LA BATAILLE DE KULM

RULES of PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4 *This example is the number of the fourth Case of the first Section of the third Module of the rules.*

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

LPS, Inc. 425 Steeplechase Lane
Pottstown, PA 19464 USA
Attn: **La Bataille de Vauchamps**

Or e-mail us at: *admin@atomagazine.com*

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *La Bataille de Kulm* discussion folders at www.consimworld.com.

1.0 INTRODUCTION

This is a 2 (or more) player game that portrays the battle of Kulm that occurred in 1813 just after the Battle of Dresden had concluded. It pits the French 1st Corps (commanded by Général de Division Vandamme) with a strength of approximately 38000 men against the Army of Bohemia (commanded by Barclay de Tolly) of approximately 44-56 thousand men.

Designer's Note This game has been designed and developed to be a second game to introduce gamers to the La Bataille Premier ME rules system produced by Marshal Enterprises (the first game is *La Bataille de Vauchamps* in an earlier *ATO* magazine). The rules are presented in a more legal (instead of conversational) method so that newcomers to the game system can reference them faster. These rules have been tailored and reorganized to facilitate the learning of the Premier ME rules as they pertain to this battle. The battle-specific rules are located at the end of these rules and are not in a separate booklet as usually is done in a regular La Bataille game. If you are a newcomer to the game, there is quite a bit to learn, but the system will provide you with a game that represents combat in the time of Napoleon. We hope that the presentation helps you to get into this really great Napoleonic game system that was first introduced back in the 1970s. Please note that these rules are not teaching you the rules for Clash of Arms' Fifth Edition, Marie Louise, or Regulations XXX systems, which are closely related but not the same.

1.1 Game Scale

1.1.1 Each complete turn represents approximately 20 minutes of real time.

1.1.2 Each hex is approximately 100 meters across.

1.1.3 Each Increment point is equal to approximately 100 infantry men, 50 cavalry men (with mounts), or 4 artillery cannons.

1.2 Abbreviations

1d6 1 six-sided die
2d6 2 six-sided dice of different colors
Art Artillery
Cav Cavalry
DRM Die roll modifier
FCRT Fire Combat Results Table
FDV Fire Defense Value
FV Fire Value
Inf Infantry
MA Movement Allowance
MCRT Melee Combat Results Table
MeV Melee Value
MoV Morale Value
MP Movement Point
OOB Order of Battle
PAC# Player Aid Charts page number
ZOI Zone of Influence

2.0 GAME COMPONENTS

The game contains:

- One 22"x 34" map
- Two counter sheets, totaling 420 counters
- These rules
- One set of Player Aid Charts (two double-sided sheets)
- One double-sided Melee Results Table/Fire Results Table
- One Time Record Chart
- Three Order of Battle Charts (French, Russian, Austrian+Prussian)

Also needed for play but not included are at least two different-colored six-sided dice and a timing device (clock, watch, etc.).

2.1 The Map

The map depicts the area that the battle was fought in.

2.1.1 Buildings or trees depicted on the map sometimes extend over a hexside into adjacent hexes. Unless the building is basically fully in a hex, the hex is of the terrain type that the majority of the other terrain (usually clear) that is within the hex. Also there are ornamental terrain (lone trees) shown beside the roads. These do not affect game play in any way.

2.1.2 Partial Map Edge hexes are playable hexes and should be taken into account when entering reinforcements.

2.1.3 On-map Setup Aids There are setup abbreviations printed on the map to indicate where particular forces are to start set up as indicated by the Setup rules (Module 17.0).

2.1.4 Entry Hexes Capital Entry letters or colored hexes are located on the map edges for troops to enter the map at their designated times (Scenarios, Module 17).

2.1.5 The Turn Record track is on a chart sheet with the Sequence of Play.

2.2 Combat Units

Note: *The chart page has the Guide to Counters Display for all the units (Combat and Leader) in this game.*

2.2.1 Combat units are the counters that represent infantry, cavalry and artillery. The combat unit sizes represent individual regiments, battalions, and batteries.

2.2.2 Combat units are printed on both sides of the counter.

a) The front face of the combat unit counter is known as the unit's **General Side**. This side contains visual information regarding how the unit was uniformed (its colors), the higher organizations to which the unit belonged, as well as its type and size. It further contains specifics about how many men are in the unit (Increment value) and the number of MPs at its disposal for a turn (MA value). The color bar through the center of the counter helps to identify which Division or Brigade (Prussian) the unit is part of.

b) The reverse face of the counter is known as the unit's **Specific Side**. The specific combat values for the unit related to fire, melee, and morale are shown here. In some cases there is additional information on the Specific Side of the counter such as range of fire, or special abilities of the individual combat formation.

2.2.3 As a basic concept of the game, opponents do not view the Specific Side of their opponent's combat units.

2.2.4 Infantry These units may be on the map either as a regiment or a battalion (independent or component of a regiment). If the regiment is on the map, the associated battalions are held off the map on their OOB display.

2.2.5 Cavalry The use of cavalry is a delicate art. When used properly, cavalry will have far more importance than its size would indicate, and will go a long way in pointing the player towards victory. Cavalry introduces a dynamic element to the battle because it increases a soldier's mass, height, velocity, and speed compared to someone on foot. There are many specialized types of cavalry; the rules governing its use are somewhat complex, and require knowledge and patience. Cavalry has the special ability to charge and rout enemy units before the movement of other troops. It may also react to movement in its frontal hexes and restrict the movement of troops into their ZOI.

a) There are two types of cavalry:

- Light cavalry which have an MA of 13 or more.
- Heavy cavalry which have an MA of 12 or less.

b) Cavalry never breaks down into smaller units.

c) Some light cavalry has a second number with a plus sign to the right of their MeV and a picture of a lance head below that value on their Specific Side, which is their lance bonus (Case 13.4.8).

2.2.6 Artillery There are two types of artillery: foot and horse.

a) When the General Side of the counter is up, the battery is limbered and able to move its printed MA value.

b) When the Specific Side of the counter is up, the battery is unlimbered (able to fire).

2.3 Leaders and Aides des Camps

2.3.1 The Leaders and Aides des Camps (AdC) are individual personalities and selected staff which led the troops on the field of battle.

2.3.2 The information found on the General Side of the counter is similar to combat units. Their Increments value will always be "0".

2.3.3 The numbers found on the Specific Side of the counter are the DRMs made when using the leader to affect the fire of artillery (upper right), melee against enemy units (one for infantry [upper left] and one for cavalry [lower left]) or improve the morale of friendly troops (lower right).

2.3.4 If a leader has 2 values for the infantry modifier (upper left), the first one (before the slash) is for when his forces are attacking and the second one (after the slash) is for when his forces are defending. When there is only one value, it is used for both attacking and defending.

2.3.5 The leader's artillery bonus never improves infantry fire unless the firing units for an attack include at least one artillery unit and the leader is stacked with that artillery unit.

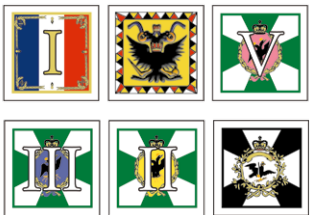
2.3.6 Leaders move using cavalry movement costs.

2.4 Markers

2.4.1 There are markers that are used on the various Tracks in the game:

a) **Hour and Minute Turn Markers** which are used on the Turn Record Chart. The Hour marker goes on the outside track and the Minutes marker on the inside track. When each turn ends, first move the Minutes marker clockwise once. If this moves it from thr ":40" to the ":00: section, move the Hour marker clockwise one section on its track.

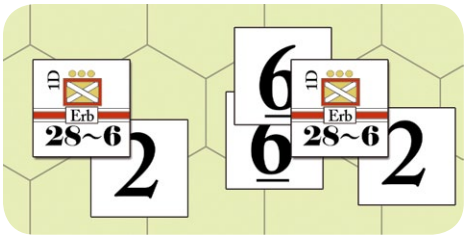
b) **Command Morale Level Markers** for both sides.



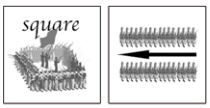
These are used on the Command Morale Level tracks that are located on the each player's OOB Chart and indicate what morale level a particular Command is at (Section 9.2).

2.4.2 Informational Markers These are markers that identify specific facts about a unit or units in a hex.

a) Increment Loss counters are white with a number on each side. When a combat unit takes a loss, place an Increment loss marker under the unit to reflect the total accumulated loss it has suffered so far in the game. If the amount of losses a unit must be marked with is larger than the value of the largest loss marker, place more markers under the unit that total up to amount the unit has lost.



Example *If a 28-Increment Austrian regiment with no casualties suffers two losses due to fire combat, place a "2" marker under the counter to represent its new Increment value of 26. If this same battalion has suffered a total of 14 Increments lost, this would be indicated by placing two "6" markers and a "2" marker under the unit.*



b) Other informational markers indicate specific formations such as infantry Square or Road March order or Extended Line.

c) Morale State Units become disordered and routed due to failing morale checks and other game situations. A player marks his units that become disordered or routed by placing the appropriate marker on top of a unit or group of units that are in the same morale state in the hex.

d) Readiness Level Cavalry that charges, melees, or recovers from rout in a turn will have a Readiness Level marker added to reflect the combat unit's current level of readiness depending on which player's Segment their Readiness changed in (Section 5.0).

e) Charge Marker Place these markers on the charging cavalry unit and its target with the arrows pointing to the defender in the upcoming combat.

f) Battalion Masse Marker Place these markers on Austrian units that form Battalion Masse formation.

2.5 Die Rolls

Like life itself, a certain amount of luck is built into the La Bataille Premier ME system. During the game, players will need to perform die rolls. This may be with one or two dice. The majority of the game system uses a base six numerical concept to reflect these events, and so when two different colored dice are rolled, they provide for 36 results. For players not familiar with using this system, it is recommended that they use either the FCRT or MCRT and modify the die roll result up or down on the chart to determine the final result.

2.5.1 Whenever the roll requires the player to roll 2 six-sided dice (2D6), the player must use two different colored dice. One die is the "10s" die and the other is the "1s" die so that a roll range of 11 to 66 can be achieved.

Example 1 *The French player needs to make a 2d6 roll. He has a blue and white die. He declares the blue die to be the 10s die and the white is the 1s die. He rolls the two and the result is a 4 on the blue die and a 3 on the white die. This is read as 43.*

Example 2 *The Coalition player is making a 2d6 roll. He has a green and white die. He declares the white die to be the 10s die and the green die to be the 1s die. He rolls the dice and the white die result is a 1, while the green die result is a 6. This is read as 16.*

2.5.2 Die Roll Modifiers Total all the DRMs as you would normally (adding and subtracting) to derive a NET DRM. Then find the rolled result on the MCRT or FCRT in either the left-most or right-most columns. If the NET DRM is negative, move towards the 11 row by the NET DRM number of rows to get your final result. If the NET DRM is positive, move towards the 66 row that NET DRM number of rows to get your final result. You will find that doing the DRMs will become easier with usage.

Example *The French player is attacking a Prussian Silesian Battalion (5 Increments with a MoV of 22) with two 3-Increment battalions (one is on the flank of the Prussian unit). The Prussian player needs to make a pre-melee morale check. He now considers the DRMs that apply. Referring to the Reason for Morale Table on the PAC, it shows that for a pre-melee morale check he needs to consult Morale modifier tables 1 and 3. Looking at Table 1, he finds no modifiers apply. Next he consults Table 3 and sees that the -12 DRM applies, because one of the French units is attacking him in the flank. He then consults Table 4 (referred from Table 3, -- Melee Strength). The French have 6 Increments attacking to his 5 defending, which is a 1 to 1 odds ratio. Being the defender gives him a +3 DRM. No other DRMs apply. Tallying this up (-12+3) provides a net DRM of -9. The Prussian player rolls a 41 for his defender's pre-melee morale check. Referring to the MCRT, he begins at 41 and moves 9 rows towards 11 (it is a negative DRM). This results in a modified result of 24, which is one less that the unit's MoV. The unit becomes disrupted and must retreat 3 MPs (losing 1 Increment for exiting the French ZOI).*

2.5.3 Modified 2d6 roll results that are below 11 are treated as 11 and modified results that are above 66 are treated as 66.

2.6 Players Aid Charts

2.6.1 There is one cardstock chart for the FCRT and the MCRT.

2.6.2 There are numerous other tables and charts related to gameplay that are located on two cardstock sheets (PAC 1/2, PAC 3/4). As a player reads the rules or while playing the game, they should be close at hand to reference.

2.7 Order of Battle Charts

There are 3 OOB charts for the game, one for the French and two for the Coalition.

2.7.1 Players should place their OOB on the table in an easy-to-reach area near the map.

2.7.2 Prior to beginning the game, each player should place all their units for play on the chart as shown on their OOB (this way you know that you have all your units available and none are missing).

2.7.3 French and Austrian infantry regiments on the OOB have the regimental counter on the left with an equal sign (just to the right) and then the component battalions (slightly faded presentation) to the right (plus signs between battalions that are part of the regiment).

3.0 INCREMENTS

Increments are a numerical value of the basic number of effective men and their equipment (including horses) of a unit.

3.1 Stacking

Stacking represents the occupation by one or more units within a single hex. There is a limit to the amount of friendly forces that can occupy a hex because the area represented by a hex on the map has finite boundaries, and therefore only a finite number of men, horses, and material are allowed in the hex.

3.1.1 The stacking chart (see PAC 1) provides the limits as to the maximum stacking for infantry, cavalry, and artillery in all available Tactical Formations (Module 6.0) for each terrain type.

3.1.2 Cavalry may never stack with infantry or unlimbered artillery. It may not pass through non-cavalry units with the following exceptions:

a) The non-cavalry unit is in Skirmish formation.

b) The cavalry unit is in Road March formation.

c) The unit is limbered artillery.

In all the above exceptions, the cavalry unit cannot end its movement stacked in the same hex with those units.

3.1.3 An infantry unit may not end its movement stacked with a cavalry unit.

3.1.4 Limbered artillery may not unlimber in a hex with a cavalry unit.

3.1.5 If a hex becomes over-stacked for any reason, all combat units in the hex must immediately make a morale check (Section 4.2).

a) A unit that fails this morale check will become disordered and must retreat three hexes so that it is as far away from the enemy as possible.

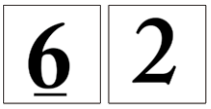
b) If the hex still exceeds the stacking limit after the morale checks, then a number of units (those that were retreating/routing first) must be displaced at least 1 hex further away from the enemy until the stacking limit is no longer exceeded.

3.1.6 If cavalry units must rout through hexes which contain infantry in Line or Column formation, all combat units must make a morale check (Section 4.2) with a -6 DRM. If the infantry is in Skirmish formation, no check is required.

3.1.7 If a disordered or routed infantry unit or stack must retreat or rout into a hex containing friendly units, a morale check is required by the units which began in the hex, with a -3 DRM if due to a retreating unit or a -6 DRM if due to a routing unit.

3.1.8 Units in a single hex that has more than nine Increments suffer an adverse DRM when fired upon (Case 12.3.1).

3.2 Incremental Losses



Lost Increments, due to fire or melee, do not specifically mean dead and/or wounded. It means loss of effectiveness. Units that are not as dense in manpower, have a poorer grade of troops, or have fewer or lesser quality officers (both commissioned and non-commissioned) leading those troops, will lose more men than others.

