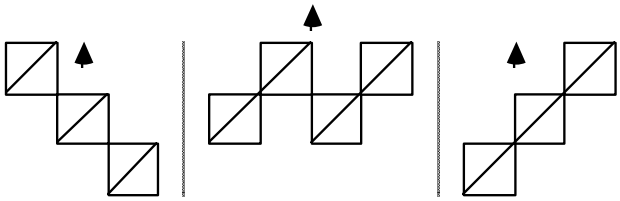
**Cavalry Formations:**
All formation changes (RC to C, C to RC, C to L, L to C) cost one action. Cavalry changing from L to E, E to L, (E = Echelon) cost ½ an action.

**Artillery Formations:**
When an artillery battery unlimbers their guns, the unit forms a line formation to its front. When an artillery battery limbers their guns, the unit forms a column formation facing either to the unit's front or to the rear.

**Deploying from Column into "Line on the Flank":**
Infantry in column may deploy into a line formation on one of its flanks (left or right) at the cost of two actions. However, 1806 Prussian infantry plus all cavalry units may deploy into a line formation on one of its flanks (left or right) at a cost of only one action.



**Cavalry Echelon:**
Cavalry must start in line formation to form an echelon, and it will cost ½ an action to change into this formation. Echelon formations cannot make more than a 45 degree facing change and the formation uses line movement rates. Infantry or artillery that is charged by cavalry in an echelon formation must take two morale checks instead of the normal one when resolving close actions. Cavalry in echelon will receive a -5 melee value in a close action against other cavalry not in echelon.



**Refusing a Flank:**
A unit in line may refuse one flank, and only one flank, by using up to ¼ (25%) of the figures in the unit (rounding up) and rolling them back 90º. This is a formation change and costs one action to perform. A unit may use this as a defense action if the unit is charged on the flank side.

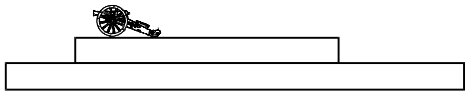
# Musket and Artillery Fire

**Firing Arcs:**
Artillery, Infantry and cavalry may only fire up to 22.5º to their front arc and only the front rank figures of a unit may fire.

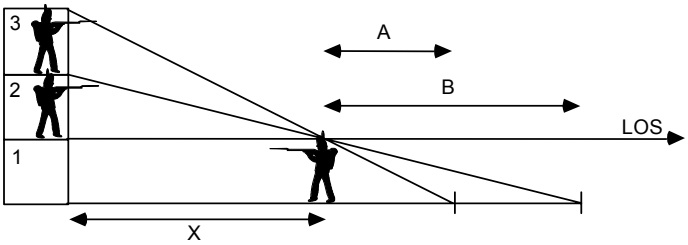
**Shooting Over Units and Target Priority:**
Units cannot fire through or over other friendly units. Artillery may fire over the heads of friendly units using solid shot only, and only if a clear line of sight exists between the firing battery and the target.

The following three rules apply to units firing:
**1)** Units cannot fire into close actions.
**2)** Units must fire at the nearest enemy unit that is a potential or actual threat, ignoring skirmishers. A unit may fire through enemy skirmish screens but not friendly ones. Skirmishers do not block line of sight. Skirmishers are discussed in more detail on page 18.
**3)** Units can only fire at what they can see and skirmishers and unlimbered artillery do not block line of sight.

**Line of Sight:**
Level-one features include units (enemy and friendly), buildings, smoke (optional), light and dense woods. Players may wish to add hills to their games to get multiple levels of terrain features. Hills can be one or more levels high with or without other terrain features on top of them. Ridge lines can be used in a game to define the crest of a hill for determining line of sight restrictions.



The line of sight formula is simply X = 2A = B; see the diagram below. X is the distance between observer and obstacle. A and B are the blind spots for the observer if on a level 1 and level 2 hill.




♦ If observer and obstacle are at the same level, then line of sight will be blocked.
♦ If observer is one level up from obstacle, blind spot = distance between obstruction and observer (B = X).
♦ If observer is two levels up from obstacle, blind spot = ½ distance between obstruction and observer (A = ½X).

Example of LOS: The observing unit is on a level one hill and there is a blocking unit or terrain feature at ground level 5” away, line of sight will be blocked for 5” past the blocking object. That is, X = 5”, and so B = 5”.

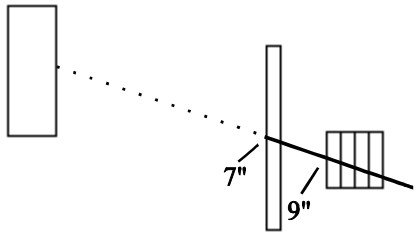
**Musket and Rifle Fire:**
Consult the Musket Firing Table on page 9 for calculating musket or rifle fire. Roll one D6 and apply any die roll modifiers. Find the modified die roll along the top of the chart and reference this with the number of figures firing in the left column. The result is the total number figure causalities inflicted. For units that fire for two actions, just double the number of figures firing. That is, if 10 figures fire for two actions, they are counted as 20 figures firing.

*Example of firing-1:* A ten figure battalion in line fires at an infantry target in column at a range of 2” for one (1) action. The firing unit has a C rating and has three rank formation training. The firing unit is also in fatigue status. The player rolls a four (4) and must apply +2 for firing at a column, -1 for fatigued, and -1 for medium range. The resulting number is 4. Reference this with ten figures (1 action x 10 figures) to reveal that one figure casualty has been inflicted.

*Example of firing-2:* A ten figure battalion in line fires at an infantry target in column at a range of 2” for two (2) actions. The firing unit has a C rating and has three rank formation training. The firing unit is also in fatigue status. The player rolls a four (4) and must apply +2 for firing at a column, -1 for fatigued, and -1 for medium range. The resulting number is 4. Reference this with twenty figures (2 actions x 10 figures) to reveal that two figure casualties have been inflicted.

**Artillery Fire - Cannister:**
Calculations for resolving cannister shot is similar to that of musket fire. Roll one D6 and apply any die roll modifiers. Find the modified die roll along the top of the Musket Firing Table on page 9 and reference this with the number of cannons firing in the left column. The result is the total number of figure causalities inflicted. For units that fire for two actions, just double the number of cannons firing. That is, if a six gun battery fires for two actions, they are counted as 12 cannons firing.

**Artillery Fire - Solid Shot:**
To calculate fire using solid shot, the firing player first picks a point of aim from which the direction of bounce is determined. Direction of bounce is determined by tracing a line from the center of the firing battery to the point of aim. The firing player then rolls one D6 for every unit that the solid shot bounces through. Consult the Solid Shot Firing Table on page 9 to determine the numbers needed to hit a target. If a hit is scored, damage points will need to be worked out, which is calculated by taking half the number of cannons (not howitzers) firing in the battery and applying any modifiers listed. If the target is in column or square formation, the damage points are doubled. The target then receives one figure casualty for every 6 damage points. Roll one D6 for any fractions, that is, for 3 damage points the player will need to roll a 1, 2, or 3 on a D6 to inflict one figure casualty. If the battery fires for two actions, then the firing player will get to roll 2xD6 for determining hits. If two hits are scored on the target, the damage points are accumulative and only one D6 is rolled for any fractions.




*Example of artillery fire*: A French 12lb battery (six cannons and two howitzers) with a fire rating of B is firing for two actions at a formed infantry line 7” away (medium range). The player announces that he is using solid shot, and at that range, solid shot has a bounce of 5” (see bounce for solid shot page 10) which will carry into the column behind the line. The column is 9 inches away from the gun. Calculations are as follows:

- Line: The firing player rolls 2xD6 and rolls a 5 and a 2 for one hit. The battery has six cannons and so does 3 damage points. The player will now need to roll a 1,2, or 3 on a D6 to inflict one figure casualty.
- Column: The firing player rolls 2xD6 and rolls a 6 and a 5 for two hits. The battery has six cannons and so does 3 damage points per hit. But since the target is in column, the damage points are doubled to 6. Also, hits are accumulative and each hit does 6 points for a total of 12 damage points which means two figures are casualties.

