

OLD TROUSERS II

WARFARE IN THE HORSE & MUSKET ERA



BATTALION LEVEL NAPOLEONIC WARFARE

Version 1.0

oldgrumbler@hotmail.com Website: <http://www.greatbasin.net/~johnkelly/>

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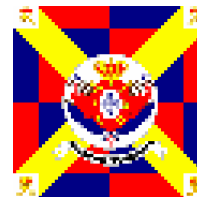
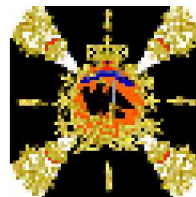


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RULES PHILOSOPHY

Those fascinated by Napoleonic tactics have long enjoyed playing battalion level miniature rules. Unlike in brigade level games, the formations so characteristic of Napoleonic warfare are of great importance when playing at the battalion level. There are several fine sets of battalion level rules on the market. Despite this the author has found most of them to be too slow & difficult to learn for his tastes. This rule set is meant to address this circumstance. Hopefully, players will find this to be a fast playing historically accurate battalion level game.

At each step in the creation of these rules I have consulted numerous references on the conduct of Napoleonic warfare. A great deal of effort has been expended to ensure that all of the tactical modifiers used in the game accurately represent what actually happened in Napoleonic warfare. Furthermore, the casualty rates have been carefully balanced based on the available analyses of Napoleonic casualty rates.

These rules are meant to be relatively fast playing rules. A calculator is not necessary & every effort has been made to limit the number of necessary game charts. A 9 foot by 5 foot ping pong table will allow one to represent a battlefield that is 2.2 by 1.2 miles. This will accommodate battles such as Waterloo, Ligny, or Quatre Bras.

The rules should be read through once & then the player should set up a small battle of no larger than 1 division per side. After one or two playings the game can be played from the game charts without reference to the body of the rules.

SCALE

These rules are written to be used with 10 or 15mm figures. They may be used with figures of other sizes by simply multiplying all distance by 1.5 for 25 mm figures & dividing by 1.5 for 6 mm figures.

The basic units represented are the infantry battalion, the cavalry regiment, & the artillery battery. These units will generally be the smallest unit size allowed in the game & will be the unit of maneuver.

Each infantry or cavalry figure represents 60 men. Each artillery piece represents 2 to 6 guns. Each turn represents 20 minutes & each inch is 35 yards.

Troops will be organized into brigades, divisions, & corps. Division, cavalry brigade, corps, & army leaders are represented by figures. Infantry brigade commanders are not represented by figures.

The author finds that the 2 divisions & 1 or 2 cavalry brigades per player works very well. Larger games can be played but the time required increases in a nonlinear fashion.

BASING

The exact basing of figures is not crucial to the game mechanics. With a little thought players should be able to adapt other basing systems. What follows is the basing system used by the author.

Each infantry stand will generally represent 1 company. Each stand must contain a minimum of 2 figures so that in some rare cases a stand will represent 2 companies. Infantry stands should never contain over 4 figures.

Each cavalry stand will contain 2 or 3 figures representing 1 squadron. Each artillery stand will contain 1 or more model guns with each model representing from 2 to 6 real guns. Each artillery stand will have 1 to 3 artillerymen figures.

All figures will be mounted in a single row. The infantry basing assumes a spacing of 22" to 24" per infantryman & 36" per horseman. Cavalry are assumed to form up in 2 ranks. The recommended stand size per figure is:

<u>UNIT TYPE</u>	<u>FRONTAGE</u>	<u>DEPTH</u>	<u>THREE FIGURE STAND</u>
Infantry 3 rank	3/8 inch	1/2 inch	1 1/8" by 1/2"
Infantry 2 rank	1/2 inch	1/2 inch	1 1/2" by 1/2"
Cavalry	3/4 inch	1 1/4 inch	2 1/4" by 1 1/4"
Artillery per gun	3/8 inch	1 1/2 inch	1 1/8" by 1 1/2" (3 guns)
Command	1 1/4 inch	1 1/4 inch	

Figures should be mounted on bass wood, metal, or heavy cardboard bases. It is recommended that a common white water soluble glue, such as often used in grade schools, be used to glue the figures to their stands.

The Army Lists have the suggested mounting for each country. The basing system is generally identical to the one used by *Empire* published by The Emperor's Press & *From Valmy to Waterloo* published by Clash of Arms Games.

EQUIPMENT

Players will need the following equipment to play:

The troops!	Red, Yellow, Blue, & Black pipe cleaners
A 10 sided die	Either counters or chips
A tape measure	Casualty Caps

Those opposed to table clutter should forego the casualty caps & pipe cleaners & use a roster system.

TROOP RATINGS

Troops will be classified as infantry, artillery, or as cavalry. Each combat unit will be assigned a nationality, a starting size, a morale rating, & a skirmish rating.

Troops may also be classified as untrained or impetuous. Untrained troops will move poorly in a line formation & impetuous troops will be harder to control in a charge.

Cavalry is classified as light, medium, or heavy. Cavalry will also be classified as to whether it is equipped with lances or wears a cuirass.

Artillery is rated by the size of projectile that it fires (6 pdr, 8 pdr, 12 pdr) & its mode of transport. Foot artillery has the gunners walk while horse artillery has mounts for its gunners.

ARMY ORGANIZATION

Most historical brigades contained from 2 to 6 battalions. Most historical divisions contained from 2 to 4 brigades. If players do not wish to use historical units, or if a hypothetical battle is being fought, then it is recommended that each infantry brigade contain 3 or 4 battalions & that each infantry division contain 3 brigades. Each Cavalry brigade should contain 2 or 3 regiments & a cavalry division should contain 2 or 3 brigades. There should be about 1 artillery battery per brigade.

A small scenario may not have a corps commander present. In such a case choose an appropriate rating for the corps commander who will be off board. In this circumstance, the division commanders will always be considered to be within command range.

CAVALRY BATTLE GROUPS

Cavalry regiments were frequently broken down & used as squadrons. If players wish, then they may agree to allow cavalry to operate in battle groups. This will actually simulate historical tactics better than employing cavalry in full regiments.

Each battle group must have at least 4 figures (generally 2 stands) when it is formed. Battle groups will function independently of each other. They will check morale separately, receive separate orders, & keep separate track of any casualties that are suffered. Battle groups may be reformed into full regiments. In order to do so the battle groups need to end their move adjacent & in command.

SEQUENCE OF PLAY

The game is composed of turns each of which has a defined sequence of events. Once a turn is completed then another turn is begun. The player who's Phase it is, is referred to as the Phasing Player & his units are the phasing units. The other player is the nonphasing player.

I. Initiative Phase

Each player rolls 1D10 to determine who has the initiative.

II. Random Event Phase

Each player checks for any random events.

III. First Player's Phase

A. Order Segment

Mark any combat that units that are out of command. Roll to activate any pending orders. Each Army & Corps commanders may issue one new order which will arrive in the player's next Order Segment.

B. Action Segment

1. Rally Subsegment

Leaders may move & attach or detach. The player may issue Rally orders to routed combat units & they may attempt to rally. Any routed unit that does not rally must make a rout move.

2. Movement Subsegment

Units that are in command or that receive an order may move, charge, & change facing or formation. Units that are out of command & that do not receive an order may only change facing, rally from a shaken status, or remove disorder. Leaders not yet moved may move & attach or detach. Charging units will declare their charge & the defenders their reaction. All charging & counter charging units are moved.

3. Stationary Fire Subsegment

All combat units belonging to the nonphasing player & those units, which belong to the phasing player that did not move may now, fire. All fire during this subsegment is considered to occur simultaneously.

4. Charge Test Subsegment

Charging units must roll on the Charge Test Table. If they are successful then move them adjacent to their target. If they are not then they remain halted.

5. Moving Fire Subsegment

Combat units, which belong to the phasing player, that have not yet fired may now do so. Generally these will be units which just moved. Charging units which failed to close & melee may also fire.

6. Melee Subsegment

Resolve all melees resulting from any charges.

7. Breakthrough Subsegment

Conduct any breakthrough moves & melees by units which just won a melee.

IV. Second Player's Phase

As for the first player.

V. End of Turn Phase

Check for victory.

INITIATIVE PHASE

Each player rolls 1D10 & modifies his die roll by all appropriate modifiers. The player with the highest modified roll is the Initiative player. He may decide which player must move first. If the initial modified die roll is tied then the players must reroll using no modifiers. Players continue to reroll with no modifiers till one player rolls higher.

Each player modifies his initiative die roll by the rating of his senior ranking leader. The player's staff rating will also modify the initiative die roll. Each country has a rating for its military staff.

If a player has surprise then his initiative die roll will be modified by the surprise modifier. The scenario will state if a player has surprise & for how many turns he will have it.

A player will apply the momentum modifier only if he moved first on the preceding turn. If a player wins the initiative but does not choose to move first then his opponent will receive the momentum modifier.

INITIATIVE DIE ROLL MODIFIERS

<u>Leader Rating</u>		<u>Staff Rating</u>		<u>Situation</u>
Excellent	+2	Superb	+2	Surprise +2
Good	+1	Professional	+1	Momentum +1
Average	+0	Competent	+0	
Fair	-1	Inefficient	-1	
Poor	-2	Incompetent	-2	

RANDOM EVENT PHASE

This phase may be considered to be optional. Each player rolls 1D10 to determine if he is subject to any random events. On a die roll of 1 or 2 the player experiences a random event. He must now roll 1D10 to determine the nature of the event.

RANDOM EVENT TABLE

<u>DIE ROLL</u>	<u>EVENT</u>	<u>DIE ROLL</u>	<u>EVENT</u>
1	Uncontrolled rout	6	Inflamed piles
2	Wrong turn	7	Rain/Snow
3	Traffic jam	8	Hidden ford
4	Command confusion	9	Command bonus
5	Difficult terrain	10	Rout halted

Difficult terrain- Any units in woods or poor ground may not move or change formation this turn.

Uncontrolled rout- For this turn, the player may not attempt to rally any routed units.

Traffic jam- All reinforcements are delayed by 1 turn.

Wrong turn- The next scheduled reinforcement is delayed for 4 turns.

Hidden ford- The player may place a ford along any stream or minor river.

Inflamed piles- The player's most senior commander may not voluntarily move for this turn.

Rain/Snow- All fire combat receives a -1 modifier for both players.

Command confusion- All of the player's divisional commanders receive two less Order Points this turn.

Command Bonus- A side that has a staff rating of competent, professional, or superb receives three extra Order Points per division commander.