3.2.1 Losses due to fire and or melee are always taken against the top unit in the hex.

3.2.2 Multiple losses due to only artillery firing will be taken equally against all units in the hex, starting from the top unit and working down the stack until all losses have been allocated. If more losses are required than there are units in the hex, begin loss allocation from the top unit again (**Exception** Case 6.9.6).

Example *If there are four battalions in a hex and a fire loss of "3" is suffered, and then the top three battalions each take one Increment loss.*

3.2.3 There are certain special fire loss allocation restrictions detailed in the Unit Formation rules (Module 6.0) that players are required to follow.

3.2.4 If a unit is eliminated (loses all its Increments), place the unit on the player's OOB chart rotated 180 degrees to its presented orientation so that you know that this unit may no longer be used in the game. This also makes it easy to determine the number of eliminated battalions there are for a Command's Morale Level determination (Section 9.2).

3.2.5 If an infantry regiment is eliminated, place it on the OOB chart rotated 180 degrees and then rotate any of its battalions on the chart 180 degrees (if they are not already) indicating they are no longer available for the game.

3.2.6 Losses that are in excess of the number of Increments that started in the hex are ignored.

3.3 Proportion of Increments

When a unit suffers losses, its combat values are usually affected.

3.3.1 Melee Value The MeV of the unit is proportionally reduced in a direct relationship to the amount of loss the unit has suffered. To determine the MeV of a unit that has suffered losses, subtract the number of lost Increments from the unit's full strength Increment value. Multiply this sum by the unit's MeV and then divide this total by the unit's full strength Increment value. Drop any fractions. This new value is the current MeV of the unit.

Examples *(1) A five-Increment battalion with a MeV of 15 has suffered 1 Increment loss. First 5-1=4. Next 4 x 15 = 60. 60 divided by 5 = 12. The current MeV of this unit is 12.*

(2) A 22 -Increment regiment with a MeV of 66 has suffered 3 Increment losses. First, 22-3=19. Since each increment is worth 3 (66 ÷ 22 = 3), the melee value is 66 – 9(3x3) = 57.

3.3.2 Lance Bonus is also modified due to Incremental losses in a similar manner.

3.3.3 The printed FV of infantry units is not modified until there is only one Increment remaining, in which case its FV is halved.

3.3.4 Artillery units have their FVs and MeVs halved if they have suffered 1 or more Increment losses.

3.4 Infantry Regiment Breakdown and Buildup

The French and Austrian regiments in the game have battalion breakdown units. This is shown on the OOB Charts for each side with the regiment counter on the left of the equal sign box and the component battalions on the right side.

3.4.1 A player can break down his regiment to battalions or build up to a regiment at any time during the friendly Movement Phase.

3.4.2 It costs no MPs to do this.

3.4.3 Regiment Breakdown The player takes the regimental counter from the map and replaces it with its battalion counters from the OOB Chart. Place the regiment counter in its position on the OOB Chart.

a) If the regiment has no losses, simply place all its component battalions in the hex in the same formation and facing that the regiment was in.

b) If the regiment has Increment losses, all its non-eliminated battalions are placed in the hex as described above, but the losses are as evenly distributed to the component battalions as possible. Losses in excess of an even distribution are assigned to the battalions as depicted on the OOB from left to right.

c) The battalions each have the number of remaining MPs available that the regiment had remaining before the breakdown.

Examples

1) The French player wishes to break down the 25e Ligné Regiment. If the regiment was at full strength, he takes the regiment counter off the map and puts it onto its position on his OOB, and then takes the four battalion units (to the right) and places them stacked and facing in the same direction that the regiment was in its hex. Each battalion has a number of MPs available that the regiment had remaining when it was removed.

2) Same as above, but the 25e Ligné regiment has 5 Increment losses. When placing the battalion markers on the map hex, the French player first needs to distribute the casualties. Since there are 4 battalions and 5 Increment losses, this means that each battalion will have 1 Increment loss at least. That leaves 1 Increment loss to assign. As per Case 3.4.3b, it is assigned the first battalion. So, the 1/25e Battalion has a 2 Increment loss marker placed under it and the 2-4th/25e Battalions have a 1 Increment loss marker placed under them.

3.4.4 Regiment Build Up

a) All surviving battalions of the regiment must be in the same hex to build up.

b) Add up all the Increment losses the battalions have into a total amount. This is the Increment loss value marker that must be placed under the regimental counter.

c) Remove the battalion units from the hex and place them on the player's OOB chart.

d) Take the regimental counter from the OOB chart and place it into the hex the battalions were in with the same facing and formation.

e) The regiment has a number of MPs available to use based on the least amount remaining that any of its battalions had before build up.

Examples

1) The French player wishes to build up the 12e Regiment from its four full-strength battalions on the map. He moves the four battalions into the same hex. He then removes the four battalions from the map and places them into their spot on his OOB chart. He takes the regimental counter from his OOB chart and places it into the hex on the map he removed the battalions from. The facing and formation of the regiment is the same as what the battalions were when removed. Since all the battalions had expended 4 MPs to reach the rebuild hex, the regiment has 3 MPs remaining to use.

2) The French player also wishes to rebuild the 57e Ligné Regiment. The 1st and 2nd battalions have lost no increments and each spends 1 MP to reach the hex. The 3/57e Battalion has two 2 Increment losses and uses 1 MP to reach the rebuild hex. The 4/57e Battalion has 1 Increment loss and uses 2 MPs to reach the rebuild hex. He removes the four battalions from their common hex and places them on their position on his OOB chart. He takes note of the combined losses of the four battalions (2+1=3) and places the markers off map with the other unused loss markers. He takes the regiment counter from his OOB and places a 3 Increment loss marker (from unused markers) under it and then places the regiment counter (with marker) into the hex on the map the battalions were removed from (with the same facing). The player notes that the regiment still has 5 MPs remaining to use because the 4/57e Battalion had used the most MA to reach the rebuild hex) and thus the regiment has only 5 MPs remaining.

4.0 MORALE

Every combat unit has a morale rating from 11 (good) to 66 (very poor). This is an important part of the game, as units will need to test their morale at various times during gameplay to see if they perform an action, become disordered, rout away from the enemy, or rally from those conditions. When a combat unit has good morale, it can be expected to fight according to its full capabilities and continue fighting even after suffering casualties. When the morale of a unit is poor, its behavior would be akin to a house of cards.

4.1 When Units Check Morale

- To Rally from Disorder or Rout during the player's Recovery Phase (Section 4.5).
- When a disordered unit retreats (Case 4.3.5a) into a friendly occupied hex (already routed and skirmishing units within the hex do not need to check).
- When a routed unit rout moves (Case 4.3.6a) into a friendly occupied hex (already routed and skirmishing units within the hex do not need to check).
- A Good Order unit (Case 4.3.4) when a disordered or routed unit begins its movement in its hex **(Exception** Case 6.7.16).
- Each unit in a hex when it becomes over-stacked (Case 3.1.5).
- When a unit wishes to stand before a cavalry charge (Case 10.2.7).
- When a defending unit faces a melee assault (Case 13.2.3). Cavalry in General Order or Infantry in square never makes a pre-melee morale check. (Case 13.2.4).
- When the player wishes his attacking infantry unit to melee assault.
- When a leader casualty is suffered in a hex (Module 14.0).
- When called for as by a Melee result (Case 13.6.3).
- When Increments are lost by fire combat (Case 12.5.8) per the following guidelines:
  - **a)** French infantry units will check with every even-numbered Increment lost (2nd, 4th, 6th, etc.)
  - **b)** Coalition infantry will check with every odd-numbered Increment lost (1st, 3rd, 5th, etc.)
  - **c)** All cavalry and artillery (both sides) will check with any Increment lost
  - **d)** A unit only checks morale once from an individual fire attack result, even though it may be noted above to make more than one.
- Any time a Square receives a "DD" result in a melee (Case 13.6.1).
- Units of a division or brigade that Force Marched (Section 11.2).
- Whenever a player wishes his cavalry unit to initiate an Opportunity (Section 10.4) or Reaction (Section 10.3) charge.
- Cavalry unit that has "bounced" (Case 13.6.2)

***Game Play Note**: Units only check morale from melee losses when the Melee Table indicates they must. Morale checks due to Increment losses are not done for melee losses.*

Examples

1) A Coalition unit suffers its first Increment loss from a fire attack, so it must check morale. If this unit suffered 2 or more Increment losses from the fire attack, it would still make only one morale check.

2) A Coalition infantry unit with one Increment loss already on it suffers a one Increment loss from French defensive fire. Because it is not at an odd Increment loss value (total of 2 so far), it does not need to check morale.

3) A French 6-Increment infantry unit suffers 3 Increment losses from adjacent Coalition artillery and infantry fire. Since he went past the "2" (even) value of lost Increments, the French player must make a morale check for the unit. If the loss had been 4 Increments, only one morale check would be required, even though the unit had hit the 2 and 4 level requirements.

4) A French regiment that started with 22 Increments and has 3 Increment losses suffers a 1 Increment loss from Coalition defensive fire. It is now at 4 Increment losses (even) so must check morale.

4.2 How to Check Morale

4.2.1 When checking morale for a unit, make a 2d6 roll (Section 2.5).

4.2.2 The Reason for Morale Check Table lists the Morale Modifier Tables to use for finding the specific modifiers that affect the morale check. Apply all modifiers that are listed for the morale check from those Morale Modifier Tables (see PAC 3).

Example *The player is making a morale check to make a melee assault with his unit. Looking at the Reason for Morale Check Table he sees that he must consult Morale Modifier Tables 1 and 3 and therefore use all the modifiers that apply to this check from those two tables.*

Game Play Note *A modifier on one table may refer the player to another table that must be consulted to get the modifier for its entry.*

4.2.3 If the modified roll result exceeds the printed MoV of the unit, the unit passes its morale check and it suffers no ill effects or recovers to Good Order if this is a recovery morale check (Section 4.5).

4.2.4 If the result is equal to or less than the unit's MoV, the unit has failed its morale check and suffers disorder if in Good Order or routs if in disorder when checking (**Exceptions** Cases 4.3.2 and 4.3.3). If this is a rally check, the unit routs or continues to rout.

Example *A unit with morale of 32 must roll a 33 or better to be able to remain in Good Order. During the Rally Segment, if the unit was in disorder it must toll a 36 or better to return to Good Order and keep from going into rout. If the same unit was in rout during the Rally Segment, a roll of 43 or better is needed to recover to Good Order.*

4.3 Unit States

4.3.1 Infantry and limbered artillery can be in Good Order, disorder, or routed.

4.3.2 Cavalry can be in Good Order or routed (since cavalry can never be disordered, it goes from good order to rout when it fails a morale check).

Game Play Note *Cavalry also has a Readiness State (Module 5.0).*

4.3.3 Unlimbered artillery can only be in Good Order (if it fails a morale test, it is removed from play).

4.3.4 Good Order Whenever a unit is in this state, it is able to perform with the values as printed on its counter.

4.3.5 Disordered When an infantry or limbered artillery unit is disordered, it has no formation, and a disorder marker is placed on it.

a) As soon as a unit becomes disordered, it is faced as if it is in Column (Section 6.3) or General Order (Section 6.6) formation (depending on the terrain it is in) and has the facings of those formation types. It then retreats (Case 4.3.7) away from enemy units by 3 MPs or 1 hex, whichever moves it further away (**Exceptions** Cases 10.2.7d, 11.2.3e).

b) Its printed fire, melee and MA values are halved (round fractions down) but never less than 1 while in this state.

c) It also has a -3 DRM whenever it needs to check morale.

d) A disordered unit that must retreat into a hex that is within an enemy cavalry unit's Opportunity Charge ZOI (Section 10.4) will rout instead.

e) Disordered units attempt to recover from their disorder in the next friendly Recovery Phase (Section 4.5).

4.3.6 Routed When an infantry, cavalry or limbered artillery unit is routed, it has no formation and a "Plus Grande Disorder" marker is placed on it.

a) The instant a unit becomes routed, it is retreated its rout move distance (see "e" below). There are certain exceptions to this as detailed in the pertinent rules.

b) A routed unit may not perform fire combat.

c) Infantry melee at one-third (rounded down) of its printed value (not less than 1) while cavalry melee at one-quarter (rounded down) of its printed MeV (not less than 1).

d) Except when it first routs, a unit only rout moves during the Recovery Phase if it didn't rally.

e) Infantry will rout move with an MA of ten (10) and cavalry rout moves at its printed MA (**Exceptions** Cases 10.2.8j, 10.2.10 and when a result from the MCRT).

f) A -6 DRM applies to any morale checks while in this state.

4.4 Disordered Retreat and Rout Movement Restrictions

4.4.1 These units may never move to place themselves closer to the enemy.

4.4.2 They must end their movement further away from all enemy units than when they began and as much as possible closer to their friendly board edge/map entry hexes, whichever is closer.

4.4.3 They move through the least MP cost terrain as possible (that is the terrain most suitable for rapid departure).

4.4.4 They do not move through friendly units if there is another path, of equal terrain cost, which will not place them at any time closer to the enemy. ***Historical Note:*** *Units in the rear ranks were often more dangerous to routing units than the enemy.*

4.4.5 Routed units that are unable to make their full rout move surrender to the enemy (they are eliminated from the game).

4.4.6 Units may not make a rout move in a direction which takes them behind enemy lines.

4.4.7 Units which rout amid enemy units move in the direction least affected by enemy ZOI (Section 6.11), as long as all the priorities listed above are followed.

4.4.8 Units end their retreat or rout move facing away from the enemy they moved away from (in other words, facing in the direction they are moving)

4.4.9 The owning player can choose whether a Leader rout moves or retreats with the units in his hex or he stays in place.

4.5 Morale Recovery

4.5.1 Recovery from disorder or rout occurs during the owning player's friendly Recovery Phase.

4.5.2 The owning player performs a morale check (Section 4.2) for each disordered and routed unit he has on the map during the Recovery Phase.

4.5.3 Disordered unit

a) That passes this morale check returns to Good Order (remove disordered marker) and assumes either Column or General Order formation (depending which terrain it is in at the time of the recovery).

b) That fails this morale check will rout (flip marker to routed side) and immediately performs a rout move.

4.5.4 Routed Unit

a) If a routed unit passes its recovery morale check remove the rout marker; the unit assumes Column or General Order formation (depending on the hex's terrain). Cavalry units that recover will have an Exhausted state marker (Case 5.1.3) placed on them.

b) If a routed unit fails its recovery morale check and:

Is 15 or less hexes away from all enemy units, it must continue to make its full rout move away from the enemy.

Is more than 15 hexes away from all enemy units, it moves to the nearest woods or dwelling hex, which is also at least 15 hexes away from all enemy units.

4.5.5 If the presence of enemy units force a routed unit to move to the map edge and it still has MPs remaining, the unit routs off the map and is considered eliminated (removed from game).

5.0 CAVALRY READINESS

Because cavalry relies on a rather fragile animal, the horse, cavalry will find itself almost useless without frequent periods of recovery. The recovery may require extended periods of inactivity. In order to reflect this need to rest the horses properly, there are three states of readiness for cavalry units: Fresh, Fatigued, and Exhausted.

5.1 Readiness States

5.1.1 Fresh: Cavalry moves and melees at its printed values as shown on its counter.

5.1.2 Fatigued *(Tired in ME)*: A Fresh cavalry unit becomes Fatigued whenever it melees (attack or defense).

a) Fatigued cavalry has its MeV halved.

b) Fatigued cavalry may not charge in its Cavalry Charge Phase, but is allowed to perform a Reaction (Section 10.3) or Opportunity (Section 10.4) charge.

