A detailed oil painting of a Napoleonic battle scene. In the center, a general on a dark red horse, wearing a white and red uniform with a bicorne hat, holds a large white flag with a black eagle. He is surrounded by other soldiers on horseback, also in uniform, some holding flags. The background shows a hazy battlefield with more soldiers and horses. The overall tone is dramatic and heroic.

General d'Armee

Wargames Rules for Battles in the
Age of Napoleon
By David C R Brown

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A detailed black and white illustration of a Napoleonic battle scene. In the center, a general on a dark horse, wearing a bicorne hat and a sash, holds a sword aloft in his right hand. He is surrounded by other soldiers on horseback, some of whom are also holding flags. The background shows a large, ornate flag with an eagle emblem. The overall scene is dynamic and captures the intensity of a battle.

General d'Armee

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Reisswitz**PRESS**



GÉNÉRAL D'ARMÉE

Wargames Rules for the Napoleonic Wars 1792-1815
by David C R Brown

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For the late Don Culver, History teacher at Wellington School, Somerset; who took the time to discuss the Peninsular War and Napoleonic tactics, whilst pointing to a distant ridgeline bearing the Wellington Monument.

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90	forum at www.reisswitzpress.com and the General de	
91	Brigade forum www.GeneraldeBrigade.com .	

INTRODUCTION



“My brigade moved in attack columns up the hill as if on the parade ground, tirailleurs covered our front while the 69th and two battalions of the 76th changed into line. Once at 100 paces from the enemy line, we opened fire with such rapid and deadly volleys that our firepower broke the Austrian infantry in front of us.”

**General Roguet,
Elchingen, 1805**

Général d'Armée is set at both divisional and corps level. In the standard game, players take command of a large division or even two divisions. Each division consists of a number of brigades, normally between five and eight, though players can field a corps if they wish to do so. Each brigade is, in turn, commanded by a brigadier; these brigadiers (under the control of the players) will command the individual Infantry battalions, Cavalry regiments and Artillery batteries. Finally this “army” is commanded by a single general referred to as the C-in-C. The C-in-C’s ability to control his division is achieved through the use of his “ADCs”, sent out each turn in an attempt to bring command and control to the battlefield. However, there is a catch, as there is no guarantee as to how many ADCs you will receive or even whether your brigadiers will obey your commands!

BATTALIONS, BATTERIES & SQUADRONS

The standard tactical units in **Général d'Armée** are the Infantry battalion, Cavalry squadrons or regiment and the Artillery battery. Players organise and manoeuvre each tactical unit within its brigade organisation, in order to defeat the opponent. These units are represented by figures mounted on one or more bases. Each unit is classed as either Small, Standard or Large, there is no predetermined figure scale and there is no need to rebase any figures. As long as players use the same basing or, if there are differences, make allowances where necessary for this difference, this should be fine. Figures based for rules such as *Général de Brigade*, *Shako* or *Napoleon’s Battles* will suit **Général d'Armée** – so no rebasing is needed! For more unit sizes, see Chapter 1.

FIGURE SCALE

The game does not rely on a distinct figure scale; this is determined by the players. For example, you could settle on 1:20 scale, where a Standard French battalion would be 28, 32 or 36 figures, whilst a British one would be 30 (or 40 figures if a Large battalion). At 1:33 scale, this would result in 18 to 20 figures for a Standard battalion, 28 figures for a Large battalion and so on, while at 1:40 this would be 10 figures, 15 figures and 20

figures respectively. Alternatively, players could simply agree on a set unit size of your choice, such as 18 or 24 figures for a Standard battalion, or 16 figures for a Standard Cavalry unit. Nor does it matter too much if an opposing army's unit sizes vary slightly, as long as both players make suitable allowances when necessary. With regard to Artillery, a Standard model battery equates to 6 to 8 actual guns; these can be represented by a single battery model or made up of two or more individually-based gun models. (If, like me, you're following a 1:20 scale, then one model gun and its crew represent two actual Artillery pieces.)

GROUND SCALE

Very approximately 1mm equals 1 yard/metre for 15mm figures.

TIME SCALE

Variable, anything from around 10 minutes up to perhaps 20 minutes.

15MM AND 28MM DISTANCES

Throughout the rules, all Command distances, Movement rates and ranges are first shown in centimetres (cm) for use with 15mm figures, followed by the 28mm figure equivalent within square brackets, e.g. 15cm [9"]. If using 6mm figures, a suggestion is to use the 28mm distances and ranges but convert these directly into centimetres, (e.g. the 6mm column move distance simply converts from 9" into 9cm).

EQUIPMENT

- A minimum of five six-sided dice per side (D6s).
- ADC figures or markers (see Appendix).
- Status Markers depicting Hesitant, Falter, Unformed, Retreat and Rout. See Appendix for printed markers.
- Roster sheets (see Appendix) or casualty markers if you have them.

CASUALTY REMOVAL

Individual casualties caused on Close Order units throughout the game are not removed. Players need only note when a unit has reached one of the set casualty levels – generally four casualties, eight casualties and either 10 or 12 casualties. Progression to these stages can either be recorded on a roster sheet (provided in the Appendix) or noted with an appropriate casualty marker placed next to the unit.

EXAMPLE

For my games I use a collection of "dead & wounded" figures mounted on square card as casualty markers. The markers are numbered either 1 to 4, 5 to 8 or 9 to 12 around the sides. The appropriate marker is then placed next to a unit once it takes casualties, with the side showing the number of casualties adjacent to the unit. As casualties mount, the marker is turned to show the current casualty state.



THE ARMY

1



THE COMMANDER IN CHIEF

Players can field either a large division or a corps. The division is commanded by a single general referred to as the C-in-C. The C-in-C should be placed on table at the rear or on a suitable terrain piece behind his division. (Note that the C-in-C has no influence upon individual unit's combat ability or morale, etc.) Large battles, where players field a corps, require a Corps Commander as the overall head of the army. (See Chapter 11 for rules covering Corps Commanders.)

“When you have resolved to fight a battle, collect your whole force. Dispense with nothing. A single battalion sometimes decides the day.”

Napoleon

THE ADCS

ADCs represent the C-in-C's command ability on the battlefield. They can be seen as a combination of the C-in-C's command ability, how he controls the battle as well as the use of his staff and ADCs as physical messengers and organisers. Each Infantry, Cavalry and Artillery brigade in the player's command will potentially provide the C-in-C with an ADC. For example, if you have an Austrian division of five brigades, your C-in-C will have up to five ADCs potentially available per turn, a division of four brigades will provide four ADCs and so on. ADCs are used in the command phase and each may be utilised for one task per turn. Any single officer or ADC figure can represent an ADC. (There is no strict basing requirement; alternatively, players can use markers if they wish.)

THE C-IN-C'S ABILITY

The number of ADCs can be affected by the C-in C's command rating. Players should either select an appropriate command ability if playing a particular scenario or historical engagement or simply roll 2D6 and compare the score to their C-in-Cs nationality in the table below. (Allied or Mixed Armies: if fielding mixed forces, the majority contingent is counted as the overall command.) Roll 2D6, add any French modifiers and consult this table.

French	British/Late Prussian	Austrian/Russian/Other
12-10 = Incomparable	12-10 = Incomparable	12 = Incomparable
9-6 = Campaigner	9-7 = Campaigner	11-9 = Campaigner
5-4 = Commissariat	6-4 = Commissariat	8-6 = Commissariat
3 or less = Blusterer	3 or less = Blusterer	5 or less = Blusterer
French Modifiers: 1792-1795 = -2; 1805-7 = +1		

- **Incomparable** leaders would be those rare breeds who had a real talent for warfare as well as the respect of the men, e.g. Ney. They receive ADCs at the standard rate of one per brigade and gain an extra ADC due to their military and administrative talents. This extra ADC is always available and is not subject to availability rolls.
- **Campaigners** are trained, professional officers who've had experience of the Revolutionary Wars or possibly even the Seven Years war. They receive ADCs at the standard rate of one per brigade.
- **Commissariat** are officers of limited experience in warfare, but with reasonable a understanding of drill and deployments. They receive ADCs at the standard rate of one per brigade but if they are commanding a division (or corps) of five or more brigades, they must lose one ADC permanently from that total to reflect their inexperience. If they have a small command of four or fewer brigades they do not suffer this penalty.
- **Blusterers** have little command experience, either having purchased their commission, spent their time in the mess or on "leave" for most of their limited military career or are simply utter buffoons. They receive ADCs at the standard rate of one per brigade but permanently lose one ADC from that total due to their overall incompetence, regardless of the number of brigades they command.

CORPS OR ARMY COMMANDERS

These are graded as a Strategist, Tactician, Veteran or an Aristocrat, potentially receiving extra ADCs that can be used to assist the divisional generals, (C-in-Cs). See Chapter 11.



THE BRIGADE GENERAL

Brigade Generals position and manoeuvre all units in their brigade, ensuring as best as possible that units are in command, and will order any charges. Brigadiers may also be attached to Close Order Infantry or Cavalry units (from their own brigade) to add charge and morale benefits, by temporarily raising the unit to the next higher troop grade. Attached generals are at potential risk if they lose either a charge or melee (see Chapter 10).

- **Optional: Brigade General Quality.** In the standard game, all brigadiers are considered the same; however, if payers wish to introduce varying command quality, then see the Optional Rules, (Chapter 11).
- **Optional: Brigadier attaching to Units.** Austrian/Russian/Other brigadiers must have an ADC brigade attachment in place to permit the brigadier to attach to a unit and bestow his attachment benefits. There is no restriction on French, British or Late Prussian brigadiers attaching to units. (Optional Rules, Chapter 11).

Brigadier's Command Influence

All brigade units within 30cm [18"] of their brigadier may act as the player wishes as they are assumed to be under command. Units beyond this distance are considered out of command and restricted in their ability to move.

Out of Command

Any unit over 30cm [18"] from their brigadier must hold its position and may only carry out one of two actions:

1. Manoeuvre (Reform, Change Formation or Wheel on the spot. Units may also retire to rejoin the brigade); or
2. Fire.

Infantry and Artillery units outside of 30cm [18"] of their brigadier may not move, (other than retire) until placed within command of their brigadier. (E.g. a battery could be deployed at long range to support a brigade advance but, if later the player wishes the battery to move up closer to the enemy, he will need to move his brigadier to a position where the Artillery are placed in command.)



BRIGADE ORGANISATION

Players may form their brigades in one of the following ways:

- a. Field historical brigades straight onto the tabletop, with each unit represented by its wargame equivalent. In many orders of battle, you can find quite small divisions – in these situations, players can simply ignore the divisional structure and field the complete corps using just a brigade structure, with the divisional commanders being left out or taking over the role of some brigadiers, if you prefer.
- b. Players may field their own brigades or build brigades using the points system. (See Appendix B.)
- c. **Brigade Minimum Size:** brigades must contain a minimum of **two** Close Order Infantry, Cavalry or Artillery units.
- d. **Brigade Maximum Size:** brigades have a maximum size of **eight** Close Order units; however, the more usual size was from four to six. This number does **not** include the skirmish line. Cavalry and Infantry should not normally be brigaded together, unless a historical precedent exists, e.g. late Prussian brigades with an attachment of Landwehr Cavalry or the Austrian Avant Garde with their mixture of light Infantry and Cavalry.
- e. **Prussian Brigades:** Prussian "brigades" were, in fact, divisions, so in order to calculate the number of brigadiers permitted, divide the total number of Infantry, Cavalry and Artillery units (excluding

skirmishers) fielded by 4. The result (rounded up) is the number of brigadiers permitted. The player is then free to organize his brigades around these officers as he sees fit.

- f. Individual brigade Infantry regiments, Cavalry regiments and Artillery batteries are then graded as Elite, Veteran, Line or Recruits.

BRIGADE QUALITY

All brigades are classed as either Standard or Demoralized.

- **Standard Brigades** operate as per the normal rules.
- **Demoralised Brigades** are any brigades with **over 50% of units either dispersed or removed from play** and thus harder to command effectively. A command die score of 5 or 6 means the brigade is steady and will obey orders. A command die score of 1-4 means the brigade will be hesitant. A demoralised brigade that falters will disperse instead. N.B. Elite brigades are never classed as demoralised.



NATIONAL CHARACTERISTICS

The more flexible and generally better commanded armies were the French and post 1808 British and Prussian, which are referred to as **French/British/Late Prussian** throughout the rules. The less able armies in the period were Austrian, early Prussian, (up to and including 1807), Russian, Confederation of the Rhine, Spanish, Swedish and all minor states including the Portuguese, and these are referred to as **Austrian/Russian/Other** throughout the rules. These armies were generally not as flexible as the French, especially in areas such as skirmishing and in addition, no Austrian/Russian/Other army may field **pure Artillery brigades** from 1792 up to 1807.

ORDERS OF BATTLE

The following are two examples from the 1809 Wagram campaign; both are relatively small corps, which translate easily into tabletop commands. (The respective divisions have been simply translated into brigades for ease of play.) Players can add extra brigades or divisions depending on the game size or time available.

4th CORPS D'ARMÉE – MARSHAL MESSENA			
Brigade	Unit	Strength	Grade
Legrand	26th Légère (1st/2nd Bns.)	2 Standard Battalions	Veteran
	18th Ligne (1st/2nd/3rd Bns.)	3 Standard Battalions	Line
Cosson	24th Légère (1st/2nd/3rd Bns.)	3 Standard Battalions	Veteran
Dalesme	4th Ligne	3 Standard Battalions	Line
	46th Ligne	3 Standard Battalions	Line
Schinner	Hesse-Darmstadt Leib Garde	2 Standard Battalions	Veteran
	Hesse-Darmstadt Leib Fusiliers	2 Standard Battalions	Line
Cozpe	2nd Hesse-Darmstadt Regt.	2 Standard Battalions	Recruit
	Hesse-Darmstadt Battery	1 Standard Battery	Line
Artillery Brigade	6pdr Foot Batteries	2 Standard Batteries	Line
Marulaz	23rd Chasseurs a Cheval	1 Standard – Battle Cavalry	Veteran
	1st Bavarian Cheveau-Leger	1 Large – Battle Cavalry	Line
	Hesse-Darmstadt Cheveau-Leger	1 Standard – Campaign Cavalry	Line
	6pdr Horse Battery	1 Standard Battery	Line

N. B. The French player has the option to dispense with the Artillery brigade and place the individual Artillery batteries with his Infantry brigades.