Rout halted- All routed units recover to shaken status. They may not move this turn but they may fire.

COMMANDERS

Army, Corps, Division, & cavalry Brigade (not infantry) Commanders & their staff will be represented by one or more figures. Commanders may issue orders & attach to combat units. Commanders have no intrinsic combat value & may not fire or add to a melee, though they may provide die roll modifiers in a melee.

All commanders may attach to combat units. Division commanders & cavalry brigade may issue orders to combat units. Corps commanders may pass on Command Points & issue orders to their division & cavalry brigade commanders. Army commanders function the same as corps commanders do.

COMMANDERS: RATINGS

Army & Corps commanders will have individual ratings. Cavalry brigade & division commander's ratings will be determined by their nationality. Corps & army commanders will be rated for overall leadership. The possible ratings are:

Excellent +2	Fair -1
Good +1	Poor -2
Average +0	

This rating will affect the initiative die roll & will affect the number of Command Points that each division commander will receive. Corps & army commanders also have a tactical rating. Infantry division & cavalry brigade commanders only have tactical ratings. The tactical rating will affect the die rolls of any unit that they are attached to. The possible ratings are Good, Average, & Poor.

COMMANDERS: COMMAND RANGE

A leader's command range is measured at the beginning of the player's phase before any movement is made. If any portion of a combat unit is within the commander's range & line of sight then it is considered to be in command. Neither friendly nor enemy units block line of sight for this purpose. Only terrain will block line of sight for command purposes. Commanders have the following command ranges:

<u>COMMANDER</u>	<u>RANGE</u>
Cavalry Brigade	5 inches
Infantry Division	10 inches
Cavalry Division	10 inches
Corps/Army	15 inches

If a commander is elevated above most of his troops & the battlefield then his command radius is increased by 5".

COMMANDERS: ATTACHMENT & CASUALTIES

Commanders may attach themselves to combat units that are under their command. A commander may only attach himself to one combat unit at a time. The commander is placed adjacent to the combat unit & remains attached to it & moves with it until the player announces otherwise. A commander may only detach from a unit while the player is the phasing player. An unattached commander may attach to a combat unit that is under his command & within 6 inches at any time. This may even occur when the player is not the phasing player. A combat unit will receive modifiers if a commander is attached to it.

If a commander is attached to a unit that suffers any combat losses then one must immediately roll 1D10 to determine if the commander is disabled. For each casualty suffered there is a 10% chance that the commander is disabled & is immediately removed from the game. As usual a low roll will bring an adverse result.

A disabled commander will be replaced on the following turn. He must be placed within 2 inches of a unit under his command. A replacement commander may move & attach on the turn that he appears on the table but he may not issue any orders during his first turn. He will be ranked one category worse in all attributes than the commander he replaced.

A division or brigade without a functioning commander will automatically be out of command as will all of its combat units. All of the usual penalties for out of command units will apply.

ORDERS: OUT OF COMMAND

During the Phasing player's Order Segment, all combat units that are out of command should be marked with a black pipe cleaner. Any unit that is out of command may change facing, may change formation, may fire, may opportunity charge, & may remove disorder. It may not perform any other activities.

ORDERS

Each command (division or cavalry brigade) must at all times be operating under an order. It must act so as to remain within the guidelines of its current order. Orders may only be issued by Army & Corps commanders. Each turn each commander may issue only one order. That single order may, however, be sent to more than one command. Each command must begin the battle with an order. The player may freely pick initial orders for all of his commands. The following orders may be issued:

Attack- A marker is placed on the tabletop which indicates the object of the attack. Each turn at least 2/3 of the units in the command must move toward this marker at least at whatever their maximum speed in a line formation is. Once 1/2 of the command's units are within 8 inches of either the marker or an enemy unit, then the movement requirement is dropped but at least either 1/4 of all units in the command or two units, whichever is more, must either charge, engage in musket fire with an enemy unit, or advance a full move toward the enemy each turn.

Engage- A marker is placed on the tabletop which indicates the object of the attack. Each turn at least 1/2 of the units in the command must move toward this marker at least at whatever their maximum speed in a line formation is. Once 1/4 of the command's units are within 8 inches of either the marker or an enemy unit, then the movement requirement is dropped but at least one unit must engage in artillery or musket fire with an enemy unit each turn. No more than one unit may initiate a charge each turn.

Maneuver- A marker is placed on the tabletop which indicates the object of the move. Each turn at least 2/3 of the units of the command must move at least at whatever their maximum speed while in a line formation is toward the marker. Units may not charge or fire. The command will stop whenever they reach the marker or any unit comes to within 8" of an enemy unit that is not in skirmish formation. When the command stops they will convert to a Defend order.

Defend- The command must remain in place. A marker is placed onto the tabletop to mark the center of operations. The marker must be placed so that it is within 6" of the command's commander. It may not be moved once it has been placed. Whenever any unit in the command that is over 8" away from the marker moves (other than to change facing or formation) then it must move so as to be closer the marker. Skirmishers are exempt & may freely be located over 8" away from the marker. Units may fire but they may not charge.

Withdraw- On each turn, at least 2/3 of the units in the command must move at least at whatever their maximum speed while in line is toward their own baseline. They may charge any enemy units within charge reach that attempt to block their movement. They will halt & convert to a Defend order when they reach the baseline.

Rally- The commander may not move. Any units in his command may only move so as to be closer to their commander. No unit in the command may fire or charge. The commander must be at least 12" from the nearest enemy unit in order to be issued a Rally order. All units in the command may attempt to rally each turn.

Each turn the player must make every possible effort to comply with each command's order. Any unit that fails to comply with the requirement becomes disorganized & shaken. Regardless of the order that a command is operating under, its units may always perform an opportunity charge.

Example: A division of 12 units has an Attack order & has moved 6 of its units to within 8" of the enemy. On the next turn the player does not advance with any units & charges with only two units. He has fallen one charge, fire, or advance short of the requirement. He must select one unit in the command to become disordered & shaken.

ORDER ACTIVATION

An order will automatically arrive at its destination on the turn after the one in which it was issued. Before an order goes into effect it must be activated by the receiving command. The probability of an order being activated is determined by the receiving command's Leadership & Staff rating. Roll 1D20 & modify the die roll by the Leader Rating of both the leader that issued the order & the leader that receives the order. The modified result must be greater than the Staff Rating.

ORDER ACTIVATION TABLE

<u>Staff Rating</u>		<u>Leader Rating</u>		<u>Modifiers</u>
Superb	6	Excellent	+2	Leader Attached -1
Professional	8	Good	+1	
Competent	10	Average	+0	
Inefficient	12	Fair	-1	
Incompetent	14	Poor	-2	

The Leader Attached modifier will apply separately to both the commander that issues the order & to the commander that receives the order (i.e., the maximum modifier is -2.) A command will continue to operate under its old order until a new one is activated. During each order Segment the player will roll to activate any pending orders. A order will remain pending until it is activated or until the commander has issued an order to replace it.

COMAND POINTS

During each Order Segment each division & cavalry brigade commander will receive Command Points (CP). These must be used during the turn they are received. They may not be saved up. CP's may be used to issue an order to a unit that is out of command range, to Rally a unit, or to allow an exception to the command's current order. A unit that is out of command that is issued an order (costs 1 CP) may perform any normally allowed activity. No unit may attempt to Rally unless it is issued an order (costs 1 CP.) Each unit that deviates from the command's current order must be issued an order (cost 1 CP.)

Example: A division that consists of 10 infantry battalions & 2 batteries has been ordered to Defend. The commander wishes to move two of its units out of its area of operations. It will cost him 1 CP per unit to do so.

Example: The same division has been ordered to Attack. The player is normally required to either charge or engage in musket fire with three of his units each turn. If he does not wish to do this then it will cost him 1 CP for each unit that fails to meet the requirement.

Each turn the number of Command points that a leader will receive will be determined by his Leadership Rating. Army & Corps commanders receive the following CP's:

Leader Rating	Command Points
Excellent	4
Good	3
Average	2
Fair	1
Poor	0

Division & cavalry brigade commanders receive the following CP's:

Leader Rating	Command Points
Good	3
Average	2
Poor	1

Army & Corps commanders may either only transfer their CP to a division or brigade commander that is under their command & within their command range or use them to rally a combat unit that is within their command range.

MOVEMENT: SEQUENCE

The Phasing player will generally be the only player to move units. The only movement that may be conducted by the nonphasing player is opportunity charges by cavalry, countercharges, & leader attachment. Combat units & leaders are generally moved one at a time.

MOVEMENT: FORWARD MOVEMENT, FACING, & FLANKS

Each combat unit will have a facing. The front of the unit is the direction in which the miniature figures are facing. A line drawn along the front edge of the unit perpendicular to the direction in which the figures point, defines the front of the unit. Everything behind this line is the flank/rear zone of the unit.

The forward movement arc is a pie shaped wedge. The sides of the wedge angle out 22.5 degrees from the front of the unit. To move a unit forward simply pick it up & move it forward such that it maintains the same facing & ends up in the pie shaped forward movement arc defined by its initial position.

MOVEMENT: ABOUT FACE

A combat unit may make an about face at any time during its move. To do so simply face the unit in the opposite direction from which it is currently facing. An about face costs a unit ¼ of its total movement allowance.

MOVEMENT: FACING CHANGE

A unit may change its facing as part of its movement. Facing changes may be done at anytime during a unit's movement. As a unit changes it's facing then its forward movement arc will change.

To perform a facing change, rotate the unit about one of its forward corners so that one corner remains stationary. Measure the amount of ground covered by the moving forward corner.

A unit that makes no movement may also make a facing change. In such a case simply face the unit in any desired direction. To do so rotate the unit about its center.

MOVEMENT: OBLIQUE & RETROGRADE

Infantry may move in a direction out of its forward movement arc. Move the unit in the desired direction while maintaining its current facing. When moving in this fashion all movement costs are doubled.

MOVEMENT: CAVALRY

In general cavalry will move the same as infantry. As it is generally impossible to ride a horse in formation in any direction but forward, cavalry may only move into its frontal movement arc. It may never make oblique or retrograde moves. It may about face.

MOVEMENT: ARTILLERY

Artillery may be limbered or unlimbered. Unlimbered artillery is deployed & ready to fire. Limbered artillery is ready to move & is unable to fire.

Unlimbered artillery has a facing which is the same as infantry & cavalry. When unlimbered artillery wishes to move it must be moved by hand by the gunners. This is called a prolong move & is very slow.