5.1.3 Exhausted Cavalry becomes Exhausted after it has been involved in a melee when already Fatigued, or if it charges and then performs a melee attack.

a) Exhausted cavalry has one-third of its MeV and may not initiate any kind of charge (Module 10.0).

b) Exhausted cavalry may not Retreat before Melee Combat (Section 13.3) against Fresh cavalry.

5.1.4 No Worsening of Readiness State A player can decide to not have his non-charging cavalry unit worsen its Readiness State (that is, from Fresh to Fatigued, or Fatigued to Exhausted) if he elects to have the unit employ only one third (round down) of its current MeV when performing Melee Combat (Module 13.0). If it does so, then it will remain at the same level of readiness that it started the Melee Phase at. ***Game Play Note:*** *Since combat effects are cumulative, if a Fatigued cavalry unit uses this option, it will be at 1/3rd of its current 1/2 strength.*

Example *If the full MeV of a Fatigued cavalry unit is 18, then 1/3rd of 1/2 is a MeV of 3.*

5.2 Placement of Readiness Marker on Unit

5.2.1 Players will place the Readiness markers on their cavalry units at the conclusion of the unit's melee combat.

5.2.2 If it is the French player's Segment, place a blue marker on the cavalry unit at the appropriate level.

5.2.3 If it is the Coalition player's Segment, place a green marker on the cavalry unit at the appropriate level.

5.2.4 Cavalry units that rout do not have a Readiness marker placed on them, and any cavalry units that rout and already have a Readiness marker on them will have that marker removed.

5.2.5 A cavalry unit that melees and already has a Readiness marker on it that is of the non-active segment's color will have its Readiness marker changed to the color of the current player's color and must start the rest period over again from this point.

Example *It is the Coalition player's Segment of a turn. A French unit that meleed during his Segment (marked with a blue Fatigued marker) is now being meleed by a Coalition unit during this Melee Phase. Whether he chooses to not worsen his fatigue level (Case 5.1.4) or not, the marker will be changed to a green one.*

5.3 Readiness Recovery

At the end of each player's Segment there is a Recovery Phase where readiness recovery occurs.

5.3.1 Only units that have a marker that is colored in the current player's Segment's color (blue for French, green for Coalition) may recover during this Recovery Phase (**Exception** Case 5.3.2).

5.3.2 A unit that just had a Readiness level marker placed on it in the preceding Melee Phase of this player Segment may not recover.

5.3.3 In order to recover one step of readiness (Fatigued to Fresh or Exhausted to Fatigued) a cavalry unit must "rest" for a complete turn from when it became that readiness state.

Example *French or Coalition cavalry unit becomes Fatigued or Exhausted during the French Segment of the 11:00 turn. Neither unit is able to recover one level of readiness until the French Recovery Phase of the 11:20 turn.*

5.3.4 Rest Restrictions to be Eligible to Recover Readiness

a) The cavalry unit may not move more than half (round down) of its MA during its Movement Phase.

b) The cavalry unit may not melee (Module 13.0) during this turn length of time.

c) The cavalry unit may not Retreat before Melee (Section 13.3) from a cavalry opponent during this turn length of time.

d) The cavalry unit may not suffer any Increment losses due to Fire Combat (Module 12.0) during this turn length time.

5.3.5 Recovery Implementation During the Recovery Phase of the color of the marker, if the conditions above have been met, the owning player may:

a) Remove the Fatigued marker from the cavalry unit, or

b) Flip the marker from its Exhausted side to its Fatigued side.

Example *During the French Segment of the 1:00 turn, the French player charges with one of his cavalry units against a Fresh Coalition cavalry unit and they melee. The Coalition unit failed to Reaction Charge. After the melee is resolved, the French unit is marked with a blue Exhausted marker (it charged and meleed). The Coalition unit is marked with a blue Fatigued marker (it only meleed). Neither unit can recover Readiness during the following French Recovery Phase because they just were marked with these Readiness markers in the Melee Phase. During the Coalition Segment of the turn, due to the tactical situation, the Coalition player moves his cavalry unit half its MA (rounded down) away from the French unit (which could not Opportunity Charge because it is Exhausted) into a hex behind some friendly infantry units that he moved up. Neither of the French nor Coalition cavalry units suffer casualties from Fire Combat or perform Melee during the phases of the Coalition player's segment. Neither unit can recover during the Coalition Recovery Phase because they are marked with blue markers. Next is the 1:20 turn. The French player moves his cavalry unit 1/2 of its MA (rounded down) away from the Coalition units. Neither cavalry unit suffers casualties or melees during the French player's combat phases. It is now the French Recovery Phase of the 1:20 turn. Both units have met the requirements to recover one level of Readiness. The French player flips his Exhausted marker over to its Fatigued side (he will have to wait another full turn to have his unit Fresh again). The Coalition player removes the Fatigued marker from his unit which is now Fresh and ready for combat at full effectiveness again.*

5.3.6 If the cavalry unit does not move at all and meets the conditions of 5.3.4 b-d, it recovers to Fresh status.

6.0 TACTICAL FORMATIONS

During the age of Napoleon, a combat unit would assume different tactical formations for different conflict situations. Rarely did men fight as a mob. Rather, they fought with some preconceived notion of what they should do when a new situation arose. The essence of the battle tactics of the age can be summed by the following formation rules.

Note *These Formation rules often refer to game mechanics that are described later in the rules. When reading these Formation rules (especially for the first time), just keep them in mind, and when you get to those sections, you can refer back to these rules to see how they integrate together.*

6.1 Restrictions and Costs

6.1.1 A hex may generally never have two types of tactical formations, such as Line and Column, stacked in it simultaneously except during movement of certain combinations of troops.

6.1.2 Cavalry may not charge, or move into a hex with other non-cavalry formations, with the exception of units in Square, friendly skirmishing infantry, friendly limbered artillery, or if performing Road March through the hex.

6.1.3 Cavalry may not end a Movement Phase stacked with friendly infantry in the same hex, regardless of Case 6.1.2 noted above.

6.1.4 It costs an infantry unit 1MP to make a formation change.

6.1.5 It costs an artillery unit 2 MPs to make a formation change and requires a successful 1d6 roll if limbering.

6.1.6 It costs a cavalry unit 3 MPs to make a formation change (**Exception** Case 10.1.8).

6.1.7 Combat units do not pay for a formation change to enter General Order (Section 6.6) but when they exit the terrain causing this formation, they must pay a formation change cost and assume a formation they can form.

6.2 Combat Unit Facing (Orientation)

6.2.1 Only combat units have a facing. Leaders, aides and informational counters do not.

6.2.2 The top combat unit in a stack always determines the facing of all the units in the hex (**Exception** artillery stacked with infantry in Line formation).

6.2.3 If a combat unit is attacked through one of its flank hexsides:

a) The defending unit suffers a -12 DRM for its pre-melee morale check (Section 4.2) and it has special Fire Defense value as per the Fire Effects chart (see PAC2).

b) The enemy assaulting unit (attacker) has a + 12 DRM to its pre-melee morale check (Section 4.2) and its MeV is multiplied by 2.

6.2.4 When a combat unit is attacked through one of its rear hex sides:

a) The defending unit suffers a -6 DRM to its pre-melee morale check (Section 4.2).

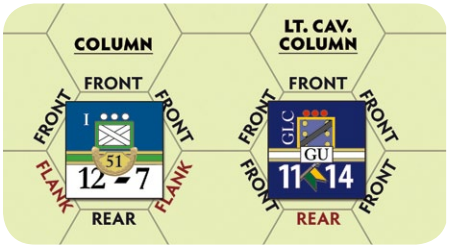
b) The enemy assaulting unit (attacker) benefits from a +6 DRM to its pre-melee morale check (Section 4.2). Also, its melee combat value is multiplied by 1.5 (round down).

6.2.5 The particulars of unit's facing (orientation in a hex) is detailed in each formation type rules below.

6.3 Column

An organized mass of men or cavalry, which relied on weight and momentum. Used as a formation of maneuver or assault in critical situations.

6.3.1 When a unit is in column, the top of the counter faces a hex side.



6.3.2 A unit in Column (except light cavalry) has three front hexsides, two flank hexsides and one rear hexside. Light cavalry has five front hexsides and one rear hexside

6.3.2 Infantry and cavalry units that are facing a hexside in clear terrain are assumed to be in Column unless they are disordered, routed or in Road March formation (Section 6.9).

6.3.3 The columnar stacking limit in clear terrain is one regiment or 18 Increments.

Game Play Note *A hex with more than nine Increments can be subject to very heavy fire losses!*

6.3.4 Only the topmost unit in a columnar stack may perform fire combat. One artillery unit may also fire from this stack.

6.3.5 All Increments in a columnar stack are used for the attacker's pre-melee morale check (Section 4.2).

6.3.6 All units in a columnar stack are counted for melee.

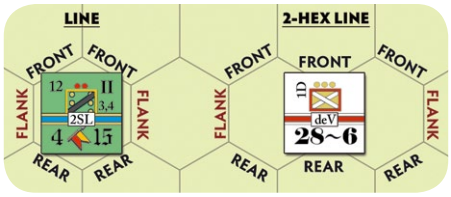
6.3.7 The lance bonus does not apply to Lance-armed cavalry in column formation.

6.4 Line

A combat formation that emphasized firepower. Units deployed in a series of ranks, usually three deep but sometimes two.

6.4.1 An infantry unit that begins its Movement Segment deployed in Line formation subtracts two from its printed MA. This penalty applies throughout the Movement Phase (**Exception** Case 11.5.1).

6.4.2 A unit in Line formation faces a hex vertex.



6.4.3 Units may enter Line formation even if there is only one Increment remaining in the unit.

6.4.4 Line formation may only be employed in clear terrain (remember to treat slopes as clear terrain).

6.4.5 As many as 18 Increments or one regiment may be deployed in Line formation in a single clear terrain hex.

6.4.6 When the combat unit is four Increments or less, the unit occupies only a single hex. When in a single hex, the combat formation in line has two front, two flank and two rear hexsides (see diagrams above).

As long as a unit has at least 5 Increments, it may be deployed into a 2-hex Line. Each hex of the Line has an equal number of Increments, and any overage is in the right hex of the unit. It has 3 front, two flank and 3 rear hex sides.

6.4.7 MP expenditure for a unit in 2-hex Line formation is always the highest cost expenditure for any one of its hexes to move into.

6.4.8 Infantry in Line

a) When an infantry unit changes into a 2-hex Line formation, an additional 1 MP must be expended for this formation change.

b) Whenever infantry deployed in Line in 2 hexes suffers casualties reducing the unit to four or less Increments, it must shrink into a single-hex Line formation as soon as the loss occurs (player's choice for which of the two hexes). This change of deployment does not trigger Opportunity Fire (Section 12.7).

6.4.9 Cavalry in Line

a) As long as there is a minimum of four Increments per hex, a cavalry unit may form a Line in 2 hexes.

b) Cavalry deployed in Line in 2 hexes moves at an MP cost equal to the highest terrain cost any part of it passes through. (Since Line formation may only be employed in clear terrain this statement refers to slope or river hexsides).

c) Lance-armed cavalry in Line formation have their lance bonus doubled and added to the MeV of each hex that can melee assault that they are deployed into.

d) Whenever cavalry that is deployed in Line in 2 hexes suffers casualties reducing the unit to less than a minimum of four Increments per hex, it must reduce or shrink into a 1-hex Line formation as soon as the loss occurs. This change of deployment does not trigger Opportunity Fire (Section 12.7).

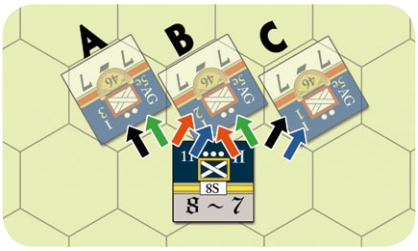
e) When heavy cavalry is in Line, its MeV is halved.

6.4.10 Fire from Line

a) Up to a maximum of four Increments may fire (Module 12.0) from a hex (even though there may be more than four Increments in that hex).

b) Additionally, a single artillery unit may fire in combination with the 4 Increments of the Line, when the battery is present.

c) When firing from an extended Line, since there are 3 frontal hexes, the unit can have both hexes fire into the middle frontal target hex or just the adjacent hex of the Line fire into its adjacent right or left side hex when enemy are only located there. In instances where there are more than one enemy unit in the frontal hexes of the firing unit, it can fire one hex at one target hex and the other hex at another target hex.



Example *In the above diagram, the Prussian 8th Silesian Regiment is in Line and will use defensive fire against the attacking French. He could*

- *Fire 8 Increments at hex B (Red arrows)*
- *Fire 4 Increments at hex A and fire 4 Increments at hex B (green arrows)*
- *Fire 4 Increments at hex B and fire 4 Increments at hex C (blue arrows)*
- *If there were enemy units only in hexes A and C, the Prussian player could fire its left hex with 4 Increments at target hex A and with its right hex with 4 Increments at target hex C (black arrows).*

6.4.11 Fire Defense in Line A unit will have the fire defense of a Line when there are 6 Increments or less in the hex. If there are seven or more Increments in Line formation in a hex, the fire defense of the hex will be that of a Column (see Terrain Fire Defense Value Table on the PAC).

6.4.12 Artillery with Infantry in Line Only one artillery unit may be in each hex of the infantry Line. The artillery unit faces itself in the same manner as the infantry (facing the vertex). It therefore has the same front, flank, and rear hexsides as the infantry.

6.4.13 Melee While in Line

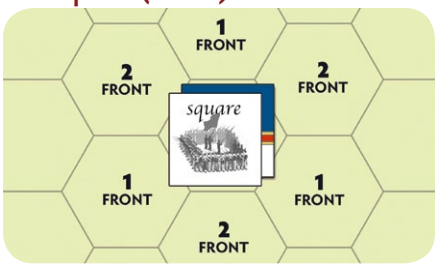
a) Assault A unit in Line that is conducting a melee assault may only use up to a maximum of 4 Increments per hex assaulting for the pre-melee morale check (Section 4.2), even if there are more than 4 Increments in the hex.

b) Defense Units in Line formation in a hex use all their Increments in that hex for the pre-melee strength morale check modifier (Case 13.2.3a).

c) Each hex of a 2-hex line has 1/2 of the current MeV of the unit in it.

d) Melee Resolution When resolving melee combat, all MeVs of the units involved are used for both the attacker and defender.

6.5 Square *(Carre)*



A formation developed for infantry to defend against cavalry onslaughts. The most temporary of all formations in that it was practically immobile and extremely susceptible to combined arms attacks.

6.5.1 A Square may only be formed in clear terrain and requires a minimum of three infantry Increments in the hex.

6.5.2 The maximum stacking for a Square is 18 Increments or a regiment.

6.5.3 A Square has 6 frontal hexes and thus faces all of them but it does not exert a ZOI into them.

6.5.4 A unit may form a Square in its Movement Segment by performing a formation change and placing a Square marker on top of the unit.

6.5.5 A Square may also be formed during the enemy's Cavalry Charge Phase but requires a roll to form successfully (Case 10.2.8).

6.5.6 Infantry units assaulting a Square have a +6 DRM when performing their pre-melee morale checks.

6.5.7 Firing from Square A unit in Square may fire into three non-contiguous adjacent hexes during its Fire Phase (see above diagram – either into hexes where the "1"s are or hexes were the "2"s are).

