Vive L'Empereur!

Rules for Napoleonic wargaming

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BACKGROUND

Introduction

I have compiled these rules using mechanisms and ideas from several other sets combined with some of my own ideas. The majority of the rules come from Bruce Quarrie's *Napoleonic Wargaming* (1974). I recently re-read these rules and realised that they had much that I was looking for; national characteristics, good morale and control rules and fairly simple, but effective mechanisms for firing and mêlées (although artillery fire is somewhat devastating!). The main problems with these rules are the short (2 1/2 minute) moves, lack of rules for command and control, requirement for written orders and the problems associated with simultaneous movement—where one player always seems to move after everyone else; sound familiar? I have tried to overcome these problems by incorporating ideas from other sets of rules tailored by my own ideas and preferences.

The use of cards to randomise the phases of each turn comes directly from Bob Jones' *Piquet* (2nd Edition, 1998). This was a great innovation in wargames rules that does much to add an element of the "fog of war" and to overcome the all seeing helicopter-eye view that the human general has over the tabletop. However, I have limited the aspects that are covered by the cards to those relating to movement. Firing and mêlées are conducted as and when they occur during a move. Also, rather than swapping the initiative (impetus in *Piquet* terms) between the players based solely on dice rolls, I have attempted to base it on the flow of the battle. Therefore, the initiative changes if the player who currently holds it chooses to pass it over or one of his units suffers an adverse morale result (ideas taken from Jim Getz and Scott Bowden's *Empire*), or the other player successfully "steals" the initiative via a challenge (an idea inspired by WRG's *Corps d'Armée*).

Other ideas that I have incorporated into these rules include opportunity fire and charge (*Empire*) and the representation of skirmishers and their effect on a defenders' fire (*Napoleonic Wargaming, Empire* and Barry Edwards' *Playable Napoleonic Wargames*, 1987).

Second Edition

I have produced the second edition of these rules as an attempt to overcome the main deficiencies that we have identified with the original set. I was happy with the command and control aspects of the first edition, but the combat mechanism was clumsy and time consuming. To rectify this, I have re-worked the combat mechanism to one based on a combat effectiveness for each unit. Casualties are still removed, but as half or entire bases, rather than figures. This results in much easier calculations, a faster game and makes basing figures a lot easier, especially for the 5 mm scale that I use! This edition also contains some additions and corrections to the text and tables.

Ratings For Units and Commanders

The changes to the rules have lead to some changes to the factors for units; namely the fire factor and a single mêlée factor. While reviewing these factors I have taken the opportunity to add some ratings for units of other nationalities.

These factors are not immutable. I have derived them from other sets of rules, particularly *Napoleonic Wargaming,* and *Empire*, with additions and adaptations based on my own reading, wargaming experience and biases. They can and should be adjusted according to your own interpretations, especially for specific units, scenarios or campaigns. That said, I hope that they will provide a useful starting point and will enable you to derive the factors for troops of other nationalities.

Special Thanks

Thank you to my father, Ralph Fisher, and to Stephen Napier for their comments and suggestions and for play testing the rules.

James Fisher

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SCALE AND EQUIPMENT

The figure ratio and scales of space and time are listed below.

All distances in these rules are given in yards. Move distances and ranges for firing etc. are measured in millimetres or centimetres using the appropriate scale for the figures in use.

The rules require the use of two average dice, a 6-sided die (D6), two 10-sided dice (D10) and one 20-sided die (D20). If the optional rules are used, players may require a 4-sided die (D4), two 8-sided (D8) dice and/or an additional 6-sided die (D6).

TIME

1 turn = 30 minutes

FIGURE RATIO

1 miniature figurine represents 30 men

GROUND SCALE

1 mm = 2 yards (5 mm figures)

1 mm = 1.5 yards (15 mm figures)

1 mm = 1 yard (25 mm figures)

VERTICAL SCALE

Houses and trees are considered to be 5 m high.

One contour is 5 m high.

BASING

Any system of basing can be used, provided both sides are the same! However, I have devised base sizes that provide a good visual effect, enable troops to be moved easily on the tabletop, allow units to be placed into different formations and enable scaling up and down for large or small armies. I have quoted base sizes below in yards. Players should convert these to millimetres according to the scale of the figures that they are using.

I suggest that infantry are based in groups of six figures on bases measuring 36 yards wide x 24 yards deep with a three-figure frontage. This represents from one to two companies in our 1:30 scale, so four bases represents a ‘standard’ battalion. It is possible to use three bases for smaller battalions (e.g. some British line and Spanish) or six bases for larger battalions, such as Austrian infantry and French Imperial Guard. Skirmishers should be mounted on bases up to three times this width (108 yards wide x 24 yards deep).

My suggested basing for cavalry is four figures on a base 50 yards wide and 36 yards deep. This represents a squadron, so regiments would generally comprise from one to six bases, although larger regiments may have eight to ten bases.

For artillery I suggest one gun model and three gunners to a base 36 yards wide by 36 yards deep. This represents three guns, so a six-gun battery would be composed of two bases.

CASUALTIES

Casualties in *Vive L'Empereur!* represent the loss of combat effectiveness of a unit, not just men killed or injured. Losses from enemy fire or mêlée are taken either as "damaged" bases or by the removal of an entire base of figures. Two damaged bases are equivalent to the loss of one base of figures, so a unit with a damaged base that receives another combat result of damaged should remove the damaged base.

A damaged base can be represented in a number of ways. Markers such as casualty caps, small pebbles or counters can be used, but these tend to spoil the visual effect of a wargame. I suggest that players produce additional bases with fewer figures, or even casualty figures mounted on them. These can then be used in place of the original bases when a unit receives a damaged result. This method is particularly effective for the smaller, cheaper 5 mm figures. Larger scale figures could be mounted on magnets or in trays so that figures can be removed.

RULES MECHANICS

Under these rules a tabletop battle is divided into turns representing approximately 30 minutes. Each turn is sub-divided into phases during which units of the different arms may move, fire, charge or mêlée. The order in which these phases occur is determined by turning cards from a deck one at a time. Each side has their own deck of these cards, which should be shuffled before the game begins.

The number of phases in a turn will vary according to the distribution of the initiative between the opposing sides. During a battle, the initiative may pass from one side to the other by the process described below.

SETTING UP THE DECK

Each side has a deck of cards comprising three *Infantry Move* cards, three *Cavalry Move* cards, three *Artillery Move* cards, one *Officer Casualties* card and the same number of *Command Indecision* cards as the command indecision rating of the C-in-C. For example, an Austrian army with a commander in chief whose command decision rating is four would have a deck comprising three *Infantry Move* cards, three *Cavalry Move* cards, three *Artillery Move* cards, one *Officer Casualties* card and four *Command Indecision* cards.

DETERMINING INITIATIVE

Usually the player commanding the army that is attacking has the initiative at the beginning of the game. If there is doubt regarding which side is the attacking army, the player with the first initiative is determined by a test.