Limbered artillery has no facing & hence movement in any direction is counted as forward movement. Limbered artillery is moved by horses.

It costs artillery $\frac{1}{2}$ of its movement to either limber or unlimber. Hence an artillery unit may either limber & move or it may unlimber & prolong. A unit may not limber, move, & unlimber all in the same turn. Artillery may fire on the same turn that it unlimbers. It will, however, receive the -1 die roll modifier for moving.

MOVEMENT: COMMANDERS

Commanders may move up to 20 inches per turn. An unattached commander may not voluntarily approach to within 3 inches of an enemy unit. An unattached commander will automatically immediately retreat from an advancing enemy unit so as to stay 3 inches away from the enemy unit. See the optional rules regarding commander movement.

MOVEMENT: FORMATIONS

Infantry may be in column, line, square, or skirmish formation. Cavalry may be in column, line, or skirmish formation. Artillery may be limbered or unlimbered.

Any formation that is 3 stands wide moves as a line. Any formation that is 2 or more stands deep takes fire as a column.

A line should generally be perfectly straight. It may only curve to conform to a terrain feature such as a wall or sunken road. A line may not refuse a flank.

A square is a formation with its stands facing in all four directions. A square does not have a facing & has no flank.

A company column is 1 stand wide. An attack column is 2 stands wide. French & French allied infantry units, Austrian infantry beginning in 1809, & Russian infantry may use an attack column. Refer to the troop lists for other infantry that may use an attack column. All cavalry units may use an attack column. One should note that both the company column & attack column are combat formations. Neither represents a march column. A march column is abstractly represented by the Operational Movement rules.

A unit in skirmish order is placed with its stands not touching. It will have a frontage of 1 to 2 inches per infantry figure & 2 to 3 inches per cavalry figure. Units in skirmish formation have no facing & may move in any direction with no penalty.

Limbered artillery may be placed in any arrangement so long as all of the stands of the battery are touching another stand of the battery. Unlimbered artillery is placed in a line with all of the stands facing in the same direction.

Except for skirmish formations & routed units, all of the stands of a unit must be in contact with another stand of the unit. Routed units have their stands placed randomly in close proximity to one another. Routed units have no facing.

MOVEMENT: FORMATION CHANGES

It costs French infantry (& some French allies) $\frac{1}{4}$ of its movement to change formation. All other infantry pays $\frac{1}{2}$ of its movement to change formation. It costs all cavalry $\frac{1}{4}$ of its movement to change formation.

When a unit changes its formation it must maintain the same facing. A unit may change its formation at any point in its move. Its maximum movement allowance will be that of the slowest formation that it has been in. If it has exceeded the movement allowance of a formation that it has just changed into then it must immediately stop.

MOVEMENT: RATES

When moving across clear terrain combat units will move at the following movement rates:

MOVEMENT TABLE

<u>TROOP TYPE</u>	<u>LINE</u>	<u>COMPANY</u>		<u>ATTACK</u>	
		<u>COLUMN</u>	<u>COLUMN</u>	<u>SKIRMISH</u>	<u>SQUARE</u>
Infantry	4"	8"	6"	12"	2"
Light Cavalry	9"	18"	14"	18"	--
Other Cavalry	8"	16"	12"	18"	--
		<u>LIMBERED</u>	<u>PROLONG</u>		
Foot Artillery		8"	2"		
Artillery 12 pdr or greater		4"	1"		
Horse Artillery		16"	2"		

Infantry will receive a charge bonus of 1D6" & cavalry 2D6". Some units, generally militia, will be classified as untrained. Untrained infantry units that move over 2 inches when in a line formation will become disordered. Any square that moves becomes disordered.

MOVEMENT: TERRAIN EFFECTS

The following rules should only be interpreted as guidelines as to the effects of terrain. When setting up a scenario players should determine the exact effects of terrain on their battlefield. If your contours are particularly steep then increase the movement penalty & if your streams are wide & overflowing then adjust their effects. Otherwise terrain has the following effects on movement rates:

<u>TERRAIN TYPE</u>	<u>MOVEMENT EFFECT</u>
Poor Ground	Formed units move at ½ speed
Light Woods	Formed units move at ½ speed
Medium Woods	Formed units move at ½ speed, Cavalry may not enter
Heavy Woods	Formed units may not enter
Up a Contour	Costs infantry 1", cavalry & artillery 2"
Streams & Ditches	Cost infantry 1", cavalry & artillery 2", May disorder any unit that crosses it if sufficiently wide or deep (Increase penalty as needed for larger obstacles)
Rivers	May not be entered
Bridges	Must be crossed in company column or skirmish
Stone Walls & Redoubts	Cost infantry 3", cavalry 6", artillery may not cross
Wooden Fences	Costs all formed units 1"
Hedges	Costs all formed units 1"

Formed units are all artillery, infantry, & cavalry units that are not routed & are not in skirmish formation. Any unit that changes formation while in poor ground or in any form of woods becomes disordered. Cavalry may never charge into any sort of woods or into a town block.

MOVEMENT: OPERATIONAL

Whenever a combat unit begins & ends its movement over 8" from the nearest enemy it may use Operational Movement. A unit using Operational Movement will move at double its normal rate. Units doing so may not charge, fire, or change formation.

MOVEMENT: INTERPENETRATION

A combat unit may never move through an enemy combat unit. Enemy leaders & enemy skirmishers will automatically retreat before an advancing formed enemy combat unit. Commanders will automatically retreat so as to stay at least 3 inches away from all enemy units. Skirmishers will retreat so as to stay 2 inches away from an approaching enemy infantry unit that is not itself in skirmish formation. Skirmishers may be caught by approaching enemy cavalry. See the section labeled Skirmishers for further details.

Units in skirmish formation may move through & may be moved through by other friendly units with no penalty. Any unit may move through friendly artillery with no penalty. Friendly leaders may be ignored during movement.

A friendly column or square may move through a friendly combat unit in line & vice versa. A column or square may never move through another column or square. The moving unit will become disordered at the completion of its movement & may not declare a charge for this turn. The unit that is moved through will become disordered if it moves this turn.

If there is an overlap of ½ of a stand then a unit is considered to have interpenetrated the other unit.

MOVEMENT: CHARGES

Whenever a combat unit declares a charge then it receives a movement bonus. Infantry will receive a charge bonus of 1D6" & cavalry will receive a charge bonus of 2D6". In order to receive the charge bonus a unit must have declared a charge. A charge may only be declared by a unit that has either a Charge or a Move order.

A charging unit may change its facing by up to 45 degrees & formation, paying the usual movement cost, prior to making any charge movement. The unit must then complete its charge movement in a straight line until it contacts an enemy unit or exhausts its movement allowance. The charge movement must be a straight line that is somewhere in the unit's front movement arc. Once a combat unit has begun its charge movement it may no longer make any facing or formation changes. The movement must be performed so that the center of the charging unit will contact somewhere on the target of the charge. See the section labeled Charges for further details.

A combat unit may not approach to within 2 inches of an enemy unit unless it has charged.

MOVEMENT: ROUTS

Each turn that a routed unit does not rally it will move toward its baseline. Routed infantry & artillery units will move 2D6" & cavalry 3D6" per turn.

A routed unit will move in, as nearly as possible, a straight line toward its baseline. Except for terrain that is impassable, it will not deviate for terrain. On the first turn of its rout it will fall back in a straight line directly away from the enemy for 6 inches. During this initial rout move it will not try to avoid friendly units. After the initial 6 inches of movement & on any turn after the first rout move, it may try to avoid friendly units. There must be a space of at least 1 inch available for a routed unit to move through or it will interpenetrate friendly units. Routing units are considered to have a frontage of 1 inch. A routed unit will attempt to remain at least 6 inches away from all enemy units.

Friendly units that are interpenetrated by a routing unit may not move & will automatically become shaken & disordered.

A routed unit that rallies will make no movement on the turn that it rallies. A rallied unit may be immediately placed in any formation other than skirmish. Routed units that do not rally will continue moving until they exit the tabletop. Once they have left the tabletop then they may not return.

All unlimbered artillery units will abandon their guns when they rout. The guns will remain in place & may be remanned if the routed unit should rally. Guns may not be fired on the turn that they are remanned.

DISORDER

In general there are 2 types of disorder in miniature wargame rules. One type of disorder relates to the morale of the unit. In this rule set this state is called “Shaken” & is dealt with under the morale rules. The second type of disorder is a mechanical one in which the unit’s formation becomes somewhat “jumbled up.” This is referred to as disorder in this rule set. A combat unit will become disordered if any of the following occurs:

- A square formed after passing a Reaction Test is disordered
- A square that suffers casualties from artillery fire is disordered
- Any square that has a lower modified melee combat roll than an attacking cavalry unit is disordered
- A square moves
- An untrained infantry unit moves more than 2 inches in a line formation
- A unit changes formation while in poor ground or any type of woods
- A formed unit moves through another formed unit
- A unit moves after being moved through by another formed unit
- A unit is moved through by a routed unit
- A unit fails a Reaction Test
- A unit fails a Charge Test
- A unit loses a melee
- Any cavalry unit that charges is disordered at the end of the charge/melee.

A disordered unit may not charge, countercharge, roll on the Reaction Table, or change formation. A disordered unit will receive a die roll modifier of -1 when firing & adverse modifiers in melee.

To remove disorder a unit must sit stationary for ½ of its move. It may then immediately remove the disorder & expend its remaining movement. A unit may not charge on the turn that it removes a disorder. A unit that is completely broken down into skirmish formation will not suffer disorder. Mark a disordered unit with a blue pipe cleaner.

FIRE COMBAT: SEQUENCE

During the Stationary Fire Subsegment all nonphasing units & phasing units that did not move may fire. Combat units whose only movement was to change facing or formation count as moving & may not fire during this phase. All fire during this subsegment is considered to occur simultaneously.

During the Moving Fire Subsegment combat units which have not yet fired may now do so. Generally these will be units which have just moved.

If possible, all of the fire on a single target should be added together for a single die roll.

FIRE COMBAT: MUSKETRY

Only infantry may conduct musketry. Cavalry & artillery may not conduct musketry. Only the front rank of figures in a formation may fire.

Musketry range is 4 inches. Units armed with rifles have a range of 8 inches. A unit has a musketry arc that extends out 45 degrees from its front toward its flanks. It is possible that only some of the figures in a unit will be able to fire at a target. If it is not possible for all of the figures in a unit to fire on the same target then they may split their fire on to more than one target.