*Howitzers* - Note that there was no use of howitzers at a range of 7” (original target range). See “Howitzers” on page 10 for more details.

Musket Firing Table (Vertical = # of Figures, Horizontal = 1xD6 Die Roll)

| | -4 | -3 | -2,-1 | 0 | 1 | 2 | 3,4 | 5 | 6 | 7 | 8,9 | 10 | 11 | 12+ |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 2 | | | | | | | | | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | | | | | | | | 1 | 1 | 1 | 1 | 1 | 2 | 2 |
| 6 | | | | | | | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 |
| 8 | | | | | | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 |
| 10 | | | | | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 |
| 12 | | | | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 |
| 14 | | | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 |
| 16 | | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 |
| 18 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 |
| 20 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 |
| 22 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 |
| 24 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 |

**Note:** Die rolls of –5 or less will have no effect.

| | Close | Medium | Long | Extreme |
|---|---|---|---|---|
| Musket | up to 1” | up to 2” | up to 3” | up to 4” |
| Rifle | 2” | 3” | 4” | 6” |
| Carbines | 1” | -- | 2” | -- |
| 12 lb | 5”(6) * | 10”(5) | 20”(4) | 32”(3) |
| 8-9 lb | 5”(5) * | 10”(4) | 18”(4) | 27”(2) |
| 6 lb | 4”(4) * | 8”(4) | 16”(3) | 24”(2) |
| 4 lb | 4”(4) * | 8”(3) | 15”(3) | 22”(2) |
| 2-3 lb | 3”(2) * | 6”(2) | 14”(2) | 18”(1) |

Solid Shot Firing Table

| • | Close | Medium | Long | Extreme |
|---|---|---|---|---|
| A | Hit | 3,4,5,6 | 4,5,6 | 5,6 |
| B | Hit | 4,5,6 | 5,6 | 6 |

Damage modifiers when a hit is scored:
+1 for each howitzer in the battery
-2 for firing at unlimbered artillery
-1 for firing at limbered artillery
-4 for firing at skirmishers
-2 for firing at troops in buildings or woods

* Notes cannister range for artillery; 3”for howitzers. Number in parentheses is bounce for solid shot.

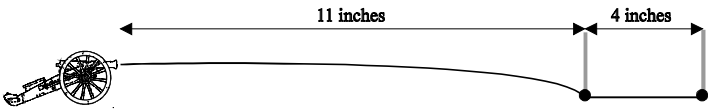
Die roll modifiers:
+2 for A rated units
+1 for B rated units
-1 for D rated units
-2 for E rated units
+1 for R (Rifle) class units
+6 for 12lb cannister shot
+5 for 8-9lb cannister shot
+4 for 6lb cannister shot
+3 for 4lb cannister shot
+2 for 2-3lb cannister shot

Die roll modifiers:
+2 for firing at columns/squares
+2 for two-rank training
-1 medium range
-3 long range
-5 extreme range
-1 if fatigued
-2 if tired
-3 if exhausted

Die roll modifiers:
-3 firing at unlimbered artillery
-1 firing at limbered artillery
-3 firing at units behind walls, redoubts
-2 firing at units behind hedges, prepared defenses
-1 if target in light woods
-3 if target in dense woods
-5 if target in buildings
-3 firing at skirmishers

# Artillery

**Bounce for Solid Shot (Ball):**
Bounce is the number of inches that solid shot travels over the ground and has the potential to inflict casualties to units in the path. In each range bracket on the firing chart, the number in parentheses is the bounce distance. Reduce by ½ for travelling up hills and over soft ground (sand, mud, cultivated fields). Artillery using solid shot against troops on the edge of woods or buildings will receive a -2 damage modifier, and there is no bounce through woods or buildings.




Example of bounce for an 8lb field gun.

**Rapid Fire:**
Before rolling dice, the commanding player of an artillery battery may announce that it will perform rapid fire. The battery must have a *normal* fatigue level to rapid fire (the crew cannot be fatigued, tired, or exhausted). The bonus for rapid firing is that the resulting casualties are doubled. The penalty for rapid firing is that the battery suffers an increase of three (3) fatigue levels after firing, and must roll double the D6's to determine the state of ammunition afterwards.

**Howitzers:**
Instead of solid shot, howitzers fired shell. Because of this, howitzers have a maximum range of 20 inches and a minimum range of 8 inches. This minimum and maximum range is due to the min. and max. burning time of the fuses in the shells. When firing a battery that has howitzers and the target is within 8 to 20 inches, the firing player adds one damage point per howitzer in the battery firing when a hit is scored on the target. The howitzer damage point modifier is only applied to one target. Should multiple units be in the path of the solid shot's bounce, the +1 modifier is applied only to the first unit that the solid shot bounces through, provided it was actually hit. For cannister ranges, which is 3", just count the howitzers as part of the total guns firing.

**Artillery Crew Casualties:**
The number of casualties a battery can receive before it is neutralized is equal to the number of cannons in the battery divided by two. That is, a battery of eight guns can take four hits before it is neutralized, and a battery of six guns can take three. French Guard and Prussian Guard batteries may add one extra hit to their total. Artillery batteries may continue to move and fire normally until sustaining the proper number of hits to neutralize the battery.

**Running for Cover:**
Artillery crews may abandon their guns and run for cover. Crews have a movement rate of 3" per action. Cover can be a formed infantry unit, woods, buildings, etc. The crews can return to the battery when clear of danger or to try and retake the guns. For example, gun crews may choose to fire for one action and then use the second action to run for cover. If the battery is charged, instead of using a defense action to fire the guns, the crew of the battery may abandon their guns and run for cover.

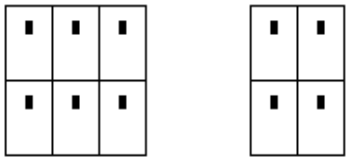
**Spiking Guns:**
It takes one action for crews of a battery to spike their guns. Once spiked, the guns are considered destroyed.

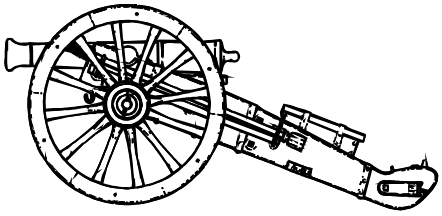
**Overrunning the Guns:**
If a battery is taken and the victorious unit would like to destroy the guns of the battery, it will take one full period (two actions) to destroy the guns and equipment. The unit must remain in place for one period with no other activity. If the unit fires, moves or is charged, they can not destroy the guns. Guns are destroyed at the end of the period after <u>all</u> movement is done.

**Grand Batteries:**
Only the French, Austrian, and Russian armies are allowed to form grand batteries. British, Spanish and Prussian armies historically followed the tactical doctrine of dispersing their batteries throughout and therefore are not allowed to form grand batteries. To form a grand battery, a leader is appointed (usually at the division level) to be the controlling commander. The appointed leader is then replaced by a staff officer or aide-de-camp (which offer no bonus). Their main purpose is to keep the command control distance open. After the selected grand battery officer reaches the forming point for the grand battery, the participating batteries are moved to that location and are now under the command of the grand battery officer, and so do not suffer the penalty of being out of command control of their original leader.

**Counter Battery Fire:**
Individual targets like guns and their crews were difficult targets to hit. It is for this reason that counter battery fire did not take place very often. There is a -3 die roll modifier when firing at unlimbered artillery with muskets/rifles or artillery using cannister shot. There is a -2 damage modifier for firing at unlimbered artillery with solid shot.

**Massed Artillery:**
When deploying a battery or when forming a grand battery, the guns may be massed close together. The advantage of this is that you can fit more guns in a smaller frontage. The disadvantage for doing this is that the battery will be considered a limbered target for enemy fire. Massed artillery is represented by placing the gun stands two deep, but will only count as one stand deep for receiving fire.