To perform an initiative test each player rolls a D20 and adds the leadership factor for the C-in-C, plus the nationality factor for their army. The player with the highest score is deemed to have the initiative.

The player with the initiative turns over the top card from his deck and then performs any actions for unit(s) that are allowed to move for that type of card. He may continue to perform these actions unless a friendly unit suffers a result of halt, retire, retreat or rout from a morale test and/or loses a mêlée. Should this occur, the initiative passes immediately to the other side.

A phase ends once the player with the initiative has completed all the actions that he wishes his unit(s) to undertake for that phase. Before he turns over the next card, the opposing player may elect to challenge for the initiative. In this case, another initiative test is carried out. If the player without the initiative does not wish to challenge for it, the player with the initiative turns over the top card from his deck. This process is repeated throughout the game.

Whenever a player turns over a Command Indecision card the initiative automatically passes to the opposing player.

The player with the initiative may pass the initiative to his opponent at any stage.

In summary, a player will continue to hold the initiative until either,

- a friendly unit loses a mêlée or suffers a result of halt, retire, retreat or rout from a morale test,
- he is challenged for the initiative and loses an initiative test,
- he turns over a Command Indecision card, OR
- he wishes to pass the initiative to the other player.

END OF TURN

A turn ends when either;

- one of the players has used all of the cards in his deck, or
- both players roll the same number on a D20 during an initiative test.

At the end of a turn players must determine whether they need to make any additions to their decks due to units of their army that have routed or been destroyed. If the total number of units that are destroyed or have routed *off the table* is greater than the leadership factor of the C-in-C a Command Indecision card is added to the deck. For this determination, a “unit” is considered to be an infantry battalion, cavalry regiment or artillery battery.

Once any additions have been made, players reshuffled their decks and the next turn begins.

WEATHER AND WIND

WEATHER

The weather is determined at the beginning of the game. Throw one average die and modify for season (winter -1, autumn/spring 0, summer +1). If the result is less than 2 it is snowing, 2 or 3 it is raining, above 3 fine weather.

For results other than fine, roll again after two turns to determine if the rain or snow has stopped.

If refighting an historical battle, the weather that occurred on the day(s) of the battle should be used.

WIND

Wind strength and direction are used to determine the spread of smoke from buildings that are set on fire. At the beginning of the game throw a D10 to determine wind direction. A result of 0 or 1

indicates no wind; 2 wind from the north; 3 wind from the north-east; 4 wind from the east; 5 wind from the south-east; 6 wind from the south; 7 wind from the south-west; 8 wind from the west; 9 wind from the north-west.

If there is wind, throw an average die to determine the wind speed. A score of 2 indicates a light wind; 3 a medium wind, 4 a strong wind and 5 occasional light airs.

A strong wind blows smoke 50 yards per phase and disperses it after 1 turn. A medium wind blows smoke 20 yards per phase and disperses it after 2 turns. A light wind blows smoke 10 yards per phase and disperses it after 3 turns.

THE CARDS

INFANTRY MOVE

On an Infantry Move card any, all or none of the infantry units of the side with the initiative may be moved and/or fire, or may charge. A battalion, regiment, brigade or division of infantry may be moved at the same time provided they are performing the same type of move; e.g. moving straight forward, wheeling to the left or charging the enemy. Infantry unit(s) may move and then fire, fire only or charge.

Once the first unit or group of units has been moved, the player controlling the side with the initiative may continue to select other unit(s) provided they do not suffer an adverse result from a morale test or lose a mêlée.

Cavalry and artillery that are part of an infantry division may be moved with the infantry provided the cavalry or artillery have not yet moved on a cavalry move or artillery move card. However, units from mixed arms may not fire or charge together.

The C-in-C, corps commanders and leaders in command of infantry brigades or divisions may move on this card.

CAVALRY MOVE

When a Cavalry Move card is turned over any, all or none of the cavalry units of the side with the initiative may be moved and/or fire, or may charge. A regiment, brigade or division of cavalry may be moved at the same time provided they are performing the same type of action (including a charge). Cavalry unit(s) may move and then fire, fire only or charge.

Once the first unit or group of units has been moved, the player controlling the side with the initiative may continue to select other unit(s) provided they do not suffer an adverse result from a morale test or lose a mêlée.

Horse artillery that are part of a cavalry brigade or division may move with any cavalry that move on this card provided the artillery has not already moved on an artillery move card. However, units from mixed arms may not fire or charge together.

Once cavalry that are part of an infantry division move on a cavalry move card they may not be moved on an infantry move card.

Leaders in command of cavalry brigades or divisions may move on this card.

ARTILLERY MOVE

On an Artillery Move card any, all or none of the artillery units of the side with the initiative may be moved and/or may fire. Artillery units may move, move and unlimber, limber and move, unlimber and fire or just fire. One or more batteries or a grand battery may be moved or fire at the same time provided they are performing the same type of move or firing at the same target. The effect of artillery fire is determined for each battery individually (see Firing).

Once the first unit or group of units has been moved and/or fired, the player controlling the side with the initiative may continue to select other unit(s) provided they do not suffer an adverse result from a morale test or lose a mêlée.

Firing by non-initiative units

Once the player commanding the side with the initiative has finished moving and/or firing all of his artillery the player commanding the side without the initiative may fire some, none or all of his artillery units. Only artillery that are eligible to fire, i.e. unlimbered and within site and range of a target, may do so. Fire in this manner is not allowed if the unit has already conducted opportunity fire during the phase.

OFFICER CASUALTIES

All leaders who are within 50 yards of a unit that has suffered casualties in *this turn* must check to see whether they have been injured or killed. This only applies to leaders on the side with the initiative.

COMMAND INDECISION

Represents a temporary break-down of command. The initiative passes immediately to the other side.

No units of the side that is relinquishing the initiative may move, fire or charge.

NON-INITIATIVE UNITS

Units of the side that does not currently have the initiative may return fire if fired upon, may counter charge if charged and may conduct opportunity fire (unlimbered artillery only) or opportunity charge (cavalry only). Also, artillery units of the side without the initiative may always fire on an Artillery Move card *after* the side with the initiative has moved and/or fired. Fire in this manner is not allowed if the unit has already conducted opportunity fire during the phase.

Infantry and eligible cavalry units of the side without the initiative may return fire if fired upon. They may return fire each time they are fired upon by unit(s) of the side with the initiative. If they are required to take a morale test, they must test before returning fire.

Units contacted in the flank by a charge must turn to face their opponents and fight the first round of the mêlée unformed. Units contacted in the rear may not fight back in the first round of the mêlée. In the second round they turn to face their opponents and fight disordered.

FIRING

Infantry, unlimbered artillery and cavalry armed with carbines may fire. The fire factors are based on fire issued from a unit (infantry battalion, artillery battery or cavalry regiment). Infantry units that

are from the same formation (regiment, brigade, division) should fire at the same target if they moved together, but the procedure for firing should be repeated for each unit that is firing.