To conduct musketry total up the fire points of all figures firing on the target. The fire points per infantry figure are:

British Infantry	3 points	Other Infantry with enfilade	3 points
Other Infantry	2 points	Infantry skirmishers	2 points
British Infantry with enfilade	4 points	Cavalry skirmishers	1 point

A figure will count as having enfilade on a target if it is firing on the target's flank/rear. To fire on a target's flank the firer must be located behind the front of the target. It is possible that some stands of a firing unit will get flank fire while other stands will not.

Total up all of the fire points firing on a target. Roll 1D10, apply any die roll modifiers, & consult the Fire Combat Table. Cross index the proper number of fire points & the modified die roll to determine the number of hits that are scored. All hits on artillery by musketry kill crew figures.

FIRE COMBAT TABLE

<u>Fire</u> <u>Points</u>	<u># of Hits</u>				
	<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>
1-5	1-8	9-10	>10	--	--
6-10	1-5	6-9	10	>10	--
11-15	1-4	5-8	9-10	>10	--
16-20	1-4	5-6	7-9	10	>10
21-25	1-3	4-5	6-9	10	>10
26-30	1-2	3-5	6-7	8-9	10
31-35	1	2-4	5-6	7-9	10
36-40	<1	1-3	4-6	7-8	9-10
41-45	<0	1-2	3-5	6-7	8-10
46-50	<0	0	1-4	5-7	8-10

DIE ROLL MODIFIERS

<u>Target is:</u>	<u>Firer is:</u>
In Cover	Old Guard\Superior\Excellent +1
Light -1/0	Fair\Poor -1
Medium -2/-1	Skirmishers -2
Heavy -3/-2	Russian\Turkish -1
Unlim Art -2	Shaken -1
Column/Square +1/+2	Moving -1
Organic Skirmishers -1	Disordered -1
Skirmishers -3	Point Blank +2
Fr/Brit Skirmishers -4	Artillery Screened -1
Town -1	Artillery in DOB +2
Firefight +2	Artillery 2 nd Round +1

In Cover- To receive the cover modifier at least ½ of the unit must be in cover. The number to the left of the slash is the cover modifier against musketry. The number to the right of the slash is the cover modifier against artillery (musketry/artillery.)

Unlim Art- Applies to unlimbered artillery.

Column/Square- The number to the left of the slash is for musketry fire & the number to the right of the slash is for artillery fire.

Firefight- This applies to musketry that occurs in the Stationary Fire Subsegment. If the target began the Action Segment in musketry range then apply this modifier. This reflects the fact that the target was within musketry range for the entire 20 minute turn.

Town- Applies to any unit in a town. Cover modifiers will also apply.

Organic skirmishers- An infantry unit that has organic skirmishers or a skirmish ability receives this modifier when it is fired on by enemy skirmishers. This does not apply when fired on by formed infantry or artillery.

Skirmishers- Is for any fire against a nonFrench or nonBritish combat unit that is broken down into skirmish order.

Fr/Brit Skirmishers- Is for any fire against a French or British combat unit that is broken down into skirmish order.

Russian\Turkish- This modifier only applies to musketry.

Moving- If a unit only changed facing then it does not count as moving. Does not apply to the nonphasing player.

Artillery Screened- Applies to firing artillery if enemy skirmishers are within musket (4") or rifle (8") range. This will also apply if an artillery unit is firing through friendly skirmishers. See skirmishers.

Artillery in DOB- Artillery firing in defense of the battery. This applies only when an artillery unit has passed its Reaction Test & it is firing on a unit that is charging it.

Point Blank- Applies to an infantry unit that is the target of a charge & has passed its Reaction Test to fire at point blank range.

Artillery 2nd Round- A firing battery receives this modifier when it has not moved & it is firing for the second (or more) consecutive time at the same target. The target must've moved less than 3 inches since the last fire.

For each hit scored one figure is killed. Place a casualty cap on a figure to represent the hit.

FIRE COMBAT: ARTILLERY

Only unlimbered artillery may conduct artillery fire. Artillery has a fire arc of 30 degrees. Units may conduct artillery fire without an order. All hits on artillery by artillery destroys guns. Remember that each model cannon represents two to six guns. The fire points per gun (not per stand) are:

Gun Size	Canister	Range		
		Effective	Long	
>12 pdr	5	3	2	Canister range = 8"
12 pdr	5	2	1	Effective range = 20"
8-9 pdr	4	2	1	Long range = 35"
6 pdr	4	1	0	
<6 pdr	3	1	0	

To conduct artillery fire total up the fire points of all guns firing on the target. Apply any appropriate die roll modifiers & roll 1D10 on the Fire Combat Table. Musketry & artillery fire may be combined into one die roll.

FIRE COMBAT: FLANK FIRE BY ARTILLERY

When an artillery unit is firing on the flank of an enemy then increase its fire 1 fire point per gun. Flank fire against a column is per the usual definition of enfilade fire.

Artillery will get the +1 fire point for flank fire when firing on a line if it fires from within a flanking arc. A flanking arc is defined as extending 30 degrees from the end of the line toward the front & 30 degrees from the end of the line toward the rear. Use the artillery arc game aid to determine this. Place it on the end of the line receiving fire. If the firing battery lies within 30 degrees of the end of the line then it will receive the +1 fire point per gun for flank fire. The line will suffer the flank fire modifier in any required morale test.

FIRE COMBAT: ARTILLERY BOUNCE THROUGH

Artillery fire will have bounce through. Any unit that is located directly behind & within 5 inches of the rear stand of the target combat unit is subject to bounce through fire. Draw a line from the center of the firing unit through the center of the target unit. Any unit within 5 inches behind the target unit & within 1 inch of the line will suffer bounce through fire.

To determine casualties inflicted by bounce through fire use the same die roll (do not roll again) & the same modifiers but only ½ of the fire points. Apply any casualties to each unit receiving the bounce through fire.

Artillery bounce through will not occur under muddy conditions (determined by scenario rules), it will not carry into poor ground or woods, it will go not uphill, & it will not cross a significant linear obstacle such as a creek or stone wall.

FIRE COMBAT: OPPORTUNITY FIRE

Nonphasing firing units may fire on a moving unit at any point during its move. The moving unit will complete its move & the firer simply designates at what point during its move it chooses to fire. Do not apply bounce through fire when performing opportunity fire.

FIRE COMBAT: VISIBILITY

To be a target for musketry or artillery fire the firing unit must have a clear line of fire to the target. For a unit to be a legitimate target at least one of its stands must be in range & line of sight. Both friendly & enemy units may block the line of fire. An open firing lane between the firing unit & its target that is at least 2 inches wide that is free of all units & obstructions is required.

CHARGES: GENERAL RULES

Units that conduct a charge will receive a movement bonus of 3 inches for infantry & 8 inches for cavalry.

Disordered units may not charge or countercharge. A unit may not charge on the turn that it removes disorder. Infantry may never charge or countercharge cavalry. Artillery & infantry skirmishers may never charge. Cavalry may never charge into any sort of woods or into a town block.

A charging unit will receive a favorable modifier in any resulting melee. Infantry receive a +2 DRM & cavalry receive a +5 DRM. If a charging unit crosses a terrain obstacle during the last 3 inches of its charge movement then it will not receive the charge modifier in any melee

CHARGES: SEQUENCE

When an infantry unit declares a charge it does so before it makes any movement, formation, or facing changes. It must announce the target of its charge at the time that the charge is declared. It may only declare a charge against an enemy unit that is in its forward movement arc. The target of the charge will then announce its reaction.

When a cavalry unit declares a charge then it does so before it makes any movement, formation, or facing changes. It will not immediately declare a target. It may, however, only declare a charge against an enemy unit that is in its forward movement arc. The defender then announces any formation or facing changes by any potential targets of the charge. Next the charging unit declares the target of its charge. Finally the defender must attempt any formation or facing changes that he announced.

Once the defender has completed any formation or facing changes then the charging unit will be moved. The charger may change its facing & formation prior to making any movement. If the defender countercharged then the movement of the units are prorated & they are moved into contact. A Charge Test will not be necessary whenever the defender countercharges.

If the defender choose to stand then the charging unit is moved until it is 2 inches away from the defender & movement is then halted. During the Stationary Fire Subsegment the charging unit will receive any premelee fire. A charging unit may also be subject to fire from units other than the target of the charge. Casualties suffered during a charge movement do not require that the unit undergo a Morale Test. The Charge Test will serve to substitute for the Morale Test.

After all defensive fire is completed the charging unit will take a Charge Test during the Charge Test Subsegment. If it passes then it is moved into contact with its target. If it fails then it is disordered. Infantry will halt in place & cavalry will fallback 2D6" directly away from & facing the target. Infantry may still fire during the Moving Fire Subsegment.

The general sequence of play when conducting a charge is:

1. Declare Charge- Movement Subsegment
2. Defenders Announce Reaction- Movement Subsegment
3. Declare Target of Charge- Movement Subsegment
4. Defender Reacts- Movement Subsegment
5. Charge Movement- Movement Subsegment
6. Premelee Fire- Stationary Fire Subsegment
7. Charge Test- Charge Test Subsegment
8. Melee- Melee Subsegment
9. Breakthrough- Breakthrough Subsegment

CHARGES: FLANK ATTACKS

A charging unit will be eligible for a flank attack if at least one of its stands began its charge movement in the flank/rear zone of the target.

CHARGES: DEFENDERS REACTION

The target of the charge may choose one of the following actions:

- Stand
- Countercharge
- Flee

If the charged unit chooses to stand then it may attempt to change facing or formation. To do so it must pass a Reaction Test. A unit that stands will fire at the charger before he takes a Charge Test & before contact is made. The defender will fire at a range of 2 inches. If the defender chose to stand & did not take a Reaction Test to change its facing or formation then it must take a Reaction Test to fire at point blank range. If the defender passes then, if infantry, it will receive the +2 DRM for fire at point blank range. If it is artillery then it will receive the +2 DRM for firing in Defense of the Battery. If the defending unit fails then it will be disordered & it will suffer the -1 DRM for fire by a disordered unit.

If the defender chooses to countercharge then both the charging unit & the countercharging unit immediately move. Their movement is prorated. No charge test is taken by either unit as a melee will automatically result.