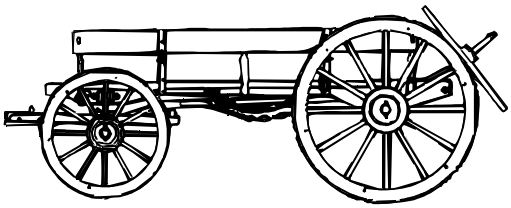


**Artillery Ammunition:**
For each action an artillery battery fires, normal fire or defensive fire, there is a small chance that the unit will run out of ammunition. After rolling to see if the firing battery hits the target(s), roll one or two D6's, depending on the number of actions the unit fires, to check for ammunition loss. For each "6" that is rolled on the dice, the battery's ammunition level is adjusted by one after firing. For the first "6" rolled, the artillery battery is running low on ammo. When a second "6" is rolled, the battery is critically low on ammunition, and after a third "6" is rolled, the battery runs out of ammunition.

| Ammo loss | 1st "6" | 2nd "6" | 3rd "6" |
|---|---|---|---|
| Firing battery | Running low | Critical levels | Out of ammo |

An excellent way to mark a battery's ammunition level is to use cannon ball stacks made by using small bearings or BBs. Take four BBs and glue or epoxy them together into a small stack and paint them black. Place one of these cannon ball stacks on the battery for each "6" rolled on the dice. When there are three cannon ball stacks on the battery, the battery is out of ammunition and can no longer fire its guns.

**Regimental guns:**
Because regimental guns did not carry as much ammo as a regular battery, regimental guns will run out of ammo after a 2nd "6" is rolled.



**Caissons:** (optional)
Players may agree to use ammunition caissons in their battle, and the number of caissons to be used. Caissons can be used to supply artillery batteries that have run out of ammunition. It will take one full period (two actions) to replenish a battery after the caisson makes contact. For example, on period 4 a caisson unit is moved into contact with a battery. At the end of period 5, the battery is replenished and on period 6, the battery may begin firing. Both the caisson and the unit may not perform any other actions while performing the reloading task. If charged, the unit cannot be supplied. Caissons may be fired upon by infantry or artillery and it will take two casualties to destroy a caisson. If charged by infantry or cavalry, caissons are automatically captured and destroyed. Caissons have a movement of 4" per action and suffer no turning penalties.

# Morale

**Threshold Checks:**
At the beginning of each game turn, check for the total number of units routed, surrendered, eliminated and retreating within the army. If the number is 50% or more of your total army involved in the battle, the army needs to make a threshold roll on a D20. The army passes on a roll of 1 to 8. Apply any modifiers. If the army fails, then all units in the army receive a -4 to their morale checks for that game turn. If the army passes, then the player must check each division within the army. If the number of units routed, surrendered, eliminated, and retreating is 50% or more of the division, the division needs to make a threshold roll on a D20. The division passes on a roll of 1 to 8. Apply any modifiers. If the division fails, then all units in the division receive a -4 to their morale checks for that game turn.

For some scenarios, players may want to make army (and/or divisional) threshold checks at 40% or even 60% instead of the default 50%.

Threshold modifiers:
+? for leader influence[1].
+1 for French if Napoleon is present on the battlefield.
+1 if the division is mostly elite or seasoned units.
+2 if the division is French Gd (+5 for Old/Middle Gd).
-1 if the division is mostly militia or green units.
-1 if the army/division is mostly Spanish.
-3 if the division is out of command-and-control or cut off.
-3 if the original leader has been incapacitated.

(1) The divisional and/or army leader may add up to a +6 modifier if within the general vicinity. The drawback for doing so is that the more influence attempted by the leader, the more at risk the leader places himself in. Roll a D10 during the threshold roll. If the number rolled is equal to or less than the commander's influence, then the leader becomes a casualty. Example: a player chooses to add a +4 modifier for leader influence, during the threshold roll, the player needs to roll a D10 (as well as the D20). If a 1, 2, 3, or 4 is rolled, the leader becomes incapacitated. If a leader is lost, it is removed from play and replaced by a staff officer. Staff officers award no bonuses. Their main purpose is to keep the command control distance open.

**Unit Morale Checks:**
A morale check marker is placed on a unit when a unit is within 2" of a friendly unit that was routed, or when the unit receives a figure casualty from fire combat. Morale checks are also performed when a unit is charged or is being charged, or when checking for rout during step #8 of the close action sequence (see close actions).

A unit can only be marked once for a morale check. If a unit has been marked, then that unit must check morale during step #10 of the sequence of play. To pass the morale check the commanding player needs to roll the unit's modified morale number or lower on a D20. Otherwise the

unit retreats. Retreating units move as soon as they fail their morale test. Basic morale ratings are as follows:

| | |
|---|---|
| Militia/Landwher | 10-15 |
| Regulars/Line | 15-18 |
| Grenadiers/Vets | 18-21 |
| Guards | 22-23 |

Morale Modifiers:
+1 if being supported by one or more units within 2”
+1 if charging the flank of an enemy unit.
+2 if behind cover (woods, hedge, redoubts, etc.)
+2 if artillery being fired upon by other artillery
+3 infantry in square vs. cavalry
-1 for every figure below original strength
-1 if unit disordered
-1 if the unit was ridden down by cavalry
-1 infantry in square vs. infantry not in square
-1 infantry or lt/med cavalry being charged by hvy cavalry
-1 inf/cav fired upon by 12lb guns at a range of 5” or less
-2 if enemy fired on flank (side or rear)
-4 if flank being charged (side or rear)
-3 infantry in line/column being charged by cavalry
-3 if charging artillery front and took hits from defensive fire
-5 if in retreat status (includes disordered penalty)
-1 if fatigued
-2 if tired
-3 if exhausted
-3 if the unit has taken more than 50% casualties
-2 if out numbered by 2X in figures (close action only)
-3 if out numbered by 3X or more (close action only)

**Moving Retreating Units:**
Retreating units must move away from all known enemy units and requires a 1½” gap to retreat through. If a retreating unit is forced to move through another unit, then the unit moved through will have its formation disordered and will need one full action to reform itself.

Movement rates for retreating units are as follows:
Infantry/Foot Artillery = one action for every 5” moved
Cavalry/Horse Artillery = one action for every 6” moved

Once a unit fails morale, move that unit *keeping track of the distance covered* to a recovery area of the controlling player’s choice, and roll one D6 for a reform time.

Die roll of 1-2 = One Action
Die roll of 3-4 = Two Actions
Die roll of 5-6 = Three Actions
Die roll of 7+ = Four Actions

-1 if the unit’s original morale was 20 or greater.
+1 to the die roll for cavalry units.
+1 to the die roll if the unit was ridden down by cavalry.
+1 for untrained, green, landwehr, or militia type of units.

The total distance retreated* (round up) plus the reform die roll is the number of actions the unit needs to recover from retreat status. The unit must remain in its recovery area until recovered or routed. Units in retreat status remain disordered until fully recovered. Units will be organized into a column after recovering from retreat status.

*Example:* An infantry unit just failed morale. The controlling player moves the unit 13” (13/5 = 3 actions) to a recovery area and rolled a 3 (2 actions) on a D6 for a total of five actions of recovery time. To recover, the unit must now utilize five actions.

*A unit that retreats can choose to stand in place (distance = 0) if so desired, but this could prove to be a hazardous choice should enemy be nearby. The number of actions needed to recover will only be that of the reform die roll.

**Marking Retreating Units:**
Players may use battle debris or small six sided dice to mark how long a unit is to remain in retreat status. To reduce the use of markers on the gaming table, players may like to use the unit’s stands to keep track of the number of actions needed to recover. For example players can use one stand as a counter while using the figures on the others to keep track of the total number of actions needed to recover.

**Artillery and Morale:**
If artillery fail a morale check they may first limber their guns (one action) then retreat. If artillery lose a close action they will abandon their guns, even if they were limbered.

**Close Action and Retreat Status:**
If a unit is charged while in retreat status, even if the unit has not moved yet, that unit will be in retreat status for the close action. If the unit happens to win the close action, then it will automatically recover from retreat status. If the unit loses, it will rout. *Example:* Player A moves first and decides to charge one of player D’s units in retreat status that only has one more action remaining needed to recover. Because player A was able to move first and make contact, the unit of player D will be in retreat status for the close action. If the retreating unit wins, it will recover from retreat status after the close action. If it loses, it will rout.