3rd ARMEE KORPS · FML KOLOWRAT			
Brigade	Unit	Strength	Grade
Lilienberg	Kaiser Regiment	2 x Standard Battalions	Veteran
	Menfredini Regiment	2 x Standard Battalions	Line
	Wurzburg Regiment	2 x Large Battalions	Line
	6pdr Foot Battery	1 x Standard Battery	Line
Bieber	Kaunitz Regiment	2 x Large Battalions	Line
	Wurttemberg Regiment	2 x Standard Battalions	Line
	6pdr Foot Battery	1 x Standard Battery	Line
Grill	Colloredo Regiment	3 x Large Battalions	Line
	Schroder Regiment	3 x Large Battalions	Line
Wratisslaw	Prager Landwehr	1 x Small Battalion	Recruit
	1st Berauner Landwehr	1 x Small Battalion	Recruit
	3pdr Foot Battery	1 x Standard Battery	Recruit
Schneller	Lobkowitz Jagers	1 x Standard Battalion	Line
	2nd Berauner Landwehr	1 x Small Battalion	Recruit
	Schwarzenberg Uhlands	1 x Large - Campaign Cavalry	Line
	6pdr Horse Battery	1 x Standard Battery	Line



TROOP TYPES

1. **Infantry & Light Infantry.** The majority troop type of the Napoleonic wars, Infantrymen trained to fight in line, column and square. The vast majority could also be called upon to skirmish, though Light Infantry tended to be the standard option for skirmish duties. (Light Infantry includes units such as French Légère, Austrian, Prussian or Russian Jägers, Portuguese Caçadores, Austrian Grenzers, or Prussian Fusiliers.)
2. **Heavy Cavalry.** Reserve Heavy Cavalry regiments of the guard and line with large, superior mounts. Many regiments were also equipped with a cuirass for additional protection or, more probably, as a form of morale boost to ensure these Cavalrymen closed with the enemy. Heavy Cavalry includes horse grenadiers, garde du corps, guard dragoons, cuirassiers, carabiniers and British **heavy** dragoons.
3. **Battle Cavalry.** Well trained, fresh Cavalry of the guard or line on good mounts. These can include dragoons, lancers, hussars, chasseurs and chevaux-légères. For example, Russian Guard Hussars would be classed as Battle Cavalry with say, a Veteran troop grading. British Hussars could be classed as Battle Cavalry with a Veteran or Line troop grading and so on. Superior French chasseur, hussar or dragoon regiments, as well as quality Cavalry of the Confederation of the Rhine states such as Saxon light Cavalry, Baden hussars, etc could

all be classed as Battle Cavalry. The category can also include Heavy Cavalry that is not as well mounted as the normal heavy regiments, such as some revolutionary French Heavy Cavalry regiments.

4. **Campaign Cavalry.** Cavalry regiments that have been used on regular campaign duties with either inferior or worn mounts or generally second-line Cavalry. Campaign Cavalry are at a disadvantage when opposing either Battle or Heavy Cavalry. Campaign Cavalry can include inferior dragoons, lancers, hussars, chasseurs and chevaux-légères. E.g. French chasseurs à cheval or dragoons in the Peninsula or the more run of the mill Austrian Chevauxleger regiments. This troop type can also include very poor Heavy Cavalry, such as Spanish Heavy Cavalry.
5. **Cossacks.** All irregular Cavalry are classed as Cossacks. Cossacks should always be graded as Recruits.
6. **Artillery.** The main field pieces of the Napoleonic wars were 12pdr heavy foot pieces, with the majority of foot guns classed as 9pdr, 8pdr or 6pdr. Horse Artillery tended to have lighter pieces, mainly using 6pdr, 4pdr or 3pdr guns.



TROOP GRADING

1. **Elite.** The very best regiments of the guards and crack line units. Highly disciplined, experienced and very well led. Includes French Old and Middle Foot Guards, British 1st and 2nd Foot Guards and 52nd Light Infantry, Prussian Garde zu Fuss and Russian Foot Guards, (Preobrazhenski, Izmailovsk and Semenovski regiments only). Elite Cavalry regiments should be limited, but would include the Old Guard regiments (Grenadiers à Cheval, Chasseurs à Cheval and Polish Lancers) and post-1808 Russian Garde du Corps and Guard Cuirassiers. Elite Artillery is best restricted to just the Old Guard horse and foot Artillery regiments.
2. **Veteran.** Experienced, well led and well trained Infantry battalions and Cavalry regiments of the line or guard. Includes the majority of guard Infantry units such as British 3rd Foot Guards, Prussian Leib regiments, Russian junior guard foot regiments, premier French Young Guard regiments and the guards of the minor states. Most guard Cavalry should be classed as veterans, such as dragoons, lancers and hussars and also seasoned cuirassier regiments. Also covers the proven grenadier, line or light Infantry regiments, such as French 57th Line or 10th Légère or Russian Pavlovski, British seasoned Peninsular battalions, the Light Division and KGL Cavalry.



Veteran Artillery includes Prussian and Russian guard Artillery and possibly French and British line horse batteries.

3. **Line.** The vast bulk of reasonably trained or drilled battalions, Cavalry regiments of the line and most Artillery batteries. The majority of French Young Guard post 1812 and many Russian converged or musketeer regiment grenadier battalions. More enthusiastic or generally better drilled minor states' regiments, better quality Prussian reservist and Landwehr regiments, etc.
4. **Recruit.** Less well trained units of the line and conscripts, including French 4th or 5th battalions and lesser states' untested line regiments including Artillery. Also Austrian Grenzers, a good proportion of Prussian reservists and Austrian and Russian line regiments, as well as newly raised cadres or reluctant troops such as many Prussian Landwehr regiments, Spanish, Neapolitan and Westphalian regiments.



TACTICAL UNITS

The following units are the basic fighting units in *Général d'Armée*. These are then grouped together in their respective brigades and divisions. The size of these tactical units can be increased or decreased according to the scenario or if following a historical order of battle.

- a. **Infantry.** The Infantry tactical unit is the battalion, so each Infantry unit in our game is considered a battalion.
 - i. **Standard Battalions.** The average battalion size is considered to be 475 up to 750 men.
 - ii. **Large Battalions.** A battalion of 800 men or stronger is considered a large battalion.
 - iii. **Small Battalions.** Any battalion of fewer than 475 men is considered small.
- b. **Cavalry.** Cavalry tactical units are two or more squadrons. Players decide how to field their Cavalry units which are also considered as **Standard** (275-450 men, about three to five squadrons), **Large** (500 or more men) or **Small** (under 275 men). Any historical Cavalry unit (or regiment) that consists of more than eight squadrons should be deployed as two or more squadron units or "battalions". E.g. In the 1806 campaign, the Prussians fielded some very large dragoon and light Cavalry regiments of over 1,000 men in ten squadrons. Thus a player fielding such a unit should break it down into at least two units.
- c. **Artillery.** Artillery tactical units are batteries. The standard battery size is 6 to 8 guns, while the larger Russian batteries are 12 guns.

Unit Sizes

There are only three unit sizes in the game: small, standard and large.

The table below summarises how units are classed by size, (there is no reference to the numbers of model figures in a unit in these rules.) If not following a set figure scale, players should ensure that small or large units are a different size to standard units.

Unit/Size	Large	Standard	Small
Infantry	800+ men	475-750 men	Under 475 men
Cavalry	500+ men	275-450 men	Under 275 men
Artillery	12 guns	6 - 8 guns	N/A

Example

If we look at the French cuirassier regiments throughout the wars starting with Eckmühl in 1809, many of these numbered from 500 to over 800, so are classed as Large. By Wagram, their numbers dropped to around 400 or 500, so are mainly Standard. Finally, at Waterloo, some of Milhaud's regiments were barely 250, so classed as Small.

N.B. Elite units cannot be classed as Small. The vast majority of such units, especially guards, were kept well up to strength and rarely fell to low levels before they were reinforced.

Unit Casualties.

All tactical units have four "casualty" levels as shown in the table below. For a standard Infantry battalion, these are 0-3 casualties – i.e. fresh; 4+ casualties; 8+ casualties; and it will disperse on 12+ casualties.

Casualties reflect **battlefield attrition** and include loss of morale, fatigue and shock as well as dead and wounded, especially amongst officers and NCOs. As the unit progresses to each level, it will suffer the appropriate negative modifier in charges, firing and morale. Accumulated casualties on a unit should be noted via a casualty marker or on a roster sheet. *(Designer's note: The game system concentrates less on numbers of men and more on the quality or morale of units; hence a small but fresh battalion is likely to overcome a large battalion that is battle worn and fatigued. As Napoleon said, "In war, morale makes up three-quarters of the game, the relative balance of manpower accounts for only the remaining quarter".)*

Regiment Size/Casualties	Fresh	1st Level	2nd Level	Disperse
Elite Infantry/Cavalry Units	0-3 casualties	4+ = -1	10+ = -2	15+
Large Infantry/Cavalry Unit	0-3 casualties	4+ = -1	10+ = -2	15+ (12+ if Recruits)
Standard Infantry/Cavalry Unit	0-3 casualties	4+ = -1	8+ = -2	12+ (10+ if Recruits)
Small Infantry/Cavalry Unit	0-3 casualties	4+ = -1	8+ = -2	10+
Elite or Large (12 gun) Battery	0-3 casualties	4+ = -1	8+ = -2	10+
Standard Battery	0-3 casualties	4+ = -1	6+ = -2	8+

When a unit reaches its last level, it has reached the limit of its combat effectiveness and will "disperse". Elite and Large units have greater battlefield durability. Casualties can, in certain circumstances be recovered through a successful charge or luck. This represents a significant uplift in a unit's morale, the recovery of stragglers and officers regaining influence and command over a once flagging unit.

- The staying power of Large and Elite units is assumed to be as good as it can get. Hence large Elite units do not have increased casualty levels.
- Players may reduce casualty levels to suit a scenario or for quicker games if they wish, e.g. reducing the dispersal level by 2.

- Optional: to represent the fragility of weaker horses, Campaign and Recruit Cavalry disperse on **exceeding** the 2nd casualty level.

BASING CLOSE ORDER INFANTRY

A standard figure base can be used as your wargames building block for all Infantry battalions; these can have two, three, four or even more figures – it's irrelevant as long as both players have similar armies. *(I use a 1:20 scale with six, eight or ten figures to a base, because it simply looks good, though there's nothing to stop you having just three or four figures to a base if you prefer.) Basing suggestion: for 15mm figures, 10mm to 12mm per figure [15mm to 20mm per figure], mounted in two ranks, one behind the other.*



SKIRMISH BASES SIZES

Skirmishers can be mounted with two, three or even four figures to a base. Skirmishers should always be mounted in a single rank. *Basing suggestion: for 15mm figures from 12mm to 15mm per figure [20mm to 30mm per figure].*



CAVALRY BASING

Cavalry can be based in pairs, threes, fours or even fives or sixes! I tend to base my Cavalry either in half squadron sizes, (generally three figures to a base) or full squadron size, (five or six figures to a base) with a single rank on a base. *Basing suggestion: for 15mm figures 10mm to 15mm per figure [20mm to 30mm per figure]. Cavalry can be mounted in pairs or threes, though they can be mounted on squadron sized bases if you prefer, thus with five or even six figures mounted on a single base.*



ARTILLERY BASING

Artillery basing is particularly flexible. Players can either have one gun model on a base, with each gun model representing a section of two actual cannon with anything from two to four crew figures, or use just a single "battery base" with one, two or three model cannon, with any number of crew figures, as the physical number of figures is irrelevant under the rules. The only condition is that single base batteries should not have too small a frontage in comparison to an Infantry battalion. *Basing suggestion is 30mm to 45mm per 15mm model gun [50mm to 60mm per model gun]. A six gun battery would have three gun models and an eight gun battery four gun models. Large Russian batteries should have six gun models. If mounting a single battery to a base, then I suggest approximately 100mm wide for a 15mm battery, at least 175mm for Russian batteries. [150mm to 180mm wide, while at least 225mm for Russian batteries.]*



UNIT FORMATIONS

Infantry

Infantry have four main formations: these are line, column, square and skirmish. All Infantry can form line, column and square. All Infantry may reinforce the skirmish line, but only **light Infantry** may operate as independent skirmisher battalions.

LINE

All companies formed side by side. Line was the standard three (or two) rank Infantry fighting formation.

- **Line Definition:** a line is defined as any formation that is just one figure base deep. Each figure base should be touching its neighbouring base. (It's irrelevant if your figures are mounted in a single rank or in two ranks on their base, simply deploy the unit in a single line of bases.)
- Line permits the entire battalion to engage in volley fire.



COLUMN

Historically formed on a one or two company frontage with additional companies stacked up behind. Columns were both an attack and manoeuvre formation.

- **Column of Attack** (or column of divisions), is the standard game column formation; these are two figure bases wide and at least two figure bases deep.
- Columns volley at half effect.
- Columns deployed line abreast should be deployed at intervals of more than 5cm [3"]. Players may choose to ignore this but the troops will be considered to be in massed columns and suffer the following disadvantages due to the lack of deployment space: a) being fired upon incurs the massed column modifier, giving the enemy two extra casualty dice; b) a supporting massed column provides a support D6 reroll with a -1 modifier; and c) a lead unit losing a charge combat by 3 to 5 will retreat rather than retire.
- Column of Companies is any column just one figure base wide and was mainly used for manoeuvre.
- **Restrictions:** Infantry in **column of companies** are not permitted to **declare a charge**, unless space is restricted due to terrain obstacles or charging over a bridge, etc, but not if restricted by other friendly units. *(Designer's note: This is a deliberate game mechanic to increase column deployment distances. Yes, of course battalions in column of companies could and did charge in the Napoleonic Wars. But a rule is required to prevent or deter those situations where gamers squeeze in as many columns as possible against a single target, as this produces very un-historical tactics and games. Therefore, by insisting that only columns of division can charge we are reducing the number of battalions that can "gang up" on lines and create at least some of that vital space needed for column deployments, thus producing a slightly more Napoleonic representation of battlefield tactics. If, for any reason, your battalions cannot form a minimum of two bases wide and two bases deep, then deploy them as you see fit to differentiate between the two column types.)*



SQUARE

A dense Infantry formation with four sides (triangles may also be formed) designed to resist Cavalry.

- Squares have more limited movement: any manoeuvre in close proximity to enemy Cavalry requires a Discipline Test.
- Squares volley at half effect.



SKIRMISH LINE

A loose formation adopted by light Infantry or brigade skirmishers designed to screen friendly Close Order Infantry, harass the enemy or counter enemy skirmishers.

- Skirmish lines are deployed in a Line formation but all bases must have **at least half a base width** between one other up to a maximum of one base width apart. (If you are using figures mounted on bespoke skirmish bases, there is no need to space them out.) Skirmishers have a particularly flexible deployment, which would normally be in advance of their brigade, but they can also flow around friendly units or be placed, for example, in the intervals between columns, as long as each skirmish base remains within one base width of fellow skirmishers or Close Order units.
- **Command Influence.** All the stands, bases or figures in a skirmish line must be within 30cm [18"] of a formed Close Order brigaded unit or the brigade general at all times. (See Chapter 6.)

BRIGADE SKIRMISH SCREEN

Each brigade will produce its own skirmish screen. This can be increased by reinforcing the skirmish line through a Skirmishers ADC tasking. The maximum size of any brigade skirmish screen is nine bases. (See Chapter 6.)