All fire is by line of sight only. Infantry and cavalry units may fire at targets to their front that are within a zone extending up to 45° from either flank of the firing unit. The firing zone for artillery extends up to 30° from either flank of the battery. Ranges are measured from the centre of the firing unit to the nearest point of the target.

To determine the results from firing, the fire factor for the troop type is adjusted by the difference between the scores on two average dice and modifiers for the range, the firing unit and the target. This modified fire factor is found on the combat results table which indicates the effect of the fire (see The Tables).

ARTILLERY CALIBRE

The effect of fire form artillery units should be calculated based on the majority calibre in the unit. Howitzers are only considered for setting buildings on fire or if there is a battery that consists mainly of howitzers—which may not be historically accurate!

OPPORTUNITY FIRE

Unlimbered artillery units of the side without the initiative may conduct opportunity fire against any enemy units within 300 yards of the artillery that are within their zone of fire (excluding limbering or unlimbering artillery), *provided* they are not moving directly away from the artillery. Infantry and cavalry may NOT conduct opportunity fire.

EFFECT OF WEATHER

Penetration distances are halved after one turn of rain or snow.

The modified fire factor for both small arms and artillery fire is halved during rain.

CHARGES & MÊLÉES

Formed infantry and cavalry units moving in their appropriate movement phases (Infantry Move and Cavalry Move respectively) may declare a charge on enemy units. The distance from the charging unit(s) to the target(s) may not be measured until *after* the charge is declared. If the charging troops fail to make contact they must immediately take a control test.

The attacking unit(s) move half way towards the target(s). The defenders may fire at the attackers, if eligible—including any artillery that may opportunity fire, using the range appropriate to the half-way point of their charge, but using half of their modified fire factor. If there is defensive fire, the attackers must test morale. If they pass, the defenders must also test morale. If both pass, the defenders fire again, using half of their modified fire factor, but this time at close range. This may inflict further casualties on the attackers, but will not affect their morale. The mêlée is then resolved (see The Tables).

If there is no defensive fire, move directly to mêlée resolution. This is usually the case for cavalry versus cavalry mêlée, unless there is opportunity fire from artillery.

Charging infantry and cavalry units receive a bonus in the first round of mêlée only.

The mêlée factors are based on a single unit. Units in mêlées involving multiple units should be "paired off" as much as possible for the resolution. If more than one unit is attacking a single enemy, do a separate resolution for each attacking unit but pool the results to determine the outcome of the mêlée.

RESTRICTIONS ON CHARGES

The last 50 yards of a move for infantry and 150 yards for cavalry must be in a straight line in order to count as charging. If it is not possible to fulfil this requirement, the attacking unit does not count as charging and does not receive the bonus for charging.

Units cannot charge against troops in buildings or behind walls.

Units may not charge into an existing mêlée.

Cavalry units of the side *without* the initiative (not in skirmish formation) *must* always attempt to counter charge enemy cavalry.

Cavalry units of the side *with* the initiative *may never* attempt to charge enemy cavalry that are conducting an opportunity charge.

Infantry may never charge cavalry.

Skirmishers and artillery may never charge.

OPPORTUNITY CHARGE

Formed cavalry units of the side without the initiative (not in skirmish formation) may attempt to opportunity charge any enemy units that are within sight and are moving (excluding limbering or unlimbering artillery), *provided* they are not moving directly away from them. As with normal charges, the range is not measured until *after* the charge is declared. If the cavalry fail to reach their target, they must immediately take a control test.

NOTES FOR MÊLÉES

Only front line units are considered in a mêlée. Cavalry units that are supported by other cavalry units may receive a bonus in the mêlée (see Definitions and The Tables). Units with a wider frontage may receive a modifier for the overlap (see Definitions and The Tables).

As noted previously, units that do not have the initiative that are contacted in the flank by a charge must turn to face their opponents and fight the first round of the mêlée unformed. Units contacted in the rear may not fight back in the first round of the mêlée. In the second round they turn to face their opponents and fight disordered.

SKIRMISHERS

All light cavalry and light infantry and some line infantry may be deployed in skirmish formation (see National Characteristics). There is no movement penalty to form skirmisher formation.

Troops may not fire through friendly skirmishers, but skirmishers do not block enemy fire. Units firing at enemy troops that have a skirmisher screen deployed may elect to fire at either the skirmishers or the main body, if eligible. Skirmishers may fire independently or in conjunction with

their parent body, if eligible. If the firing skirmishers are only part of a unit, modify the firing as if the " missing" bases were casualties.

Units in skirmish formation may not charge nor may they enter a mêlée. Skirmishers that are charged must always retire at up to their full move. If caught by the enemy, they will immediately rout.

CONTROL

A control test is taken when;

- a charging unit fails to make contact with the enemy (except due to an adverse morale test),
- a unit wins a round of mêlée,
- a unit is attempting to disengage from a drawn mêlée,
- a unit is beyond command range of all of it's commanders,
- when attempting to reform troops that became unformed or disordered due to involvement in a mêlée (see Formed, Unformed and Disorder).

MORALE

A morale test is taken when;

- a unit is receiving a charge,
- a unit comes under fire during a charge,
- a unit falls below 50% of its initial strength at the beginning of the battle (also, each time a unit receives a casualty after falling below 50%),
- a unit loses a mêlée,
- a unit is within 300 yards and within sight of friends who retreat or rout (only test for the initial retreat or rout move),
- a unit is fired on from its flank or rear,
- the army commander is killed or seriously wounded. All units that are within 300 yards and within sight must take a morale test,
- the unit's brigade, division or corps commander is killed or seriously wounded within 300 yards and within sight of the unit.

FORMED, UNFORMED AND DISORDER

Units may be formed, unformed, disordered or neither formed nor unformed depending on their situation on the battlefield.

FORMED

All units maintaining a recognised formation, including skirmish formation (except in buildings).

NEITHER FORMED NOR UNFORMED

Skirmishers in buildings.

UNFORMED

A unit may become unformed due to i) movement through difficult terrain, ii) having troops, other than skirmishers, move through them, iii) having been involved in a mêlée[1], iv) being contacted in the flank by a charge, or v) receiving a morale test result of shaken or retreat, or vi) failure to make contact with the enemy after a charge.

[1]Both sides are unformed at the end of a mêlée, i.e. they are considered unformed for the purposes of any morale or control tests, but may reform or become disordered depending on the result of the morale or control test.

DISORDERED

Units are disordered if; i) they are routing, ii) they are in the second round of mêlée after they were contacted in the rear by a charge, or iii) they are retiring, retreating or routing and either flow around or pass through formed troops. If passing through formed friendly troops, both are disordered.

RETURNING TO FORMED ORDER

Troops that become unformed or disordered due to moving across or through difficult terrain or interpenetrating friendly troops are in formed order in the next friendly movement phase for that type of unit. This will only occur if the unit has *completely* crossed or moved through the terrain or the interpenetrating units have separated.