A unit may choose to flee. When an infantry or cavalry unit does so it immediately falls to rout status & immediately flees one rout move. It is possible that a fleeing unit may be caught by the charging unit. The charging unit will automatically complete its charge & take the ground which was formerly occupied by the fleeing unit. If the charging unit wishes then it may continue its charge till it contacts an enemy unit or till it runs out of movement. Movement will continue in a straight line in the unit's forward movement arc. Any such defending unit contacted will be taken by surprise & may only choose to stand. It may not change facing or formation. If the fleeing unit did not move through it then it may, however, perform premelee fire & roll on the Reaction Table for point blank fire.

An artillery unit that chooses to flee will not automatically rout. If limbered then it may move a 2D6" away from the charger. If unlimbered then the artillerists may join any infantry unit that is within 6 inches. If no infantry unit is within 6 inches then they will rout. They will abandon their guns & may rejoin their guns on a subsequent move. They may not fire the guns on the same turn that they rejoin them. See Melee Combat: Attached Artillery.

CHARGES: CHARGE TESTS

If the target of a charge has chosen to stand then the charger must take a Charge Test. If the target of the charge chose to flee or to countercharge then no Charge Test is necessary. Roll 1D10 on the Charge Test Table. If the modified die roll is greater than the number listed in the die roll column then the charging unit closes with the enemy. If the modified die roll is equal or less than the number listed then the charging must halt 2 inches away from its target & becomes disordered. Halted infantry may fire during the Offensive Fire Subsegment.

CHARGE TEST TABLE

<u>Troop</u>	<u>Die</u>	<u>Die Roll</u>	
<u>Rating</u>	<u>Roll</u>	<u>Modifiers</u>	Each New Hit -1
Old Guard	2	Cavalry +4	Leader +2/+1/+0
Superior	3	vs Flank +5	Impetuous +1
Excellent	4	vs Routed +5	Organic
Good	5	Infantry vs Square +2	Skirmishers +1
Fair	6	Cavalry vs Square -3	Skirmish
Poor	7	Shaken -2	Screen +1
		vs Cover -1	Infantry column +1
		vs Artillery -1	National Bonus +1

Each New Hit -1. This refers to each hit suffered by the charging unit this turn. Any hits suffered on a previous turn do not count.

Organic Skirmishers- Any infantry unit with organic skirmishers or with a skirmish ability receives this modifier when charging.

Skirmish Screen- Any unit that charges through a friendly skirmish screen during the last 3 inches of its movement receives this modifier. A unit may not receive both the Organic Skirmishers & the Skirmish Screen modifiers.

National Bonus- This will only apply to infantry units. If the charger is in a formation favored by its national doctrine for attacking then this bonus is applied. The intent of this rule is to encourage historical formations. The formations for which a national bonus will be received are listed in the army lists. The major countries are listed below:

Line- Great Britain, British allies, Spain, Wurttemberg, Austria thru 1809, Prussia thru 1809, Saxony thru 1809

Attack Column- France, French allies, Russia, Austria after 1809.

Company Column- France, French allies, Russia, Ottoman Empire, Austria after 1809, Prussia after 1809. All countries receive this modifier if a town or fortification is being attacked.

CHARGES: CAVALRY RECALL

If cavalry has announced a charge against an infantry unit that has successfully formed square then the Charging Unit must, as usual, take a Charge Test. Before the player rolls he must announce if he is rolling "To Close" or if he is rolling "To Recall". If the unit passes the test then the player may do as he announced. If he Recalled the cavalry then it will be placed 6 inches away from the square, facing the square, & disordered. Cavalry receive a -3 die roll modifier when charging a square.

CHARGES: CAVALRY SKIRMISHERS

Skirmish cavalry may charge either limbered or unlimbered artillery. It may not charge any other type of unit. Charging skirmish cavalry must have a frontage of at least 2" per figure. The cavalry may be placed in a column so long as the column has the proper frontage. Either the entire cavalry unit may charge or only a portion of the cavalry unit may charge. If only a portion charges then it must contain at least 4 figures & the cavalry unit will be considered to be

broken down into skirmishing battle groups & will be treated as such for all purposes relating to the melee combat. Only charging castings that overlap the artillery unit by no more than 2" will take part in the melee. Charging skirmish cavalry will never receive the +5 modifier for cavalry charging.

CHARGES: COSSACKS & IRREGULAR CAVALRY

Cossacks & Austrian Insurrection Cavalry may not charge an enemy unit unless one of the following conditions apply:

- The defending unit is disordered or routed
- The attacking unit is conducting a flank or rear attack
- The defender is in skirmish order.

CHARGES: OPPORTUNITY CHARGES

Cavalry units may conduct opportunity charges. An opportunity charge may only be conducted by the nonphasing player. Disordered units may not conduct opportunity charges.

To conduct an opportunity charge an enemy unit must make some form of movement while within 8 inches of the charging unit while in its forward movement arc. A facing change & a formation change count as movement for this purpose.

The opportunity charging unit announces its charge & the moving unit must immediately stop its movement. It may not complete either a formation change or a facing change. The unit which is opportunity charging must pass a Reaction Test before it may charge. If it fails the Reaction Test it is disordered & the moving unit continues with its movement. If it passes the Reaction Test then it conducts a charge.

The charged unit may stand, flee, or countercharge. It may only countercharge if the opponent is in its forward movement arc. If it chooses to stand then it must pass a Reaction Test before it can change facing or formation. It may change facing or formation, but not both.

Any combat is resolved immediately. An opportunity charging cavalry unit has a total movement of 8 inches.

REACTION TEST

Units must take a Reaction Test when attempting any of the following:

- Performing an opportunity charge,
- Changing facing or formation in response to a charge,
- Attempting to stand before a charge.

If a unit is reacting to a charge then it may change facing or formation, but not both. It must pass a Reaction Test to do so. An infantry unit that chooses to stand before a charge & that does not attempt to change its facing or formation must still roll on the Reaction Test Table in order to fire at point blank range. If it passes then it will receive a +2 die roll modifier to its fire. If it fails then it will be disordered & it will receive the -1 DRM for firing by a disordered unit.

Artillery is not required to take a Reaction Test. Artillery that is charged may not change its facing & will always receive the +2 defense of battery modifier when firing at the charging unit.

Roll 1D10 on the Reaction Test Table. If the modified die roll is greater than the number listed under the Die Roll column then the unit is successful in performing its action. Any unit that fails a reaction Test immediately becomes disordered.

REACTION TEST TABLE

Troop	Die	Die Roll	
<u>Rating</u>	<u>Roll</u>	<u>Modifiers</u>	
Old Guard	2	Shaken -2	*French infantry +1
Superior	3	Leader attached +2/+1/+0	*Charged at <6" -2
Excellent	4	Attempting PBF +1	*Reacting to Cavalry -3
Good	5	National Bonus +1	*Infantry Column +1
Fair	6	*Reacting to Infantry +2	
Poor	7	*Charged at >12" +3	

Attempting PBF- Applies to an infantry unit that is attempting point blank fire.

Modifiers marked with a * apply only to units that are attempting to change facing or formation in response to a charge. A disordered unit may not take a Reaction test. It must either flee from a charge or stand without changing its facing or formation or attempting point blank fire.

MELEE: CAVALRY VS CAVALRY

The standard doctrine (despite what other misguided rules such as *Piquet* might have you believe) was for cavalry to fight cavalry while deployed in a line. The goal was to gain advantage by wrapping around the flanks of one's opponent. Even the most superficial reading of the works of the modern writers Nosworthy, Jeffries, or Nafziger will provide ready evidence for this. Nosworthy's reprints of original sources in translation are readily available for those so inclined.

When resolving cavalry vs cavalry melees only the front 2 ranks of cavalry figures will be fully counted in a the melee. Only ½ of any figures located behind the second rank will be counted in the melee.

Cavalry in addition to receiving the mass modifier cavalry will also receives a +# overlap modifier for each figure that it overlaps its cavalry opponent up to a maximum of +4. The # is equal to the number of figures by which it overlaps its opponent.

MELEE: CAVALRY VS INFANTRY OR ARTILLERY

When attacking infantry, a glance at the sources previously mentioned sources will reassure the reader that the standard cavalry formation for attacking infantry was the column. The cavalry was generally sent in one squadron at a time, with the idea that the later columns would strike the infantry after they had discharged their muskets.

When attacking infantry or artillery cavalry figures that are directly in contact with the enemy & up to two overlapping figures on each flank will be counted in the melee. All cavalry figures in following ranks will be counted if they are directly behind a front rank figure that has been counted.

Cavalry will not receive an overlap modifier when meleeing infantry or artillery.

Infantry or artillery in any formation will be defeated if the cavalry modified die roll exceeds the infantry's by 3 or more. Defeated infantry & artillery will rout & suffer a number of casualties equal to the number of figures in the victorious cavalry unit.

MELEE: MATCHING UP COMBATANTS

Once contact has been made then the opposing units should be physically matched up as well as possible. This may require that the charging unit exceed its movement allowance & make an additional facing change. "Square up" the opposing stands as well as possible. All of the stands of an infantry or artillery unit will always take part in a melee.

MELEE: COMBAT RESOLUTION

Melee combat occurs when a combat unit successfully charges an enemy unit. The stands of the meleeing units are placed in contact with each other. Both sides will determine the modified melee value of their unit involved in the combat. Take the base melee value of the unit & apply any relevant modifiers. Both sides will then roll 1D10 & add this to the modified melee value of their unit. The player with the greater total is the winner.

<u>Troop</u>	<u>Base Melee</u>	<u>Melee Modifiers</u>	
<u>Rating</u>	<u>Value</u>		
Old Guard	20	Mass	Cover
Superior	17	1.5 to 1 +2	Light +2
Excellent	15	2.0 to 1 +3	Medium +4
Good	13	3.0 to 1 +5	Heavy +6
Fair	10	4.0 to 1 +6	Sappers vs cover +2
Poor	8	vs Flank +12	Uphill +1
		vs Routed +12	
Shaken -2		<u>Cavalry vs Infantry</u>	<u>Cavalry vs Cavalry</u> <u>Infantry vs Infantry</u>
Artillery -4		Charging +5	Charging +5 Charging +2
Cuirassier +2		Lancers +3	Heavier +2 Square +6
Leader attached		vs Square -9	Overlap +# Disordered -2
+2/+1/+0		vs Disordered Square -5	Disordered -2
Breakthrough: No Charge Bonus		vs Anchored Line -2	
		Disordered -4	

Mass- Total the number of figures on both sides. The side with the most figures receives a mass modifier. Does not apply in cavalry vs infantry or cavalry vs artillery melees.

vs Flank- If the attacking unit contacts the target on its flank or rear then this modifier will apply.