**Routing:**
If a unit in retreat status fails a morale check, or if it is charged and loses the close action, it routs. Routing units move until they leave the field. Routing units must move away from all know enemy units (directly away if possible) and require a 1-½ inch gap to rout through. If a routing unit is forced to move through another unit, then that unit will have its formation disordered and will need one full action to reform itself. Any unit that starts out within 2” of a friendly unit that was routed must check morale.

**Surrendering:**
If a unit is surrounded and cannot retreat, the unit checks morale again. If the unit fails it surrenders, if the unit passes it rallies. A routing unit that is surrounded surrenders. A unit is considered surrounded if it cannot move away (increase distance) from enemy units and an enemy unit is within 6 inches. Enemy skirmishers and other retreating enemy units are not considered threats for this purpose.

# Close Actions: Cavalry vs. Cavalry Infantry vs. Infantry or Artillery

During movement, units must stop roughly 1" from formed enemy units. Unless the unit declares that it is charging its target, in which case the charging unit is moved into contact with the defending unit. Whenever a unit is charged by another unit, it will be committed to that close action. If the defending unit has not yet moved for the current period, then that unit will be considered locked into the close action and will not be able to move away. However, place a stand marker on it to show that the unit will get one action to be use for a defense in step #3 during the close action sequence. If a unit had already used both actions before the attacker charged it, then the unit will not get the one action to be used for defense.

**Resolving Close Actions:**

**1)** Move charging unit into contact (during movement).

**2)** Defending unit checks morale. Only one check is made. Even if the defender was charged by more than one attacker. Failure causes a retreat, close action over. Fatigue levels unchanged. If the unit passes, go to 3.

**3)** Defending unit receives one action for a defense action. The unit must have one unused or held (stand marker) action from current period. If the unit has already used both actions, then the unit does not receive a defense action.

**4)** Defense action may be; 1) fire. 2) change facing. 3) change formation. Performing 2 and 3 require a morale check and add 2 (+2) to the die roll if the charging unit used both actions before contact was made. Failure means that the unit becomes disordered.

**5)** Charging unit checks morale. If passed, the unit closed, go to 6. If failed the unit has choice, 1) retreat, or 2) stop 1" from target, close action over. Fatigue levels unchanged.

**6)** Resolve close action. To resolve a close action, roll one D6 and multiply the modified melee value (MV) of the unit by that number. Higher total wins.

**7)** Both sides determine casualties inflicted upon opponent by rolling one D6 and checking the table below. Cross-reference the die roll with number of charging figures in contact (melee frontage) and add any modifiers.

+1 for the winning side
+1 for cavalry versus cavalry engagements
+1 for charging unit if attacking the flank

**8)** Losing side makes another morale check, failure results in rout otherwise the unit retreats as normal. Add +2 to the die roll if the losing unit was the charging unit.

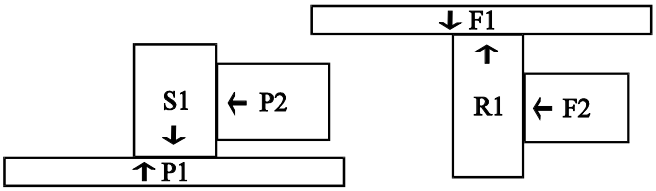
**9)** Both sides increase their fatigue level by one.

Close action casualty chart:

| D6 | 1-2 figs | 3-4 figs | 5-6 figs | 7-8 figs | 9+ figs |
|---|---|---|---|---|---|
| 1 | 0 | 0 | 0 | 0 | 1 |
| 2 | 0 | 0 | 0 | 1 | 1 |
| 3 | 0 | 0 | 1 | 1 | 2 |
| 4 | 0 | 1 | 1 | 2 | 2 |
| 5 | 1 | 1 | 2 | 2 | 2 |
| 6 | 1 | 2 | 2 | 3 | 3 |
| 7 | 1 | 2 | 3 | 3 | 3 |

**Multiple Unit Actions:**

If one unit attacks another, but then in turn it is attacked by an opposing unit, you resolve the close actions in the order which they occurred. If there is more than one charging unit, then calculate the melee values separately for each unit. Make one die roll for each charging unit.




*Example-1:* P1 (mv40) and P2 (mv40) charge S1 (mv40). S1 checks morale to see if it stands. P1 and P2 then check morale to see if they close. Assume all units pass so, close action is as follows; total melee value for P1 = 40 + 5 (enfilade) is 45 and P2 = 40 + 10 (charging flank) is 50. S1 = 40. P1 rolls a 4 which gives a total of 180 (4x45=180). P2 rolls a 2 which gives a total of 100 (2x50=100) and S1 rolls a 3 giving a total of 120 (3x40=120). S1 loses to P1 but wins against P2. Note, that S1 will roll for casualties against P1 and P2. One die roll each!

*Example-2:* R1 (mv50) charges F1 (mv40) but then in turn is charged by F2 (mv40). Resolve the combat between R1 and F1 first, then resolve the combat between F2 and R1.

**Melee Values:**

Every unit has a melee value (MV). Here are some of the standards for basic values:

| | | | |
|---|---|---|---|
| militia/landwher | 30-35 | light cavalry | 30-35 |
| regulars/line | 40-45 | medium cavalry | 40-45 |
| grenadiers/vets | 50-55 | heavy cavalry | 50-55 |
| guards | 60-65 | guard cavalry | 60-65 |
| foot artillery | 20-30 | horse artillery | 20-30 |

Modifiers to melee value;

-5 if in square vs. infantry not in square
-5 if charging a unit on higher ground
-5 if charging a unit behind hedge, prepared defenses
-5 cavalry in echelon vs. cavalry not in echelon
-5 if light or medium cavalry against heavy cavalry
-10 for partial contact (see page 14)
-10 if unit disordered
-10 if charging a unit behind wall, redoubts
-15 if in road column
-20 if in retreat status (includes disordered penalty)
-5 if fatigued
-10 if tired
-15 if exhausted
+5 for enfilade. (the unit with 2X or more enfilade)
+10 if charging the enemy's flank side
+15 if charging the enemy's flank rear

**Artillery in Close Action:**

If artillery lose a close action, the crew will abandon their guns, even if they were limbered. If the guns are not

destroyed, the crew may return to or fight for them later after recovering form the retreat.

**Ties:**
If there is a tie between two units in close action, then the unit with the highest unmodified melee value (MV) wins, but both sides are considered the losing side when determining casualties. If both sides have the same melee value then the close action is fought again next period.

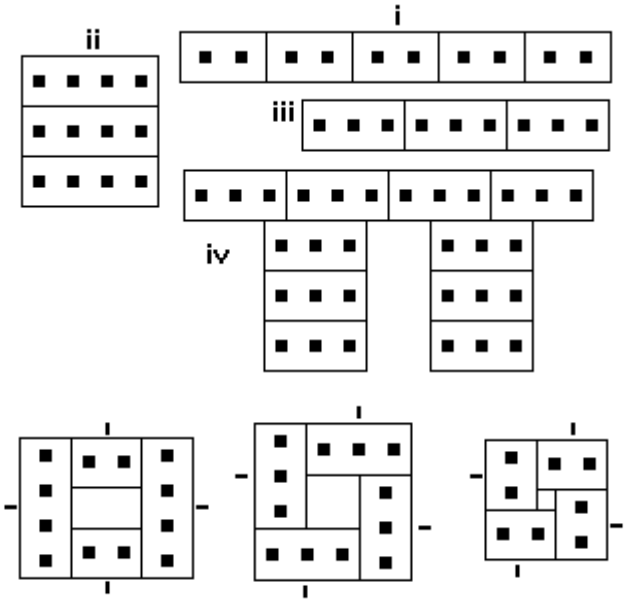
**Partial Contact:**
The charging unit must move in such a way as to bring at least 1/2 or more of its own frontage into contact or attack at least 1/2 of the frontage of the defender. That is, the frontage of either the attacker or defender must have at least 1/2 or more in contact for full engagement. If it is an angle contact, move the unit to center point of contact. If this condition is not met, then the charging unit suffers a modifier of -10 to its melee value for not having full contact. See "Notes on Firing, Close Actions & Movement" for examples on page 21.