Cavalry

Cavalry has two formations, line and column. (Cavalry do not adopt skirmish order on the battlefield.)





CAVALRY LINE

Cavalry either deployed in one line (one single rank of figures) or in a double line (two ranks of figures).

CAVALRY COLUMN

The principal game formation is column of squadrons but also includes column of companies.

- Recruit graded Cavalry may only adopt column formation.
- **Column of Squadrons:** each squadron deployed one behind the other, three or more squadrons (ranks of figures) deep. Each squadron should be up to a maximum of two base widths apart, (this is purely for ease of game play, in reality there could be significant distances between each squadron line).
- **Column of Companies:** a Cavalry company was half a squadron, with each company deployed one behind the other and was mainly used for manoeuvre.
- **Cavalry in column of companies are not permitted to declare a charge**, unless space is restricted due to terrain obstacles or charging over a bridge etc, but not if restricted by other friendly units. *(Designer's note: due to the footprint of model figures, Cavalry column of companies produces a very deep and unrealistic formation, thus should only be used for manoeuvre or to traverse bridges or narrow lanes, etc.)*



Artillery

Artillery has just two formations, deployed or limbered.

- **Deployed** (unlimbered). All guns deployed for firing with horse teams to the rear. Artillery may be manhandled forwards or backwards (prolonged) while deployed.
- **Limbered.** All guns attached to the horse teams. This was the usual formation adopted for any movement of Artillery pieces. Limbered

Artillery counts as a normal Close Order target for firing purposes.
(Designers note: French and Prussian players using a strict 1:20 scale with every two gun section represented by a single model gun will realize that their batteries take up more space than smaller three gun batteries for no additional fire effect. If this vexes you greatly, then I suggest you simply place the howitzer section immediately to the rear when the batteries deploy. Likewise, Russian batteries can deploy the licorne sections to the rear. Indeed, this is probably a more accurate deployment, as at least one or more sections from a battery would normally be held in reserve.)

Close Order Definition

For ease of play, all Infantry and all Cavalry including cossacks deployed in line, column or square are considered to be in a Close Order formation. Artillery, either deployed or limbered, is also considered to be in a Close Order formation. Skirmishers are the **only** units **not** considered to be in Close Order.



DEPLOYING THE DIVISION & THE GAME TURN

2

GAME SET UP

At the beginning of each game players should:

- Prepare armies.
- Define terrain and built up areas.
- Establish game objectives and victory conditions.
- Establish the ability of the C-in-Cs (and Brigade Generals, see optional rules).
- Write down brigade deployment.
- Deployment of Brigades and Fog of War cards. Mark Reserve brigades.
- Begin Turn 1.

DEPLOYING THE DIVISION

At the start of the game, each C-in-C writes down or draws on a sketch map his brigade's deployment. Brigades must have their own deployment area and should not overlap or intermix with other brigades, though they may flow around Artillery batteries or the odd isolated unit. Brigades may be deployed using Fog of War cards if players wish to do so, (see p.23). Players then deploy their brigades on the tabletop. Each brigade can have one of two initial deployments – either **Committed** or **In Reserve**.

“We will not commit any more of our men forward. We will instead draw the enemy into our defensive positions where our artillery can hit him and we will counter-attack and overturn his formations.”

**Marshal Mortier,
Durenstein, 1805**



Committed

Committed means in the front line and ready to do battle and **not** in reserve. Each committed brigade is assigned its position in your divisional line of battle. Brigades must have their own deployment area and should not overlap or intermix with other brigades. Once deployed into the divisional battle line, brigades must keep their position in that line unless redeployed in later turns, i.e. the right flank brigade cannot

suddenly decide that it will move over to the left flank unless instructed to do so by the C-in-C. (For more on redeployment, see Chapter 3, ADC Taskings.)

Example

A division consisting of five brigades has four committed brigades. Their respective positions in the battle line are: one brigade deployed on the right, two brigades in the centre and one brigade on the left. The final brigade is deployed to the rear in reserve.

In Reserve

In Reserve is exactly that, the brigade is held back awaiting orders before joining battle. Brigades in reserve should be marked with a Reserve marker to clearly identify their status or held off-table. (If a reserve brigade is charged or brought under skirmish or volley fire by the enemy, it is automatically committed, without the need for an ADC tasking, in its current position.)

ON-TABLE RESERVE

Each player may choose to hold back any number of his brigades as on-table reserves. Reserve brigades should be deployed on the table edge or other suitable initial deployment position to the rear of the main battle line, (such as next to the C-in-C) and marked with a Reserve marker.

OFF-TABLE RESERVE

Each C-in-C may choose to hold **one brigade per division** as an off-table reserve. (This can be increased if your scenario requires it.) The player may bring on this reserve at the moment of his choosing, but must first deploy two ADCs to do so AND the brigade must Obey Orders. If successful, the player may bring the brigade on table anywhere within the ordered position.

OFF-TABLE RESERVE ENTRY POINTS

This is either Centre, Right Flank or Left Flank.

- **Right Flank Entry:** If ordered to enter on the right flank, the player's brigade may enter the table anywhere along the rear right hand friendly table edge (so, anywhere on the right up to the centre line), or anywhere along the player's right flank as far up the table as **the forward line of own his troops**. The brigade must enter behind these troops and not within 15cm [9"] of enemy units.
- **Left Flank Entry:** If ordered to enter on the left hand flank, the player's brigade may enter the table anywhere along the rear left hand friendly table edge (so, anywhere on the left up to the centre line), or anywhere along the player's left flank as far up the table as **the forward line of his own troops**. The brigade must enter behind these troops and not within 15cm [9"] of enemy units.
- **Centre:** If a central reserve, they may enter anywhere along the friendly player's central table edge sector – up to 40cm [24"] to either the left or right of the exact central point of the player's table edge, (as long as terrain permits!).

Finally, off-table reserve brigades may enter the table using Fog of War cards.

INDICATING WHERE THE RESERVE WILL BE COMMITTED TO THE DIVISIONAL BATTLE LINE.

When you successfully release a reserve brigade in the command phase,

you must indicate as to where it will join the divisional battle line. (You can either state this openly or simply write it down.)

Example

Maitland's Guards brigade is in reserve and in the command phase you use one ADC to release the brigade. If the command roll is successful, then Maitland moves up to join the battle, but he must be given a position. So, you could say Maitland is to join the battle line to the immediate left of say, Du Platt's KGL brigade, for example.

Reinforcing Brigades

In scenarios where brigades arrive on the table over a series of turns, these brigades automatically arrive on the turn laid down in the scenario. They are not considered as reserves, as they are actively marching to join the battle and may operate normally as soon as they arrive on table. While these reinforcing brigades are off-table, ADC availability is limited to die roll scores of 5 or 6. Once they arrive on-table, this reverts to the normal score of 3 to 6.

Brigade Orders

There are no individual brigade orders in the game except Infantry Assault. It is assumed that the C-in-C dictates his battle plan and manoeuvres his brigades to either defend, bombard or assault the enemy, when brigades are not on this order.

INFANTRY ASSAULT

All brigade units may Charge if under command of the brigadier. The player may alter or remove an Assault order via ADC Taskings.

Objectives. Once placed on Assault, the Infantry brigade must be given an objective. This should be kept brief, e.g. "Capture Hougoumont", "Take the heights", "Take Essling", etc. The objective should be clearly stated or written down. Once the objective is completed, the Assault order is removed.

FOG OF WAR CARDS OR "BLINDS"

Fog of War cards are simple markers that represent both real and phantom troops. They permit players to undertake tabletop manoeuvres whilst denying the opponent complete knowledge of the forces involved.

Fog of War Cards Per Player

Each player may deploy one Fog of War card for every two units in the battle plus a D6 roll, so simply add up all your units and divide by two (rounding down). Now roll 1D6 and add this score to your number and that's how many cards you have in total. You do not have to use them all, but the ones you are using must be used either at the start of the game or for troops entering the table in later turns.

- Unit Capacity of a Fog of War Card:** each card can 'conceal' up to two brigade units.
- Each Fog of War Card may hide any mixture of troop types.
- Phantom Cards.** Players may deploy some of their Fog of War cards as blanks that represent no units. However, this type of card may only be deployed next to or within 10cm [6"] of either **a card that is concealing actual units or figures physically deployed on the tabletop.**
- Players should number the cards and simply list which units are with which cards.



- e. The cards are then placed on the tabletop, (not the figures they represent).
- f. Fog of War cards should measure approximately 5cm x 15cm [4" x 9"], but this is not strictly necessary.

Movement of Fog of War Cards

- a. All Fog of War cards move at 20cm [12"] per turn in open terrain, regardless of the troop types they actually represent. This is reduced to 10cm [6"] if in difficult terrain.
- b. The player may utilize Forwards movement if ADCs were attached to the brigade and adds 4D6cm [3D6"] to the movement allowance.
- c. Units forbidden from entering certain terrain types are still prohibited even when under a Fog of War card.

Spotting Fog of War Cards

- a. A card is automatically revealed as soon as any enemy unit comes within 40cm [24"] of a card and is in line of sight.
- b. All spotting ranges of cards are halved to 20cm [12"] if the following applies:
 - i. Card screened by a **large** Skirmish screen. The Skirmish figures must be deployed on the table.
 - ii. Card situated within woods or similar terrain; or
 - iii. Weather is rain, fog, mist or a dawn/dusk or night engagement.
- c. If units declare a charge from a card, the card is removed and all troops placed on the tabletop.
- d. ADCs posted to scouting duties roll 1D6 to reveal a Fog of War card. A score of 4-6 reveals the card. A score of 1- 3 fails. If the card is within woods or behind high ground, apply a -1 modifier to the die roll.
- e. As soon as a card is spotted by the opponent, it is removed and any figures it represents are immediately placed on the tabletop. Once a Fog of War card is removed, it cannot be used again.
- f. If a Fog of War card receives a fire result that requires a Discipline Test, no test is taken but the card is immediately removed and any figures it represents are placed on the tabletop.
- g. If any unit hidden by a Fog of War card **fires**, the card is removed and any figures it represents are immediately placed on the tabletop.
- h. If opposing Fog of War cards are within spotting range of each other, both players must state whether they have actual troops under the card. If both cards contain troops, then both players deploy their troops on the table, Phasing player deploying first. If one player has a blank only, that card is removed.
- i. **Placing of Hidden Units on the Tabletop.** Units must be deployed either side by side (with a maximum of 5cm [3"] between the units) or one unit behind the other, (with a maximum of 5cm [3"] between the units). (If for any reason the units cannot actually fit into a restricted space on the tabletop, then deploy them in any manner so they can actually fit into the area.) The player may choose the formation the actual units are in and they do not all have to adopt the same formation.



Firing at Fog of War Cards

- a. Fog of War cards may be fired upon at any range.
- b. When firing at a Fog of War card, no modifiers are used.
- c. If casualties are inflicted upon a Fog of War card, then the total casualties should be noted on the card. When the figures it represents

are deployed on the tabletop, any casualties are now allocated to the actual units. The owning player decides which unit or units the casualties are allocated to.

- d. Any Discipline Test requirement will immediately remove the card but no test is actually taken – see f) above.

THE GAME TURN

Each game turn involves five separate phases that are taken in the following order – these are either taken simultaneously or alternately as shown.

1. **COMMAND & INITIATIVE** – Simultaneous.
2. **CHARGE DECLARATIONS & CHARGES** – Alternate.
3. **MOVEMENT** – Alternate.
4. **FIRING** – Alternate.
5. **MELEE** – Simultaneous.



Command & Initiative [See Chapter 3]

At the beginning of each turn, both players roll for ADC availability, decide upon Taskings and undertake brigade command rolls. This phase is simultaneous.

COMMAND

The number of ADCs available to the C-in-C will determine the command situation for this turn. Better results will permit the C-in-C to ensure his brigades obey orders, poorer results may find brigades becoming hesitant and temporarily failing to carry out orders.

INITIATIVE

Winning the Initiative: both players roll 2D6 and subtract their current number of Hesitant & Faltering brigades. The player with the higher

modified score wins the initiative. If players draw, then the player who had the initiative last turn will keep it, (should players draw on Turn 1, then simply roll 1D6 to ascertain who has won). The player with the initiative (called the Phasing Player) will declare and deliver his charges first, before his opponent, (called the Non-Phasing Player), move first and finally fire first. This simply represents one side getting their act together before the other. The advantage of possessing the initiative, other than moving and firing first (bearing in mind that casualties caused do not fire back), is that you are forcing the opponent to respond to your moves.

PHASE ACTIONS

1. ADC availability
2. ADC Taskings
3. Brigade command rolls
4. Initiative

Charges [See Chapter 4]

This phase is alternate. The phasing player now announces all his brigade units wishing to charge, followed by his opponent's charge declarations. Generals may move and attach to units before charges are declared.

- The Phasing player then carries out all his charges first in the order declared to their conclusion.
- The Non-Phasing player then carries out all his charges to their conclusion.

Charges are carried out ahead of normal movement; in the time scale of things, they are assumed to be a couple minutes or so ahead of normal movement.

PHASE ACTIONS

1. Move & Attach Generals
2. Phasing player declares charges
3. Non-phasing player declares charges
4. Phasing player carries out charges
5. Non-phasing player carries out charges.

Movement [See Chapter 5]

This phase is alternate. All units and generals not involved in charges may now make normal movement, Forwards movement if ordered to do so, or make formation changes and reform. N.B. The player with the initiative must move first, allow his opponent to move and then fire first. He cannot choose to move second and then fire first.

- The phasing player moves first followed by the non-phasing player.
Restriction: units involved in the charge phase either through charging, engaging in a charge, evading or support fire may not move in this phase.

PHASE ACTIONS

1. Phasing player moves
2. Non-phasing player moves

Firing [See Chapter 6 & 7]

This phase is alternate. All units not involved in charges may now fire, including Artillery and skirmish fire.

- The phasing player carries out all his available firing, followed by the non-phasing player.

For ease of play, conclude all of one brigade's firing before moving onto the next brigade. Casualties caused by the phasing player's firing do not fire back. The phasing player is basically getting in the first volleys. **Restriction:** units involved in the charge phase either through charging, engaging in a charge or support fire may not fire in this phase, even if they did not actually fire in the charge phase.

PHASE ACTIONS

1. Phasing player fires
2. Non-phasing player fires

Melee [See Chapter 9]

This phase is simultaneous. Players now fight and resolve each Melee, (the Melee is assumed to have been going on in one form or another throughout the turn). Up to two Melee rounds can be fought per Melee phase.

PHASE ACTIONS

1. Melees

End of Turn

After melees are concluded, players prepare for the next turn by removing all Brigade Hesitant markers.





COMMAND & CONTROL

3

THE C-IN-C'S ROLE

The C-in-C is responsible for brigade deployment, placing brigades in reserve, coordinating off-table reserve brigades and deploying his ADCs to influence his control over the battle throughout the game. Note that the C-in-C has no direct influence over tactical issues; he is only used in the command phase.