Cover- Applies only to the defender if he stood & did not countercharge or flee.

Uphill- Applies to the defending unit if it began the phase on a higher elevation & choose to stand.

Cavalry vs Cavalry, Heavier- If a unit is heavier than its opponent then apply this modifier.

Cavalry vs Cavalry, Overlap- If one side has a frontage that is greater than the other then apply this modifier. The side with the greater frontage will receive a +1 for each figure it has greater than its opponent up to a maximum of +3.

Infantry vs Infantry, Square- If the opponent is in square then apply this modifier.

Cavalry vs Infantry, Disordered Square- Any square that has been formed after passing a Reaction Test in response to a charge is disordered. See Melee: Squares.

Cavalry vs infantry, Anchored Line- Infantry in a line formation that has a column, square, or terrain obstacle within ½ inch of each end of the line

Subtract the higher total from the lower total. Consult the melee table to determine the effects on the fighting units.

Cavalry defeating infantry or artillery by a die roll difference of 3 or more will rout the enemy & cause a number casualties equal to the number of cavalry figures. Artillery defeated in melee will always rout & the guns will be captured. Infantry & artillery losing to cavalry will always rout & suffer a number of casualties equal to the number of attacking cavalry figures.

A unit that is already shaken and then suffers a shaken result will rout. Impetuous units must breakthrough. See Breakthroughs: Impetuous Units. If a unit must fall back as the result of a melee then it will disorder any friendly units

that it interpenetrates. It will continue to fall back until it is clear of all friendly units & has enough space on the tabletop.

MELEE TABLE

<u>Die Roll</u>	<u>Combat</u>
<u>Difference</u>	<u>Result</u>
> 5	Loser suffers 3 casualties & routs. Winner takes ground, is disordered, & may breakthrough. Squares never breakthrough.
3 to 5	Loser suffers 2 casualties is shaken, & is disordered. Infantry falls back 4", cavalry falls back 12". Winner takes ground & is disordered
0 to 2	Both sides become disordered & suffer 1 casualty. Roll again without any Charging or Uphill modifiers.

MELEE: MULTIPLE ROUNDS

After each round of combat, if there is no winner, then either side may attempt to break off from the melee. The attacker is the first to announce if he wishes to break off. In order to break off the unit must pass a morale test. If it fails then it falls 1 morale level (good to shaken or shaken to routed). If it passes then it suffers 1 casualty, is disordered, & falls back 4 inches (8 inches for cavalry) facing the opponent. The victor may elect to take the ground. Artillery may not roll to break off. Infantry may not break off when fighting cavalry.

When the Die roll difference is 0 to 2 & both sides choose to continue combat then die roll to resolve another round of melee combat. Do not count charging or uphill modifiers.

MELEE: SQUARES VS CAVALRY

There are no special rules governing a square in combat with infantry. Such a combat will be handled in the usual fashion. The following rules apply when a square is attacked by cavalry.

If a second round of combat occurs then the cavalry will not receive the +5 charging bonus. Cavalry must pass a Morale Test to break off. The square does not need to pass a morale test as it will automatically stand for a second (or more) round of combat. A square will only suffer a disorder if the cavalry has a higher modified melee combat die roll.

A square will be disordered under the following circumstances:

- if it is formed after passing a Reaction Test in response to a charge,
- if it suffers casualties from artillery fire,
- if it moves,
- if it has a lower modified melee combat roll than an attacking cavalry unit.

MELEE COMBAT: MULTIPLE UNITS

An attacking combat unit must direct its attack against a single defender. In each combat there will always be only one defending combat unit. If the attacking unit overlaps onto another defending unit then that overlapped defender will not be effected by the combat. The figures that are overlapped may be included by the defender when determining mass. They will not effect any other combat modifiers.

More than one attacking unit may take part in a combat. When this occurs & the attackers are infantry then the attacking player must pick one unit as the primary attacker. All of the combat modifiers, except for mass, will be determined by the primary attacker. Any other attacking units will only effect the mass modifier. All attackers will be affected by the combat result. At least 1/2 of any casualties must be taken from the primary attacker.

If multiple cavalry units attack a cavalry unit then the combat is handled the same as for multiple infantry units attacking an infantry unit. If multiple cavalry units attack an infantry or artillery unit then each unit will attack separately. The attacker will decide the order in which the units attack. If the infantry unit is routed then any remaining attackers may automatically breakthrough.

An infantry & a cavalry unit may never simultaneously charge the same enemy unit.

MELEE COMBAT: ATTACHED ARTILLERY

During the phasing player's turn he may attach an artillery unit to an infantry unit. The infantry unit may be in any formation but skirmish. The artillery unit must end its movement unlimbered & touching the infantry unit. The attached artillery unit may be placed in front of the infantry unit or on either of its flanks. A limbered artillery unit may never be attached to an infantry unit. An artillery unit may only be attached to one infantry unit at a time.

The attached artillery unit is considered to be part of the infantry unit. Whenever either unit takes a morale test then both units must take a morale test. They will test morale separately, but if either unit routs then they will both rout.

When a melee occurs then the attacker must melee the infantry unit. He may not choose to melee the artillery unit. If the attacker contacts the artillery unit then the artillerist are considered to have taken refuge with the infantry unit & the melee will be fought with the infantry unit. The results of the melee will be applied to both the infantry & the artillery unit. Any casualties must be taken from the infantry unit.

An attached artillery unit that is charged may fire normally prior to the artillerymen taking refuge with its attached infantry. The artillerymen may not remann their guns until their next movement phase.

The attached artillery may be detached during the player's phase. Simply announce that it is detached & shift the stands slightly so that they are no longer touching the infantry.

BREAKTHROUGHS

If an attacker is eligible for a breakthrough then it may attack any enemy unit located in its forward movement arc & within its charge bonus distance (3 inches for infantry & 8 inches for cavalry.) If there is no unit to attack then it may advance up to its charge bonus.

When a unit conducts a breakthrough charge it will not apply the effects of disorder until after it has completed all of its breakthrough movement. Cavalry may breakthrough more than once. Infantry may only breakthrough once.

A unit that is struck by a breakthrough charge may not change facing or formation. It may, however, elect to flee. The defender will not be allowed to perform premelee fire if any unit interpenetrated it while fleeing or routing. The defender must take a Reaction Test for point blank fire as usual & it will be disordered if it fails the Reaction Test. The charger must pass a new Charge Test in order to close. It will, however, disregard any casualties that it has suffered up to this point.

Units that breakthrough will have special modifiers that apply to them on the Charge table & in Melee.

BREAKTHROUGHS: IMPETUOUS UNITS

Impetuous units must make its first breakthrough attack & breakthrough movement. The breakthrough movement is increased for impetuous units to 2D6" for infantry & 3D6" for cavalry units. If an impetuous unit charges off of the tabletop then it will not return to the battle. All other units will stop before they charge off of the tabletop. Impetuous cavalry must make a morale check before making a second or third (or more) breakthrough movement. If it passes the morale check then the player may elect to forego further breakthrough movement.

BLOWN CAVALRY

After participating in a charge horses will generally be exhausted. To represent this, any cavalry unit that takes part in a charge becomes disordered at the end of all breakthrough attacks.

TERRAIN

Cover is classified as light, medium, or heavy. Players should agree on the cover ratings of various terrain features prior to the start of the battle. The following ratings are suggested:

Light- All woods & hedges, DRM -1 for musketry & 0 for artillery fire

Medium- Most buildings & stone walls, DRM -2 for musketry & -1 for artillery fire

Heavy- Most field fortifications, DRM -3 for musketry & -2 for artillery fire

A unit will receive the cover modifier if it is at least 50% in the cover. As artillery fire is more effective against units in cover than musketry the modifier for artillery fire is not as strong.

Cavalry may never enter towns, medium, or heavy woods. Cavalry may move into light woods but may not charge in light woods.

An attacker may charge a target in cover & the target will receive the cover modifier in the melee. There will be no other penalty to the charger. If the attacker crosses a terrain obstacle during the last 3 inches of its charge movement then he will not receive the charge bonus modifier in any melee. Possible terrain obstacles includes walls, ditches, & streams.

MORALE RATING & MORALE STATES

All combat units will have a morale rating. This rating is fixed & does not change during the course of a game. The possible morale ratings will be assigned as follows:

Old Guard- French Old Guard

Superior- All other guard units

Excellent- Grenadiers of most nationalities

Good- Veteran line troops of most countries

Fair- Non-veteran or lower quality veteran troops of most countries.

Poor- Militia

All combat units will also have a morale state. The unit's morale state is not fixed & may change during the course of a game. The possible morale states are:

Good- No effects.

Shaken- Will receive adverse die roll modifiers.

Routed- May not fire or charge. Must make a rout move each turn.

A colored marker such as a pipe cleaner should be placed on the unit to indicate its morale state. Suggested markers are:

Good morale-No Marker

Shaken Morale-Yellow Marker

Routed-Red Marker

MORALE TESTS

A combat unit's morale must be checked whenever one of the following circumstances occurs:

The unit suffers a loss due to fire combat

A friendly routed unit is within or moves within 4 inches

A division, corps, or army commander is disabled

The unit attempts to rally

Morale checks are not made for losses suffered during a melee or for losses suffered to fire while charging. The Charge Test that is required of a charging unit replaces the Morale Test. A morale check is only made a maximum of once each player's turn for each of the above reasons.

No unit need ever check morale for routing skirmishers. Any unit with a morale rating (not morale state) of Good or better (Old Guard, Superior, Excellent, or Good) need never check for a routing unit with a lower morale rating.

Whenever a morale check is required then it will be performed immediately. The player will roll 1D10 for each combat unit making a check & consult the Morale Table. If the modified die roll is greater than the number listed on the table then the unit will pass its morale check.

A unit that is attempting to rally will increase its morale state by one level if it passes its Morale Test. If it fails the test then there is no penalty. Units which fail their Morale Test because they were forced to take one for any other reason will have their morale state drop by one level. Any unit that falls to rout status will immediately move one rout move.

MORALE TABLE

<u>Morale</u>	<u>Die Roll</u>	<u>Die Roll Modifiers</u>	
Old Guard	-1	Routed -4	Casualties
Superior	0	Shaken -1	20% -2
Excellent	1	Flanked -4	33% -4
Good	2	Light Cover +1	50% -6
Fair	3	Medium Cover +2	Leader Attached
Poor	4	Heavy Cover +2	+2, +1, +0
		Canister -1	

Shaken/Routed- The unit's current morale state will modify the die roll. Only one of these modifiers will apply at a time.