Troops that become unformed or disordered due to involvement in mêlée or an adverse morale result must reform by rallying (see The Tables) and/or passing a control test. A control test may be taken in the next friendly movement phase for that troop type (Infantry, Cavalry or Artillery Move) provided the unit is not still retiring, retreating or routing.

BUILDINGS

A single model building, which represents a group of buildings, can hold up to an infantry battalion. Remember: only infantry in skirmish formation may occupy a building.

Stone buildings and structures (e.g. bridges) count as hard cover. All other buildings and structures count as soft cover.

Buildings may be set on fire by shell fire (from howitzers). After firing at troops in a house with artillery and working out the casualties as normal, the firing player throws one average die and adds 1 for every two howitzers that fired at the building. A score of 5 sets the building on fire.

To attempt to put out a fire, the player controlling the defenders throws one average die. A roll of 4 or 5 puts the fire out. Troops in a burning building who do not succeed in putting out a fire after one turn must evacuate the building or they are destroyed.

OPTIONAL RULES

MORE RANDOM FACTORS

If both players agree, the magnitude of random factors can be increased in both or either of the following ways:

- any of the combat factors for a unit can be adjusted up or down either by the difference between the roll of two average dice or the value rolled on a D4 die;

- D6, D8 or D10 dice can be used to determine the random factors for firing, mêlée, morale tests or control tests.

SCALING UP OR DOWN

If figures are mounted on the bases that I suggest they can easily be scaled up or down to represent scales high or lower than the standard 1:30. For example, if players wish to re-fight a large battle, such as Leipzig each infantry base of six figures could represent a battalion, regiment, brigade division or even corps! Similarly, the cavalry bases of 4 figures could represent a regiment, brigade, division or corps and the artillery half-batteries could represent a battery or several batteries.

Alternatively, the scale could be adjusted so that each base represents a company or platoon of infantry, troop of cavalry, or one or two pieces of artillery for use in small actions.

If the scale is changed, the conversion of movement distance and ranges from yards to millimetres or centimetres should be adjusted accordingly. For example, if a base of infantry is used to represent a battalion, use 1 yard equals 0.25 mm (for 25 mm scale), or simply divide the distances by four and then convert to millimetres. The tables for calculating the results of firing and mêlées do not need to be changed as they are adjusted automatically since they are based on the combat effectiveness of the unit and casualties are taken as bases.

DEFINITIONS

COMMAND RADIUS

The command radius is the maximum distance that a leader can be from unit(s) of his command and exert “control”. It is measured from any point on the base of the leader figure to the nearest part of the unit(s) in question. Command radius is 200 yards for brigade commanders, 300 yards for divisional commanders, 500 yards for corps commanders and 700 yards for army commanders.

Units that are outside command radius of their brigade, division, corps or army leader must take a control test.

Note: command radius is *not* used when determining whether a leader has become a casualty or can provide a morale bonus for morale tests or mêlée calculations. In each of these cases the leader must be *50 yards* from the unit(s) in question.

COMMAND FACTORS

Each leader is given a rating between 0 and 6 for their leadership, morale and command indecision factors.

The leadership factor is a reflection of the professional ability of the leader and his staff. It relates to his ability to give clear, concise orders, to direct the battle and to maintain effective command in the chaos of battle. It is used in initiative tests and when determining the loss of cohesion of the army as units are broken or destroyed.

The morale factor is a measure of the ability of the leader to inspire his troops. It is used as a modifier in mêlées and for morale tests (if the leader is within 50 yards of the unit(s)).

The command indecision factor is a measure of the ability of the leader to plan a battle, adapt his plan and to make clear decisions at critical times during the battle. The command indecision factor of the C-in-C is used to determine the initial number of command indecision cards in the deck.

UNIT FACTORS

Each unit is allocated a series of factors relating to their combat effectiveness, morale and control rating (see National Characteristics).

Infantry, artillery and some cavalry units are allocated a fire factor. The fire factor is a reflection of the effectiveness of a unit's fire and incorporates the training, equipment and experience of the unit. The fire factor ranges from 1 (worst) to 10 (best).

The mêlée factor is a measure of the unit's effectiveness in hand to hand combat. The mêlée factor ranges from 1 (best) to 12 (worst).

The morale factor represents the unit's cohesion, belief in its abilities and willingness to fight. The morale factor ranges from 1 (worst) to 10 (best).

The control factor is a measure of the unit's willingness to follow the orders of its commanders. The control factor ranges from 0 (best) to 5 (worst).

VETERANS

All guard and élite troops are classed as veterans. Other units may be designated as veteran by the designer of a scenario.

CONSCRIPTS

All militia and unseasoned troops are classed as conscripts.

SUPPORTED

To be supported a unit must have at least one *formed* friendly unit of the same type facing the same front within 300 yards. Artillery units can be supported by units of any type.

UNSUPPORTED

No friendly troops within 300 yards.

NEITHER SUPPORTED NOR UNSUPPORTED

Unit with unformed friendly troops within 300 yards, or friendly troops within 300 yards that are not of the correct type or facing another front.

SECURE FLANK

Unit with flank against impassable object or with flank within 25 yards of another formed friendly unit. Infantry in square automatically have two secure flanks. Deployed artillery batteries with flanks resting on infantry units also have secure flanks.

THREATENED FLANK OR REAR

Unit with exposed flank or rear within a charge move of any enemy unit.

FLANK NEITHER SECURE NOR INSECURE

Unit which does not fulfil the conditions for a secure flank but is not threatened either.

VICTORY

Unit which has won a round of mêlée or caused an enemy unit to retire, retreat or rout from fire or a charge (for morale tests).

DEFEAT

Unit which has lost a round of mêlée or retired, retreated or routed due to enemy fire or a charge (for morale tests).

LINE OF RETREAT

Troops always retreat (used here generically for retiring, retreating or routing) towards nearest friends, cover or the edge of the table, whichever is closest. Retreating units may pass through skirmishers without penalty to either themselves or the skirmishers, but will flow around formed troops, becoming disordered in the process. If there is not room for the retreating troops to flow around the formed troops, they will pass through them, disordering both.

UPHILL

A unit is uphill if the entire unit is on a higher contour than the unit(s) that it is in mêlée with.

TIRED

All troops after one charge or rout move. Troops that charged are not considered to be tired until the end of the resulting mêlée, irrespective of the number of rounds. Chargers that fail to make contact with the enemy are not considered to be tired (although they will be unformed). Tired troops move at 1/2 of their normal movement rate.

EXHAUSTED

All tired units that move become exhausted. Exhausted troops cannot move except if forced to do so due to a mêlée result or morale test.

OVERCOMING FATIGUE

Tired troops must remain stationary and out of enemy fire for one friendly movement phase for that troop type to return to normal.

Exhausted troops must remain stationary and out of enemy fire for one friendly movement phase for that troop type to return to a tired state.