**Enfilade Values:**
The enfilade value is determined by how many figures there are in the first rank. Enfilade values are as follows:

For 2 rank infantry = 3 per figure
For 3 rank infantry = 2 per figure
For artillery = 2 per actual gun in the battery
For cavalry = 1 per figure

+5 melee value bonus to the unit with 2x the enfilade value.

*Examples:* (i) 10 figures of two-rank infantry in line have an enfilade value of 30. (ii) 12 figures of three-rank infantry in column with 4 in the first rank have an enfilade value of 8. (iii) 9 figures of three-rank infantry in line have an enfilade value of 18. (iv) If two columns with a combined enfilade value of 12 charge a line with a total enfilade value of 24, the line will get an enfilade bonus against the two columns during the close actions.



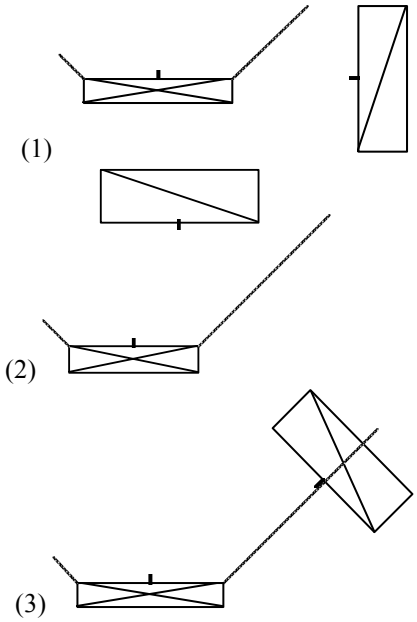

# Cavalry Charges Against Infantry or Artillery

The first concept that must be kept in mind is the simple fact that a horse is not willing to ride into an unbroken wall of bayonets, whether it being a line or a square. Provided that the infantry unit can stand ground, cavalry charges will fail against infantry lines charged from the front and infantry squares. Infantry in line must have a figure frontage of 1.5 infantry to 1 cavalry or greater to keep from being ridden down when charged form the front. Cavalry that ride down its target will inflict one figure casualty for every two cavalry figures in the charging unit, and will suffer one figure casualty if the defending unit had 6 or more figures.

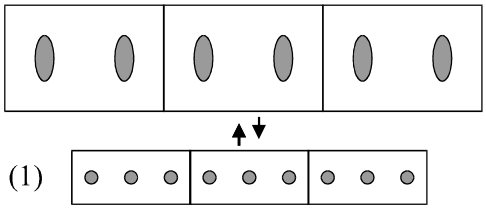
**Cavalry Charges:**
**1)** Move charging unit into contact (during movement)
**2)** Defending infantry or artillery unit checks morale. Failure causes a ride down, close action over. If pass, go to number 3 below. **Note:** infantry squares can only be ridden down if they fail their morale check.
**3)** Defending unit receives one action for a defense action. The unit must have one unused or held over (stand marker) action from current period. If the unit has already used two actions for the turn, then the unit does not receive a defense action. If a cavalry unit charged outside of the infantry unit's front arc and the unit does not face the charge or form square, it may get ridden down without mercy.
**4)** Defense action may be: 1) fire. 2) change facing. 3) change formation. 2 and 3 require a morale check. Failure means that the unit becomes unformed. If the cavalry unit charged within 5" or less of the target then 2 and 3 cannot be performed. However, if the cavalry unit charged from 8" or more then actions 2 and 3 get a plus two (+2) to the die when checking morale. If a cavalry unit changes facing or formation before charging then add 5" to the total move distance when determining reaction rolls.
**5)** Charging cavalry unit checks morale. If pass the unit closed, if failed the unit has a choice, 1) retreat, or 2) stop one inch from target and go up one fatigue level. Close action over.
**6)** If the cavalry unit closed, they will ride down their target except for infantry in square or infantry in lines hit from the front and the infantry line has at least 1.5 infantry to 1 cavalry frontage (round fractions in favor of the cavalry unit). In which case the cavalry unit will retreat.
**7)** Infantry or artillery units that were ridden down must check morale again. Failure causes a rout, otherwise retreat as normal.
**8)** Both sides increase their fatigue level by one.

**Infantry Squares:**
Cavalry charging a square formation tend to ride all around the square. Infantry squares fire 1/8 of their figures per side and so fire 1/2 of their total figures when charged by cavalry during step #3 in resolving cavalry charges.

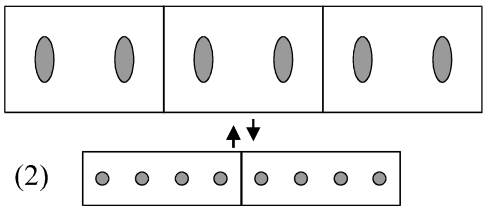
**Examples of Ride Downs:**




1. Yes, there will be a ride down
2. No ride down if 1.5 or more infantry to 1 cavalry figure.
3. Yes, if ½ or more of the cavalry unit started outside of the 45º front arc, then there will be a ride down.




1. No, this infantry unit will not get ridden down because the unit has a 1.5 or more figure frontage. Round fractions in favor of the cavalry unit.



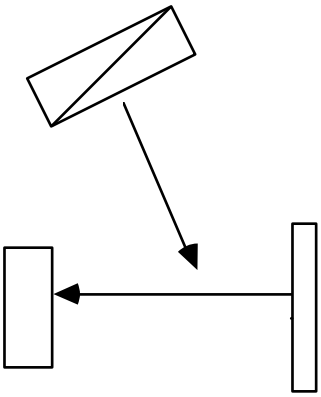

2. Yes, this infantry unit will get ridden down because the unit has less then a 1.5 figure frontage. Round fractions in favor of the cavalry unit.

# Infantry Charging Cavalry

In Napoleonic history, there seems to be only a few authenticated instances where infantry had the audacity to charge cavalry with the bayonet. For instances, the Litovsk guards who charged Murat's cavalry at Borodino in 1812; the British 5th Foot at El Bodon in 1811; and Prussian Silesian Schuetzen who charged French guard lancers at Vauchamps in 1814. So, to keep it simple and straight-forward, infantry cannot charge cavalry.

# Cavalry

**Cavalry Counter Charges:**
If a cavalry unit has not yet moved or has a stand marker, that unit may use one action to charge any unit that moves/charges to its frontage within 10 degrees. Cavalry counter charges require a morale check with no modifiers. If pass, the unit charges. If failed, the unit remains stationary and loses the stand marker.



Counter charge distance:

| Type | Distance |
|---|---|
| Light Cav. | 7 |
| Medium Cav. | 6-½ |
| Heavy Cav. | 6 |

**Out-of-Control Cavalry:** (optional)
After winning a close action, a cavalry unit must check to see if they lose control. The controlling player rolls one D20 (20 sided die). On a 20, the unit is out of control and will charge the closest enemy unit next period.
Modifiers:
-1 if guard cavalry
-/+1 if leader is attached to unit (controllers choice)
+1 if Cossacks
+1 if the charge was made by out-of-control cavalry
+1 if British cavalry
+1 if the enemy unit was ridden down
+1 if the defending unit was completely destroyed

Out of control cavalry will charge up to 8” to close with the closest enemy unit that is in line of sight. If there is no target within 8”, then the unit stays in control. Out of control cavalry will move before all other units move next period and will charge the closest enemy unit it sees. The out of control unit receives an additional +3 morale bonus to close into close action. *Note:* after a close action, a unit’s fatigue level is increased by one. If the cavalry unit could not close, then the fatigue level is still increased by one (step #5).

**Carbines:** (optional)
Cavalry may fire their carbines as an action. Cavalry for example, can fire their carbines on the first action then charge into melee for the second action.

# Leaders and Command-and-Control

Leader figures on the game table represent the center of their command radius and **is not** the actual position of the leader itself. The leader is somewhere within this radius and therefore the actual figure cannot be attacked. Only if the leader is attached to a unit is there a chance that the leader can get incapacitated (captured, wounded or killed). When attached to a unit, the actual position of the leader and center of the command radius is from that point.