“Pakenham, you will carry that height where the enemy’s left is posted by storm and when you have gained it, go at them hard and fast with the bayonet!”

Wellington, Salamanca, 1812

ADCs

ADCs represent the C-in-C’s physical ability to influence the battle – how he manages his battle plan, maintains his brigades’ momentum, keeps the initiative and ultimately wins the battle! ADCs are the key to command and control in the game. The number of ADCs a player receives is dependent upon the commander’s availability dice rolls which dictate how many ADCs he has available in the current turn.

Availability of ADCs

At the beginning of each turn, both players roll 1D6 per ADC to ascertain how many they will have available for tasking this turn. This represents a fluctuating command ability, as your C-in-C cannot guarantee receiving all his ADCs each turn and therefore must plan carefully to ensure his battle plan is not overly-complex or heavily reliant upon ADCs. The availability roll is mandatory (even on Turn 1!) and players may not opt to leave their ADC in post.

PROCEDURE

- Both players roll one D6 per ADC.
- **Each score of 3-6 means an ADC is Available. Each score of 1-2 means an ADC is Absent.**
- **Available ADCs** can be used for Taskings this turn.
- **Absent ADCs** should be placed off-table and cannot be used for Taskings this turn. (They do not stay on their original posting). They



may be used again if successfully recalled in the following turns. (An Absent ADC can be considered as briefly lost or still struggling to carry out the previous task or perhaps even making his way slowly back to HQ via the *cantinerie*, etc.)

- **Reinforcing Brigades & Off-Table Reserve.** ADCs from brigades currently off-table, such as an off-table reserve or reinforcements in a particular scenario marching to join the battle, are only available to the C-in-C on a dice score of 5 or 6 and unavailable on a score of 1-4. This applies until the brigade actually arrives on-table. You should roll these dice separately from your “on-table” brigade ADCs to distinguish between the two.
- **Extra ADCs.** When a player rolls D6s for ADC availability, a double 6 will generate an extra ADC available for this turn only. (E.g. a C-in-C with five brigades rolls five D6s for ADC availability; he rolls 3, 4, 4, 6, 6. Thus he not only recalls all his ADCs, but the double 6 earns him an additional ADC for this turn.)
- **Loss of ADCs.** When a brigade suffers a *Sauve qui Peut!* result or is completely dispersed, it will lose its ADC, resulting in a permanent ADC loss to the C-in-C. (A second *Sauve qui Peut!* result will not result in the loss of another ADC.)

Post ADCs

Both players now allocate their available ADCs to a particular command task. As the game progresses, players will find that they require ADCs for differing and often competing tasks, such as ensuring that brigades obey orders and/or recover from Falter or to redeploy a brigade in order to reinforce a crumbling flank. Generally, players will not have enough ADCs to undertake all desired tasks and must make a series of tactical choices each turn as to where his command effort is going to be directed. Players are not limited to posting just one ADC to a brigade or giving just one tasking to a brigade. For example, a brigade could receive one ADC as a brigade attachment and two ADCs for a Forwards order.

- **NB** All ADC Taskings last for **the current turn only** except for Infantry Assault which remains in play until events dictate otherwise.

PROCEDURE

Both players simply place their ADCs either next to the C-in-C or next to a particular brigade or brigadier and declare the task for this turn, or place a tasking marker (see Appendix) underneath or next to the ADC figure. **Optional:** players may use up to two blank markers per brigade to disguise actual postings. In the basic game, there is no distance restriction as to how far a brigade is from the C-in-C. The command postings or tasks are listed below:

ADC POSTINGS

1. **Scouts!** This task requires one ADC. The player indicates the enemy Fog of War card to be scouted and rolls 1D6 in an attempt to reveal the card. A player can indicate any enemy card regardless of where the card is on the tabletop. A score of 4-6 reveals the card. A score of 1-3 fails. (If the card is within woods or behind higher ground, apply a -1 modifier to the die roll.) If successful, the player may immediately remove the opposing player’s Fog of War card and any concealed troops are immediately placed on the table.
 - a. **Restriction:** a maximum of one ADC per turn may be posted to this task per division.

2. **Brigade Attachment!** This task requires one ADC that is placed with the intended brigade or brigadier.
 - a. An attached ADC permits the brigade to reroll its command roll, if the first roll ended with a Hesitant or worse result. Once a reroll is made, the new score **must** be accepted – you cannot revert to the old score.
 - b. Austrian/Russian/Other armies may not limber and move currently **deployed foot Artillery** without a successful brigade attachment posting. This restriction does not apply to limbered Artillery that has not yet deployed or to Horse Artillery. French/British/Lt. Prussian armies do not require a brigade attachment to redeploy their foot Artillery.
 - c. **Restriction:** the maximum number of ADCs that can be **attached** to a brigade per turn is one. *(So a player cannot post two ADCs hoping for two potential rerolls!)*
3. **Infantry Assault!** This task requires two ADCs that are placed with the intended brigade or brigadier. This permits the following if the brigade obeys orders:
 - a. All brigade units may charge or support a charge if within command of the brigadier. (N.B. Unformed units may not declare charges.)
 - b. The brigade is given an objective. This should be kept brief, e.g. "Capture Hougomont", "Take Heights", "Take Essling", etc. The objective should be clearly stated or written down.
 - c. The brigade may redeploy to a new position in order to carry out its order **without** the need for a Redeploy ADC tasking.
 - d. Minimum Requirement: once an Assault order is successfully issued, the brigade must advance until at least one unit is within volley range (15cm [9"]) of the enemy. Once in volley range, it may not voluntarily withdraw. (A minimum of one brigade unit must advance 5cm [3"] per turn or be within range.) **Exception:** if the assaulting brigade is being charged or threatened by enemy units (e.g. enemy Cavalry), then brigaded units are not required to advance if this would put them at an obvious disadvantage. If not currently being charged/threatened, then one or more units must advance.
 - e. If you wish to change an objective, then a new Assault order must be issued.
 - f. When the objective is achieved, the Assault order is removed.
 - g. This order is not applicable to or necessary for Cavalry or Artillery brigades.
4. **Artillery Assault Fire!** This task requires two ADCs that are placed with the intended brigade or brigadier. This increases the firing rate of Artillery, permitting players to lay down heavier fire upon enemy formations, perhaps prior to a planned assault or counter-attack. This permits the following if the brigade obeys orders:
 - a. Permits Artillery batteries to additionally roll two Casualty Dice when firing.
 - b. May ignore the "under counter-battery fire priority target" rule.
 - c. Any final modified score that ends in a FC results in the firing battery losing two casualties.
 - d. **Restrictions:** batteries that have four or more casualties or are Low on Ammunition, Unformed, graded as Recruits, or out of command may not use Assault Fire.
5. **Skirmishers!** This task requires one ADC that is placed with the

intended brigade or brigadier. This Tasking increases the rate of fire of the Skirmishers and permits reinforcement of the Skirmish line, allowing players to either overpower enemy Skirmish lines or harass enemy formations. Therefore, as long as the brigade obeys orders:

- a. Units in the brigade may reinforce the Skirmish line, (see Chapter 6).
 - b. All skirmish units in the brigade may fire with one extra Casualty Dice.
6. **Glory!** This task requires one ADC that is placed with the intended brigadier. This permits the following if the brigade obeys orders:
- a. If the brigadier is attached to an Infantry or Cavalry unit, it adds one extra Casualty Die to melee combat for this turn.
 - b. If the brigadier is attached to an Infantry unit, it recovers one casualty on a D6 score of 4, 5 or 6.
 - c. **Restriction:** a maximum of one ADC per turn may be posted to this task per division.
7. **Forwards!** This task requires two ADCs that are placed with the intended brigade or brigadier. This permits the following if the brigade obeys orders:
- a. Add 4D6cm [3D6"] to a normal move, (not to a charge), regardless of troop types.
 - b. Add 2D6cm [1D6"] to a charge move.
 - c. **Restriction:** Recruits in Line formation, Squares and deployed Artillery may not use Forwards movement. Units may not fire on a Forwards order, except stationary deployed Artillery.
8. **Commit Reserve!**
- a. Committing an **On-Table Reserve** requires **one ADC** that is placed with the intended brigade or brigadier.
 - b. Committing an **Off-Table Reserve** requires **two ADCs** that are placed with the intended brigade or brigadier.
 - c. These permit the C-in-C to bring on and commit an on-table reserve or bring on an off-table reserve brigade in the pre-ordered sector. If the brigade obeys orders, the reserve may be released or brought on table in the pre-ordered table sector. If the brigade successfully obeys orders this turn, the task is considered complete and the ADCs do not need to remain with the brigade in following turns. If, however, the brigade is Hesitant, then the order is not considered implemented and ADCs will need to be retasked to try again.
 - d. Brigades may also be given an Assault order and/or a Forwards order under this tasking **at a cost of one additional ADC** as opposed to the usual two. For example, a player wishes to commit an on-table Infantry brigade and also issue it with an Assault order. Therefore, he uses two ADCs for these Taskings, one ADC to release from reserve and just one ADC to issue the Assault order, (as long as, of course, the brigade obeys orders!). If he uses three ADCs, he could also issue a Forwards move.
9. **Redeploy!** This task requires two ADCs that are placed with the intended brigade or brigadier. If the brigade obeys orders, it may redeploy from its position in the line, i.e. move over to the left or right flank, or move to a new position in the battle line, including being recalled into reserve. The C-in-C must either state or write down the new brigade position in the battle line, or whether it's now in reserve, along with its new position. This tasking is meant to cover significant redeployments in relation to its neighbouring brigades and is not

needed for small shifts in a brigade's position or axis of advance. (N.B. The brigade must move to its new position using the normal movement or Forwards rules and is **not** simply placed in its new position, thus it may take a number of turns to reach its new location.)

- a. A Redeploy Tasking is **not** required if a brigade wishes to simply fall back or give ground.
 - b. On receipt of a Redeploy order, the player may remove any current Assault order already in place.
 - c. **Optional:** Players may alter the brigade regulating battalion and battalion positions, (see optional rules).
10. **Ammunition!** This task requires two ADCs that are placed with the intended brigade or brigadier. If the brigade obeys orders, all Artillery ammunition in the brigade is replenished. Remove any Low on Ammo markers.
11. **Command!** This task requires three ADCs that are placed with the intended brigade or brigadier. The C-in-C takes personal command of the brigade for this turn! (Move the C-in-C physically next to the brigadier concerned to represent this.) This permits the following if the brigade obeys orders:
- a. All brigade units to immediately recover two casualties. (Not applicable to Artillery.)
 - b. The brigade may reroll its command roll, (as per a brigade attachment tasking).
 - c. The brigade will charge first, regardless of the game turn initiative or enemy Cavalry opportunity charges. (If opposing brigades both have a Command tasking in place, then the game turn initiative dictates who acts first.)
 - d. An Austrian/Russian/Other brigadier may attach to the lead charge unit.
 - e. **Restriction:** Only **one** Command tasking (per division) may be played in the game.
 - f. If a Destiny result causes the dishonour or death of the brigade general, this result will also see the C-in-C wounded, resulting in the ADC for that brigade being permanently lost.
12. **Divisional Morale!** This task requires a **mandatory** one ADC per faltering brigade. These are placed next to the C-in-C. This tasking does not provide a command reroll, it is a penalty placed upon the C-in-C to represent the difficulty of command in a deteriorating battlefield situation. Failure to assign sufficient ADCs to cover the current number of faltering brigades will result in any unassigned brigades automatically receiving a *Sauve qui Peut!* result. No command roll is made. (See Chapter 8 – Morale.)

Example - ADCPostings

- A. The French C-in-C Girard, with four available ADCs, determines he will continue with his offensive this turn. He decides that his lead attack brigade must keep going and push forward quickly, thus he attaches two ADCs to permit a **Forwards** order and one more ADC as a **Brigade Attachment** to ensure his orders are carried out. With his final ADC, he tasks him to **Scout** out an opposing Fog of War card in front of his main attack, as he is anxious to know what lies before him.
- B. Opposing Girard is the Austrian C-in-C General Dullitz, but with just two ADCs available. He decides that he will use one as a Brigade Attachment to his central brigade to ensure the Artillery opens fire effectively upon the advancing French. With his second ADC, he aims to release a Cavalry brigade currently held in **Reserve** with orders to move to the centre and oppose the oncoming French attack.





BRIGADE COMMAND ROLLS

After posting their available ADCs, both players now roll 1D6 for **each brigade in turn**. The player should start on the left, rolling for each brigade before testing the one on its right. The score for each brigade then dictates whether the brigade will continue to obey orders or not. A brigade command die cannot be transferred to another brigade once rolled.

- **Brigades do not need an ADC to take their command roll or to “activate”.** The command roll alone dictates whether a brigade is obeying orders or hesitant, though ADCs can assist through brigade attachments, etc.
- **N.B.** Brigades placed on Reserve orders **do not** roll a Command die until they are released by the C-in-C.

Standard Brigade Command Situation

- **Brigade Obeys Orders:** a die score of 3-6 means the brigade is steady and will obey orders.
- **Brigade Hesitant:** a die score of 1-2 means the brigade will be hesitant.

Demoralised Brigade Command Situation

- Once a brigade has **over 50%** of its units Dispersed, it is classed as Demoralised and harder to command.
- **Brigade Obeys Orders:** A die score of 5-6 means the brigade is steady and will obey orders.
- **Brigade Hesitant:** a die score of 1-4 means the brigade will be Hesitant.
- **Demoralised Brigade Falters = Disperse.** All remaining units and the brigade ADC are removed from play.
- **Exception:** Elite brigades are never considered demoralised.

Brigade Command Status

Brigades have three command states.

STEADY/OBEY ORDERS

When a brigade is neither Faltering nor Hesitant, then it is considered as **Steady** and obeying orders. The player may manoeuvre the brigade as he sees fit, in accordance with his battle plan. The brigade may move in any direction dictated by the player, (but may not redeploy from the divisional battle line unless ADCs were posted to this task). Units may

change formation or reform, guns limber or unlimber and units may fire and of course declare charges. Units that are Retreating/Routed are automatically rallied and may reform in a formation of the player's choice during the movement phase. A Faltering brigade that achieves an Obey Orders result immediately removes the Falter marker and may now act as desired.

HESITANT

If a brigade fails its individual Command roll, the brigadier and his brigade are considered Hesitant, perhaps uncertain of events, slow to react to orders or confused as to what they should be doing next! The brigade should be marked with a Hesitant marker. Hesitant is only a **temporary** status and all such markers are removed at the end of each turn.