CAVALRY REINFORCED BY FRESH SQUADRON(S)

Cavalry units that are involved in a mêlée and are supported by other non-front line cavalry units. The supporting unit(s) must be in formed order, facing the same direction and in base to base contact.

TROOPS FOLLOWING UP

A unit that won a mêlée and is involved in a subsequent mêlée following the result of their control test.

FRONTAGE - OVERLAP

The frontage of friendly unit(s) exceeds that of an enemy unit with whom they are in a mêlée. The overlap is considered for each whole base of additional frontage.

OUTNUMBERING

The number of bases of friendly troops exceeds the enemy. This is calculated as a ratio and is rounded down. This applies for infantry to infantry mêlées *only.*

The Tables

NATIONALITY FACTOR

The following table gives the nationality factors that are used in an Initiative Test.

French	3
Spanish, Russian, Austrian pre-1809, Prussians in 1806	1
All others	2

LEADERSHIP FACTORS

FRENCH & ALLIED

Name	Leadership	Morale	Command Indecision	Name	Leadership	Morale	Command Indecision
Arnaud	2	1	2	Fontane	1	2	1
Augereau	2	1	2	Foy	2	2	1
Barbou	2	2	2	Franceschi	2	2	2
Beaumont	2	2	2	Frésia	1	2	1
Bernadotte	2	2	2	Gaulois	1	2	2
Bessieries	2	3	2	Gazan	1	2	2
Boussard	1	2	2	Girard	2	2	1
Brennier	2	2	2	Gobert	2	2	2
Brennier	2	2	2	Godard	1	2	1
Cassagnes	1	1	1	Grouchy	2	3	3
Chabert	1	1	2	Heudelet	1	2	1
Chabot	1	2	2	Jardon	2	2	2
Chabran	1	2	2	Joseph	0	1	3
Charlot	2	1	2	Jourdan	1	1	2
Clausel	2	1	2	Junot	2	2	1
Colbert	2	2	2	Kellermann (younger)	3	3	1
Davout	5	3	1	Lahoussaye	1	2	2
Delaborde	3	2	1	Lannes	3	4	1
Delaitre	2	2	1	Lapisse	2	1	2
Deroi	1	2	2	Lasalle	2	4	1
Dorsenne	3	2	1	Latour Maubourg	3	3	2
Drouet	2	1	1	Lauriston	2	1	2
Duhesme	1	1	2	Lecchi	1	2	2
Dupont	0	1	3	Lefebvre	1	2	1
Dupré	2	2	2	Lefebvre-Desnouettes	1	3	2

FRENCH & ALLIED (cont.)

Name	Leadership	Morale	Command Indecision	Name	Leadership	Morale	Command Indecision
Legrange	2	1	2	Suchet	3	1	1
Lepic	3	1	2	Pannetier	1	2	2
Letort	2	3	2	Pino	1	2	2
Leval	2	2	2	Poinsot	1	1	2
Loison	2	1	1	Poniatowski	2	3	2
Lorges	1	2	1	Privé	1	1	1
Maransin	1	2	2	Reille	2	1	2
Marchand	2	1	2	Reynaud	2	2	2
Margaron	1	2	2	Reynier	2	1	2
Marmont	3	3	1	Roeder	1	2	2
Massena	4	3	1	Rigaud	2	2	2
Mazzuchelli	1	1	2	Ruffin	3	2	2
Merle	1	2	2	Saint Cyr	3	1	1
Merlin	1	1	1	Sarrut	2	2	2
Mermet	2	2	2	Schramm	2	1	1
Mihaud	2	3	2	Schwartz	1	2	1
Moncey	2	2	2	Seydewitz	1	3	2
Montbrun	2	3	2	Siebein	1	2	2
Morio	2	2	2	Solignac	1	2	1
Morlot	2	2	2	Souham	2	3	2
Mortier	3	2	2	Thomières	2	2	2
Mouton	1	2	1	Vandamme	2	3	2
Murat	2	5	3	Valance	1	2	2
Napoleon	5	6	0	Vedel	1	1	3
Neubronn				Verdier	2	2	2
Ney	3	5	2	Victor	2	2	2
Palombini	2	2	1	Vincenti	1	2	2
Preysing	1	2	2	Walther	2	2	2
Soult	4	2	1	Wollwarth	1	2	2
Soult, P.	1	1	2	Wrede	1	2	1

RUSSIAN

Name	Leadership	Morale	Command Indecision	Name	Leadership	Morale	Command Indecision
Alexander	0	4	3	Doctorov	1	1	2
Bagration	2	4	2	Kutuzov	2	2	2
Barclay	2	2	2	Suvarov	2	3	2
Benningsen	1	1	2	Tormazov	2	1	2

Constantine	0	3	3

BRITISH & ALLIED

Name	Leadership	Morale	Command Indecision	Name	Leadership	Morale	Command Indecision
Abercrombie	1	3	2	Grant	2	1	2
Acland	2	1	2	Halkett	2	1	1
Alten	2	2	1	Hill	3	2	1
Amaranthe	2	1	2	Hope	2	1	2
Anstruther	2	1	2	Howard	2	1	2
Baird	3	2	2	Le Marchant	2	3	1
Barbacena	2	2	2	Leith	2	1	1
Barnard	2	2	2	Long	1	1	2
Beresford	2	1	2	Moore	4	4	1
Bock	2	2	2	Murray	1	1	2
Cameron	2	2	2	Nightingail	2	1	1
Campbell, Alexander	2	1	2	Otway	2	1	2
Campbell, H.F.	2	2	1	Pack	2	2	2
Champlemond	2	2	2	Packenham	2	1	2
Colborne	2	1	1	Paget (Edward)	3	2	2
Cole	2	2	2	Payne	2	1	2
Coleman	2	1	2	Picton	2	3	2
Crauford, "Black Bob"	3	3	1	Ponsonby	2	3	2
Crawford, Catlin	2	1	2	Power	1	2	2
da Costa	1	1	2	Rezende	2	1	2
del Reino	1	1	3	Sherbrooke	2	2	1
Dickson	2	2	2	Spencer	2	1	3
Dilkes	2	2	2	Spry	2	1	2
D'Urban	2	2	1	Stapleton Cotton	3	2	2
Eben	2	1	2	Stewart	2	1	2
Fane	2	1	2	Uxbridge	3	3	2
Fonseca	1	1	3	Vasconcellos	2	1	2
Fraser	2	1	2	Wellington	5	3	1
Graham	2	1	2	Wilson	2	3	1

PRUSSIAN

Name	Leadership	Morale	Command Indecision	Name	Leadership	Morale	Command Indecision
Blucher	2	4	2	Ruchel	1	2	3

Brunswick	0	1	3	Thielemann	2	2	2
Bulow	2	2	2	Yorck	2	3	2
Hohenloe	1	2	3				

AUSTRIAN

Name	Leadership	Morale	Command Indecision	Name	Leadership	Morale	Command Indecision
Alvintzi	0	1	3	Mack	0	1	3
Charles	3	4	2	Melas	2	1	3
Hiller	1	1	3	Pfanzelter	1	1	3
Hohenzollern	1	1	3	Schwarzenberg	2	2	3
Langeron	1	2	2	Thierry	1	2	3
Louis	1	2	3	Vukassovich	1	1	3