Flanked- This modifier will apply if the unit has just taken fire from its flank or rear.

Cover- If at least 50% of the combat unit is in cover then one of these modifiers will apply.

Canister- This will apply if the unit has just been fired on by artillery in canister range.

Casualties- Calculate the percentage of losses the unit has suffered based on its starting strength. Apply one modifier.

Artillery units total together both guns & crew.

Leader Attached- A leader attached to the combat unit will apply his modifier.

RALLYING ROUTED UNITS

Routed units will only be required to check morale when they are attempting to rally. A unit may attempt to rally from rout whenever a CP has been spent on it & it is not within 8 inches of a formed enemy unit. If successful then the unit will improve by one morale state, from routed to shaken. It should then be placed in any desired formation other than skirmish. Any turn that a routed unit fails to rally then it will then make a rout move.

A unit may attempt to rally from shaken status whenever a CP is spent on it. Once a routed unit moves off of the table top then it will not return.

VISIBILITY

Line of sight must be established by a combat unit to a target unit before it may be fired upon or charged. All units have a line of sight that extends in all 360 degrees. The maximum line of sight under ideal conditions is 35 inches. Woods may be seen into to a depth of one inch.

For a unit to be visible at least 1 stand must be visible. Line of sight is blocked by any friendly & enemy troops that are not in skirmish formation. Line of sight is also blocked by terrain features such as woods, buildings, & hills. Terrain features that block line of sight (at least those that are not obvious) should be defined by the players prior to the beginning of a scenario.

It is possible to see over troops if on a higher elevation or if the unit one is spotting is on a higher elevation. To see over troops they must be at least 4 inches away from both the spotter & the spotted unit. This means that it will be possible for artillery to fire over units if the artillery or its target is on a higher elevation.

SKIRMISHERS

Some infantry & cavalry units are allowed to skirmish. These units may have all or only a portion of their figures skirmish. The troop lists state which units may skirmish & which may not.

Some infantry units will be listed as having Organic Skirmishers. Each such unit will be able to detach a certain number of figures to skirmish. Prior to the beginning of a battle these organic skirmishers may be taken out of their parent battalions & converged into skirmish battalions. Once they have been reorganized in this fashion then they must remain so for the entire battle.

Units in skirmish formation have their stands spaced out so that infantry occupy 1 to 2 inches per figure & cavalry occupy 2 to 4 inches per figure. Skirmish units have no facing & no flanks.

Skirmishers may not be deployed between opposing formed units that are within 4 inches of each other. If they begin a turn deployed between opposing formed units that are within musket range of each other then they must be withdrawn.

SKIRMISHERS: MOVEMENT

It costs a unit all of its move to break down into skirmish formation. The cost of the formation change includes the movement necessary to properly space out the castings into skirmish formation. Either all or only a portion of a unit may break down into skirmish formation.

Skirmishers will move through all passable terrain as if it were clear terrain. They may move through friendly units & be moved through at no penalty.

SKIRMISHERS: APPROACHING CAVALRY

Cavalry was the greatest enemy of skirmishers. Infantry skirmishers may not approach to within 5 inches & within the charge arc of formed enemy cavalry. Infantry may only approach to within 5 inches of formed enemy cavalry if either it remains out of the cavalry's charge arc or if it occupies ground that the cavalry may not charge into. This includes any type of woods, towns, or across a river.

SKIRMISHERS: RETREAT BEFORE AN ADVANCING ENEMY

Skirmishers will automatically retreat before any advancing formed units. They will be moved so as to always stay two inches away from advancing formed combat units. Advancing formed cavalry will force skirmishers back until the skirmishers have moved their full movement, which is 12 inches for infantry & 18 inches for cavalry. If the cavalry continues to advance then the infantry skirmishers will immediately rout & lose 1 figure for every two advancing cavalry figures. Formed cavalry may drive back & even run down enemy skirmishers by merely advancing. It is not necessary for the cavalry to charge. If the cavalry charges skirmishers then it will receive the charge bonus. Cavalry skirmishers will always continue to retreat enough to remain 2 inches out of reach.

SKIRMISHERS: COMBAT

Infantry skirmishers will fire as normal infantry & will receive 2 fire points per figure. They may not, however, fire at other skirmishers. Skirmishers will only conduct melee combat with other skirmishers. No charge test is conducted.

Simply move the skirmishers into contact with the opposing skirmishers. Neither side will receive a die roll modifier for charging. All skirmishers within 4 inches of an enemy skirmisher will be included in the battle.

Cavalry skirmishers may fire the same as infantry skirmishers though they will only receive 1 fire point per figure. This is the only time that cavalry may fire.

SKIRMISHERS: SCREENS, VISIBILITY, & INTERPENETRATION

Skirmishers do not block visibility. Artillery may fire through enemy skirmishers at a target behind them. The firer completely ignores the skirmishers. The subject of the fire may take the first hit caused by the artillery from the skirmishers. Infantry & skirmishers may not fire through skirmishers.

If enemy skirmishers are within musket (4") or rifle (8") range of artillery then the artillery suffers a -1 "screened" modifier whenever it fires.

Combat units may move through friendly skirmishers with no penalty. Artillery may fire through friendly infantry skirmishers that are located beyond canister range with a penalty of a -1 DRM on the Fire Combat Table. If the artillery rolls a 0 or negative result when firing then the friendly skirmishers suffer 1 casualty.

Infantry units that charge through a friendly screen of skirmishers during the last 3 inches of its charge movement are considered to be partially screened from hostile fire during the charge. They will receive a +1 die roll modifier (skirmish screen) when rolling on the Charge Test Table.

SKIRMISHERS: ORGANIC SKIRMISHERS

Infantry units with organic skirmishers, or with a skirmish ability, receive favorable die roll modifiers when fired at by enemy skirmishers (-1) & when conducting a Charge Test (+1). The organic skirmishers are handled abstractly & are assumed to be deployed at the appropriate moment. No figures are actually detached from the battalion & moved separately.

Combat units that have had their organic skirmishers removed prior to the battle & converged into skirmish battalions do not count as having organic skirmishers.

TOWNS: BLOCKS

Combat & movement in built up areas follows special rules. Towns will be divided up into town blocks. Blocks may be purchased or they may be made out of felt or wood. It is suggested that no block be smaller than 2 X 2 inches nor larger than 6 X 6 inches. Each block will contain multiple structures. This should be represented by placing a building on each block.

Blocks of the same town should be placed next to each other. They may be separated by a road, stream, or river. Unless defined otherwise in a scenario, a town block will be considered to be adjacent to another town block if it is within 2 inches of it & there is no impassable obstacle between them.

The size of the town block will determine how many combat units that it may hold.

<u>SIZE (Sq inches)</u>	<u># OF UNITS</u>
4 to 6	1
6.1 to 16	2
16.1 to 26	3
26.1 to 36	4

TOWNS: MOVEMENT INTO & OUT OF TOWN BLOCKS

Cavalry may never enter a town block. Infantry or artillery expends ½ of its movement to either enter or exit a town block. Units that occupy a block have no formation. Units that exit a block are immediately placed adjacent to the block in any desired formation. They may then continue with their movement. Artillery in a town block is always assumed to be unlimbered.

Combat units may move directly from one town block to an adjacent town block. It consumes all of their movement to do so.

TOWNS: FIRE COMBAT

Combat units may fire into a town block. In addition to the cover modifier they will also apply the town modifier. Combat units in a town block are dispersed & are in no set formation. This additional modifier reflects this dispersal.

When firing at a town block the block is the target, not a specific unit. Casualties will be distributed by the defender as evenly as possible amongst all units in the town block. Combat units in a town block may fire out of the town block normally. Up to 1 figure per inch may fire out of each side.

TOWNS: MELEE COMBAT

Combat units may charge defenders in a town block. A charging unit must target only one defender in the town block. The defender may choose which combat unit will defend. All other defending units in the town block will be counted toward the defender's mass, but they will not be effected by the combat.

If multiple combat units charge a town block then the defender will still choose which units will defend. A targeted defender may not add its mass into any other combat.

A charged combat unit that is in a town block must choose to stand. It may not choose to countercharge or flee. Combat units in a town block may not charge out of the block. They must first exit the block & be placed into a formation. On a subsequent turn they may then charge normally.

If the defender losses the melee die roll by a difference of >5 in favor of the attacker then the defender will be forced to leave the town block. He may be placed in any formation desired with any desired facing at the appropriate distance from the block.

If the defender losses the melee by a difference of 3 to 5, then the defender will remain in the town block & the attacker will enter the town block. The town block will now be contested.

A winning charger will always enter a town block. A breakthrough may never be conducted by a winner in a town block.

TOWNS: ATTACKING A TOWN BLOCK FROM AN ADJACENT TOWN BLOCK

A combat unit may attack into an adjacent enemy occupied town block. The procedure is as follows:

During the Movement Subsegment announce the attack

Defending units in the attacked block fire at the attacker in the Stationary Fire Subsegment

The attacking unit may fire at the defender in the Moving Fire Subsegment

Resolve the Melee in the Melee Subsegment

The attacking unit will not receive a cover modifier when fired upon if it must cross a road, stream, ditch, or other significant open area to reach the defending town block. It will otherwise receive an appropriate cover modifier.

Both the attacking & defending unit will be required to take a Morale Test should either suffer any casualties as a result of fire. The attacker will not be required to take a Charge Test.

TOWNS: CONTESTED BLOCKS

After a melee has occurred it is possible that the Phase will end with troops of both sides occupying the same town block. Any units that begin their phase occupying the same town block as enemy units must engage them in melee. Follow the procedure as outlined in the section "Towns: Attacking a Town Block from an Adjacent Town Block."

Instead of conducting a melee the player may elect to withdraw such units from the contested block.

Fire combat may not be conducted by units outside of the town block on units which occupy a contested block.

REDOUBTS

Infantry & artillery units may be placed in redoubts. Units in a redoubt will only suffer flank fire if they are attacked through an open side of the redoubt. The stands should be distributed so as to defend all contested sides of the redoubt. Most redoubts will only hold 1 infantry battalion. In addition there may be 1 artillery battery per face of the redoubt. Players may need to make alterations as determined by the size of the redoubt model.

Units defending in a redoubt may never charge out of the redoubt through one of its faces. They may, however, charge out of an open side of the redoubt. Artillery in a redoubt may be attached to any infantry which may also be in the redoubt. A redoubt will generally count as heavy cover.