Restrictions

- No charges are permitted. **Exception:** Cavalry may still counter-charge.
- Units suffer a -1 modifier when charged.
- No forward movement is permitted, nor is any movement that brings units closer to the enemy. **Exception:** if charged, a defending unit from a Hesitant brigade may wheel to meet the charge, even if this means they are actually moving closer to the enemy. Equally, if they win a melee, they may take the ground.
- Units may **not** change formation if within 15cm [9"] of Close Order enemy units, (except into square) but **Unformed units may reform**. Units outside of 15cm [9"] of Close Order enemy units may change formation.
- No long range Artillery fire is permitted. Artillery Assault Fire is not permitted. Artillery may wheel in position, but not redeploy.
- Arc of fire is restricted to straight ahead. (Not applicable to skirmishers.)
- Retreating units **cannot** be rallied. They remain in position in their current disordered state and lose 1 casualty.
- Routed units Disperse.

FALTER

The brigade is in command confusion due to individual units being Routed or Retreating or having an adverse Destiny result. This status is **permanent** until the brigade regains Steady or Hesitant status via a successful command roll. (A brigade is classed as Faltering if it has two or more retreating Close Order units or any one unit is routed or dispersed. See Chapter 8 Morale.)

- Faltering brigade restrictions are the same as Hesitant AND
- Supports cannot be committed into a charge combat, (no D6 rerolls), though they may still offer support fire.

Faltering Brigade Fails to Obey Orders

Should a Faltering brigade fail to Obey Orders, its situation for the turn is determined by its **individual D6** command roll. The worse the command roll, the more likely the brigade will suffer an adverse result.

- Ascertain the brigade's average troop grading, (if a 50/50 split, then take the higher troop grading) and consult the table below for the brigade reaction.
- Do not roll if a Demoralised brigade Falters – these brigades will immediately disperse and lose the ADC.





FALTERING BRIGADE TABLE					
Roll the command die and compare to the brigade's average troop grading					
Brigade/ Command Score	6-5	4	3	2	1
Elite	Obey Orders	Obey Orders	Rally	Retire	Retire
Veteran & Line	Obey Orders	Rally	Retire	Retire	<i>Sauve qui Peut!</i>
Recruit	Obey Orders	Rally	Retire	<i>Sauve qui Peut!</i>	<i>Sauve qui Peut!</i>
RESULTS					
Obey Orders	The brigade has successfully rallied and obeys orders. Retreating and routed units rally. Remove Falter marker.				
Rally!	The brigade successfully rallies Retreating units, but Routed units Disperse. Remove Falter marker and mark as Hesitant for this turn. Brigade units within 15cm [9"] of formed enemy Close Order units must immediately step back, (not applicable to a garrison, they remain in place). All other units act as per Hesitant.				
Retire!	Retreating and Routed units Disperse. The Brigade Skirmish Line loses one full base, (i.e. three casualties). All remaining Infantry, Cavalry and Artillery brigade units Retire and lose one casualty each. Foot Artillery goes Low on Ammunition, (Artillery limber up the guns as a free movement action). Exception: if batteries are deployed over 30cm [18"] to the rear of the brigade's front line, they may ignore this requirement. Strongpoint garrisons may remain in place. No other actions are permitted. Assault orders are immediately removed. The brigade remains Faltering.				
<i>Sauve qui Peut!</i>	The brigade loses its ADC permanently. Current Retreating or Routed units Disperse. Skirmish Line Disperses. All remaining Infantry, Cavalry and Artillery brigade units Retreat and lose two casualties each. Artillery goes Low on Ammunition, (Artillery limber up the guns as a free movement action). Exception: if batteries are deployed over 30cm [18"] to the rear of the brigade's front line, they may ignore this requirement. No other actions are permitted. Assault orders are immediately removed. The brigade remains Faltering. (In large games, players may take the option to simply remove the brigade and its ADC from play.)				
Note: any subsequent <i>Sauve qui Peut!</i> applied to the same brigade will not result in the loss of another ADC.					

Example – Brigade Command Rolls

- A. Girard now rolls for his five attacking brigades in turn. For the brigade with three attached ADCs (Brigade Attachment and Forwards) he rolls a 2 – fortunately, the Brigade Attachment ADC means he can reroll, so he throws again and scores a 3, so the brigade Obeys Orders. The next three brigades roll 4, 5 and 6 respectively, so all Obey Orders and can act as Girard desires. Unfortunately, his last brigade roll is a 2, so this brigade will be Hesitant this turn and not move forward with the other brigades.
- B. Dullitz also rolls for his brigades. Initially, all goes well and all his committed brigades Obey Orders. He now comes to release his reserve Cavalry brigade and wonders if he should have also posted his other ADC to the Cavalry on a Brigade Attachment to help ensure they Obey Orders. Nonetheless, what's done is done, so he rolls the die and, as fate determines, rolls a 1: the Cavalry brigade is Hesitant! As the attempt to release the Cavalry has failed, they remain in position, still on Reserve orders. Dullitz will need to try again next turn.

Example – Tasking Multiple ADCs to One Brigade

- C. In the following turn, Dullitz is determined to release his Cavalry. He has three ADCs available and uses all of them on his Reserve Cavalry brigade. First, he uses one ADC on a Commit Reserve Tasking, then uses one ADC as a Brigade Attachment and uses the final ADC to add the Forwards order option to get his Cavalry moving quickly. (Adding a Forwards or Assault order only costs one ADC when releasing a Reserve brigade.) His initial command roll is a success, so his Cavalry are released from Reserve and ordered to take up a position in the centre of the line. Finally, the Forwards order means he will be able to use the enhanced movement rate this turn. Dullitz at last has his Cavalry reserve committed into battle.

Example – Faltering Brigade Command Roll

- D. Later in the game, one of Dullitz's brigades suffers a Routed unit which immediately turns its command status to Falter. In the following turn's command phase Dullitz must roll on the Faltering Brigade Table to ascertain this brigade's reaction. The brigade has three line units and one veteran, so is classed as Line grade for the purposes of the command roll. He rolls

a 3 and, looking at a Line brigade's reaction, this indicates a Retire result. His brigade must immediately withdraw and apply the casualty loss to each brigade unit. He will also lose his one Routed unit and will be required to keep rolling on the Faltering Brigade Table in future command phases until he achieves either an Obey Orders or Rally result.



INITIATIVE

To determine the initiative, both players roll 2D6 modified by -1 for each Faltering or Hesitant Brigade after concluding all command rolls. The winner has the initiative for this turn.

- **Draws:** the player who won the Initiative in the previous turn will keep it. (Should players draw on Turn 1, then simply roll 1D6 and the highest score wins the initiative.)
- **Large Games:** in corps level games, the respective corps or army commander rolls for Initiative for the entire army, applying a -1 modifier for each Faltering or Hesitant brigade across all divisions.
- **Optional Rule – French Initiative:** all French C-in-Cs and corps commanders from 1805 to 1812 may use an additional ADC Initiative Tasking. The French player may use either one or two of his currently available ADCs to increase his Initiative 2D6 score for this turn. (Two ADCs is the maximum that may be used.) Each ADC tasked to the initiative modifies this turns initiative score by +1.

Initiative Tasking Example

Girard has three available ADCs this turn and is keen to win the initiative. Therefore, he decides to post one of his ADCs to the Initiative, giving him a +1 modifier on his initiative 2D6 roll.





CHARGES

4



“Let them come! But no cuts with the sabre, only thrusts, good thrusts with the point!”

**Lefebvre-Desnouettes,
Waterloo, 1815**

A charge is declared when a player wishes to dislodge the enemy from his current position through a charge or melee or simply through the threat of a charge to contact.

WHEN CAN A CHARGE BE DECLARED?

- If the brigade is Obeying Orders, any formed unit within command of the brigadier – 30cm [18"] – may charge or support a charge.
- **Exception: Infantry brigades.** If the brigade is Obeying Orders but not on an Assault order, then only one formed Infantry unit within command of the brigadier may charge. Multiple charges or supported charges are not permitted. If an Infantry brigade is on Assault and is Obeying Orders, then any formed unit/s within command of the brigadier may charge or support a charge. (So it's a single battalion charge only unless on Assault.)
- Hesitant and Faltering brigades may not declare charges, (though Cavalry may still counter-charge).
- **Ordering a Charge when Flanked:** Infantry units **cannot charge** when flanked, unless the brigade general is attached. Cavalry may charge regardless of being flanked. (Flanked = If the unit has at least half of an enemy unit within 15cm [9"] behind its flank or rear with no intervening friendly units or blocking terrain.)
- **Reinforcing:** units reinforcing a melee **ignore the charge procedure** and simply move into melee. (See Chapter 9.)
- **Charge Move:** all charging units charge at the standard movement rate for their current formation plus their **charge bonus** as follows.
 - **Infantry charge bonus** – 5cm [3"]
 - **Cavalry charge bonus** – 10cm [6"]

CHARGE PROCEDURE

1. **Declare Charges: Charge!** The phasing player declares his charges, then the non-phasing player declares his charges. The phasing player (with the Initiative) then carries out all his charges simultaneously. After the phasing player has completed all charges, the non-phasing player then conducts his charges. (If for any reason the non-phasing player's declared charge targets are no longer in arc or reach, the charge is cancelled.)

2. **Charge Direction and Wheeling:** charging units must charge in a straight line perpendicular to their frontage and the centre of the lead charge unit should aim for the nearest point or middle of the target unit. However, charging units and their supports may use their **charge bonus** to execute a wheel **first**, as far as the charge bonus permits, (5cm [3"] for Infantry and 10cm [6"] for Cavalry) and subsequently charge in a straight line perpendicular to the new frontage without any, or with reduced charge bonus. But once the charge is launched, chargers must then move in a straight line. If the charge bonus was insufficient to allow the chargers to wheel far enough to bring the target into alignment, the wheel is completed but the charge is cancelled. Units using a Forwards Order may use the bonus D6 to also increase any wheel before charging.
3. **Forwards Charge Bonus.** The Forwards charge dice score bonus of +2D6cm [+1D6"] is added to the *combined* charge and standard move of the charging unit.
4. **Insufficient Charge Move to Reach the Enemy.** If the total score (normal move and all charge bonuses combined) is insufficient to reach the enemy, then the chargers halt at the end of the charge move and all units are Unformed. The charge is now considered abandoned and no further "charge combat" procedure takes place. The defender may choose to fire at this point if he wishes.
5. **Measuring the Distance to the Target.** Players may measure the charge range before declaring a charge; however, they cannot roll the Forwards charge bonus dice before declaring a charge. If you declare a charge that is within maximum possible reach using the Forwards charge bonus dice, then your charge must still proceed, even though the actual roll may bring you short of the target.
6. **Declare Reaction to the Charge Declaration.** Units receiving a charge must now state their reaction. The four possible reactions are:
 - a. **Fire**, when the enemy reaches the 5cm [3"] point.
 - b. **Wheel up to Half a Move and Fire**, when the enemy reaches the 5cm [3"] point.
 - c. **Form Square**, (this is the only formation change permitted when charged); or
 - d. **Evade** if Skirmishers, Cossacks or limbered Artillery.
 - e. **Retreating units** cannot stand if charged and will immediately Rout.
 - f. **Restriction:** units being charged may not declare their own charge on another target or manoeuvre so as to avoid the charge.
 - g. See **Conducting the Charge** for more detail on these options.



Example – Declaring a Charge

- A. Adam's Light brigade (consisting of the 52nd Light, 43rd Light and 1st Caçadores) is obeying orders this turn, but is not on an Infantry Assault order. This means that Adam can declare just one unit charge per turn. He is opposed by several French columns that have taken heavy casualties in the previous turn's firefight. He decides that the 52nd Light will charge an opposing French column in an attempt to see them off. However, the 43rd and 1st Caçadores cannot charge or support the 52nd.
- B. Next turn, the British C-in-C posts two ADCs to the Light Brigade in order to issue an Assault order. Adam's brigade command roll is successful and the Infantry Assault order is now in place. In the charge phase, Adam can now order all his units to charge and hopefully rout the French. He could potentially order separate charges, or one charge with supports, or any other combination he sees fit.



CHARGE RESTRICTIONS

1. The lead charging unit must be within the charge reach of the target, (not just to the 5cm [3"] point).
2. Skirmishers may not charge, (even other skirmishers). Unformed, Retreating and Routed units may not declare charges.
3. **Infantry** can only launch **multiple or supported charges** if the brigade is on an **Infantry Assault order**.
4. Infantry units **cannot charge** when flanked, **unless** the brigade general is attached.
5. **Massed Column Formation**. The attacker cannot declare multiple **separate** charges from a massed column formation against a **single** enemy unit.
6. **Hesitant and Faltering** brigades may **not declare** charges.
7. Infantry may not charge Cavalry or charge across the face of formed enemy Cavalry within 15cm [9"].
8. Garrisons may not Charge out of a **BUA**, by may charge an immediate adjoining BUA or strongpoint.
9. Cavalry may not reinforce an on-going Infantry versus Infantry melee or vice versa.
10. Cavalry may not declare charges into woods, severe terrain, over high walls, etc.
11. Infantry and Cavalry may not declare charges against the same target.
12. Neither Infantry nor Cavalry in **column of companies** can declare a Charge unless restricted for space by terrain features such as a narrow lane or bridge.
13. Cossacks may not declare **frontal charges** on **formed** Close Order Infantry, Artillery or heavy Cavalry; though Cossacks may support such charges led by other units. Cossacks may charge any unit if the target is Unformed or from the flank or rear without restriction.
14. Artillery may not declare charges.
15. **Line of Sight to Target**. The lead charge unit must be able to trace a line of sight to the target. **Exception:** if the enemy are within 15cm [9"] of either the charging unit or the brigadier ordering the charge, it is assumed units are well aware of the presence of the enemy via skirmishers or forward officers and charges may be declared, even if the enemy cannot be seen.



16. If, for any reason a declared Charge target is no longer in reach, then the Charge is cancelled.

SUPPORTING UNITS IN A CHARGE

Definition

Friendly units to the flank and/or rear of a charging unit may support the Charge.

- **Infantry Supports:** A rear or flank supporting unit must **start** from within 5cm [3"] of either the lead charge unit if attacking or target unit when defending.
- **Cavalry Supports:** A **rear** supporting Cavalry unit must start from within 10cm [6"] of either the lead charge unit if attacking, or target unit when defending. A **flank** Cavalry supporting unit must start from within 5cm [3"] of either the lead charge unit or target unit.
- Supports must be facing in the same direction as the lead charge or defending unit. Attacking supports move up with the lead unit and maintain their respective positions.
- The maximum number of supports permitted is three: **one** rear support and up to **two** flank supports, (one left flank support and one right flank support).
- **Rear Support Definition:** having 50% or more of the supporting unit directly behind the lead unit.
- Players can only launch **supported Infantry charges** if the brigade is on an Infantry Assault order.