6.5.8 The FV of a Square is one-third the Increments (rounding up), of the unit(s) in the hex, times the fire multiple (see Fire Effects chart on the PAC2) into each hex it can fire into.

6.5.9 When an enemy cavalry unit is in the same hex as a Square, the Square has the FV of the total number of Increments in the hex times the fire multiple for its Defensive (Section 12.6) or Opportunity (Section 12.7) Fire.

6.5.10 An infantry unit in a Square formation may not make a melee assault (Module 13.0) against an adjacent enemy unit.

6.5.11 Assaulting a Square Infantry units which melee assaults an adjacent enemy Square have their MeV multiplied by 1.5 (round down).

a) Cavalry units wishing to melee assault a Square must charge and actually enter the Square's hex; they must first suffer Opportunity Fire (Section 12.7, when moving from the hex adjacent into the enemy Square's hex or exiting the enemy Square's hex) and then Defensive Fire (Section 12.6 – when in or adjacent to the hex prior to melee).

b) Cavalry which melee assaults an enemy Square, does so at 1/3rd of its MeV. The Lance Bonus is not affected.

Game Play Note *Cavalry Charge Bonus still may apply (Case 10.2.5).*

6.5.12 Square Movement A unit in Square formation has an MA of 1 for its Movement Phase, unless the first action it performs is a change of formation. In that case, it has the remainder of its printed MA (less formation change cost) to expend.

6.6 General Order

Basically, this "formation" is every man for himself. It was employed when terrain made it difficult to direct or maneuver soldiers as an organized formation.

6.6.1 All combat units that enter or are in a village, town, or woods hex are in General Order unless they are disordered or routed.

6.6.2 When a unit is in General Order, the top of the counter faces a hexside. It has five frontal hexsides and one rear hexside.

6.6.3 The stacking limit for units in General Order is given in the Stacking Table (see PAC1) for each type of unit.

6.6.4 Only the top unit in a hex may perform fire combat (Module 12.0).

6.6.5 All Increments stacked in the hex are used for the attacker's pre-melee morale check (Module 4.2).

6.6.6 All unit's MeVs are tallied for melee combat that are stacked in the hex.

6.6.7 Infantry units fire and melee at their printed value. Cavalry in General Order melees at one-third their printed MeV.

6.6.8 Units in General Order when defending do not perform a pre-melee morale check.

6.6.9 When a unit exits the terrain that caused it to be in General Order, it must immediately pay a formation change cost (Cases 6.1.4, 6.1.6, and 6.4.8a) to assume any valid formation it can assume in clear terrain.

6.7 Skirmish *(Tirailleur)* Order

Infantry units that are deployed to make maximum use of terrain, or, as more often was the case, deployed in small groups which would not provide the easy target that is provided by the other tactical formations. This formation was used for screening friendly troops and harassing the enemy.

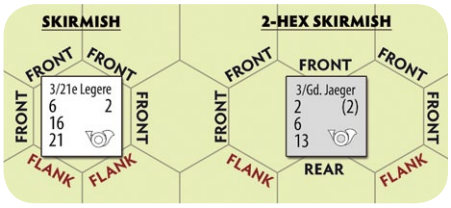
6.7.1 When an infantry unit has a fire range of 2 on its specific side, it may change formation into Skirmish formation.

Game Play Note *This is also noted on the Fire Effects Chart by a skirmish fire multiplier for the unit type (see PAC2).*

6.7.2 Skirmish-eligible units may deploy into skirmisher formation when in a hex with other friendly artillery or infantry units but may not end their Movement Phase stacked with units in non-skirmish formation.

6.7.3 The unit is inverted to its specific side to signify the unit is in Skirmish order.

6.7.4 A unit in Skirmish formation faces a hex's vertex.



6.7.5 If a unit has 3 Increments or less, the unit occupies a single hex and has 4 frontal and 2 flank hexsides (see diagram to the left).

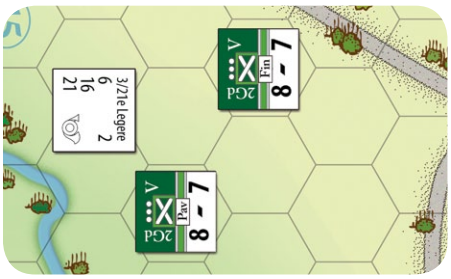
6.7.6 When a unit has 4+ Increments, it is placed on a hex side between two hexes and thus in two hexes. It has 6 frontal, 2 flank and 1 rear hexsides (see diagram). Each hex of the skirmishing unit has an equal number of Increments in it and any overage is in the right hex of the unit.

6.7.7 A skirmishing unit that is deployed in two hexes and suffers losses such that it must adopt this formation in one hex does this immediately as the casualty is taken. This change of deployment will not trigger Opportunity Fire (Section 12.7).

6.7.8 Up to three Increments may fire out of a hex by a unit in Skirmish formation.

6.7.9 When a skirmishing unit fires at a target two or three hexes distant, its FV is halved.

6.7.10 Each hex of a skirmishing unit that is in two hexes may fire against a different target hex if the particular hex firing has an LOS (Module 7.0) to the target hex.



Example *The French 3rd Battalion of the 21e Légère Regiment will fire at the two Russian battalions. If another Russian battalion was in either of the other two frontal hexes of the skirmishing French, their LOS would have been blocked to the Russian unit two hexes away, so the French left hex would have to fire at the Russian unit in either of those hexes.*

6.7.11 A skirmishing unit may only initiate Opportunity (Section 12.7) or Defensive (Section 12.6) Fire at units that are adjacent.

6.7.12 A skirmishing unit, which is declared the target of a cavalry charge, may retreat before the cavalry if they are adjacent to one of the following:

- A hex with infantry or cavalry in Good Order in it
- A Woods hex
- A Village or Town hex.

a) They must retreat into the aforementioned hexes and do so without performing Defensive Fire (Section 12.6) or checking morale due to the charge.

b) When this option is taken, they must be stacked at the bottom of the stack of units in the hex (representing they are behind the other units in the hex) and assume the formation the units in the hex are in.

Game Play Note *This ability is not the same as a Retreat before Melee (Section 13.3).*

6.7.13 Skirmishers may not attempt to stand or form Square in the face of a cavalry charge (Case 10.2.6). They either retreat as described above or they rout and perform Case 10.2.8j.

6.7.14 Combat units in Skirmish order have their MeV halved. If the skirmishing unit is deployed in two hexes, it would have 1/4 of the printed MeV per hex.

6.7.15 Combat units deployed as skirmishers may move through or be moved through by any friendly unit in any type of formation without penalty to either unit.

6.7.16 They do not have to check morale when a disordered or routed unit begins or moves into their hex during the friendly Movement Phase.

6.7.17 If a skirmishing unit ends up stacked with a cavalry unit at any point, the skirmishing unit becomes disrupted (place marker) and must perform a disruption retreat move (Case 4.3.5a).

6.8 Cavalry Skirmishers

Any light cavalry unit with a skirmish factor may act as cavalry skirmishers.

6.8.1 Cavalry in skirmish order is deployed inverted in two hexes regardless of the number of increments in the unit.

6.8.2 Enemy infantry and artillery movement is affected as follows:

a) Entering or exiting a hex adjacent to a cavalry skirmishers Zone of Influence (ZOI) costs three additional MPs.

b) It costs these same units 2 additional MPs if entering or exiting a hex that is 2 hexes away and in the skirmisher's ZOI.

6.8.3 When an enemy unit moves adjacent to a cavalry skirmisher, the skirmisher may fire at that unit during the Defensive Fire Phase and then retreat before offensive fire if the enemy unit is not an unlimbering artillery or a cavalry skirmisher unit.

6.8.4 If the enemy unit moving adjacent is unlimbering enemy artillery, the cavalry skirmisher unit may fire before the artillery unit unlimbers (Opportunity Fire) and then remain to give defensive fire on the unlimbered artillery, then retreat one hex, but must face offensive fire due to the nature of artillery range.

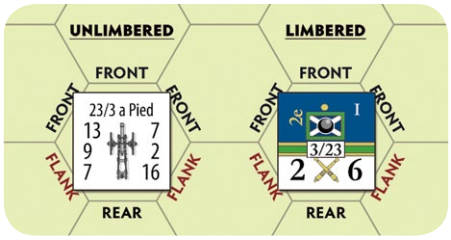
6.8.5 The effects described (movement or retreat before combat) in the rules above are canceled by moving any enemy light cavalry formation, not necessarily a cavalry skirmisher, next to the enemy cavalry skirmisher.

6.8.6 Cavalry skirmishers may fire their total skirmish bracketed Fire value at all adjacent combat formations. *Example: Three enemy units (2 infantry in column and 1 infantry unit in a 2 hex line) are adjacent to the cavalry skirmisher unit's hex. The cavalry skirmisher unit may make 3 fire attacks: one each upon the enemy units in column, and one on the enemy unit in line formation. The cavalry skirmisher unit fires its full skirmish fire value as indicated on the specific side against each enemy unit.*

6.8.7 Cavalry in skirmisher formation may not charge, melee at half their printed value, and may only retreat before combat if their MF is at least 2 or more greater than any enemy unit's MF adjacent to it.

6.9 Artillery

Artillery is either limbered (ready for movement) or unlimbered (deployed and ready to fire).



6.9.1 When Artillery is limbered or unlimbered alone or only with other artillery units in a hex, it faces a hex side. The unit has three frontal hexsides, two flank and one rear hexsides.

6.9.2 To illustrate that the battery is unlimbered, flip the counter over to its Specific Side, and place it so that the top of the counter is placed along a hex side.

6.9.3 All artillery units which wish to limber must roll 1d6 and consult the Artillery Limber Table (see PAC1) to do so. If the roll's result falls within the listed range, the unit limbers. Leaders with an artillery bonus number add a +1 DRM to this roll.

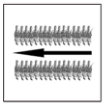
6.9.4 When artillery is in the same hex with an infantry unit in Line formation, it has the same facing as the infantry (Case 6.4.9).

6.9.5 When unlimbered artillery is the sole occupant of a hex and is fired upon, it takes losses in the following manner: take the numerical result from the FCRT and divide it by 2, dropping any fraction. The whole number result is the number of Increment losses the artillery takes. ***Example*** *Fire result from the table is "3", divided by 2 = 1.5. Dropping the fraction of .5 nets a 1 Increment loss to the artillery unit. A result of "4" would yield 2 Increment losses to the artillery unit. A result of "1" would yield* ***no*** *loss.*

6.9.6 When unlimbered artillery is stacked with infantry in a hex that suffers losses, the infantry takes all the odd losses (1st, 3rd, 5th**….**) while the artillery unit suffers the even losses (2nd, 4th, 6th….) ***Example*** *A Fire combat result of 3 against a hex with a battalion of infantry and an unlimbered artillery unit means that the infantry take 2 Increment loses (1st and 3rd) while the artillery takes 1 Increment loss (2nd).*

Design Note *In the case of infantry fire then, these losses represent casualties among the gunners, rather than the actual destruction of guns, though the end result is the same.*

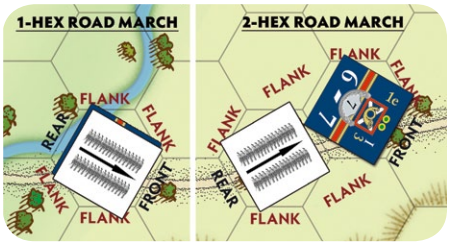
6.10 Road March



This formation was used only on viable transportation routes when combat readiness was sacrificed for speed.

6.10.1 Units in Road March formation pay only 1/2 MP for each road hex followed. All other terrain types the unit enters, they must pay the normal MP cost.

6.10.2 A unit in Road March formation faces a hexside and has one frontal hexside (directly in front of the unit's counter) and 1 rear hexside (directly behind the last hex occupied by the unit). All other hexsides are flank hexsides.



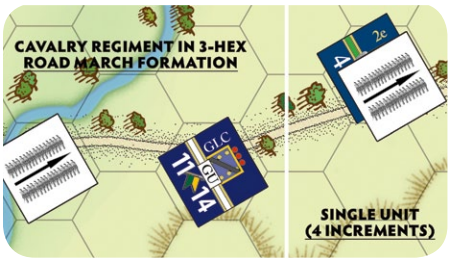
6.10.3 Infantry regiments that wish to enter Road March formation must be broken down into their component battalions for the Austrians and French (Case 3.4.3) first.

6.10.4 Artillery, when limbered, is automatically considered in Road March formation and can use the beneficial MP costs for this formation without requiring to be marked as such.

6.10.5 Up to four Increments per hex may be in Road March formation.

6.10.6 A unit that has 4 Increments or less has the marker placed right on it when in Road March formation (see diagram below).

6.10.7 To place a combat unit in this formation when it has more than four Increments, you simply place a Road March marker behind the unit counter for each road hex needed (see diagram above). Thus, a unit with 11 Increments would occupy three road hexes using the unit's counter in the first hex and one Road March marker pointing towards the unit's counter in the last hex occupied by the unit (see diagram below).



6.10.8 A unit in Road March has 1/4 of their MeV per hex (round down) if required to melee and is unable to perform fire combat (Module 12.0).

6.10.9 A unit in Road March has a -12 DRM if it must check morale.

6.10.10 Whenever a road is intersected by a village/town hex, those hexes may also be used for Road March. But pay the MP cost as noted on the MP Cost Table for the Road March through Town/Village.

6.11 Zone of Influence (ZOI)

All combat units have a ZOI at most times during the game (**Exception** Case 6.5.3). A unit's ZOI usually extends into the frontal hexes as noted in the formation rules above. The ZOI affects enemy movement (Module 10.0), Defensive Fire (Section 12.6), Opportunity (Section 10.4) and Reaction (Section 10.3) charges.

6.11.1 When a combat unit enters a hex with an enemy unit's ZOI, it is said to have entered the opposing unit's ZOI.

Exception Infantry in Square do not exert a ZOI, yet units moving into, exiting from, making a formation change, or orientation change in a hex adjacent to the Square are subject to Opportunity Fire (Section 12.7).

6.11.2 All enemy units in a friendly unit's ZOI may be defensive fired upon (Section 12.6) during the Defensive Fire Phase of the enemy player's Segment of the turn.

6.11.3 Foot artillery and infantry must stop movement when they enter an enemy ZOI. An artillery unit may expend MPs (if enough remaining) to unlimber if that is the player's choice at this time, but this will trigger Opportunity Fire (Section 12.7).

6.11.4 Foot artillery and infantry units may only exit an enemy ZOI at the beginning of their Movement Phase, and to do so will provoke Opportunity Fire (Section 12.7) against them.

6.11.5 Horse artillery and cavalry must stop regular movement when they enter a Reaction Charge ZOI (Section 10.3) established by enemy cavalry.

6.11.6 If a ZOI belongs to infantry and/or artillery, moving cavalry may keep moving, suffering Opportunity Fire (Section 12.7) for every such ZOI hex they exit.

6.11.7 Any time a combat unit expends MPs in a hex which has an enemy ZOI, the non-phasing player may make an Opportunity Fire (Section 12.7) attack upon the phasing combat unit. This includes facing and formation changes if there are MPs used.

6.11.8 Whenever a combat unit exits a hex due to a melee result that has one or more enemy ZOIs upon it, the retreating unit will lose one Increment for each such hex it exits. If the hex being exited is occupied by a friendly combat unit not involved in the combat, no loss is suffered.