**Talking:**
Players are not allowed to talk to one another about strategies or game flow unless their leaders are adjacent (touching bases). Players can write messages to one another, but when writing a message to another player, it will take one action for every 5" between the leaders. Players might consider modifying this rule if command and control option #2 is being used. Leaders represented on the field are the army, corps, and divisional commanders. In a multiple player game, each player represents one of these commanders. Only the divisional commanders move units, and only those units under their command. Some corps commanders have units directly under their command that they control and move.

**Leader Bonus:**
When a leader is attached to a unit, that unit may receive a bonus of +1 for morale checks (corps leaders give +2, and army leaders +3) and a bonus of +5 to their melee value.

Players wishing to represent certain historical generals may increase or decrease the bonus characteristics. Give a +2 morale check bonus for a given good divisional commander or +1 for a mediocre corps commander. A +10 melee value instead of +5 for leaders that can lead a charge and maybe a +0 for the more timid leaders. This idea can also be applied to a leader's command radius and initiative numbers.

**Leader Losses:**
For every figure casualty that a unit receives and a leader is attached, there is a 1 in 10 chance that the leader will become incapacitated. Roll one D10. 1 figure casualty = 1; 2 figure casualties = 1 or 2; 3 figures = 1, 2, or 3… etc. If a leader is lost, it is removed from play and replaced by a staff officer. Staff officers award no bonuses. Their main purpose is to keep the command control distance open.

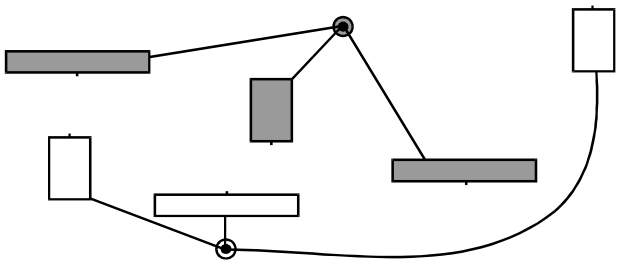
**Command and Control Options:**
Players may use any command and control system they have and it is even encouraged that players experiment with their own command and control rules. I've seen several forms of command and control systems and they all have their advantages and disadvantages. *Napoleon's Eagles* presents two types of command and control options. Option #1 requires no order writing, but leaders must stay within a specified command radius. If a leader ventures outside this specified command radius, then the units under his command suffer an out-of-command penalty. While option #1 is simple and straightforward, it is rather restricting, which in some cases is not typical for some Napoleonic battles. Option #2 is more order oriented and leaders are not bound to any command control distances. Only individual units are bound to the command and control distance of their divisional leader, and will suffer the out-of-command penalty if not within the specified command distance.

**Command and Control Option #1:**
All leaders have a set command control distance. The command control distances can not be measured though enemies zones of control or other non-logical places. Also, opposing lines of command and control cannot cross one another. The player with the shortest line of communication to its unit or leader will win any contest for control.

| | |
|---|---|
| Army | 35-45 inches |
| Corps | 15-30 inches |
| Division | 10-20 inches |

**Out-of-Command Penalty:**
Units must stay within the command distance of their divisional commander to be considered in command and control. Divisional commanders must stay within command distance of their corps commanders, and corps commanders must stay within command distance of their army commander to be considered in command and control. If a unit ventures outside this specified command radius of their divisional commander, then the unit suffers an out-of-command penalty. If a leader ventures outside the specified command radius of his superior, then all the units under his command suffer an out-of-command penalty. Units that suffer from an out-of-command penalty may still move, but if they move, they must attempt to re-enter command and control. They cannot move further away or approach any known enemy units. Units out-of-command cannot charge the enemy, but they may fire if the enemy is a threat.

**Tactical Hint:**
If using option #1, and if you can divide your enemies forces into two parts, you can effectively disrupt their command and control lines. Opposing command control lines can not be measured though one another and the player with the shortest line of communication to its unit or leader will win any contest for control.



**Corps Commanders:**
Depending on the structure, a corps may act independent of the army commander. A French corps at times had to act independent from the army commander, players decide depending on scenario being played.

**Leader Initiative Numbers:** (optional)
Corps and divisional leaders may have initiative numbers (Army commanders don't need them). If a leader finds himself outside the command distance of his superior, then the player can try to roll its initiative number or less on a D20. If the player succeeds, the leader is considered in command and control for that period. The player will need to make the roll every period that the leader is out of command distance. Basic values are 8 for Corps leaders and 5 for Divisional leaders. Add one, two, three or more for exceptional leaders, and subtract one, two, three or more for exceptionally poor leaders. Players decide.

**Command and Control Option #2:**
Option #2 presents a system for players that want to simulate written orders in their games.

While leaders are not bound to any command distances in option #2, units must still remain within the command distance of their divisional leader, and will suffer the out-of-command penalty if they do not. The army commander sets the battle plan and the corps commanders issue orders to their subordinates (divisions) on the first period of the first turn of the game/battle. The orders given on the first turn take effect immediately. Thereafter a change of orders takes time and there is a small chance, if any, that the new orders will be misread. There are 6 basic orders that can be issued. Orders can also have special conditions applied to them or combined with another order provided it is written down along with the original order. For example, an order for attack can read "**Attack** after **holding** for two turns", "**Maneuver** to the left of the farmhouse and **defend**", "**Withdraw** if the hill is taken", or "**Attack** if the enemy is seen withdrawing". If an order is ambiguous, the nature of the order is taken as is. That is, if it was an order to attack and the special condition is ambiguous, simply take it as an attack order with no conditions.

***Attack* -** Divisions ordered to attack are given a target or objective and must move at 3/4 to full move distance until the division is considered committed. At least 1/2 or more of the division must be brought to within 6" of the enemy units to be considered committed. Units in the attacking division must attempt to take the target/objective and force any defenders to retire. Once the objective/target is taken, the division may switch over to any other order as detail in the original order, otherwise the division switches to a defend/hold order.

***Defend/Hold* -** Divisions ordered to defend a position are to hold ground until new orders are issued. Units on defend/hold orders cannot move outside the area they are told to defend and cannot advance beyond that point. The area a division can hold can be no larger then the command radius of the divisional leader.

***Withdraw* -** Divisions ordered to withdraw must move 3/4 to full distance away from any enemy units until the orders are changed. Players may specify a condition, like how many periods to withdraw.

***Pursuit* -** Divisions ordered to pursue are required to follow/attack the retreating enemy until a change of orders or until otherwise specified in the original order. Conditions are similar to attack orders.

***Maneuver* -** Divisions with maneuver orders move to their specified location as outlined in their orders. Once reached, the division may switch over to any other order as detail in the original order, otherwise the division switches to a defend/hold order. Units cannot move closer then 10" of any enemy units while following a maneuver order. If already within 10", units must attempt to move away from the enemy until they are 10" away.

***Reserve* -** Divisions ordered to stand on reserve are to stand ground until new orders are issued. Units on reserve orders cannot move. If any enemy unit advances to within 12" of any unit in the division on reserve, the current reserve order switches to a defend/hold order.

**Marking the Commands:**
Players will have to agree on a method of recording or marking which commander has which order and what if any are the special conditions. Paper and pencil is probably the best way, but cardboard markers or battlefield debris can also be used. If a special condition is placed upon the commanding order, players will be hard-pressed to represent this with any type of battlefield marker. Using paper and pencil is also a good way to record new orders and how long it will take for the new orders to take effect. A personal favorite of mine is to take small folded square pieces of paper with the written orders on them and place them off to one side in an sectioned container (or something similar) with the time it will arrive and the leader name written on it. This will help keep the unsightly pieces of paper off the game table and organize you messages in an orderly manner.

**Changing Orders:**
At the beginning of a new period, division commanders can have their orders changed. Roll one D6 and add any of the modifiers listed below to determine how many periods it will take for the new orders to take effect. A total result of one or less equals the next period (one period).