Benefits

- Each **Formed Supporting Unit** of Elite, Veteran or Line troop grade permits the player to reroll one of his 2D6 charge combat dice.
- Each **Formed Supporting Unit** of a Recruit troop grade permits the player to reroll one of his 2D6 charge combat dice, but this reroll suffers a -1 modifier.
- Each column support **in a massed column formation** permits the player to reroll one of his 2D6 charge combat dice, but this reroll suffers a -1 modifier, (regardless of the troop grade).
- **All Unformed supporting units and all Infantry square supports** permit the player to reroll one of his 2D6 charge combat dice, but this reroll suffers a -1 modifier, (regardless of the troop grade).
- **Any Infantry support in Line formation against enemy Cavalry** suffers a -1 modifier.
- **The maximum modifier is -1**, even, for example, for Unformed recruits. Nor can you score lower than 1. So even if your Recruit supports roll a 1, this will not be modified to 0, but remain as 1.
- Artillery batteries **only provide fire support** and do not provide a D6 reroll.
- Once a reroll is made, the new score **must** be accepted, you cannot revert to the old score. (*Designer's note: If the idea that a support could be a disadvantage disconcerts you, consider the possibility of supports blundering into the lead unit or mistakenly firing at the lead charge unit! This rule simply reflects the limited ability of a brigadier to successfully coordinate numerous charges in the heat of battle.*)

Support rerolls are voluntary. The player may always choose whether or not to use a support reroll.

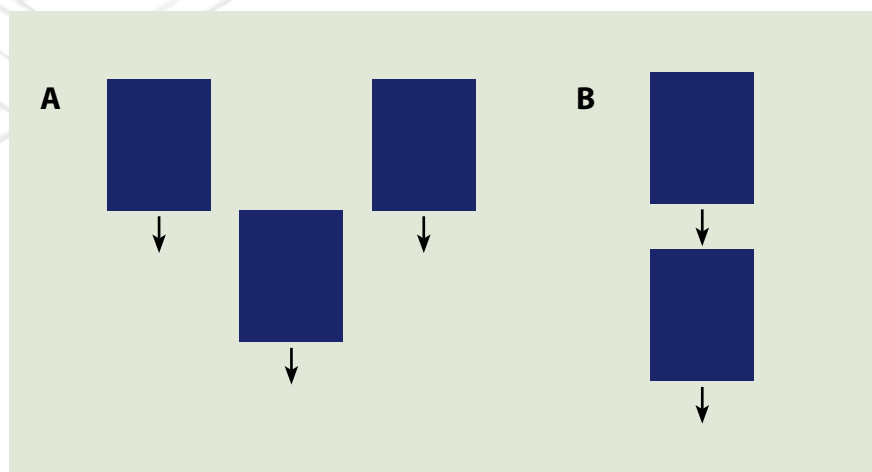
The attacker uses his support rerolls first or may pass. Then the defender

elects to reroll or pass. If player has initially passed, this does not stop a reroll at a later time in response to the opponent's reroll.

Prohibited Supports

A unit cannot offer support if:

- Attacking** and not in command.
- Attacking** and from **another Brigade** (i.e. a charge cannot be supported by units from another brigade).
- Attacking or defending a **BUA or Strongpoint**.
- Opposed by Another Enemy Unit**. A flank support cannot offer support if an enemy unit not involved in the charge, (i.e. not within support distance of 5cm [3"]), is to its front and within 15cm [9"]. See diagram below.
- Artillery, Skirmishers, Garrisons or Retreating units may not support. If Artillery is involved in a Charge, they may use Defensive Fire, but provide no support reroll. The battery will suffer the same fate as supporting Infantry in the charge combat.
- In square, as squares cannot support an **attacking charge**.
- Unit charged in the flank or rear and still flanked at the 5cm [3"] point cannot be supported.
- In a Faltering brigade. Faltering brigades cannot commit supports.
Exception: If you have one attacker directly charging two adjacent defending units from a Faltering brigade, then one defending unit is automatically drawn into the combat as a support and a reroll may be used.
- Cavalry attempting to support Infantry or Artillery or vice versa. Troops may only support their own type.
- Prevented by impassable terrain.

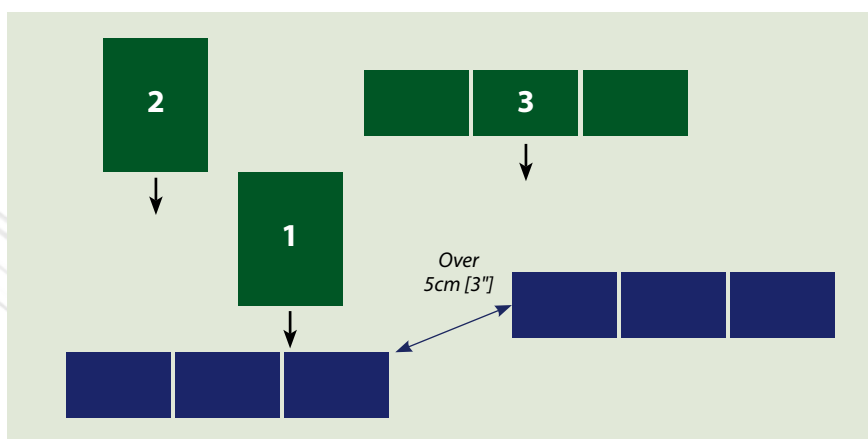


Example 1– Supports in a Charge

- The two rear echeloned columns may act as flank supports to the lead attack column, as they are both within 5cm [3"] at the start of the charge phase. They advance with the lead unit and halt in their respective positions once the lead unit reaches the 5cm [3"] position. If they can also reach the enemy, (target unit or support) they may fight in any melee.
- The rear column may act as a rear support to the lead attack column. It cannot, however, join any potential melee.

Example 2– Opposed Supports in a Charge

This Russian attack is led by Unit 1 and the player designates both units 2 and 3 as supports. However Russian unit 3 may not act as a support to Unit 1, as it is directly opposed by the French unit to its front, which is not involved in the charge. Thus only unit 2 may support. See diagram overleaf.



CONDUCTING THE CHARGE

1. **Designate Lead Charge Unit and any Supports.** In each charge, the attacker identifies the lead charge unit and any rear or flank supporting units. The attacker, if not in a Mass Infantry Column formation, has the option to use flanking units as supports **or** declare separate Charges with them.
2. **Designate any Defending Unit Supports.**
3. **Defender's Disadvantage.** The defender **must** include flank/rear supports if they are within the support distance and unopposed, and does not have the option to exclude them! (But he is not forced to use support rerolls, these are still optional.) If the defender has the option of several rear supports, he may choose which one will support – the others are not involved in the charge.
4. **Attacker moves up to the 5cm [3"] point from the enemy.** The attacker should aim to charge the centre of the target unit (or as near as possible), using the most direct route. Any supports also move up and keep their respective positions.
5. **Defender Fires or Defender Reacts/Fires.**
 - a. **Defender Fires:** The defender and any flank support units may now fire at the chargers. The majority of casualties caused will go on the lead attack unit, with any casualties left over going on the supports. (For example, if three casualties were caused, two will go on the lead unit.) If supports such as rear supports cannot be hit, then all casualties go on the lead attack unit. If a defending support directly opposes an enemy support, then the majority of its casualties will go on the enemy support. If the lead unit cannot be hit at all, then all casualties go on the supports.
 - b. **Defender Reacts & Fires:** The defender may either:
 - i. **Wheel if the chargers started at least 15cm [9"] from their target.** If so, defenders may then conduct a wheel of up to half the normal movement allowance in response and fire. (Units offering flank support operate under the same conditions.) OR
 - ii. **Form Square or Hold in Line.** If charged by Cavalry who started at least 15cm [9"] from their target, Infantry must take and pass a Discipline Test at the 5cm [3"] point in order to successfully form square or maintain formation if they are in line. If they fail, the test result stands. Both line and column formation can attempt to form square, though lines have a negative modifier in the Discipline Test. Forming square is the only formation change permitted. If the unit successfully passes the test, it may form square or hold in its current formation. However, if it formed square, then no firing is permitted. If the unit Retreats,



the chargers either Take the Ground or continue the Charge against other targets within reach.

- iii. **Charged in Rear.** If a unit is charged in the rear, only Elites and Veterans may attempt to about-face. The unit must take a Discipline Test at the 5cm [3"] point. If they pass, the unit may about-face in order to oppose the enemy. However, the unit is immediately **Unformed** on doing so and no firing is permitted. If they fail, the test result stands.
- iv. **If the chargers start from within 15cm [9"],** there is insufficient time for the defenders to react and no defensive manoeuvre is permitted, unless evading (though they may still fire if within arc).
- v. **Evade.** Only Skirmishers, Cossacks and Limbered Artillery may evade. (See below.)
- vi. **No other manoeuvre of any type is permitted** and units may not manoeuvre in order to avoid the charge.
- c. **Counter-charges by Cavalry** are determined by the charge result. A good result means your Cavalry have successfully counter-charged, a poor result confirms the counter-charge attempt has failed. There is no need for the player to declare a counter-charge; your brigade Cavalry officers will decide that for you!
- d. **Counter-charges by Infantry** are not permitted. **Exception:** if defending British Infantry successfully stop a Charge with a Volley result, the British player may elect to counter-charge with his lead defending unit, but no supports are permitted.
6. **Supporting Fire.** Any unit may provide support fire, provided it is within effective or volley range of the charging enemy or supports when the chargers are at the 5cm [3"] position and they have no nearer targets whatsoever within effective or volley range to their front. (*Designer's note: This rule stops players firing with every available unit and concentrating all fire upon a single charging unit, acting as if his units were equipped with sophisticated 21st century radio comms!*)
7. **Discipline Tests on the Lead Attack Unit.** Any required Discipline Test is taken at the 5cm [3"] position and the result is applied immediately. If the lead attack unit becomes Unformed, the charge continues and the Unformed modifier is applied in the charge combat. If the lead attack unit Retreats, any supports will Retire and no Charge Combat takes place.
8. **Discipline Tests on Attacking Supports.** Any Discipline Test that is required is taken and the result is applied immediately. If Unformed, they continue to support but with a -1 modifier. A Retreat means they immediately fall back and drop out of the charge.
9. **Attacker and Defender resolve the Charge.** Both attacker and defender now roll 2D6, apply their modifiers and consult the Charge Results Table. (This procedure is not required if charging a BUA, see below.) The difference between the final modified scores is compared to the **Charge Results Table**. Results are applied immediately to all units involved in the charge combat.
10. **If attacking a BUA or a Strongpoint** the attackers are now moved directly into melee – the 2D6 charge combat procedure is ignored.

THE CHARGE RESULTS TABLE

Procedure

Both attacker and defender roll 2D6, apply the appropriate modifiers listed below to their lead charge unit or lead defending unit respectively,

use any support rerolls, and then compare the chargers' final modified score to the Charge Results Table (see overleaf).

Charges against Garrisons

Ignore this section of the charge procedure if attacking a BUA or strongpoint; move straight to melee after garrison fire and any required discipline tests.

Double 6

An unmodified initial charge 2D6 roll of double 6 requires the player to roll on the Destiny table and immediately apply the result.

Multiple Unit Charges

In situations where two or more units are conducting separate charges against one target, (e.g. two units versus one and not declared as supports), then each separate unit still has its own dice roll and adds or subtracts all appropriate modifiers. The best result will apply – the lower result is ignored. The defender applies his one result against both attackers.



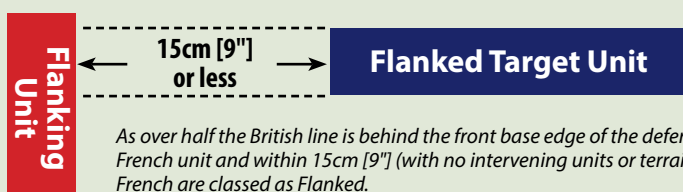
CHARGE MODIFIERS					
Elite = +2		Veteran = +1		Line = 0	
				Recruit = -1 <i>If in Column/Square = 0</i>	
MODIFIERS		Formation		Casualty & Brigade Status	
General Attached: promote to next troop grade		Unformed		-2	
Casualties in Charge: 2*/3+/5+ (*n/a if Elite)				-1/-2/-3	
Charging On!	+1	Infantry in Column or Square vs. Cavalry	+2	Unit Casualties: 4+ / 8+ (10+ Guard/Large)	-1/-2
Heavy Cavalry	+1	Infantry in Line vs. Cavalry	-2	Artillery Casualties: 4+ / 6+ (8+ Guard/Large)	-1/-2
Lancers vs. Infantry	+1	Square vs. Infantry	-2	Brigade is Hesitant/ Faltering/Demoralised	-1
Campaign Cavalry vs. Heavy/ Battle Cavalry	-1	Cavalry – Narrower Frontage	-1	Defender Flanked/Charged in Flank/Rear	-2/-4
SUPPORTS	Flank Supports = within 5cm [3"]. Rear Infantry Support = within 5cm [3"]. Rear Cavalry Support = within 10cm [6"]				
	<ul style="list-style-type: none">Each Elite, Veteran or Line Support = 1D6 reroll.Each Recruit, Massed Column, Square, Infantry line vs. Cavalry or Unformed Support = 1D6 reroll with a -1 modifier.Artillery, Skirmishers and Garrisons do not support.				



CHARGE MODIFIER DEFINITIONS

All charge modifiers are based solely on the lead charge unit and are cumulative.

Elite	If the lead unit is Elite apply the +2 modifier.
Veteran	If the lead unit is Veteran apply the +1 modifier.
Line	If the Lead unit is graded as Line, no modifier is applied.
Recruit	If the lead unit is Recruit deployed in line formation, apply the -1 modifier. There is no negative modifier if recruit Infantry are deployed either in column or square formation or if recruit Cavalry are deployed in column of squadrons. Exception: Cossacks always receive a -1 modifier regardless of their formation.
General Attached	If the brigadier is attached to the unit, it will fight at the next higher troop grade. E.g. a Line graded unit with its brigadier attached would fight as Veterans and so on.
Charging On!	If the lead unit is charging on due to a Victory result, apply the +1 modifier.
Heavy Cavalry	If the lead unit is heavy Cavalry apply the +1 modifier. <i>(Designer's note: This reflects the extra confidence of heavy Cavalry in pushing a charge home and the impact on the opponent on being charged by such Cavalry.)</i>
Lancers vs. Infantry	If the lead unit is lancers charging Infantry, apply the +1 modifier. This does not apply against Cavalry or Artillery.
Campaign Cavalry vs. Heavy/Battle Cavalry	If the lead unit is Campaign Cavalry opposing Heavy or Battle Cavalry apply the -1 modifier. <i>(This represents the general lack of confidence of these units combined with inferior or worn mounts, when up against better quality Cavalry.)</i>
Unformed	If the lead unit is Unformed, apply the -2 modifier.
Infantry Square or Infantry Column vs. Cavalry	If the lead defending unit is Infantry in either square or column being charged by Cavalry, apply the +2 modifier. <i>(This represents the greater confidence and staying power of these formations when attacked by Cavalry.)</i>
Infantry in Line vs. Cavalry	If the lead defending unit is Infantry in line vs. Cavalry, apply the -2 modifier. <i>(This reflects the more vulnerable nature of this formation when attacked by Cavalry.)</i>
In Square vs. Infantry	If the lead unit is in square when attacked by Infantry, apply the -2 modifier.
Cavalry – Narrower Frontage	If opposing Cavalry unit(s) more than double your frontage (opposing lead unit and supports combined) apply the -1 modifier.
Infantry/Cavalry Casualties: 4+ / 8+ (10+)	If a unit has lost 4 to 7 casualties apply a -1 modifier. If a small/standard unit has lost 8+ casualties apply a -2 modifier If an Elite or Large unit has lost 10+ casualties apply a -2 modifier.
Artillery Casualties: 4+ / 6 (8+)	If a battery has lost 4 to 5 casualties apply a -1 modifier. If a standard battery has lost 6 or more casualties apply a -2 modifier. If an Elite or Large battery has lost 8 or more casualties apply a -2 modifier.
2/3+/5+ Casualties in Charge	If the lead unit suffers 2 casualties in the Charge, apply the -1 modifier (n/a if Elite); if 3 or 4 casualties, a -2 modifier; and if 5+ casualties, a -3 modifier.
Brigade is Hesitant, Faltering or Demoralised	If the brigade is currently Hesitant, Faltering or Demoralised, apply the -1 modifier.
Flanked	If the lead defending unit is currently flanked, apply the -2 modifier. Flanked = if the unit has at least half of an enemy unit within 15cm [9"] behind its flank or rear with no intervening friendly units or terrain.
Charged in Flank or Rear	If the lead defending unit is charged in the flank or rear, i.e. it is classed as flanked at the 5cm [3"] point then apply the -4 modifier.