Example *If during an assault a unit suffers an AD or DD result (disrupted and retreat 3 MPs) or an AR or DR result (rout and rout move away), the unit loses an Increment for the first hex from which the unit retreats or routs out of, and one Increment for each additional hex it retreats or routs into that has an enemy ZOI and is not occupied by a friendly unit.*

6.11.9 Good Order non-Exhausted cavalry units also have an extended ZOI for purposes of Opportunity Charge (Section 10.4).

6.11.10 When an infantry or limbered artillery unit makes an involuntary retreat from a hex (failed morale check or a melee result) that has an enemy cavalry's ZOI, the unit will become routed if it is not already. This retreat and rout move will not provoke an Opportunity Charge by the cavalry exerting this ZOI.

7.0 LINE OF SIGHT (LOS)

To say that a unit has a line of sight is to state that the unit can see its prospective target. LOS applies to ranged Fire Combat (Module 12.0), Cavalry Charge (Module 10.0), and Square Realization (Section 10.2.8).

7.1 Restrictions

7.1.1 A unit's LOS may only pass through the unit's frontal hexsides. This means units may not trace an LOS through their rear or flank hexsides.

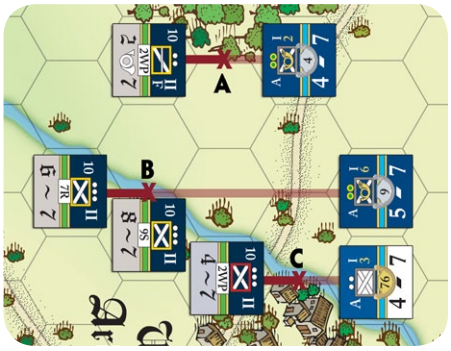
7.1.2 Adjacent enemy units in a frontal hex of the friendly unit are always in its LOS.

7.1.3 To determine LOS, either use a straight edge or stretch a piece of string from the center of the observing unit's hex to the center of the hex with the unit the observing unit is attempting to see.

7.1.4 If this line at any point intersects terrain that qualifies as blocking terrain then the LOS is blocked, and the target unit is not visible. The following blocks an LOS:

- Village or town hexes
- A woods hex
- A hex with a non-routed units (this does not include leaders or aides-de-camp)
- Slope hexsides in some cases (Case 7.1.6)

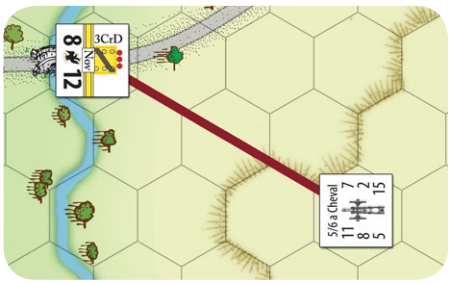
7.1.5 If the LOS line passes directly down a hexside between two hexes, and if either of the two hexes that the hexside is part of is blocking terrain, then the line of site is blocked.



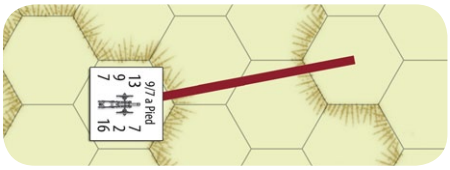
Example *The Prussian units (F/2WP, 2WP, and 7R) do not have an LOS to the indicated (red line) French units because of blocking terrain or unit hexsides (woods at A, unit at B and town at C). If the woods hex was hill slopes, the LOS would be blocked as well.*

7.1.6 Elevation will sometimes play a part when determining Line of Sight.

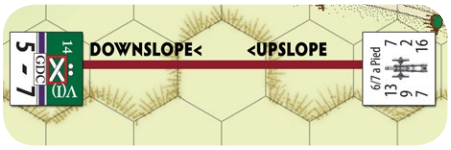
a) If a unit is firing down or up at an enemy unit along a slope hexside the LOS is not blocked.



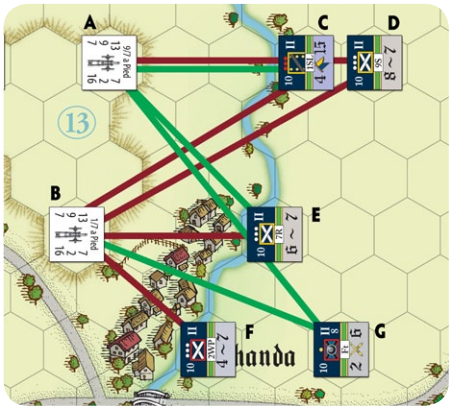
b) Units on elevated terrain can always see another unit on elevated terrain as long as the target unit is in the frontal arc of the viewing unit and there is no other intervening blocking terrain.



c) If an LOS crosses an up-slope and then further along a down-slope hexside, the LOS is blocked (higher elevation terrain is between units) if both the spotter and target unit are on lower terrain.



d) A unit that is attempting LOS from the top of the slope (higher elevation) to a unit on lower elevation has its LOS blocked if a non-elevation blocking terrain hex has at least one hex between the target unit and the higher elevation unit. If the higher unit can see the lower unit, the lower unit can see the higher unit.



Example *A has LOS to C, E, and G. It has no LOS to D (unit blocking). B has LOS to G. It has no LOS to C (blocking hill), D (blocking unit), E, and F (blocking town). The same situation would exist if the town was woods. B has LOS to G.*

8.0 SEQUENCE OF PLAY
(Le Chronologie de Bataille)

The Sequence of Play is the structure of a game turn. Although the game play is not simultaneous, this sequence will still capture the color and intensity of the era of Napoleon, and the ebb and flow of the events on the battlefield.

Although the following sequence may seem rigid, it is important to note that in every part of the sequence there will be noteworthy events that may result in dynamic changes to the action portrayed. Thus in a manner the Defensive Fire of a unit may dramatically affect the momentum of a charge by cavalry and force a major shift in tactics or strategy. Understanding the Sequence of Play involves knowing when to make plans and when to change them.

A. FRENCH SEGMENT

Command Phase

Cavalry Charge Phase

Movement Phase

Coalition Defensive Fire Phase

Offensive Fire Phase

Melee Assault Phase

Recovery Phase

B. COALITION SEGMENT

Command Phase

Cavalry Charge Phase

Movement Phase

French Defensive Fire Phase

Offensive Fire Phase

Melee Assault Phase

Recovery Phase

After the Coalition's Recovery Phase is concluded, the time record marker(s) is advanced, and the players start the next turn's Sequence. The Sequence of Play will continue until the last game turn or a victor is proclaimed (Automatic Victory achieved).

9.0 COMMAND PHASE

During this Phase of both players' segments, they will determine their Errors in Judgment duration time (Section 9.1) and identify and prepare their current turn's reinforcements to be available to enter the map. If it is the top of the hour, both players will check their individual Command Morale Levels (Section 9.2).

9.1 Errors in Judgment

It is a difficult task to reflect the errors in judgment, which surface during a major battle, in a game format. This is part of the drama of war that goes on, and has been reported through the ages by historians of every society. Most of the blunders, or more politely, the errors in judgment, that fill the annals of war, happen because of too little or too much time being spent on a critical decision.

9.1.1 So that the players feel this drama, the friendly Movement Phase for each side is limited to the following timed periods:

French: 5 minutes per turn until 2:00pm of first day. Then 8 minutes per turn for the rest of the game.

Coalition: 8 Minutes per turn until 6:00pm on day 1. 10 minutes per turn from 6:20pm until the end of the game.

9.1.2 All movement for all units for a side must be completed during the time period assigned.

9.1.3 Once the time has run out, the player may no longer move any of his units and play proceeds to the Defensive Fire Phase.

9.2 Command Morale Levels

Morale on the grand scale played a very important part in the manner in which an army reacted to the enemy in the ongoing battle. The game utilizes the basic organization of the infantry battalion or regiment to reflect this for each command (cavalry is not included).

9.2.1 The higher level commands that reflect this in this game are the following:

French have one command (I Corps).

Coalition All Prussian forces are considered one command. All Austrians are considered one command The Russians have 3 commands (II, III, and V Corps).

9.2.2 Only the infantry battalions of French or Austrians are taken into account for this level determination. The Prussians and Russians use their Regiments and any battalions.

9.2.3 Each Command can be in one of four levels of command morale, Levels 0 to 3.

9.2.4 Each side has a track (printed on their OOB Display) and marker to record the formations' morale levels. Near this track is the Corps roman numerals and 4 numbers that represent the total number of eligible units and then the minimum losses/routed units for levels 1, 2, or 3.

Example *"V Corps (16): 4/7/10" means Fifth Corps with 16 eligible units is at level 1 if it has 4-6 eligible units lost routed, level 2 if it has 7-9 eligible units lost routed, and level 3 if it has 10+ eligible units lost routed.*

9.2.5 All morale level markers are held on the 0 circle of their OOB track at the start of the game.

9.2.6 This Morale Level Determination is only performed during the Command Phase of the "top of the hour" (i.e. 10:00, 11:00, 12:00, etc.). The level determined is then in effect for the balance of that hour (even if the conditions change during the hour).

9.2.7 Method to Determine a Command's Morale Level

a) The player tallies up the number of his eligible combat units that are ineffective for each of his commands as noted above. A combat unit is considered ineffective when it has either been eliminated from play (any reason) or is in a state of rout.

b) Adjust the command marker on the Command's circle on the Command Morale Level Track (player's OOB) to reflect the number whose value is less than the number of ineffective units. The number in that circle indicates which Morale Level the Command is at for the following hour.

c) On Morale Table 1 (PAC3) it shows the DRM that applies to all Morale Checks (Section 4.2) by any unit belonging to that Command for the next hour.

Example *If the French I Corps has 10 battalions eliminated or in rout at the 2:00 pm Command Phase, it is at Command Morale Level 1. Every morale check that will be made by any unit of that Corps is modified by a -3 DRM during the three turns that constitute the period in the game between 2:00 pm and 3:00 pm. It is understood that a battalion which is in a routed state at 2:00 pm may recover at 2:20, but that fact will not alter the Command Morale level that is determined and in play for the entire hour.*

Game Play Note *It is strongly suggested that you maintain fresh reserves (divisions or brigades) as this rule may impact a portion of your army but not all of it at the same time. A fresh division or brigade at an important time in the battle can be very effective when engaging an enemy command that is at a higher Command Morale Level.*

10.0 CAVALRY CHARGE
(Charge á Cheval)

The penultimate use of cavalry in the Age of Napoleon was the cavalry charge. This could represent spectacular brilliance or tremendous folly. It often determined victory or defeat. The effects of hundreds of oncoming horsemen upon a unit's morale were extreme. Only the best drilled, with the most warning, or the greatest élan, could overcome the initial impulse to flee. Although cavalry troopers would not break into a gallop until well within a two hex range, once a unit of cavalry took its first steps in a charge, an eerie stillness would come over the field. A great portion of the charge movement was spent building momentum and keeping order. After the charge finally did go in, the momentum that carried the cavalry in took it well beyond its own lines, where rout was often its only means of rescue.

Design Note *Remember that the time represented by the Cavalry Charge Segment is relative to the differences between soldiers slogging about on foot and those mounted on horseback. Keep this in mind while reading the following rules.*

Game Play Note *Keep in mind that cavalry can regular move and still melee an adjacent unit (but not a Square) if desired.*

10.1 Charge Restrictions

10.1.1 A cavalry unit may either charge during its Charge Phase or your opponent's Movement Phase.

10.1.2 Only the active player's Good Order and Fresh cavalry units may perform a charge.

10.1.3 The non-active player's non-routed and Fresh or Fatigued cavalry units may Opportunity Charge (Section 10.4) or Reaction Charge (Section 10.3) an enemy unit.

10.1.4 Cavalry may charge as individual regiments, or as a stack of regiments which are in the same hex.

10.1.5 In order for a stack of cavalry regiments to charge, a leader of the same nationality of all the units who also has a cavalry bonus (lower left modifier on Specific Side) must be stacked with them at the start of their charge.

10.1.6 All cavalry regiments and the leader that charge as a stack must remain together throughout the charge move unless separated by lack of MPs (those units are left behind in the hex where they no longer have enough MA remaining to enter the next hex being moved into by the charge move).

10.1.7 Each time a charging cavalry unit moves forward a hex, it must move into the frontal hex directly ahead.

a) Once a unit in a single hex has entered that hex, the owning player may turn the unit's facing a maximum of 60 degrees (one hexside or one vertex). This turn costs no MPs.

b) A unit in extended Line formation turns by pivoting on one of its hexes while the other hex moves forward, the unit paying the MP cost to enter that hex.

10.1.8 An active player's cavalry unit may only change its formation once during its charge movement. This must be done in the first hex it moves into of its entire charge movement. This formation change costs twice the normal formation change cost (6 MPs).

10.1.9 A cavalry unit may only charge move into clear terrain hexes and may only cross stream or slope hexsides (paying the appropriate added crossing MP cost). Target of the charge must be in clear terrain.

10.1.10 Charging cavalry may pass through units in Square.

a) The cavalry unit will suffer Opportunity Fire by an enemy Square for each adjacent hex and the Square's hex the unit moves into.

b) The Cavalry unit may not end its movement in the same hex as a Square, unless they have declared the enemy Square's hex as their target of the charge, and they will thus attempt to melee assault the Square.

c) The Cavalry unit/stack that will melee the square is moved onto the top of the Square's stack and its charge movement is ended.

10.2 The Charge Process

At the beginning of the Cavalry Charge Phase, the active player designates all cavalry units that will charge this phase. All charges must be declared and identified before any resolution can start.

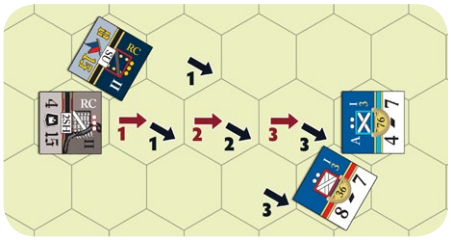
10.2.1 Each individual charge is resolved separately.

10.2.2 Select a cavalry unit or stack (with leader) and advance the charging unit/stack one hex at a time, paying attention to facing, formation, and paying normal terrain movement costs to enter hexes, until it either ends the charge adjacent to an enemy unit, in an enemy Square hex, successfully recalled, or has expended its entire MA.

10.2.3 Whenever a charging cavalry unit/stack is two hexes or less away from any in-LOS enemy occupied hex, the charging player must declare if that hex is the target of the charge (this may be done further away if desired).

10.2.4 If the enemy unit/stack is not the target of the cavalry's charge, the charging unit/stack may continue its movement but it may not choose that hex as its target for the remainder of this Charge Phase.

10.2.5 Charge Bonus Charging cavalry may receive a beneficial two times multiplier to their MeV (**Note** It does not double the Lance Bonus). To receive this bonus, the charging cavalry must move in a straight line, while facing directly towards the target hex for the last three hexes it charge moves and that brings it adjacent to the target hex or into a Square's hex. If the last three hex straight line is not maintained, it still may melee the enemy unit(s) in the hex, but without this MeV benefit.



This diagram shows the 3 hex straight movement to get the bonus (units in line formation jog a bit left or right to get the straight movement)

10.2.6 Infantry Options Infantry not already in square has two options in the face of a cavalry charge as detailed in the next two cases. What is important to remember is that an infantry unit or stack with infantry in it gets to react only once during the entire opponent's Charge Phase, so if it has already reacted to an earlier charging cavalry's action and this is a new cavalry unit's charge, it will not be able to react. Infantry in square automatically stand to meet the charge.