SPANISH

Name	Leadership	Morale	Command Indecision	Name	Leadership	Morale	Command Indecision
Ballesteros	1	2	3	José Zayas	0	2	3
Bassecourt	1	2	2	La Peña	0	2	3
Blake	1	2	1	La Romana	1	3	1
Butron	1	2	3	Lardizabal	0	2	3
Cartaojal	1	2	3	Loy	1	1	2
Castaños	1	2	2	Manglano	0	1	2
Castro	1	2	2	Manso	1	2	3
Cervellón	1	1	2	Marques de Portago	0	1	3
Coupigny	1	1	3	Marques de Zayas	1	2	3
Cuesta	0	3	4	Palafox	1	3	1
del Parque	1	3	2	Reding	1	2	3
d'Espana	0	1	3	Roca	0	2	3
Duque d'Albuqueque	1	2	3	San Juan	1	1	3
Fiballer	0	1	3	St March	0	1	3
Giron	0	1	3	Venegas	0	2	4
Henestrosa	1	1	3	Vigodet	0	2	3
Henestrosa	1	1	3	Vives	1	1	3
Infantado	0	3	3	Zayas	1	2	2
Inglesias	1	2	2	Zerain	1	2	3
Jones	0	2	2				

TROOP TYPES AND UNIT FACTORS

FRENCH

	Fire	Mêlée	Morale	Control	Skirmish?
Infantry					
Old Guard	9	9	10	0	Yes
Middle Guard	7	8	9	0	Yes
Young Guard	6	7	9	1	Yes
Élite cos/Converged élites	5	5	8	1	Yes
Line	3	4	7	3	No
Light	3	4	7	2	Yes
Dragoon	1	2	6	3	No
Cavalry					
Guard Heavy	-	11	10	0	No
Carabinier	-	10	9	1	No
Cuirassier	-	10	9	1	No
Dragoon	0	8	8	1	No
Guard Light	1	9	10	1	Yes
Young Guard	0	8	8	2	Yes
Hussar	0	6	8	3	Yes
Chasseur	0	6	8	2	Yes
Guard Lancer	-	9	10	1	Yes
Lancer	-	8	8	2	Yes
Artillery					
Guard Foot	5	3	10	0	No
Foot	3	1	8	1	No
Guard Horse	5	3	10	1	No
Horse	3	1	9	2	No

BAVARIAN

	Fire	Mêlée	Morale	Control	Skirmish?
Infantry					
Line	2	3	6	3	No
Light	2	3	6	3	Yes
Cavalry					
Dragoon	0	6	7	3	No
Chevau-léger	0	6	7	3	Yes
Artillery					
Foot	1	1	6	2	No
Horse	1	1	7	3	No

WESTPHALIAN

	Fire	Mêlée	Morale	Control	Skirmish?
Infantry					
Guard Grenadier	4	6	8	2	Yes
Guard Jager	4	5	7	2	Yes
Line	2	3	6	3	No
Light	2	3	6	3	Yes
Jager-Carabinier	3	4	7	2	Yes
Cavalry					
Guard du Corps	-	9	8	2	No
Cuirassier	-	8	7	2	No
Guard Chevau-léger	0	7	7	2	Yes
Chevau-léger	0	6	7	3	Yes
Hussar	0	6	7	3	Yes
Artillery					
Foot	1	1	6	2	No
Horse	1	1	7	3	No

WURTTEMBERG

	Fire	Mêlée	Morale	Control	Skirmish?
Infantry					
Line	2	3	6	3	No
Light	2	3	6	3	Yes
Jäger	3	3	6	3	Yes
Cavalry					
Chevau-léger	0	6	7	3	Yes
Artillery					
Foot	1	1	6	2	No
Horse	1	1	7	3	No

AUSTRIAN

	Fire	Mêlée	Morale	Control	Skirmish?
Infantry					
Grenadier	4	6	8	2	No
Line	2	3	7	3	No
Grenzer	3	3	6	3	Yes
Jager	3	3	7	2	Yes
Landwehr	1	4	5	4	No
Cavalry					
Cuirassier	-	9	8	1	No
Dragoon	-	8	7	1	No
Ulan	0	7	7	2	Yes
Chevau-léger	0	6	7	3	Yes
Hussar	0	6	7	3	Yes
Artillery					
Foot	1	1	6	2	No
Horse	1	1	7	3	No

BRITISH/KGL

	Fire	Mêlée	Morale	Control	Skirmish?
Infantry					
Guard	10	8	9	0	Yes
Highland	8	6	8	1	No
Fusilier	7	5	8	1	No
Rifles	8	5	8	0	Yes
Line	5	4	7	3	No
Light	6	4	8	2	Yes
Cavalry					
Household	-	11	10	1	No
Dragoon Guard	-	10	9	2	No
Scots Greys	-	10	9	2	No
Dragoon	0	9	8	2	No
Light Dragoon	1	6	8	3	Yes
Hussar	0	6	8	4	Yes
Artillery					
Foot	3	1	8	1	No
Horse	3	1	9	2	No

PORTUGUESE

	Fire	Mêlée	Morale	Control	Skirmish?
Infantry					
Line	2	3	6	3	No
Caçadore	3	3	6	3	Yes
Militia	1	1	4	4	No
Cavalry					
Dragoon	0	6	7	3	No
Artillery					
Foot	1	1	6	2	No

SPANISH

	Fire	Mêlée	Morale	Control	Skirmish?
Infantry					
Guard	4	5	7	3	Yes
Grenadier	2	3	6	3	No
Line	1	2	4	4	No
Light	1	2	5	4	Yes
Militia	1	1	4	5	No
Cavalry					
Line	-	5	5	4	No
Dragoon	0	5	5	4	No
Hussar	0	4	5	5	Yes
Lancer	-	5	5	4	Yes
Militia	-	3	4	5	No
Artillery					
Foot	1	1	6	2	No

MOVEMENT

	Formation				
Troop type	**Line**	**Column / limbered**	**Road ***	**Manhandled**	**Skirmish (if allowed)**
Carts	-	160	280	-	-
Infantry	240	320	400	-	320
Medium and Heavy Cavalry	400	440	480	-	-
Light Cavalry	480	520	560	-	520
Foot Artillery	-	160	280	30	-
Horse Artillery	-	320	380	40	-
Leaders	-	-	560	-	520

* **Note**: Troops must be in column of route formation and on a road to move at road speed.

MODIFIERS TO MOVEMENT

Changes of formation and facing

It takes a proportion of a phase to change formation (see table below).

All movement, except limbered artillery, is straight forward (or backwards), unless the unit is wheeling or turning. Limbered artillery may “snake” freely as part of its movement.