CHARGE RESULTS						
Chargers Won/Lost by:	6+	3-5	1-2	0 to -2	-3 to -5	-6 or worse
Infantry vs. Infantry & Artillery	Attacker = Victory! Defender = Rout 1D6 casualties	Attacker = Take The Ground. Defender = Retreat 1D3 casualties. Artillery disperse	Attacker = Melee with Élan. Defender = Melee Unformed.	Attacker = Volley! (Lose = Unformed) Line = 4/3/2CD. Column = 1CD. Defender = Stand.*	Attacker = Retire. 1 casualty. (Retreat if in Massed Columns. Defender = Stand.	Attacker = Retreat 1D3 casualties. Defender = Stand.
Cavalry vs. Cavalry	Attacker = Victory!** Defender = Rout. 1D6 casualties.	Attacker = Melee with Élan. Defender = Melee Unformed.	Attacker = Melee. Defender = Counter-charge & Melee.		Attacker = Melee Unformed. Defender = Counter-charge & Melee with Élan.	Attacker = Retreat 1D3 casualties. Defender = Take The Ground.
Cavalry vs. Infantry & Artillery	Cavalry = Victory!** 1 casualty. Defender = Ridden Down.	Cavalry = Melee with Élan. Defender = Melee Unformed.		Cavalry = Retire 1 casualty. Defender = Stand. (Draw=Defender 1 casualty.)		Cavalry = Retreat 1D3 casualties. Defender = Stand.
Cavalry vs. Square	Cavalry = Victory!** 1 casualty. Infantry = Ridden Down.	Cavalry Retire 1 casualty. Square Stands and loses 1 casualty.				
Volley! = 4/3/2CD. Large Bn = 4; Standard Bn = 3; Small Bn = 2. Unformed = lose by -1 or -2. *British may counter-charge.						
VICTORY! Either Charge On! Charge up to full distance rolled (Infantry = 4D6cm [3D6"], Cavalry = 6D6cm [5D6"]). Victorious units may undertake multiple charges within this distance; or Take the Ground and Infantry recover one casualty. ** = British Cavalry <i>must</i> Charge On and do so Unformed.						
WINNING SUPPORTS Stand, or if melee result, close to melee if target can be reached. If Victory result, continue to Support or Stand. LOSING SUPPORTS: Retire if Lead Unit Retires/Retreats/Routed. Otherwise Stand.						

CHARGE RESULT DEFINITIONS

- Victory!** Attacking charges that Rout the enemy will lead to a Victory result.
 - The attacker now has the choice to either Charge on **or** Take the Ground and Infantry (only) recover one casualty.
 - Charge On!** Charge the nearest enemy unit within the distance rolled and within a 45° arc of the front base edge of your lead attack unit. (No wheeling outside this arc is permitted.) If the enemy cannot be reached because your dice score was short of the target, then advance the full distance rolled and halt.
 - To obtain the charge distance, roll four D6 [3D6] for Infantry, or six D6 [5D6] for Cavalry. The total score equals the distance in centimetres [inches], taken from the chargers' current position.
 - Supports **may** continue to support the new charge if the player wishes, or halt in their current position – player's choice.
 - British Cavalry (except KGL) obtaining a Victory result **must** charge on and will do so **Unformed**.
 - Cavalry riding down Infantry or Artillery will always lose one casualty.
 - Units Charging On may make as many successful charges as they wish **within the distance rolled**. For example, if a Cavalry unit rolled a total of 20cm, this would permit it to Charge any number of units within this distance, as long as each charge was successful.
 - Victorious units cannot make a second Charge On! dice roll: **one** is the maximum permitted, regardless of subsequent results.

However, a unit could charge several units with its one Charge On! result.

2. **Melee with Élan.** The unit(s) close to Melee and gains the Melee with Élan extra Combat Dice.
3. **Take the Ground!** May move up and occupy any part of the position that was occupied by the defeated enemy unit. The unit must maintain its current facing and may not wheel or otherwise manoeuvre.
4. **Volley! (Lose = Unformed)** The chargers halt at 5cm [3"] and fire a volley with the appropriate number of Casualty Dice. Large Line = 4CD; Standard Line = 3CD and Small Line = 2CD. If in column formation = 1 CD. (All standard fire modifiers are ignored.)
 - a. If the result was a **draw**, the lead Charge unit remains formed, but if it lost by -1 or -2 it becomes Unformed. Supports remain Formed and also Fire as above. **Exception:** Massed Column flank supports are also Unformed.
5. **British Infantry Counter-Charge.** The lead defending British Infantry unit may immediately Counter-Charge if an attacker becomes Unformed and the player wishes to do so. The original target unit must be both formed and in Command to do so. If these conditions are met, repeat the charge process for the British unit, but supports cannot be used in a counter-charge.
6. **Melee.** Units close to melee. Units not able to reach base to base contact with the enemy hold their position.
7. **Cavalry Counter-Charge.** The defending unit closes to melee, no other effects.
8. **Stand.** The unit holds in position, no other effect.
9. **Melee Unformed.** Close to Melee, but the attackers/defenders are now classed as Unformed for the Melee itself. (The unit is deemed to have lost formation or pulled up before the enemy charge.) Supports **not** in Melee remain Formed.
10. **Retire!** The losing unit and any supports immediately fall back the full Retire move or to behind a supporting unit. After the Retire move, units are automatically **Unformed**. Retiring units lose an additional casualty. If attacking in **Massed Columns**, this converts into a Retreat result for the lead attack unit.
11. **Retreat!** The losing unit conducts a full Retreat move to the rear or to shelter behind a supporting unit. Any supports Retire. Retreating Artillery batteries Disperse.
12. **Rout!** The losing unit immediately Routs. Routers conduct a full Rout move to the rear or to behind a supporting unit. If the Routed unit cannot fall back to within 5cm [3"] of a friendly unit (not Skirmishers, Retreating or Routed), it will **Disperse**. Any supports Retire. The Routed unit's brigade is now marked with a Falter marker. Routed Artillery is removed from play.
13. **Ridden Down!** The losing unit is Dispersed and removed from play. Any supports Retire. The unfortunate unit's brigade is now marked with a Falter marker. The winning lead Cavalry unit will suffer one casualty.
14. **Closing to Melee.** Any melee result means the lead attack unit will close to Melee, (move the figures into contact). Flank supports will also close to Melee only if they can actually reach and contact either the lead defending unit or a defending support unit. Rear supports (both attackers and defenders) do not close to Melee in the first round but may reinforce if there is a second turn of Melee, (see chapter 9).



Charge Casualties

- **Retire:** lose one casualty.
- **Retreat:** lose 1D3 casualties.
- **Rout:** lose 1D6 casualties.
- **Losing supports** will retire if their lead unit either Retires, Retreats or Routs.
- **1D3:** 1 or 2 = one casualty; 3 or 4 = two casualties; 5 or 6 = three casualties.



EVADING

The following units may or must evade a charge:

1. Skirmishers must evade if charged by Close Order Infantry or Cavalry.
2. Cossacks must evade if charged by **heavy Cavalry**. Cossacks may evade or stand if charged by any other Cavalry.
3. Limbered Horse Artillery must evade if charged. Limbered Foot Artillery cannot evade and will disperse.
4. Deployed Artillery, Close Order Infantry and Cavalry, including when retreating, may NOT evade.

Procedure

1. The charging unit moves to the 5cm [3"] position.
2. Skirmishers fire when charged by Infantry, then Evade. Skirmishers may not fire if charged by Cavalry.
3. The evading unit now takes a Discipline Test.
 - a. Pass = Evade up to the full move either in a 45 degree rearward arc or directly back towards their own lines and halt behind friendly units or in cover. (They about face for free, there is no movement penalty).
 - b. Fail = The evading unit breaks and must immediately Retreat.
4. The chargers either Take the Ground, Charge to Contact with the evading unit if it can be caught, or continue the Charge against other targets within reach. (Declare the new target and follow the Charge procedure.)
5. If a unit that has evaded is caught by the charging unit, the evading unit is immediately Dispersed.

OPPORTUNITY CHARGES

This permits the **Non-Phasing** player to declare a **Cavalry Charge** in order to intercept a declared enemy Charge by the Phasing Player. The non-phasing player must state which unit he intends to Opportunity Charge and launches his charge first, in effect interrupting the Phasing Player by seizing the "local initiative". The Phasing Player's Charge is now cancelled and the Opportunity Charge is carried out using the normal Charge procedure. If both players order Opportunity Charges involving opposing units, the Phasing Player will have priority.

Restrictions

- A. Opportunity Charges are only applicable to **Cavalry and limited to one unit per Brigade**.
- B. The unit must pass a Discipline test in order to successfully launch an Opportunity Charge.
- C. Supported Opportunity Charges are not permitted.
- D. Hesitant or Faltering Brigades may not launch Opportunity Charges.
- E. The unit attempting to Opportunity Charge cannot already be the target of an enemy Charge in this phase.

Procedure

- 1. Non-phasing player declares the Opportunity Charge and takes a Discipline test. If the unit passes, the Charge may proceed. If it fails, the result stands and the Phasing Player's initial Charge may carry on uninterrupted.
- 2. If the Discipline test is successful, the Phasing Player moves his charging unit forward 5cm [3"] and **halts**. (The Opportunity Charge unit must be within Charge range of the target at this point.)
- 3. Carry out the Charge procedure as normal, now with the Opportunity Chargers as the attackers.
- 4. After the resolution of the Opportunity Charge, the "interruption" ceases and Phasing Player carries on with his remaining Charges.

Charge Examples

- A. **Standard Charge.** The Veteran French 1st Légère regiment wishes to declare a Charge upon a Russian battalion. The general is in Command and the target well within Charge reach, so the Charge may proceed. The 1st Légère move to the 5cm [3"] point from the Russians. The Russians, not wishing to move, now Fire and inflict two casualties. Both regiments now roll for the Charge Combat. The French score 8, add +1 for Veteran, but -1 for suffering two casualties in the Charge. No other modifiers apply, so their total is 8. The Russians roll 5 and, with no modifiers applying, have lost the Charge Combat on a difference of 3 between the scores – a Retreat result. The Russians immediately conduct their Retreat, losing 1D3 potential casualties.
- B. **Cavalry vs. Infantry in Line.** A British Guards battalion in line is charged by a lone regiment of French Chasseurs à Cheval, who start their Charge from just 12cm [6"] away. As the French Cavalry initiated their Charge from within 15cm [9"], the British do not have time to change formation or manœuvre, so must receive the Charge in line. The Chasseurs advance to the 5cm [3"] position and the British must take a Discipline Test (as there are Infantry in line Charged by Cavalry). The Foot Guards pass and remained formed. They may now Fire and inflict three casualties and a Discipline Test upon the Chasseurs. The Chasseurs fail by 1, meaning they continue the Charge, but do so Unformed. The Charge is now resolved, but the British Guards will suffer a -2 modifier as they are in line vs. Cavalry, while the French will suffer a -2 modifier as well as they are now charging Unformed. A tense set of dice rolls awaits!
- C. **Flank Charge.** The British 16th Light Dragoons declare a Charge upon the flank of a French hussar unit. The French player states he will wheel to face. The distance is now measured



between the two units – it is 20cm [12"]. As the distance from charger to defender is over 15cm [9"], the defender may take **half a standard move** as a defensive response and then hopefully Counter-Charge. (Had the British started their Charge much closer and within 15cm [9"], then the unfortunate French would not be able to manoeuvre). So the French player now moves the unit half the standard formation move, enabling it to face the chargers; the 16th Light Dragoons move to the 5cm [3"] point and both sides roll for the Charge as normal.

- D. Victory!** A French cuirassier regiment, supported by a fellow regiment, has just routed an Austrian unit with a Victory result. The player decides to keep going with both regiments and Charge On. He now rolls 6D6 [5D6] to ascertain his new Charge distance. He scores a total of 18, so immediately targets another unfortunate Austrian regiment just 10cm away and also succeeds in routing them. This permits another Charge if any further enemy units are within the remaining 8cm of the initial dice roll; unfortunately for the French, no further units are within reach, so the Cavalry advance the remaining 8cm and halt.
- E. Opportunity Charge.** A Russian Infantry battalion is drawn up in line. Protecting its right flank is a unit of hussars. The French player moves up a unit of lancers and next turn, gains the initiative and so declares a Charge upon the Russian Infantry line. The Russian player states he will Opportunity Charge the French lancers with his hussars to protect the Infantry. The Russian player must first undertake a Discipline Test, which he passes, so French Charge is now cancelled, though they still move forward 5cm [3"], then halt. The Russian hussars seize the "local initiative" and now launch their Charge at the lancers. The Charge Combat is then resolved as normal.
- F. Charge against a BUA.** A French column charges a BUA held by a Russian Jäger battalion. The French move to the 5cm [3"] point and the Russians fire, using three Skirmish Casualty Dice and inflict two casualties. The Charge procedure is disregarded and the French column moves straight into melee, which is resolved in the Melee phase.



Mass Column Charge Example (see photo above)

A French brigade launches three battalions (graded as Recruits) in a Massed Column Charge upon a British brigade. The French player designates his middle column as the Lead Attack Unit, with the two flank supporting columns within 5cm [3"] accompanying the charge. The French player designates a British Fusilier regiment as his target. The defending British have an accompanying Highlander battalion (graded as Veteran) on the right flank and a Foot Artillery battery immediately on the left. As all these units are with 5cm [3"], they may Support the defending Fusiliers.