10.2.7 Attempt to stand in its current formation

a) The cavalry unit/stack completes its charge move, and ends its charge move adjacent to the infantry.

b) Make one 2d6 roll for a morale check (Section 4.2) that is used to compare to all the units in the hex. Modify the roll result from those applicable (see PAC3) for each unit individually.

c) If the infantry succeeds in this check, the cavalry charge ends here. Place an unused marker straddling the two hexes (see diagram above). Infantry in this case are considered to have passed their pre-melee morale check and activities for these units stop until the Defensive Fire Phase.

d) If a Good Order infantry unit fails to pass its morale check, it disorders and it remains

in the hex (this is an exception to the normal disorder rule, Case 4.3.5). Place the Disorder marker on the infantry unit and then place a marker (as described above) straddling the two hexes. Actions for these units stop until the upcoming Defensive Fire Phase.

e) In both cases above, melee combat must be fought if any charging units and any defending units are still adjacent to each other in the upcoming Melee Phase.

f) If the unit is already disordered or routed, and fails the check, it routs. Perform the actions as detailed in Case 10.2.8j.

g) When a defending unit marked with a charge marker subsequently fails a morale check (usually due to offensive fire), the defending unit assumes the next worst morale state and remains in place.

10.2.8 Attempt to form Square

a) Only Good Order infantry in Column or Line formation may attempt to form a Square (disordered or routed infantry units in the hex may not make this attempt).

b) At any point that a charging enemy cavalry unit is 4 MPs or less away of the cavalry's movement costs and in LOS of a hex with friendly infantry in it, the owning player may attempt to have those units attempt to form Square.

c) This attempt may only be performed once for the entire Charge Phase.

d) The non-active player interrupts the charging unit's movement and declares this intent and for which hex.

e) If there is more than one infantry unit in the hex, it is the unit on the top of the stack that is used to determine if the stack forms Square or not. (***Game Play Note*** *Stacking order in the hex is important.*)

f) The owning player makes a 2d6 roll.

g) Consult the Square Realization Table (see PAC1). Use the nationality columns that the unit belongs to. Modify the roll's result by any and all modifiers that are listed at the bottom of the testing unit's Table. Locate the row for the MP distance that the charging enemy cavalry unit is away from the testing unit. Find the smaller column (within the nationality column) to the right in which the modified roll's result falls into on that row. Look up to the header of that smaller column and that will provide the test's result (Square Formed, Disordered, or Rout). The result applies to all units in the hex.

h) If the result is "Square," it means the Square is formed. If artillery is in the hex with the infantry, it always obtains the same result as the infantry. Place a Square marker on top of the units in the hex; the enemy player may then continue to move his charging cavalry.

i) If the result is "Disorder," perform the actions as detailed in Case 4.3.5 for all units in the hex. Once that is done, the charging enemy cavalry continues its charge movement. Any artillery in the hex is eliminated.

j) If the result is "Rout" (this varies from the normal rout actions) the following actions are performed:

i) The infantry unit is marked routed. Any artillery in the hex is eliminated.

ii) The charging cavalry must roll to recall (Case 10.2.9)

iii) If the recall is unsuccessful (Fail) or if the hex was already declared the target of the charge, the target player rolls 1d6. This roll's result is the number of hexes that the routed units must rout move away from the cavalry (this is an exception to a normal rout move distance) and also the number of Increments the routed unit or stack must lose (distribute Increments equally if there is more than one unit). Excess losses are distributed to units from the top of the stack to the bottom. The charging cavalry unit must continue its charge move directly towards the routed unit/stack (pursuit).

iv) If the charging cavalry comes adjacent to another enemy unit, it can switch its target of charge to this new unit. The new unit may not attempt to form Square but must instead make an Attempt to Stand check (Case 10.2.7).

v) If the charging cavalry comes adjacent to the routed original target unit/stack, the Charge Phase is over for these units. Mark them as detailed in Case 10.2.7c. ***Example*** *A roll of "2" means the infantry must move back two hexes and also loses two Increments. If the cavalry has MPs remaining at this time, then the charging cavalry must follow and attempt to come adjacent to the routing infantry.*

vi) If the recall was successful, and the routing unit/stack is not the target of the charge, they perform rout movement normally (Case 4.3.6).

10.2.9 Cavalry Recall A player may attempt to halt his charging unit's charge once during its charge movement by rolling for recall.

a) A voluntary recall attempt may only be made after the unit has moved into its second hex of its charge movement.

b) A recall attempt may be mandated by the results of a Square attempt by the opponent; follow Case 10.2.8 to resolve this.

c) To perform a recall, the owning player makes a 1D6 roll and checks the result on the Recall Chart (see PAC1).

d) A friendly leader that has a positive Cavalry Bonus value provides a +1 DRM to this roll.

e) If the roll's result is within the range listed, the cavalry unit has successfully recalled, and the owning player may choose to continue its charge or stop the charge there.

f) If the result is Fail for a voluntary recall attempt, the cavalry unit must finish its charge move with the restriction that it must attempt to contact the closest enemy combat unit if possible at that point in its charge movement.

10.2.10 Cavalry that expends its full movement allowance during a charge and fails to contact an enemy unit is immediately marked routed in that final hex. It stands in place (this is an exception to the Rout rule Case 4.3.6).

10.2.11 Cavalry may charge other cavalry and there is no "To Stand" morale check required.

10.2.12 The charging cavalry will have its MeV doubled if it has charged in a straight line for the last three hexes and if the defender does not Reaction Charge.

10.3 Reaction Charge

10.3.1 All the non-active player's Good Order and non-Exhausted cavalry have an extended ZOI during the opponent player's Cavalry Charge Phase against the opponent's moving cavalry. This zone is called the Reaction Charge Zone.

10.3.2 Light cavalry has a reaction zone of four hexes passing out of the unit's front hex sides.

10.3.3 Heavy cavalry has a reaction zone of three hexes, passing out of the unit's front hex sides.

Game Play Note *During the enemy's regular movement (Section 11.0), his cavalry must end its movement if it enters a 2-hex ZOI from the front of a friendly cavalry unit (Case 6.11.5).*

10.3.4 Only one reaction charge attempt (successful or not) is permitted per cavalry unit during the enemy's Charge Phase.

10.3.5 A Reaction Charge is only permitted into the reaction zone if the opponent's unit is in LOS (Module 7.0) of the non-active cavalry unit's starting hex (this zone does not increase as the reacting unit Reaction Charge moves forward).

10.3.6 Whenever an opponent's cavalry stack/unit moves into this reaction zone, the owning player must announce if his cavalry unit is attempting to Reaction Charge and his opponent suspends his cavalry stack's/unit's movement.

10.3.7 Next, each cavalry unit that the owning player wishes to Reaction Charge with must make a Morale Check (Section 4.2).

a) If it passes this check, the reacting cavalry unit moves one hex forward into one of its frontal hexes.

b) If it fails this check, the attempting unit just remains in place (no adverse effects).

10.3.8 Reacting cavalry may only move a maximum of 4 hexes if light cavalry and 3 hexes if heavy cavalry (which is the same distance and area as their Reaction Charge ZOI)

10.3.9 A Reacting Charge unit may not change its formation (Case 10.1.8) but facing changes (Case 10.1.7a) are normal when reacting.

10.3.10 After the Reaction Charge unit has moved forward one hex, the players begin alternating one hex moves of their units (active player's unit expending MPs) with the active player going first.

10.3.11 This alternating process continues until either the units are adjacent to each other (at which point all movement ends for those units) or the phasing player evades the reacting cavalry (the Reacting cavalry reaches the end of its maximum move distance without coming adjacent and must end its movement there). If the active Cavalry stack/unit still have unused MA, they may carry on moving.

Game Play Note Please *use common sense in this sequence*.

10.3.12 If ending adjacent to each other, mark the units as detailed in Case 10.2.7c (Melee combat between the two units is mandatory with the active player remaining the attacker for this melee).

10.3.13 The Reaction Charging unit's Effectiveness level (Module 5.0) does not worsen if no melee is fought.

10.4 Opportunity Charge

10.4.1 An opportunity charge may occur whenever a moving enemy unit (not a leader alone) enters a hex within 2 hexes and LOS of a friendly cavalry unit during the enemy player's Movement Phase.

10.4.2 Only Good Order and non-Exhausted cavalry units may attempt to Opportunity Charge.

10.4.3 Procedure When a player decides to make an Opportunity Charge, perform the following steps in order:

a) Make a morale check (Section 4.2) for each unit that wishes to Opportunity Charge.

b) Units which fail to pass this morale check merely stay where they are (no adverse effects) and they may try again when the next opportunity arises.

c) If this morale check is successful, the player moves the cavalry unit one hex forward to bring it adjacent to the moving enemy units. The moving enemy units must Attempt to Stand (Case 10.2.7), or if skirmishing, they may withdraw if able to (Case 6.7.12). If the skirmishing unit withdraws, the Opportunity Charging cavalry unit ends its movement where it is.

10.4.4 Infantry and artillery may not attempt to form Square when contacted by an Opportunity Charge. Artillery may not unlimber.

10.4.5 The active player always remains as the attacker for melee combat later.

10.4.6 An opportunity charge will not worsen the cavalry unit's Readiness Level unless melee occurs.

10.5 Cavalry Charges and Artillery

There are two states for artillery versus charging cavalry to consider.

10.5.1 Artillery is alone in a hex

a) Limbered Artillery If the charging cavalry declares a limbered artillery unit as the target or moves adjacent to it, the unit automatically routs (place a rout marker on it) and it rout moves away (Case 4.3.6d). If the Charging Cavalry can actually come in contact with the routed artillery, the artillery is eliminated.

b) Unlimbered Artillery If declared the target of the charge and alone in a hex, perform a Being Charged morale check (Section 4.2) and if it passes, move the charging cavalry adjacent to the guns and mark the charge (Case 10.2.7c). This concludes the Charge Phase for both units. If the unit fails the morale check, it is eliminated and the charging cavalry may carry on its move if it has remaining MA.

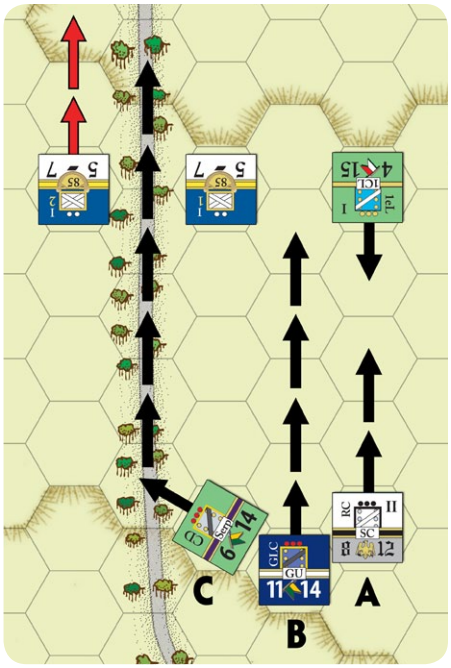
10.5.2 When the artillery is in a hex with infantry

a) Limbered Artillery The unit accepts the result of the infantry action, be it stand in place, attempt to form Square, etc. If the infantry disorders the limbered guns disorder with them; if they rout, the guns also rout, and so on. They do not unlimber if Square is formed.

b) Unlimbered Artillery The unit becomes part of the Square if the infantry forms one (Case 10.2.8) or it is eliminated with any other Square attempt result. If the infantry Attempted to Stand, the unit must make a Being Charged morale check (Section 4.2) when the hex is designated the target of the charge. If the unit succeeds in passing the morale check, it stands in the hex (regardless of the fate of the infantry). Mark the units as detailed in Case 10.2.7c when the enemy cavalry is adjacent. This concludes the actions for the artillery unit and enemy cavalry for the Charge Phase.

10.5.3 If at any time during the enemy charge sequence, an unlimbered artillery unit disorders or routs, it is eliminated.

10.5.4 Artillery with infantry always suffers the same fate as the infantry when a melee result is rendered.



Charge Example *It is the Coalition Charge Phase of the 1:00 turn. The Coalition player wants to charge the French units with all three of his cavalry units as shown in the diagram above.*

1) *He decides to start with his cuirassier unit (A). He declares the charge. The unit moves forward towards the French Lancer unit to his front and declares it the target of its charge. The Coalition unit is 2 hexes away (Light Cavalry Reaction Charge ZOI) so the French player declares a Reaction Charge and the Coalition player suspends his charge move. The French player performs a morale check for the Lancer unit, which it passes, and he moves his unit one hex forward. Now the players begin to alternate movement. The Coalition player moves his unit forward one hex which brings the two opposing cavalry units adjacent to each other, which ends the charge movement for both units. The Coalition player places a charge marker (with the arrows facing the Lancer unit to indicate that the Coalition are the attackers) across the two units to indicate that this will be a mandatory charge melee assault when the Melee Phase arrives.*

2) *Next, the Coalition player decides to charge with the lancer unit (B). He moves the unit forward one hex (1 MP cost) and changes from Column to Line formation (6 MP cost and a reduction of 2 MPs as per Case 11.1.4, which leaves the unit with 6 MPs remaining) to get the lance bonus if it melees. He is now 3 MPs away from the center French infantry unit. The French player announces that the unit will attempt to form Square and rolls on the Square Realization Table. The roll is 52, which indicates on the French Line row die roll range that a square is formed. The French player places a Square marker on his unit. The French right infantry unit is 4 MPs away from the Lancer unit and also rolls to form square. He rolls a 64, which disorders the infantry unit. The French player marks the unit with a Disorder marker and retreats (red arrow on diagram towards Kulm) 3 MPs. The Coalition player decides that the lancers will target the French unit in Square formation since he will have moved*

3 hexes straight forward and thus his MeV will be doubled (mitigating some of the reduction for melee assaulting a Square). He continues to move his unit forward until adjacent to the French Square. Since he must move onto the infantry unit in Square to melee it, the French player gets to Opportunity Fire at the unit. He rolls 1 hit on the Cavalry unit and the Coalition player places a 1 Increment loss marker under his lancer unit. This triggers a morale check, which the lancer unit passes, so the Coalition player moves the lancer onto the French Square hex. This ends the Charge move for these two units. Because the lancer unit is on the Square unit, there is no need to mark the charge.

3) *Last up is the left Coalition lancer unit. The Coalition player charges the disordered French unit on the bottom of the hill slope. The Lancer unit moves forward and suffers no loses from the Opportunity Fire from the French square as it passes by. Finally, it moves adjacent to the disordered French unit and the two units are marked with an Charge marker pointing towards the infantry unit to denote the mandatory melee combat later.*

Game Play Note *Even though the lancer unit expends an MP while adjacent to the square in two hexes of the French unit, the French square can only Opportunity Fire once because of the Square rules. But this fire will benefit from the flank fire modifier against the lancer unit.*

11.0 MOVEMENT

11.1 Restrictions

11.1.1 During their Movement Phase, a unit or leader may move through a number of contiguous hexes up to a maximum total MP expenditure of its MA (possibly modified) shown on the General Side of its counter.

11.1.2 Each unit expends a number of MPs to enter a hex by cross-referencing the terrain being entered or crossed (second column) and the unit's type shown inside the leftmost column of the Movement Costs Table (see PAC1).