An about turn takes 1/4 of a move.

All turning is done via wheeling. Units pivot on one corner and wheel the other. Wheeling is at normal rate and is measured from the outside of the arc.

	New formation			
Original formation	Line	Column	Square	Road column
Line	-	1/2	1/2	1/2
Column	1/2	-	1/4	1/4
Square	1/2	1/4	-	1/2
Road column	1/2	1/4	1/2	-

Note
- All troops are unformed while changing formation.
- Conscripts take double the above times.
- Troops may NOT change formation if they are 50 yards or closer to formed enemy units (excluding skirmishers).

Tired or Exhausted Troops

Tired troops move at half rate. Tired troops that move become exhausted.

Exhausted troops may not move except if compelled to due to the result of a mêlée or a morale test.

Terrain

Troops will move more slowly when moving uphill or downhill. Infantry and foot artillery deduct 20 yards for each contour, while cavalry and horse artillery deduct 40 yards for each contour.

Infantry and cavalry not in skirmish formation move across fords, fordable streams and through woods, orchards, vineyards and marshes at half rate. They are unformed while any part of the unit is in any of these types of terrain. Skirmishers move at their full movement rate and remain formed. Artillery and carts may only cross rivers at a bridge and are only allowed to pass through woods, orchards, vineyards or marshes if on a road.

Only infantry in skirmish formation may occupy buildings. There is no cost to enter or leave.

No deductions are made for crossing fences, hedges or walls.

Weather

Rain

After three consecutive turns of rain, all movement is halved. It takes three consecutive turns without rain for movement to return to normal.

Snow

After a total of three turns of snow in a day, all movement is halved. Artillery and carts may only move on roads.

CONTROL

PROCEDURE

Roll one average die, add the unit's control factor and then add or subtract the following modifiers. All modifiers are cumulative.

• Enemy units within 300 yards	retiring	+1
	retreating	+2
	routing	+3
	standing	-1
	advancing	-2
	advancing to flank or rear	-3
• Friends within 300 yards	retiring	-1
	retreating	-2
	routing	-3
	standing	+1
	advancing	+2
• No friends within 300 yards		-1
• Out of sight of friends		-3
• Each round or mêlée won by testing unit this turn		+1
• Leader within command radius and within sight (factor may be added or subtracted at discretion of owning player)		+/- leadership factor one leader only
• Unit is threatened from flank or rear	-1	
• Unit is in a mêlée		+3
• Unit is tired		-1
• Units is exhausted		-2

Results

11 or over	Pursue or charge towards nearest enemy. If a mêlée results, no morale test is required for coming under fire during the charge.
5-10	Reform and act as own commander wishes.
2-4	Reform and may remain stationary or retire, but may not advance towards the enemy.
Less than 2	Retire

FIRING

PROCEDURE

Determine the fire factor for the firing unit and adjust for the random factor, range and any other modifiers. Find the modified score on the combat results table to determine the effect.

RANDOM FACTOR

The random factor for firing ranges from +3 to –3 and is determined from the difference between the scores on two average dice, with one allocated as positive and the other as negative. The allocation of negative and positive must be done before the dice are rolled!

MODIFIERS

Range

	Range (centre of firing unit to nearest point of target)										
Weapon	**0 - 50**	**50.1 - 100**	**100.1 - 150**	**150.1 - 200**	**200.1 - 300**	**300.1 - 500**	**500.1 - 700**	**700.1 - 900**	**900.1 - 1100**	**1100.1 - 1300**	**Penetration***
Musket	1	0	-2	-4	-	-	-	-	-	-	50
Rifle	0	-1	-2	-3	-5	-	-	-	-	-	50
Carbine	0	-2	-3	-	-	-	-	-	-	-	50
3/4 pdr	-1	-2	-3	-4	-5	-6	-7	-8	-	-	150
6/7 pdr	0	-1	-2	-3	-4	-5	-6	-7	-	-	175
8/9 pdr	1	0	-1	-2	-3	-4	-5	-6	-7	-	200
12 pdr	3	1	0	-1	-2	-3	-4	-5	-6	-7	250
5.5 “ howitzer	0	-1	-2	-3	-4	-5	-6	-7	-	-	50
6/7” howitzer	1	0	-2	-3	-4	-5	-6	-7	-8	-	70
8” howitzer	2	1	0	-1	-2	-3	-4	-5	-6	-7	100

Target and Firing Unit

Target is:

behind soft cover	-2
behind hard cover	-4
in skirmish order	-4
unlimbered artillery	-4
armoured (cuirassiers)	-1 (small arms only)
For every 3 ranks of target[1]	+1

Firing unit is:

unformed	-2
disordered	-4
firing 1st time	+1
under fire from skirmishers	-1
in column	-2
in square	-4
For each damaged base[2]	-1

Second or subsequent turn of rain or snow	-2

Notes:
1. Only 1/4 of figures in a square may fire.
2. If firing against square, use appropriate modifier for the number of ranks.
3. [*]Penetration is measured from the closest point of target and is used to determine the number of ranks of the target.
   [1]The number of ranks of the target is determined from the number of figures; i.e. an infantry base has 2 ranks and a cavalry base has 1. Artillery do not have ranks.
4. [2]Each base lost is equivalent to two damaged bases.

COMBAT RESULTS

The following table is used to determine the casualties inflicted by firing and mêlée. The modified fire or mêlée factor is determined from the firing or mêlée procedure.

Modified fire or mêlée factor	Result
0 or less	No effect
1 to 4	1 base damaged
5 to 8	1 base removed
9 to 12	1 base removed & 1 base damaged
13 to 16	2 bases removed
17 to 20	2 bases removed & 1 base damaged
Over 20	3 bases removed

MÊLÉE

PROCEDURE

Take the mêlée factor for the unit and modify it for the random factor (if any) and any appropriate modifiers below. Find the modified mêlée factor on the combat results table to determine the casualties inflicted. All modifiers are cummulative.

RESULTS

The winner of a mêlée is the side causing the greater number of casualties. Losers retire and throw for morale. The winners must take a control test. Exception: cavalry who lose a mêlée against infantry in square and get a result other than 'rout' from their morale test, flow around the square for a distance appropriate to their morale test result, becoming unformed in the process.

If the mêlée is a draw, either (or both) sides may attempt to disengage by taking a control test. If neither side attempts to disengage, or neither is successful in their attempt to disengage, they will immediately fight a second round of mêlée. This procedure continues until one side wins.

RANDOM FACTOR

The random factor for mêlée ranges from 0 to 5 and is determined from the difference between the scores on two six-sided dice. Each side in the mêlée rolls one D6 and the side with the higher roll receives the difference between the scores as an addition to their mêlée factor. If both scores are the same, there is no random factor for that mêlée. A separate roll is made for mêlée. Only one roll is made in mêlées involving more than one unit against a single unit.