BRITISH INFANTRY

British infantry that is in line & that is charged by enemy infantry may elect to fire with a -1 die roll modifier & counter charge. British infantry that elect this option do not take a Reaction Test.

OPTIONAL RULES

PREBATTLE MANUEVER

In historical battles troops will be deployed as per their actual locations (or at least as best as can be learned from sources.) For nonhistorical battles in which there is to be no prebattle maneuver, it recommended that both sides make up 3 x 5" cards each with the name of a formation (usually a brigade) written on one side. The cards should be placed face down onto the tabletop into the area that the represented unit will deploy. Once all cards are deployed they are then turned face up & the represented units are placed onto the tabletop. Units must be placed within 3" of their card.

When there is to be prebattle maneuver then the following procedure should be utilized. Cards will be deployed onto the tabletop. Players may wish to have each light cavalry unit represented by its own card. Players will then die roll for initiative with the player winning the initiative moving all of his cards. Once his movement is completed the opposing player is allowed to move any pure light cavalry units. Then die roll again for initiative. The winning player will once again move all of his units.

Cards representing infantry & foot artillery may move 8" & cards representing cavalry & horse artillery may move 16". A card may never be moved closer than 16" to an enemy card. Once a card is 16" from of an enemy card it is considered to be pinned & may not be moved again. All pinned cards are immediately turned up so that all players may see which units they represent. Instead of moving a card the player may deploy its troops. The troops should be placed on the tabletop in any desired formation. They must be placed within 3" of the card. Deployed troops may not be further moved during prebattle movement.

Movement is continued for at least 4 initiative die rolls. After 4 initiative die rolls have been completed then the player with the initiative may decide to end prebattle movement. An initiative player may end prebattle instead of moving his cards (i.e., he must announce an end to prebattle movement as soon as he wins the initiative. He may not move all of his cards & then announce an end to movement.) It is possible that one player may never win the initiative & will never get a chance to move.

When prebattle movement is completed all cards then have their troops set up onto the tabletop. The troops must be placed within 3" of their card. It is recommend that both players be allotted a few dummy cards. Dummy cards are removed from play once they are turned up & will not pin enemy units.

VARIABLE TROOP QUALITY

Needless to say, units did not always behave in a predictable fashion. To allow for this, players may wish to use this option providing for some unpredictability in troop performance. The first time a unit must use its morale rating roll 1D10 on the Troop Quality Chart to determine its actual rating. The unit will have this rating for the remainder of the game.

Troop List	Actual Game Rating					
	<u>Rating</u>	<u>Old Guard</u>	<u>Superior</u>	<u>Excellent</u>	<u>Good</u>	<u>Fair</u>
Old Guard	10-6	5-3	2-1	---	---	---
Superior	10	9-4	3-2	1	---	---
Excellent	10	9-8	7-4	3-2	1	---
Good	---	10	9-8	7-4	3-2	1
Fair	---	---	10	9-8	7-4	3-1
Poor	---	---	---	10-9	8-6	5-1

If Napoleon or Wellington is present as the commander, then modify that sides troop quality die rolls by +1. Battalions may be labeled by using one of the common sticky labels sold at office supply stores. Place the label of the bottom of the command stand.

RANDOM CORPS COMMANDER

Players may wish to die roll to randomly select a corps commander. Roll 1D10 on each of the below tables to determine the Corps commanders leadership rating & tactical rating.

<u>Die Roll</u>	<u>Leadership Rating</u>	<u>Die Roll</u>	<u>Tactical Rating</u>	<u>Die Roll Modifier</u>
10	Excellent	9, 10	Good	Great Britain, France +2
8,9	Good	3 to 8	Average	Austria, Prussia +0
5,6,7	Average	1, 2	Poor	Russia -1
2,3	Fair			Spain, Turkey -2
1	Poor			

VARIABLE LEADER ABILITY

This rule makes provision for the fact that a commander may be having a particularly good or bad day. To determine the rating of a Corps or Army commander roll 1D10. The modified die roll will determine the commanders rating for this day. On a multiple day battle roll again for each day.

<u>Die Roll</u>	
10	Up 2 levels
8, 9	Up 1 level
4, 5, 6, 7	Use Standard Rating
2, 3	Down 1 level
1	Down 2 levels

IMPETUOUS TROOPS

During the first Action Phase that impetuous troops are phasing & begin within charge range of an enemy unit they must roll for an uncontrolled charge. Roll 1D10. On a 1 or 2 they must charge any enemy that is within charge range. This roll need only be made once per unit per game.

LEADER MOBILITY

One quality characteristic of better leaders was their ability to move about the battlefield observing what was happening & taking control of difficult situations. In the basic rules all leaders may move 20 inches per turn. Players may wish to modify the mobility of their leaders as suggested below.

French & British leaders: 20 inches

Austrian & Prussian leaders: 16 inches

Russian, Ottoman Empire, Spanish leaders: 12 inches

Excellent: Increase movement allowance by 4 inches

Poor: Decrease movement allowance by 2 inches

DIVISIONAL MORALE

In some battles it will be useful to have a point at which a force must quit fighting & withdraw from the field. This will be particularly useful if players are playing out a campaign game. To accomplish this total up the number of infantry battalions, artillery batteries, & cavalry regiments in each division. For this purpose all brigades should be assigned to a division. When the % of routing combat units that belong to a division is equal to the Withdrawal % of an army then the division must withdraw from the field. When a division is required to withdraw it will no longer need to roll for order points. All of the units in the division must be placed in column formation & must move toward their edge of the board at the operational movement rate. Players may want to simply end the game at this point rather than play out the withdrawal. If they choose to end the game then increase the casualties suffered by the withdrawing side by 20%. Sample Withdrawal %'s of armies are as follows:

France 60%	Prussia 50%
Great Britain 60%	Spain 40%
Russia 60%	Ottoman Empire 40%
Austria 50%	

DEFINITIONS

About Face- To perform an about face simply face the unit in the opposite direction from which it is currently facing. An about face costs a unit ½ of its total movement allowance.

Anchored Line- Infantry in a line formation that has a column, square, or terrain obstacle within ½ inch of each end of the line counts as being in an anchored line for melee.

Attack Column- An attack column is 2 stands wide. French & French allied infantry units, Austrian infantry beginning in 1809, & Russian infantry may use an attack column. Refer to the troop lists for other infantry that may use an attack column. All cavalry units may use an attack column

Blown Cavalry- Any cavalry unit that takes part in a charge becomes disordered at the end of all breakthrough attacks.

Breakthrough- If an attacker is eligible for a breakthrough then it may attack any enemy unit located in its forward movement arc & within its charge bonus distance. Cavalry may breakthrough more than once. Infantry may only breakthrough once.

Cavalry Battle group- Cavalry may form battle groups. Each battle group must have at least 4 figures when it is formed. Battle groups will function independently of each other. They will check morale separately, receive separate orders, & keep separate track of any casualties that are suffered.

Charge Arc- A unit may only declare a charge against an enemy unit that is in its forward movement arc.

Charge Bonus- Units that conduct a charge will receive a movement bonus of 1D6" for infantry & 2D6" for cavalry.

Command Range- If any portion of a combat unit is within the commander's range & line of sight then it is considered to be in command. Neither friendly nor enemy units block line of sight for this purpose. Only terrain will block line of sight for command purposes.

Defense of Battery- Artillery firing in defense of the battery. This applies only when an artillery unit is firing on a unit that is charging it. Artillery need not pass a Reaction Test to receive this modifier.

Disorder- In general there are 2 types of disorder in miniature wargame rules. One type of disorder relates to the morale of the unit. In this rule set this state is called "Shaken" & is dealt with under the morale rules. The second type of disorder is a mechanical one in which the units formation becomes somewhat "jumbled up." This is referred to as disorder in this rule set

Disordered Square- Any square that has been formed after passing a Reaction Test in response to a charge is disordered. Any square with a disorder marker on it is a disordered square.

Engagement Range- A unit is considered to be engaged with the enemy when it begins the phase in which it is a Phasing unit with a nonrouted enemy unit that is not in skirmish formation within 8 inches.

Firefight- A firefight can apply to musketry that occurs in the Defensive Fire & Firefight Subsegment. If the target began the subsegment in musketry range then apply this modifier. This reflects the fact that the target was within musketry range for the entire 20 minute turn.

Flank- For artillery fire a flanking arc is defined as extending 30 degrees from the end of the line toward the front & 30 degrees from the end of the line toward the rear. Use the artillery arc game aid to determine this. Place it on the end of the line receiving fire. If the firing battery lies within 30 degrees of the end of the line then it will receive the +1 fire point per gun for flank fire. For all other purposes a flank is defined as follows. The front of the unit is the direction in which the miniature figures are facing. A line drawn along the front edge of the unit perpendicular to the direction in which the figures point, defines the front of the unit. Everything behind this line is the flank/rear of the unit.

Forward Movement Arc- The forward movement arc is a pie shaped wedge. The sides of the wedge angle out 22.5 degrees from the front of the unit.

Impetuous- An impetuous unit must make its first breakthrough attack & breakthrough movement. The breakthrough movement is doubled for impetuous units to 6 inches for infantry & 16 inches for cavalry units

Interpenetration- If there is an overlap of 1 full figure then a unit is considered to have interpenetrated the other unit.

National Bonus- This will only apply to infantry units. If the unit is in a formation favored by its national doctrine for attacking then this DRM is applied to the Charge Test & to the Reaction Test. The intent of this rule is to encourage historical formations

Oblique Movement- Infantry may move in a direction out of its forward movement arc. Move the unit in the desired direction while maintaining its current facing. Each inch moved will count as double.

Operational Movement- Whenever a combat unit begins & ends its movement out of engagement range it may use Operational Movement. A unit using Operational Movement will move at double its normal rate.

Organic Skirmishers- Some line infantry units contain a company of skirmishers. These are called organic skirmishers. The organic skirmishers are handled abstractly & are assumed to be deployed at the appropriate moment. Units with organic skirmishers receive a DRM on the Fire Combat Table & on the Charge Test Table.

Point Blank Fire- Applies to an infantry unit that is the target of a charge & has passed its reaction test to fire at point blank range.

Shaken- This is a poor morale state. A unit that is shaken will receive adverse DRM when firing, meleeing, charging, or attempting to rally or react.

Skirmishers- Some infantry & cavalry units are allowed to skirmish. These units may have all or only a portion of their figures skirmish. The troop lists state which units may skirmish & which may not.