11.1.3 If the Movement Costs Table shows a particular hex or hexside terrain cost as "NA", the unit may never enter that hex or cross that hexside unless moving along a road.

11.1.4 Units in General Order, Column, single hex Line, or Skirmish formation can move into any adjacent hex they can enter.

11.1.5 A unit which begins its Movement Phase in Line formation during its Movement Phase must reduce its printed MA by two at the start of its move unless it performs a formation change as its first action of movement and thus has no reduction. A unit in 2-hex Line formation must also move in the manner detailed in Case 10.1.7.

11.1.6 The formation a unit is currently deployed in can affect its movement capability (Module 6.0).

11.1.7 Stacking restrictions (Section 3.1) also restrict how a unit may move.

11.1.8 Units that performed a Retreat before Melee in the previous opponent player's Phase and are so marked (Section 13.3) may not move during this phase. Remove these markers from units so marked when the friendly Movement Phase is done.

11.1.9 Prolong Unlimbered artillery starting in and moving into a clear terrain hex may move 1 hex by performing a "prolong" move.

11.2 Force March

11.2.1 During the friendly Movement Phase, a player may declare a division (French, Austrian and Russian) or brigade (Prussian) whose Command Morale Level is at zero, and all units that are part of it are in Good Order, to Force March.

11.2.2 Force march is conducted by complete divisions or brigades (Prussian), not by individual units or parts of larger formations.

11.2.3 Procedure

a) Select a division (or Prussian brigade).

b) Move all its units. Every unit that is not cavalry or horse artillery can move up to double its MA.

c) Upon completion of the movement of all the units of the formation, make a single 2d6 roll that is used as the die roll for all morale checks (Section 4.2) that each non-cavalry/horse artillery unit of the formation must now perform.

d) There is a -6 DRM for this check. Add the formation's leader's morale bonus.

e) Units that fail this morale check are marked disrupted (they do not conduct retreat as a result of disruption).

11.2.4 Units conducting a Force March must begin this march in Column (Section 6.3) or Road March (Section 6.10) formation.

11.2.5 A unit that is force marching may not enter an enemy normal ZOI (Section 6.11).

11.2.5 Units may not make a formation change while force marching.

11.2.7 A -12 DRM applies to its morale check if Opportunity Charged (Section 10.4) by the opponent's cavalry while force marching.

11.2.8 The unit may not perform Offensive Fire combat or make a melee assault during the turn they Force March.

11.2.9 For each successive turn after the first successful Force March an additional -6 morale check DRM applies (i.e., 2nd Turn: -12 DRM, 3rd Turn: -18 DRM).

12.0 FIRE COMBAT
(Combat á la Feu)

Though the climax of battle in the Age of Napoleon was often during melee assault, the effects of fire combat still went a long way in the final determination of the battle's outcome. Fire combat, from either musket or cannon, was often the preliminary action of the offensive assault, while defensive fire was used to blunt the attacking forces.

Since marksmanship was an art that was more decorative than functional (given the inaccuracy of the musket) fire can best be imagined as a shooting action against the opposing unit's area (a hex) rather than direct fire against the men of an opponent's unit.

12.1 Fire Combat Restrictions

12.1.1 An individual hex may be the designated a target only once during a particular Fire Phase.

12.1.2 Any combat unit with an FV may perform a fire attack during the Offensive Fire Phase as long as the target hex is in range and in LOS.

12.1.3 All infantry not in Skirmish formation have a range of one hex.

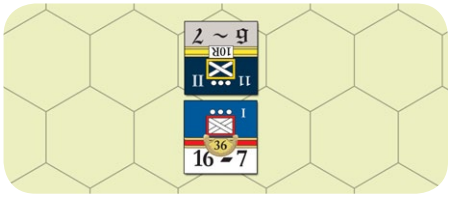
12.1.4 A modified dice roll that falls below 11 on the FCRT is considered to be a result of 11.

12.1.5 A modified dice roll that exceeds 66 on the FCRT is considered to be a result of 66.

12.1.6 Only the top unit in a stack may fire if the infantry in the hex are in Column formation.

12.1.7 A single hex unit may only apply its FV to one target hex.

12.1.8 Infantry units in Line or Skirmish formation may only have the number of Increments fire out of each hex as noted in the those Formation rules (Cases 6.4.10 and 6.7.8) multiplied by the multiplier found on the Formation Fire Effect Table (see PAC2).



Example 1 *The French 36e Ligne Regiment of 16 Increments is in Line formation and deployed in two hexes. The fire multiple on the Formation Fire Effects Table shows that French Line troops fire at X2. Because only four Increments may fire from a hex if the firing unit is in Line, this particular unit may use 8 Increments since it is deployed in two hexes. It therefore has a FV of 16 (8 X2 = 16) into the hex directly ahead that both hexes of the line are next to.*

Example 2 *The French 55e Ligne Regiment of 16 Increments is in line and deployed in two hexes (8 Increments per hex). The fire multiple on the Fire Effects chart shows that French Ligne units have a fire multiple of X2. Because only four Increments may fire from a hex if the unit is in Line, this particular unit may fire 4 Increments against the Prussian regiment to its right (4x2=8 FV) and fire 4 Increments at the Prussian unit to its left (4x2= 8 FV).*

12.2 Fire Defense Value (FDV)

12.2.1 The fire defense value of a hex is determined by the defending unit's current formation and the type of terrain in the hex.

12.2.2 The value is found on the Fire Defense Value Chart (see PAC2). Cross-reference the formation the units are in (across the top) with the terrain of the target hex (left column). The intersection of this column and row provides you with the FDV.

12.2.3 Use the Artillery column if only artillery units occupy the target hex. There are two values for each terrain type in this column. The value to the left is for limbered artillery; the value to the right is for unlimbered artillery.

12.2.4 If a hex has infantry and artillery stacked, the hex's FDV is 2 less than what is noted for infantry alone, unless the infantry formation is in Square.

12.3 Fire Combat Special Rules

12.3.1 Massed Target Add one to the die roll for each Increment over 9.

Example *A target hex with 15 Increments, regardless of terrain or the units' formation, would modify the die roll by a +6 DRM.*

12.3.2 Target in Line Formation

a) When a unit is in Line formation and has more than seven Increments present in the hex, it will have the fire defense of a Column if not being fired at in the flank.

b) When a fire attack is made through the flank hexside of a unit in Line formation, the target will have a fire defense of 5. To determine if this is the case, perform an LOS check (Module 7.0), and if the LOS line definitively passes through the hexside (up to and including its vertices, it is flank fire.

12.3.3 Target in Square Formation When a hex contains units that are in Square formation the fire defense of the hex is 4.

12.4 Artillery Fire Rules

12.4.1 If artillery elects to fire, the battery must fire at the closest target, regardless of there being a better shot at a more distant range.

12.4.2 When unlimbered artillery is in clear terrain, all Increments may fire up to the stacking limit of the hex.

12.4.3 In all other terrain types, regardless of the number of Increments, only the top artillery unit in the hex may fire when only artillery is in the hex. Slopes are considered clear terrain for this purpose only but they do affect LOS (Module 7.0).

12.4.4 One battery may fire with up to 4 Increments of infantry in Line formation if they are stacked in the same hex and fire at the same target.

12.4.5 If artillery is part of a Square:

a) It may fire in conjunction with up to 12 Increments of infantry.

b) It fires into adjacent hexes the same as infantry (Case 6.5.7) and its FV is 1/3rd of its FV into those hexes.

c) If firing at an enemy cavalry unit that is in the same hex as the Square, its FV is doubled and is considered canister fire (Case 12.4.10).

12.4.6 When artillery and infantry in Column formation are stacked together, only the top combat unit in the stack may fire.

12.4.7 Adjacent batteries may fire upon the same target hex, which is not adjacent to them, only if there is a leader with an artillery bonus modifier who is the same nationality as all artillery units in one of the two firing hexes.

12.4.8 Artillery in different hexes may, however, always combine their FVs if the target hex is adjacent to them all.

12.4.9 Artillery Ranges An artillery unit's base FV is dependent on the range to the target hex. An artillery unit can only fire as far away as its maximum range (upper right value). There are three ranges for artillery fire:

a) Short range is at 1-2 hexes (use top-left FV).

b) Medium range is from 3-5 hexes (use middle-left FV).

c) Long range is anything six or more hexes distant (use lower-left FV).

12.4.10 Canister Whenever an artillery unit fires at enemy units in a hex adjacent to it, shift the calculated odds column one to the right to reflect the use of canister. ***Example*** *A "5 to 1" becomes a "6 to 1".*

12.5 Fire Procedure

12.5.1 During a player's Fire Phase, he may perform fire attacks in any order he desires.

12.5.2 Identify the units that are firing and the target hex. Consult the Infantry Unit Fire Table (see PAC2) to determine each unit's FV. Cross-reference the unit type (across the top row) with the formation it is currently in.

a) An "NA" entry means not applicable.

b) A "Printed" entry means you use the printed FV on the Specific Side of the unit.

c) A "x #" entry means you multiply the number of Increments firing from the hex by that multiplier value and the result is the FV of that unit from that hex.

Examples *A French 3-Increment light (legere) battalion in Skirmish formation is firing at an adjacent enemy unit. The Table shows its FV modifier is "x3" so its FV is 3x3=9.*

A Prussian 2-Increment Reserve Fusilier Battalion in Skirmish formation would have an FV of 8 (4x2).

A Schutzen Battalion in Skirmish Formation would have an FV of 3 at a target 3 hexes away (3x2/2).

12.5.3 Modify each firing unit's FV by any multiplier modifier shown in the Special Fire Modifiers Table (see PAC2) and then total up the modified FVs of all units eligible and firing at the target hex.

12.5.4 Determine the FDV (Section 12.2) of the Target hex (make sure to take into account the number of Increments in the hex, the formation of units, and the terrain).

12.5.5 Make this an odds ratio of Total FV to FDV and reduce it to the single odds column shown on the FCRT (round any fractions down).

12.5.6 Then roll 2d6 and modify the roll by the Massed Target DRM if applicable (Case 12.3.1) and any Special Fire Modifiers listed on that table on PAC2.

12.5.7 Cross reference the odds column with the modified roll. The value in the box is the number of Increments the units in the target hex must lose.

a) If the box is empty (no value), the fire combat had no effect.

b) The owning player then allocates the losses as detailed in the Incremental Loss (Section 3.3) or Formations (Module 6.0) rules. Place the appropriate Incremental loss marker under the unit, or adjust one that may already be there.

12.5.8 The target units may need to check morale due to their total accumulated losses as noted in Section 4.1.

Example *Two French batteries are firing at a full strength 6 Increment Prussian infantry unit deployed in Line and in clear terrain. The batteries are four hexes distant from the infantry unit and therefore at medium range where they both have an FV of 9. Their combined FV equals 18. Consulting the Fire Defense Table on PAC2, it is determined that the fire defense of a Line formation with 7 or less Increments is 9 in clear terrain. This produces an 18: 9 ratio which is reduced to a 2:1 ratio on the FCRT. The dice are rolled and Vandamme's artillery DRM of +1 is added with a result of 44. By cross-indexing the dice roll of 44 with the odds column, 2:1, we see that "1" is the result. The unit in the defending hex is now reduced by one Increment and a 1 Increment marker is placed under it.*

12.6 Defensive Fire

12.6.1 Only the non-active player performs Defensive Fire during his opponent's Segment.

12.6.2 Any friendly combat unit with an FV that has an enemy player's unit adjacent to one of its frontal hexes may fire at that enemy unit in the Defensive Fire Phase.

12.6.3 Defensive Fire differs from offensive fire only in that it must be made against adjacent targets and, therefore, all units have a range of 1.

12.6.4 Units may only make one fire attack during their Defensive Fire Phase.

12.7 Opportunity Fire

12.7.1 Any time an enemy combat unit during its movement exits a friendly unit's frontal hex, or changes formation or facing in a friendly unit's frontal hex, the unit may perform Opportunity Fire against those enemy unit(s). (**Exceptions** Cases 6.4.8b, 6.4.9g, and 6.7.7). An enemy unit entering a friendly unit's frontal hex will not activate Opportunity Fire from that friendly unit.

12.7.2 A unit may Opportunity Fire as many times as enemy actions trigger this during the turn.

12.7.3 If Opportunity Fire is onto a unit that is changing formation, the target unit defends as if in the formation it began with.

Example *An artillery unit which unlimbers adjacent to the frontal hex of a unit is fired upon in its limbered state.*

12.7.4 Opportunity Fire may only be performed into frontal adjacent hexes.

12.7.5 Although units in Square formation do not have a ZOI, units moving out of one of its adjacent hexes, out of the Square's hex (charging cavalry), or using MPs while adjacent, are subject to Opportunity Fire.

13.0 MELEE ASSAULT COMBAT

Although there are times when fire combat can break an opponent, it is the melee assault that more often than not provided the dramatic denouement to the Napoleonic battle. The Melee Phase occurs once the active player has concluded his Offensive Fire Phase.

13.1 The Melee Assault Process

13.1.1 Melee assaults are resolved one at a time in the order that the active player choses.

13.1.2 A unit may only perform a melee assault into its frontal hexes.

13.1.3 Melee combat is never mandatory (**Exception** Cavalry Charge melees, Module 10.0).

Game Play Note *A player could perform a melee assault in one frontal hex, and decide not to do a melee assault in the adjacent hex*

13.1.4 Once the phasing player has performed all melees mandated and desired, the players proceed to the Recovery Phase.

13.2 Sequence of an Individual Melee Assault

13.2.1 Step 1 The phasing player declares the melee assault by indicating which units will assault and the targeted defending hex.

13.2.2 Step 2 The defender then retreats any units or leaders that are eligible to Retreat before Melee (Section 13.3) if such is his desire. The attacking player may then exercise his option to advance into a vacated hex (Case 13.3.6).

13.2.3 Step 3 If assaulting units are still adjacent to defending target units, the defender then makes a pre-melee morale check (Section 4.2). Units marked with a mandatory melee combat marker are not required to make a morale check.

a) **Pre-Melee Strength Morale DRM** Total the number of defending increments in the hex and compare this to the total of the number of assaulting increments. Reduce this to the closest (but not greater than) odds ratio (attacker:defender) in the left column of Table 2 in the Morale Modifier Tables (see PAC3). This will give both the attacker's and defender's DRMs in the columns to the right.

13.2.4 Step 4 If at least one defender's unit passes this morale check, the attacker must then make a pre-melee morale check (Section 4.2) for each of his assaulting units.

Game Play Note *Remember that cavalry, units defending in General Order, or infantry that have formed Square, do not make a pre-melee morale check.*

13.2.5 Step 5 If both an attacking unit and a defending unit are adjacent to each other after these morale checks, resolve the melee combat (Section 13.5).

13.3 Retreat before Melee

Certain units that have had a melee assault declared against them during the Melee Phase (not for a mandated melee due to a cavalry charge) may exercise the option to withdraw prior to the melee combat.

13.3.1 This retreat decision occurs before the pre-melee morale checks for the melee assault are made.

13.3.2 The following units can perform this action:

- A skirmishing unit when being assaulted by enemy skirmishers or infantry.
- Cavalry and limbered horse artillery that have a printed MA of at least two greater than any of the units attempting to melee assault them (**Exception** Case 5.1.3b).
- Cavalry before infantry regardless of it being Fatigued or Exhausted.
- Leaders may always retreat before melee if not a mandated melee.