-1 for cavalry divisions
-1 for French (-2 if Napoleon is Army commander)
-1 if the division is to change from attack to pursuit orders
-2 if leaders are within 1" or touching bases
-3 if the division is on a reserve order
+2 for Spanish or pre-1806 Prussians
+1 for Austrians, Russians or post-1806 Prussians
+1 for every 6" distance between leaders (can not be trace through enemy lines of battle)
+1 if any enemy unit is within 6" of the leader or if the division is considered committed
+2 if original leader has been incapacitated
+2 if bad weather (fog, snow, rain)

**Misinterpreting of Orders:** (optional)
This little rule can add a little excitement to the game. The period a leader receives his new orders, the controlling player rolls one D20. On a die roll of 19 or 20, the orders were misread/misunderstood. Players may want to add +1 to this die roll for poor officers and +2 for exceptionally bad ones. Players will need to decide this before the game begins. If an order is misunderstood, roll a D6 and consult the table below to find out the leaders new orders that take effect. First column is the original order and the first row it the die roll.

| Original Order | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Attack | W | M | D | D | D | D |
| Defend | W | M | A | A | A | A |
| Withdraw | D | D | D | M | A | A |
| Pursuit | M | M | D | D | D | A |
| Maneuver | W | D | D | D | A | A |
| Reserve | W | W | M | M | A | A |

***Attack*-(A)**: The leader has been ordered to attack the *closest* enemy group of units in line of sight.

***Defend*-(D)**: The leader has been ordered to defend the ground it currently occupies.

***Withdraw*-(W)**: The leader has been ordered to withdraw for one turn and then switch to a defend order.

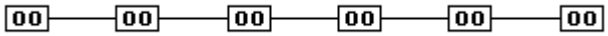
***Maneuver*-(M)**: The leader has been given a maneuver order. Treat it like any normal maneuver order except that the objective must be least 10" or more away and once reached, the order switches to a defend order. No special conditions can be applied.

## Skirmishers

First a note about skirmishers. A lot of people get the wrong idea how skirmishers function. Some gamers even think they stop everything from visibility to cannon balls. The fact is that the skirmisher's main purpose on the battlefield was to harass the enemy with selected musket fire and not attempt to catch musket and cannon balls. Skirmishing was a role for infantry but cavalry was also capable of skirmishing, a main roll for light cavalry, in the form reconnaissance or patrols to prevent the enemy from collecting information. Skirmishers were not as fluid as most people would think, being able to move anywhere in any way. Field commanders had little affect in controlling the movements of a skirmish line. This was due to the independent nature of skirmish maneuvers and the difficulty of command control. Players are going to need to keep this in mind when moving skirmishers. Skirmish tactics were simple. The infantry would advance in skirmish order to reduce the effect of volley and artillery fire and return with skirmish fire with support of artillery in a pre or current bombardment. After, main assaults would be made on the shaken line. The skirmish line was not intended for close combat and the skirmisher needed the support of formed units. Out in the open, the skirmish line was very vulnerable to formed enemy cavalry and could be ridden down easily. Close supporting units were essential when enemy cavalry was near. Skirmish lines were terrible targets and a waste of ammunition for artillery and infantry alike, they preferred to fire at formed units. The best way to deal with enemy skirmishers was to send out your own skirmishers or use cavalry to chase them away. Skirmishers if used correctly can distract the enemy's attention from the real point of attack or purpose, and can also make the enemy fire prematurely wasting ammo and creating smoke.

**Company Skirmishers:** (optional)
Some infantry battalions contain light companies such as French Voltigeurs or British Light infantry companies. Such units are said to have organic skirmishers. Organic skirmishers are not represented on the gaming table and have no offensive fire factor. Organic skirmishers are always considered to be deployed to the parent unit's front except when the unit is in square formation, disordered formation, or in retreat status. Organic skirmishers do not cover a unit's flanks and do not affect the parent unit's fire. However, enemy units firing at units with organic skirmisher receive a die roll modifier of –1 if they are within 2" of the unit's front. This –1 modifier is from the affect of the organic skirmisher's harassing fire.

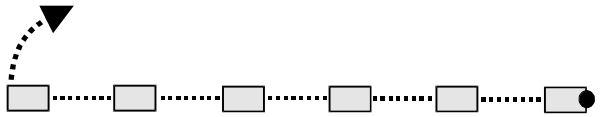
**Forming Skirmish Screens:**
Units made up entirely of light infantry, such as French Legere or Prussian Jager units, may deploy into skirmish lines. It takes one action to form a skirmish line from a formed unit (from line or column). It takes two actions to reform the unit. For Example, a French light battalion has 2 actions. The unit uses 1 action to form a skirmish line and 1 action to move the skirmish line 4". Skirmisher screens must have a frontage of 1" per figure when deployed in skirmish formation. i.e. a skirmish screen of 12 figures must have a frontage of no less than 12"



Skirmishers <u>do not</u> block line of sight, but friendly units <u>cannot</u> fire through their own skirmishers.

**Facing and Movement:**
Skirmish lines may move up to 4" forward or backwards, and can not move sideways (except for sidestep). Skirmish screens cannot move in fluid ways, but may change facing by anchoring one end of the line and moving (wheeling) the other end of the line forward or backward. Large skirmish lines may find it difficult and slow to change facing. Skirmishers cannot charge other units including other skirmishers and during movement, skirmisher screens must stop one inch from formed enemy units and other enemy skirmishers. Formed enemy infantry cannot charge skirmishers, and during movement, skirmish screens are always pushed back by the formed enemy infantry keeping

a one inch distance between them. However, formed cavalry may charge and make contact with enemy skirmishers removing all the skirmish figures in the cavalry unit's frontage.



**Intervening Skirmish Screens:**
If there is an enemy skirmish screen between the target and the firing infantry unit (not artillery), 1/4 (25%) of the firing unit must fire at the skirmishers while the other 3/4 (75%) of the unit fire at the original target. It's not that the skirmishers are throwing themselves in front of the musket balls, but rather, this is to simulate that not all the figures would fire at the primary target.

**Skirmish Fire:**
Skirmish screens fire as normal, but an additional modifier of –1 is applied to their die roll. Infantry units firing at skirmish screens have an additional modifier of –3 applied to their die roll. Artillery using cannister shot when firing at skirmisher screens, receive a –4 modifier to the die roll.

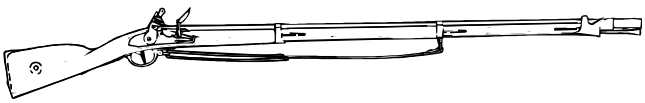
## Light and Dense Woods

Woods can be represented by irregular patterns of green felt with the arrangement of small tree models.

*Light Woods*: Infantry units can only use up to 3/4 of their move. 1/2 movement for artillery and cavalry. Maximum range for firing inside is 2" with a modifier of -1 to the die roll when firing through light woods. Cavalry cannot make a charge move or charge enemy units while in light woods. Only infantry are allowed to charge. Units in light woods are allowed to change formation.

*Dense Woods*: Infantry units can only use up to 1/2 of their movement. Artillery and cavalry cannot enter. Maximum range for firing inside is 1" with a modifier of -3 to the die roll when firing through dense woods. Units in dense woods cannot change formation. Infantry units must remain in the formation they entered while inside the dense woods.

Artillery using solid shot against troops on the edge of dense or light woods will receive a -2 damage modifier, and there is no bounce through buildings or woods.



## Buildings

Buildings are represented by 2" gray or brown squares (with model buildings for decoration). These 2" squares will be known as blocks. Towns and structures may be represented by several of these blocks. It takes one action to enter a block and one action to travel to an adjacent block (no diagonal moves). Figures are placed as pleased in a block with a maximum of six figures per block (four being idea for flexibility). A block cannot be entered if it contains enemy figures. Cavalry and artillery may only enter building areas along roads or open areas.

**Morale Checks:**
Infantry in buildings are exempt from taking morale checks.

**Close Actions in Buildings:**
During the resolve close action step, figures in buildings may attack adjacent blocks (never diagonally) or fire out at other troops not in buildings. Figures outside of buildings may charge figures in buildings, but no more then six figures total may attack one side of a building block.