MODIFIERS

Cavalry vs infantry in square, 1st round	-5	Infantry outnumber enemy by	2:1	+1
Infantry in square vs cavalry, 1st round	+2		3:1	+2
Lancers vs infantry	+1	Cavalry reinforced by fresh squadron(s)		+1
Cavalry vs infantry in column	+1	Defending hard cover		+2
Cavalry vs infantry in line or artillery	+2	Defending soft cover		+1
Cossacks vs formed cavalry	-2	Tired troops		-2
All troops following up	+1	Exhausted troops		-4
Uphill from enemy	+1	Unformed troops		-2
Charging cavalry	+2	Disordered troops		-4
Charging infantry	+1	Leader within 50 yards		+ morale factor
Frontage: for each base of overlap	+1	For each damaged base[1]		-1

[1]Each base lost is equivalent to two damaged bases.

VISIBILITY

All firing is by line of sight only. Areas of dead ground are given in the following table. Units in dead ground may not be fired upon.

	Observer is on				
Obstruction:	Level ground	1 contour	2 contours	3 contours	4 contours
1 contour	X	X	200	150	100
2 contours	X	X	X	150	100
3 contours	X	X	X	X	100
4 contours	X	X	X	X	X
Smoke	X	150	75	30	10
Infantry battalion	100	50	25	0	0
Cavalry regiment	150	75	30	10	0
Artillery battery	50	25	0	0	0
Skirmishers	30	0	0	0	0

Value is distance visibility is obscured for (yards). X = no visibility beyond the obstruction at all.

Remember a tree or house is equivalent to one contour high.

MORALE

PROCEDURE

Roll two average dice, add the difference between them to the unit's morale factor and then add or subtract the following modifiers. All modifiers are cumulative.

Strength

Full	+2
¾ to full	+1
½ to ¾	-2
¼ to ½	-5
less than ¼	-10

Losses this phase

nil	+1
1-10%	0
11-25%	-1
26-50%	-2
> 50%	-5

Formation

Formed	+2
Unformed	-2
Disordered	-4

Situation

Tired	-1
Exhausted	-2
Supported	+1
Neither supported nor unsupported	0
Unsupported	-1
One secure flank	+2
Two secure flanks	+3
One flank neither secure nor insecure	0
Both flanks neither secure nor insecure	+1
Each threatened flank	-1
Threat to rear	-3
Under fire from skirmishers (except veterans)	-3
Friends within 300 yards forced back by enemy this phase	-2
Unit on flank retreats or routs this phase	-4

Previously

Unit won a mêlée earlier this turn or last turn	+2
Unit lost a mêlée earlier this turn or last turn	-2
Units previous morale was good (10 or higher; or first time tested)	+1
Units previous morale was poor (6 or less)	-1

Leadership

For any leader within 50 yards (if leader is dead or seriously wounded, subtract morale factor)	+ morale factor

RESULTS

	Unit is						
	Receiving a charge	**Charging or counter-charging**	**Advancing**	**Standing**	**Retiring**	**Retreating**	**Routing**
10+	Advance	Charge	Advance	Advance	Halt	Retire	Retreat
7-9	Shaken	Shaken	Shaken	Halt	Retire	Retreat	Rout
4-6	Retire	Halt	Halt	Retire	Retreat	Rout	Rout
2-3	Retreat	Retire	Retire	Retreat	Rout	Rout	Rout
0-1	Rout	Retreat	Retreat	Rout	Rout	Rout	Rout
Below 0 - ALL ROUT							

Explanation of results

Charge	Unit(s) may complete their charge move.
Advance	Continue advancing or standing as appropriate. If receiving a charge may counter-charge or stand at discretion of owning player.
Shaken	Unit(s) are unformed. Charging or advancing units continue to move.
Halt	Remain in current position, formation and state of order (formed, unformed or disordered).
Retire	Move towards nearest friends, facing towards the enemy, in current formation and state of order (formed, unformed or disordered). Infantry and foot artillery retire 50 yards, cavalry and horse artillery retire 100 yards. Gunners take their guns with them unless involved in a mêlée.
Retreat	Infantry and foot artillery retreat 100 yards, cavalry and horse artillery 200 yards. Backs to enemy if attacked. Gunners may limber their guns and take them along unless involved in a mêlée, when they will abandon them. Unformed.
Rout	Infantry and foot artillery rout 250 yards, cavalry and horse artillery 500 yards. Backs to enemy if attacked. Gunners abandon their guns. Disordered.

RALLYING

Retiring troops rally automatically at the end of their move of retirement and reform if unformed.

Retreating troops continue to retreat until they are out of range of enemy small arms fire. They then test morale in the next friendly movement phase for that troop type.

Routing troops continue to rout until they are at least 400 yards away from all enemy units (excluding skirmishers). They then test morale in the next friendly movement phase for that troop type.

Retiring and retreating units that move off the table may return once rallied. Routing troops that move off the table are lost for the remainder of the day. Any leaders that were attempting to rally them may return to the table in the next appropriate movement phase.

LEADER CASUALTIES

During the Officer Casualties phase, when the Officer Casualties card is turned over, every leader of the side with the initiative who is within 50 yards of a unit that suffered losses this turn, must test to determine whether he is injured.

PROCEDURE

Leaders must test separately for each unit that suffered casualties this turn and is within 50 yards of the leader. For each test, roll two D10 dice (one as tens and one as units) and find the result on the line corresponding to the total casualties for the unit this turn.

	Dice roll					
Casualties	01 - 05	06 - 10	11 - 30	31 - 50	51 - 75	76 - 00
1	Minor	NE	NE	NE	NE	NE
2	Serious	Minor	NE	NE	NE	NE
3	Killed	Serious	Minor	NE	NE	NE
4-6	Killed	Serious	Minor	Minor	NE	NE
7-9	Killed	Killed	Serious	Minor	Minor	NE
10 or more	Killed	Killed	Killed	Serious	Minor	NE

Killed — Leader is dead. The next most senior leader will assume command next turn. All units of the leader's command that are within 300 yards and within sight must take a morale test.

Serious — Leader is seriously wounded and is removed to a field hospital (removed from play). The next most senior leader will assume command next turn. All units of the leader's command that are within 300 yards and within sight must take a morale test. At the end of the game roll for each leader with a serious wound. There is a 50% chance that the leader will die from his wounds, otherwise he lives to fight another day!

Minor — Leader has a minor wound and is temporarily stunned. He may not give any bonuses for the remainder of the turn, but returns to normal the next turn.

NE — No effect. Leader is unscathed.

REPLACEMENT LEADERS

Fallen leaders are replaced by the next most senior commander. Replacement leaders may perform differently when they assume a higher command. To reflect this, roll a D6 for each of the leader's ratings (leadership, morale and indecision). The rating is decreased by 1* on a roll of 1 or 2, increased by 1* on a roll of 6 and otherwise unchanged. Leadership ratings may not fall below 0 or be increased above 6.

* These effects are reversed for the Command Indecision rating, i.e. increased on a roll of 1 or 2 and decreased on a roll of 6.