13.3.3 A unit may not retreat before melee if it does not have a path of hexes to retreat move through that are free of enemy ZOI or not within two hexes of an enemy cavalry unit's hex that could Opportunity Charge (Section 10.4) them.

13.3.4 A unit exercising this option may retreat up to one-half of its MA (player's choice for how much), but it may not move any closer to the enemy.

13.3.5 If a unit retreats more than one hex, at the end of its retreat movement place an unused Increment loss marker (preferably one whose loss value is higher than the unit's printed Increments) on top of the unit to signify that the unit will not be able to move during its next Movement Phase. This marker is removed at the end of the next friendly Movement Phase. There are no other ill effects.

13.3.6 The attacker may advance his assaulting units into the hex the retreating units vacated if there are no units remaining in the hex, observing stacking limits and maintaining the unit's facing, and then if desired initiate another melee assault against another enemy unit that is now in its frontal hex, unless the new defending unit has already fought a melee combat. If still adjacent to the original target unit or units, the attacking unit must assault that unit/stack.

a) Any enemy units which are thus attacked may not perform any Defensive Fire (Section 12.6), nor may they change formation.

b) If they are a new unit, they may Retreat before Melee if eligible with the attacker being able to advance again.

13.3.7 Retreat before Melee does not trigger Opportunity Fire (Section 12.7) against either the retreating or advancing units.

13.4 Specific Conditions for Melee Combat

13.4.1 Attacking units may only assault the hex that they have fired upon in the just preceding Offensive Fire Phase (in other words, a unit may not fire upon one hex and then melee another hex).

13.4.2 Apply all rules for melee as noted for its type of formation (Module 6.0) it currently is deployed in.

13.4.3 Apply the unit's current state modifier (Section 4.1 and PAC2) to its MeV.

13.4.4 Units which assault through the flank hexside of the defender have their MeV doubled for purposes of melee combat odds calculation.

13.4.5 Units assaulting through the rear hexside of a defending unit have their melee strength increased by 50% (multiply existing strength by 1.5) for the melee combat.

13.4.6 When heavy cavalry engages light cavalry through its frontal hexes in either attack or defense, its MeV is doubled.

13.4.7 Cavalry that moved regularly may melee an adjacent enemy unit, except if it is in Square formation.

13.4.8 Lancers in Good Order and in Line formation have their lance bonus doubled and added to the unit's MeV for each hex that the unit can attack out of against the same defending hex. Defenders also suffer a -6 DRM to morale check when charged by Lancers.

13.4.9 If charged by Heavy Cavalry, a -3 DRM applies to the Morale check.

13.5 Melee Resolution

13.5.1 If both the attacker and defender still have involved units adjacent to each other for the declared melee assault then the melee odds are determined.

13.5.2 Total up all the attacking unit's MeVs. Apply all modifiers to each unit's MeV that are applicable to it (see Melee Modifiers Table on PAC2).

13.5.3 Total up all the defending unit's MeVs. Apply all modifiers to each unit's MeV that are applicable to it (see Melee Modifiers Table on PAC2).

13.5.4 Compare the attacker's tally to the defender's tally as an odds ratio, reducing them to a ratio that is shown across the top of the MCRT. If the odds ratio falls between two listed on the MCRT, then use the lower odds ratio column to resolve the combat. Apply any column shift if required. ***Examples*** *26 attacking to 9 defending would be resolved on the 2.5:1 odds column. 58 to 24 would be resolved on the 2:1 odds column.*

13.5.5 Make a 2d6 roll and modify the roll by any leader modifiers that apply (only one leader per side). Cross reference the roll with the odds column and apply the result (melee results are detailed on PAC2).

13.5.6 Odds of less than 1:2 are resolved on the 1:2 column. Odds of greater the 5:1 are resolved on the 5:1 column.

13.6 Special Melee Outcomes

13.6.1 If a Square receives a DD result in melee, the Square first performs a morale check (Section 4.2). If this morale check is failed, the units of the Square disorder, losing 2 Increments for the first hex they exit, and a single Increment for any other hex exited that has one or more enemy ZOI upon it.

13.6.2 Cavalry that melees and then rolls a no effect (blank) on the MCRT is said to have achieved a "bounce." The attacking cavalry units must immediately retreat 3 hexes (using retreat move guidelines from Section 4.4) and check their morale (Section 4.2). There is no ZOI Increment loss, Opportunity Fire (Section 12.7), or Opportunity Charge (Section 10.4) from this retreat move.

13.6.3 A morale check from melee combat is only required if the sides' result has an asterisk with it.

13.7 Advance after Melee Combat

13.7.1 When the defender's hex is vacated due to Retreat before Melee, failed pre-melee morale check, or as a result of melee combat, all assaulting units may enter the vacated hex up to stacking limits if desired by the attacking player.

13.7.2 When units advance into a vacated hex, they must adopt a unified facing and formation.

Note: See the Melee Examples on the back page of this rulebook.

14.0 LEADER CASUALTIES

A leader may be affected by the outcome of a fire or melee combat result.

14.1 When to Perform

14.1.1 If any fire attack's natural die roll result is a "65" or "66", one leader in the target hex must immediately have a Leader Casualty roll performed for him (this is noted on the FCRT).

14.1.2 If a melee attack's natural die roll result is an "11" or "12", the attacking leader that is participating in the attack must roll a Leader Casualty Check.

14.1.3 If a melee attack's natural die roll result is a "64", "65" or "66", one defending leader in the defender's hex must have a Leader Casualty Check rolled for. **Note "**Natural" means the unmodified roll.

14.1.4 In the event there is more than one leader in the defender's hex that must be rolled for, randomly pick one of the leaders to take the result with the following condition:

The defending leader who participated (provided his modifier) in the melee combat will take the casualty 50% of the time. Roll 1d6, if the result is a 1-3 he is rolled for, otherwise randomly pick one leader and that leader is rolled for.

14.2 Procedure

14.2.1 To perform a Leader Casualty Check, make a 1d6 roll for the affected leader and consult the Leader Casualty Table (see PAC2) for the result.

14.2.2 If the leader is killed or wounded, the units in the hex containing the leader must make morale checks (Case 4.2) immediately, subtracting the eliminated leader's morale bonus from their dice roll.

14.2.3 Should a hex containing a leader become empty due to all units therein being eliminated, the leader is moved to the closest hex to the eliminated group that is not in an enemy ZOI unless:

- The stack is completely surrounded by enemy unit counters.
- The friendly units all surrendered (melee result or unable to rout move).

In both of these cases the leader is captured and removed from play.

14.2.4 A leader not stacked with a friendly unit is captured as soon as an enemy cavalry unit enters the hex during the Charge or Movement Phases.

15.0 RECOVERY PHASE

15.1 Order of Actions

15.1.1 First, both players will simultaneously perform Readiness recovery for their eligible cavalry units (Section 5.3).

15.1.2 Second, remove all markers that were used to indicate a charge in which melee was resolved.

15.1.3 Finally the player whose segment it is will make Rally attempt morale checks (Section 4.5) for all his disordered and routed units on the map in any order he chooses. (***Game Play Note*** *Keep track of the units for which a rally attempt is made so that you don't roll for a unit twice*).

15.1.4 Once the Coalition player has concluded all his rally attempts, move the turn markers to the next turn and begin the next turn.

16.0 KULM SPECIAL RULES

16.1 General Rules

16.1.1 There are no special structures or leaders in the game

16.1.2 Steep slope hexes may not be entered.

16.1.3 Day 1 Ground Effects due to the wet ground conditions:

a) Cavalry do not get the +5 MP when charging.

b) Melee Effects: If all of the attacking units are assaulting (Module 13.0) upslope or across a stream, an additional -2 DRM applies to the melee.

Gameplay Note: *Both these conditions cease to be in effect on the second day.*

16.1.4 Night During the night between the two days, the following actions must occur:

a) Except if in a town/village or within 2 hexes of one, the French forces must be moved away from Russian troops so that there are at least 6 hexes separating between them. Once the French has concluded this movement, the Russian player must move his forces if not in a town/village or within 2 hexes of one so that they are 6 hexes away from the French. If after these moves, there are French and Russian units are still adjacent to each other, each player rolls 1D6 for these units. The lower roll must move their units towards their friendly board edge so they are 3 hexes distant from the opponent's units.

b) Each side now has a Forward Edge of Battle Area (FEBA) where their units are furthest east (Russian) or west (French). Then starting with the French and alternating with the Russian they pick and can move (or not move) all units of a Division anywhere onto or behind (east, but not closer than 8 hexes to the eastern board edge for the French; west for the Russians) their FEBA. If there are empty hexes between units, draw an imaginary line through those hexes from friendly unit to friendly unit and those hexes are part of the FEBA. When placing the units of a Division, you must maintain the distances away from the enemy as noted in "a" above. If a Division moves, all units of the division must be placed so they are adjacent to another unit of the same Division. The units may form any eligible formation.

c) Both players roll 1d6 and divide the result by two (rounding up). Add 2 to the Russian player's result, and that is the number of infantry increments they receive to allocate to units reduced (with increment losses) on the map. No more than 1 increment

can be allocated to a unit. Next each player rolls 1d6. The French player divides his by two (rounding up) and that is the number of cavalry increments that are available to allocate to their reduced cavalry units, but no more than 1 increment per unit. (This represents healed wounded and stragglers returning to their units.

d) Any Formation or status markers are removed from the counters.

e) Determine Command Morale for all Corps to start day 2.

16.1.5 Operation "Thunderclap" On day 2, Vandamme realized his force was in severe danger of complete annihilation due to being surrounded and commanded his forces to begin operations to retreat to the east. Starting at 12 noon of the 2nd day, the French player may start to exit his troops from the east board edge within 9 hexes north of the entry road "**C**".

a) For calculating exited increments for this victory condition, each single infantry increment is worth 1 Withdrawal Point (WP). Each single cavalry and artillery increment is worth ½ WP. Each Leader is worth the total of their modifiers in WPs.

b) Général de Division Vandamme did not wish to leave the battlefield for his honor's sake while some of his forces were still there, so he is not allowed to exit the game map voluntarily unless all the French units have exited or are about to exit the map.

Gameplay Note: *Since the day 2 victory conditions depend on the French exiting forces to the east, the French player should take this into account for his gameplay.*

16.1.6 Honors of War Starting at the 2:00 PM turn of Day 2 until the end of the Game, the Coalition player may offer the French player the "Honors of War." If the French player accepts, the game ends immediately and victory is determined. If the French player declines, continue to the next turn. The Day 2 Scenario (Section 17.2) or the Campaign Game (Section 17.3) ends after the conclusion of the 3:40 PM turn of the second day.

16.2 Coalition

16.2.1 Russian guard units alway round fractions up.

16.2.2 Russian and Prussian regiments are considered 1 battalion for all purposes and can stack 2 per hex (requiring a leader to do so)

16.2.3 All Russian cavalry (not horse artillery) and infantry units with "Guard" in their name get a favorable shift of 1 column when fighting in melee. Russian infantry units with "Guard" in their name use the Guard column on the Infantry Unit Fire table (see PAC2).

16.2.4 Coalition Coordination

a) Stacking: Austrian, Prussian, and Russian units may not stack. If such a stack is created due to Involuntary Movement, a morale test must be performed for each unit involved. (If different nations' troops are still stacked, move one nation's troops into an adjacent hex not closer to the enemy.)

b) Coalition Artillery: Austrian, Prussian, and Russian artillery units may combine to fire at the same target hex only if they are all adjacent to the same target hex. Austrian brigade batteries may only stack with Austrian infantry.

16.2.5 Prussian Landwehr It costs Prussian Landwehr 5 MP to form into Line formation.

16.2.6 Austrian Tactical Formations In accordance with the Austrian Army Campaign Instruction book of 1794, the doctrine is for Austrian and Hungarian infantry to attack and defend while in Line formation with the exception of Case 16.2.7.

16.2.7 Austrian Battalion Masse Austrian infantry regiments and battalions, if not in Line, General Order, or Road Column, will be in Battalion Masse formation. Use an informational counter to designate when the unit is in Battalion Masse. The unit in Battalion Masse has the following characteristics:

a) Stacking: This formation may only be formed in clear terrain. A battalion in Battalion Masse may stack with another Austrian battalion unit in Battalion Masse if a leader is present in the hex. For artillery to stack with a Battalion Masse a leader must be present in the hex

b) Facing: Units in Battalion Masse face a hex vertex and have the facing of a unit in Line. A unit in Battalion Masse has a Zone of Influence in all of its adjacent hexes.

c) Movement: Units in Battalion Masse move like a Column, assault like a Column, and fire like a Column, except when facing an enemy cavalry charge. Then they perform like a Square. A Battalion Masse may not be ridden over by charging enemy cavalry like a Square can be, nor may formed friendly units move through a hex containing a Battalion Masse without violating stacking.

d) Fire Combat: Units in Battalion Masse use their printed Fire values for Fire Attacks and have the Fire Defense of units in Column.

e) Square: Austrian units may not form Square.

f) Being Charged: When enemy cavalry charges units in Battalion Masse, the infantry must Roll to Stand with a +3 modifier. Cavalry that is charging a unit in Battalion Masse multiply their Mêlée Value by ½. The cavalry unit's MeV is not doubled for charging in a straight line for the last three hexes when attacking units in Battalion Masse formation. If it fails this check it disorders.

g) If an Austrian battalion is in a two-hex line formation and is the target or potential target of an enemy cavalry charge, they do not roll on the Square Realization Chart. Instead, they may roll to close up into Battalion Masse (otherwise they will roll to stand in Line). Make a morale check. Since no MPs are expended for this, it does not trigger Opportunity Fire or Opportunity Charges from enemy units. Passing the check, the unit forms Battalion Masse (shrinks into one hex) in either of the two hexes it is currently deployed in (owning player's discretion). If it fails, the unit disorders but does not retreat.

16.2.8 General Tolstoy (with the asterisk in the upper left) begins Day 1 in command of the Russian forces. If General Tolstoy is Seriously Wounded or Killed, General Yermolov is placed with any unit of the V Corps the following turn. If only playing Scenario 17.2, General Yermolov is in command of the Russian forces.

Game Play Note: Keep General Yermolov's counter on the Russian OOB until needed.

16.3 Reinforcements

16.3.1 Reinforcements are moved onto the map during the owning player's Movement Phase.

16.3.2 If the entry hex is occupied by an enemy unit or an enemy ZOI, then the reinforcement may enter within 5 hexes either side of the entry point. If the extended 5-hex zone is also either occupied or in a ZOI of enemy units, extend the entry zone another 5 hexes from the first zone with a turn delay to the entry time.

16.3.3 If the entry hex is not a road hex, then a unit entering must adopt an appropriate formation for the type of terrain in the first hex they enter onto the map (i.e., General Order if the first hex is a woods or town/village).

16.3.4 Units entering in clear terrain may use every formation but Road March and General Order.

16.3.5 All units entering the map are subject to the stacking rules (Section 3.1) and may be subject to Opportunity Fire (Section 12.7).

16.3.6 Since reinforcements enter during the Movement Phase, reinforcing cavalry may not charge onto the board.

16.3.7 (Optional) Variable Entry Times Both players at the start of the game may agree to variable entry times for their reinforcements. Each player rolls on the table on PAC1 for their reinforcement, 40 minutes before they are to arrive to see if the reinforcements possibly arrive early or are delayed.

Note French cannot arrive early on Day 2. Treat early arrival as NE (No Effect).