1) For each attack on a block side, players roll one D6:
+1 if defender in building and attacker is not
+1 if defending a wall or prepared defense side of a block
+1 for 2 to 1
+2 for 3 to 1
+3 for 4 to 1 or greater
+1 if most are light infantry
+1 if most are guards or grenadiers
-1 if most are militia/landwehr or green
2) Higher total wins.
3) If a player rolled a 6 (unmodified) the opposing player looses one figure.
4) Losing side pushed out of the building block. This may result in pushing back other figures due to overcrowding. The winner may advance the winning figures into the block.
5) If the majority of a unit's figures are pushed out of a town, the whole unit must retreat.

**Unit Structure within Buildings:**
There is no true unit structure in buildings, but all figures of the same unit must stay in contact with one another. Figures of a unit must attempt to stay together in buildings either by being in the same block or adjacent blocks. Should figures of a unit get separated due to combat, they must attempt to rejoin the main body. The main body being defined as the majority of the figures in the unit.

**Leaving Buildings:**
Units that voluntarily leave buildings are disordered and require one action to reform into a column formation.

**Figures Inside Buildings Firing Out:**
If a block contains four or more figures (maximum of six per block), they may fire out at enemy troops. Each block fires separately. The target must be within 3", and a roll of six on one D6 is needed to inflict one figure casualty.

**Units Outside Buildings Firing at Troops in Buildings;**
Calculate as normal, but a -5 modifier is applied to the die roll. Artillery using solid shot against troops on the edge of buildings will receive a -2 damage modifier, and there is no bounce through buildings or woods.

**Starting Fires in Buildings:** (optional)
A Fire may be started deliberately or accidentally. To check to see if a fire is started, roll one D20 and consult the table below. One roll is made for each howitzer in the battery firing at the building block. One roll is also made at the end of a period for each figure in a block making an attempt to start a fire. If a figure participated in combat (melee or firing), then the figure forfeits their attempt to start a fire. If the number listed is rolled on one or more dice, than one fire is started in the building block. If the block is already on fire, than one more fire is added. The maximum number of fires that can exist in a block is four. However, when three fires are present in a block, no troops can enter.

| Shell | Incendiary | Rockets | Sappers | Soldiers |
|---|---|---|---|---|
| 17-20 | 7-20 | 4-20 | 11-20 | 20 |

*Note:* Only howitzers can fire incendiary shells.
-1 to the die roll if most of the buildings in the town are made of brick or stone.

**Extinguishing, Accumulating and Spreading of Fires:**
If there are any fires burning in building blocks, these need to be check at the end of the period to see if they can be put out, and then after that, they need to be checked to see if they spread and accumulate. At the end of the current period but before the start of the next game period, players may roll one D20 for every two figures attempting to extinguish one fire within the block those figures occupy or one fire in an adjacent block that is burning. The figures attempting to extinguish the fire must not have participated in any other actions during the current period. After all extinguish attempts are made, players must then roll one D20 per block (not per fire) that is still burning to check to see if a fire has spread and accumulated. If the fire accumulates (a roll of 14 though 18), add one fire to the block being rolled for. If a fire also spreads (a roll of 19 or 20), it will spread to an adjacent block downwind. The maximum number of fires that can exist in a block is four. However, when three fires are present in a block, no troops can enter.

Extinguishing

| Sappers | All others |
|---|---|
| 16-20 | 20 |

Accumulation and Spreading

| Accumulating | Accumulating + Spreading |
|---|---|
| 14-18 | 19-20 |

# Weather and Visibility

**Weather Effects:** (optional)
*Light rain*: movement, see mud; muskets fire with a -2 modifier and artillery fire is normal.
*Heavy rain*: movement, see mud; muskets fire with a -3 modifier, artillery fire is normal with no rapid fire allowed.
*Mud*: is a result of rain and follows after 9 periods of heavy rain or 18 periods of light rain. Movement ½ over open muddy ground for infantry, cavalry and artillery
*Light snow*: movement, see fallen snow; muskets fire with a -1 modifier, artillery fire as normal.
*Heavy snow*: movement, see fallen snow; muskets fire with a -2 modifier, artillery fire as normal.
*Fallen Snow*: Depending on how much snow has fallen, movement ½ over deep snow covered ground. Players will need to decide. Only after a full day of heavy snowfall the previous day should players considered this movement restriction. The condition of having mud and snow (1/2 movement) is also a possibility
*Hot temperatures*: Movement and fire are normal except that if a unit uses both actions during a period, then that unit's fatigue level is increased by one. Force marching will cause a unit's fatigue level to be increased by three instead of the normal two.

**Visibility:** (optional)
Players may wish to add visibility to their games.
- Large masses of troops can be seen at 130"
- Troop formations (columns/lines) can be seen at 32"
- Infantry can be distinguished from cavalry at 24"
- Types of units can be distinguished at 13"
- Full identity of a unit can be observed at 6"

Leaders using a spyglass to observe troop movements may add 10" to the above distance.

- light rain and snow = ½ visibility distance
- heavy rain and snow = ¼ visibility distance
- fog = ¼ or less visibility distance
- haze, mist = ½ to ¾ visibility distance
- light haze = ¾

Unrecognized units may be represented by colored blocks (wood or paper) of about the same size as the unit. If there is no referee, hidden units can be represented by markers, but also use an equal number or more dummy markers.

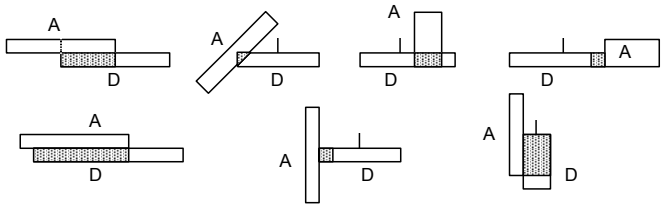
**Smoke:** (optional)
Smoke is placed in front of a unit if that unit fires for two consecutive actions. Skirmishers do not produce smoke when they fire. Smoke is present for the next period, after which it is removed. Smoke is one level high with a width equal to that of the frontage of the firing unit. Smoke does not block line of sight, but there is a -2 modifier to the firing unit's die roll when firing through smoke with muskets/rifles and artillery using cannister. Artillery using solid shot (ball) receives a -1 to their hit die roll when firing through smoke.

# Notes on Firing, Close Actions, & Movement

1) All figures in the first rank of a unit fire in a defense action against the charging unit. This is to simulate fire as the charging unit closes. Exceptions should be made should the frontage of the defending unit be more than 12 figures.

2) Disordered infantry and cavalry, including units in retreat status, are considered formed troops for the purposes of receiving fire. Units in retreat status are considered in column when fired upon by artillery using solid shot.

3) The charging unit must move in such a way as to bring at least 1/2 or more of its own frontage into contact or attack at least 1/2 of the frontage of the defender. The frontage of either the attacker or defender must have at least 1/2 in contact for full engagement. In an angle contact, move the unit to center point of contact. If this condition is not met, the charging unit suffers a modifier of -10 to its MV for not having proper contact. Below are some good examples of proper charges were the attacker makes good contact.



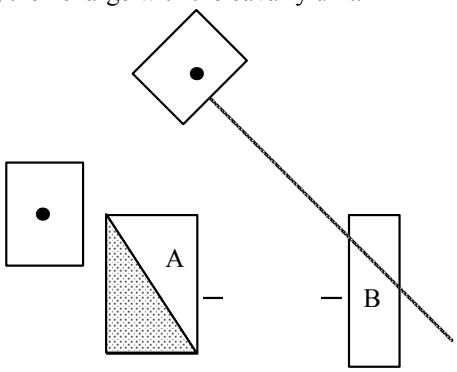

4) Count line formations as dense targets (same as column and square formations) when fired upon by artillery on the flank (at an angles of 45º or more) using solid shot.

5) Instead of making a normal move, a unit may as an alternative, volunteer to retreat. Retreat the unit using normal procedures outlined on page 12.

6) Players should give thought to how they move and fire their units. "A" moves first and uses two actions to move closer to unit "D" (stopping roughly 1" from). Since "D" moves second, unit "D" now will fire two actions at point blank range into "A". This could be a bad move for "A".

7) "A" moves first again and is 1" from "D". Unit "A" fires 1 action into "D" and then charges for the second action.

8) Player "A" moves first. Player "A" should fire the artillery unit (one artillery unit is blocked) as the first unit to move, then charge with the cavalry unit.





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# Player Notes