In the Charge, the French player rolls his 2D6 Charge Dice, scoring 2 and 4; he is permitted up to two D6 rerolls for supports (as he has two supports), so he clearly rerolls the 2 and now scores a 3, modified to 2 as the supporting Recruit unit has a -1 modifier. As this is no improvement, he decides to reroll with his last support scoring a better 4, again modified, this time to 3, bringing his

final score to 7. (Even though the Recruits (-1 modifier) are in Massed Columns (-1 modifier), **the maximum negative modifier is always -1.**)

The British player rolls his 2D6 Charge Dice and scores a poor 3 and 2. He only has one Support reroll, provided by the Highlanders, as the Artillery battery does not provide a Charge Support reroll. He rerolls the 2 and scores a lucky 6. His final score is 9. The French lose by just 2, so must halt Unformed and all columns volley with 1CD. A close shave indeed!

The British player now has the option to immediately Counter-Charge with the Fusiliers or hold his ground. He decides to Counter-Charge, (they are in Command and the Fusiliers are Formed). The Fusiliers do not need to move out, as they are already at the 5cm [3"] position. The French column cannot Fire as they have already fired. So, both sides now roll their respective 2D6s with modifiers and again consult the Charge Results table.

Destiny!

Finally any Double 6 rolled in Charge Combat results in the player rolling immediately on the Destiny table and applying the result.





MOVEMENT & TERRAIN

5



“We formed in open column of companies and moved in rapid double quick to the scene of the action...”

Lt. Sherer, 34th Foot, Albuera

MOVEMENT

1. Units usually move just once per turn, either in the Charge phase or in the Movement phase. Occasionally, a unit may move twice, such as conducting a second Charge after obtaining a Charge Victory result or gaining an additional Movement action following a Destiny result.
2. This phase is alternate, the player with the Initiative will move first.
3. In the Movement phase, players may move units and generals that were not involved in the Charge phase using the normal Movement rates or using additional Movement through a Forwards move. Units may move up to the maximum Movement distance that is allowed for their current formation. Units also reform or change formation in this phase.
4. Actions such as reforming, changing formation or unlimbering Artillery are classed as **movement** and will impact negatively on firing.
5. Units Interpenetrated and Unformed by charging or broken units in the Charge phase may reform in the same turn's Movement phase.
6. **Minimum Close Distance to the Enemy.** Units may not voluntarily advance closer than 5cm [3"] to enemy Close Order units, (Infantry, Cavalry and Artillery but not Skirmishers), except in the **Charge or Melee phase**. (This does not apply to compulsory moves such as Rout). Nor may any unit voluntarily move into base to base contact, i.e. Melee, with an enemy unit during the Movement phase. Skirmishers automatically fall back before advancing Close Order units to maintain the 5cm [3"] distance; this is classed as a bonus move and the Skirmishers may still move and fire in their own Movement phase.
7. Units involved in the Charge phase may NOT take any actions, such as moving or reforming, in this phase. (This includes Skirmishers or Cossacks evading a Charge.)
8. Any unused Movement may not be carried over into the next turn.

UNIT MOVEMENT RATES						
UNIT	LINE	COLUMN	SQUARE	SKIRMISH	EVASD & RETIRE	RETREAT& ROUT
Infantry	10cm [6"]	15cm [9"]	8cm [4"]*	20cm [12"]	Up to 20cm [12"]	Fall Back on Supports. Infantry: Up to 30cm [18"], Cavalry: Up to 35cm [21"]
Cavalry	25cm [15"]		-	-	Up to 35cm [21"]	
Horse Artillery	25cm [15"]				As Cavalry	
Foot Artillery	15cm [9"]				Up to 20cm [12"]	
Generals	30cm [18"]	Once attached to a unit, Generals make any necessary additional movement to remain in contact.				
Rough Terrain: Close Order Infantry = Half Speed					About Face = Formation Change	
Infantry Step Back = 5cm [3"], Cavalry Step Back = 15cm [9"]					Manhandle/Wheel Battery = Up to 5cm [3"]	
UNFORMED UNITS = May only Reform on the spot or Retire. No other actions permitted.						
Infantry charge bonus – 5cm [3"] Cavalry charge bonus –10cm [6"]						
* Discipline Test if enemy Cavalry are within 15cm [9"]						

Movement of Generals: the C-in-C and Brigadiers

1. The standard move for all generals is 30cm [18"], (including corps commanders).
2. Brigade generals may move either in the Charge phase to attach to a unit prior to launching a Charge, or in the Movement phase.
3. Once attached to a unit, generals move with that unit and may take any necessary additional movement to stay in contact.
4. If generals are contacted by enemy troops, they are simply moved to one side or fall back to their nearest friendly unit.

Movement of Fog of War Cards

1. Fog of War cards move at 20cm [12"] per turn in good terrain, regardless of the troop types they actually represent. This is reduced to 10cm [6"] if in difficult terrain.
2. Units forbidden from entering certain terrain types are still prohibited even when under a Fog of War card.

Infantry Moving in Square

If a square moves while enemy Cavalry are within 15cm [9"], the Infantry must take a Discipline test at the end of the move. (It doesn't matter if the Cavalry are formed or not, but they must be able to theoretically reach the Infantry and not be blocked by terrain, etc.)

- Pass = Remain formed
- Fail = Discipline Test result stands

About Face

All units may About-Face. Doing so is classed as a formation change; for example, a Line graded unit would take a full Movement phase to About-Face on the spot. If charged, only Elite and Veteran units may attempt to About-Face and must first pass a Discipline test in order to do so. (See Chapter 4 Charges.)

Moving to the Flank

All units may Move to the Flank, (i.e. a side-step) a maximum of 5cm [3"].

Moving Obliquely

All units may move obliquely up to a 45° angle from the front outside

base edge. Oblique movement is conducted at normal speeds.

Step-Back

Close Order Infantry and Cavalry may both Step-Back, Infantry a maximum of 5cm [3"], while Cavalry step-back 15cm [9"]. Skirmishers use their normal movement rate to Step Back.

Wheeling

The inside base remains stationary while the outside base wheels at normal speed.

Unformed Units Moving

In the Movement phase, Unformed units are restricted to either reforming on the spot or conducting a Retire move. No other manoeuvre, including changing formation, is permitted when Unformed.

Voluntary Retire Move

Close Order units may only undertake a voluntary Retire move when **Unformed**. A Voluntary Retire move incurs **one Fatigue Casualty**. (Units may About Face for free, there is no movement penalty). Skirmishers and Cossacks may Voluntary Retire when either Formed or Unformed without a casualty loss.

Retreat Move

Retreating units may not voluntarily move, Evade, Wheel or Reform until Rallied. Units may *not* undertake a Voluntary Retreat or Rout move.

Falling Back Through Gaps Between Other Units

Unformed or Retiring units may fall back through a gap of any size between formed friendly units without unforming them. Retreating and Routing units may also fall back through a gap of any size between formed friendly units without unforming them, **after the initial 10cm [6"] "straight back" compulsory movement**.

Restrictions to Movement

Units that have restrictions imposed upon their movement are Unformed units (see above) and units that have lost Fire Discipline, (no move or formation change until Fire Discipline is recovered). Units belonging to a Hesitant brigade may not charge formation if within 15cm [9"] of enemy units. Retreating and Routing units may not move again after their initial compulsory move until Rallied.

Forwards Order

The Forwards order grants a brigade the option to increase their movement rate, though at the expense of firing. ADCs must have been tasked to the brigade in the Command phase to order a Forwards move.

THE FORWARDS ORDER

1. This adds an extra 4D6cm [3D6"] to movement for all troop types and Fog of War cards **OR**
2. This adds an extra 2D6cm [1D6"] to charge movement for all troops.
3. **N.B.** The brigade may only use increased Normal Movement **OR** increased Charge Movement; it cannot use a combination of increased Normal Movement for some units and increased Charge Movement for others.





4. The dice are rolled and the combined score represents extra Movement in centimetres for 15mm troops or inches for 28mm troops. *This one Movement bonus is available to all units in the brigade; the dice are not rolled separately for each brigade unit.*
5. Brigade units may combine formation changes and the Forwards extra movement or vice versa.

Forwards Order Restrictions

Once a brigade receives a Forwards order:

1. All brigade units lose the opportunity to fire, (regardless if individual units moved or not).
2. Squares and Recruits in Line formation may not use Forwards movement rates.
3. Deployed Artillery may not *manhandle* at the Forwards move rates.
4. **Exception:** deployed Artillery that did **not** move this turn may still fire.

Example - Forward Movement

- A. (15mm example.) Adams' Light brigade is in receipt of a Forwards order as two ADCs tasked in the Command phase by the C-in-C and the brigade obey orders. In the following Movement phase, the player rolls the 4D6cm bonus dice to gain extra Movement. He scores a total of 10, and now adds this to the brigade's current column formation move, thus increasing the distance from 15cm to 25cm.
- B. A French foot Artillery brigade is given a Forwards order. As they are currently limbered they decide to take the bonus move first and then unlimber using their normal movement.

Formation Changes

This table shows the proportion of a Movement phase required to carry out a particular formation change.

N.B. All Formation changes are centred on a front rank figure base, usually the command base. Units cannot change formation centred on a figure base situated in the rear ranks.

INFANTRY & CAVALRY

- **Elite & Veteran** – change formation and Move or vice versa (n/a if Large.)
- **Line, Recruits and all Large Units** = change formation or Move or vice versa.

ARTILLERY

- **All Horse Artillery** – change formation and Move or vice versa (n/a if Large.)
- **Foot Artillery and all Large Horse Artillery batteries** – Change Formation or Move or vice versa

REFORMING FROM UNFORMED

This requires a **full Movement phase for all units**.

CHANGING FORMATION IN ROUGH TERRAIN

This requires a **full Movement phase for all units**.



Example 1

A Veteran unit may conduct a formation change and take a full move or vice versa. A Line unit or a Foot battery will require a full Movement phase to conduct any change in their formation.

Example 2

The 43rd Foot, graded as Veteran, decide to change formation from column to line. Once the formation change is complete, the regiment uses the standard 10cm [6"] line movement allowance, as Veteran units may complete a formation change and still make a full move. A few turns later, the 43rd enters a wood and subsequently decides to form the unit into a Skirmish line, but as they are in rough terrain, this formation change takes the entire Movement phase, regardless of their grade.

RESTRICTIONS TO CHANGING FORMATION

1. If any **charging unit** starts its charge from within 15cm [9"] no formation changes are possible by the target unit. If the chargers start further way than 15cm [9"], then Infantry have chance to Form Square or About-Face.
2. **Large units**, (Infantry, Cavalry and Artillery) regardless of their troop grade or Artillery type, may only Change Formation **or** Move.
3. **Unformed units** may not change formation – they may only Reform or Retire.
4. **Loss of Fire Discipline** prevents an Infantry unit **moving**, including charging and changing formation, except to square. Units automatically recover from loss of Fire Discipline after remaining stationary for the turn's Movement phase.
5. Units may not change formation if within 5cm [3"] of Close Order enemy units except to form Square.

Moving & Firing

All units may still fire after they have moved, conducted a formation change or reformed in the movement phase. (For example, Horse Artillery may move up, then unlimber and then Fire, but of course taking into account the negative fire modifiers.)

Passing Through Friendly Units (Interpenetration)

1. **Skirmishers** may move through any troop type without effect and vice versa.
2. **Artillery**, either deployed or limbered, may be moved through by any units taking **normal movement** (including Forwards movement) without effect.
3. **All Close Order Infantry and Cavalry** units may move (including Forwards movement) through other Close Order Infantry or Cavalry units, but both units will become **Unformed**. There is no movement



penalty. **Exception:** units in Square or Column of companies cannot be voluntarily passed through.

4. **Units must have sufficient movement** to pass through friendly units completely; if they have insufficient movement, the manoeuvre may not be undertaken (i.e. a unit may not end its move in the middle of another unit!).
5. **Charging and Passing Through Friendly Units:** no units may Charge through another unit except deployed Artillery or Skirmishers.
 - a. If units charge through deployed Artillery, the **Artillery** will become Unformed.
 - b. All units may charge through friendly Skirmishers without effect.
6. **Passed through by Defeated Units:** any Close Order unit that is passed through by either a Retiring, Retreating or Routing unit is **Unformed**. (see Chapter 8.)

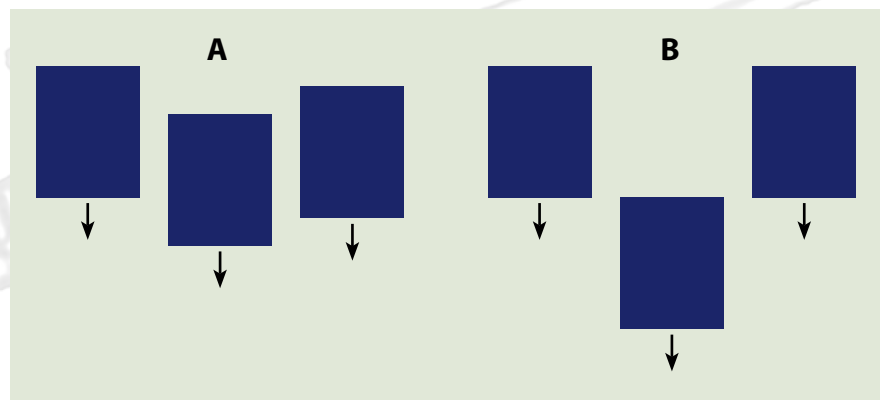
Emergency Limbering of Foot Artillery

Foot Artillery up to and including 9pdrs may limber as a free action, (as per Horse Artillery) and withdraw. The battery will suffer a Fatigue Casualty on doing so. Artillery may not use this rule to advance.

Massed Infantry Column Formations

1. Two or more Infantry columns deployed side by side and within 5cm [3"] of each other are classed as Massed Columns. (Properly echeloned columns are not classed as Massed, see diagram below.)
2. **Advantage:** Massed Columns permit several units to Charge an enemy and enter melee, potentially overwhelming a single opponent.
3. **Disadvantages:**
 - a. Being fired upon incurs the Massed Column modifier, presenting the enemy with two extra casualty dice.
 - b. Charge Support Reroll: a supporting massed column provides a support D6 reroll with a -1 modifier
 - c. A lead unit losing a charge combat by a result of -3 to -5 will Retreat rather than Retire.

These disadvantages reflect the limited opportunity for Massed Columns to deploy effectively, with a possibility of the entire attack dissolving into a disorganised mass.



Example

- A. These columns are classed as Massed – side by side and within 5cm [3"] of each other.
- B. These columns are not Massed, they are echeloned and not side by side.

Linear Tactics & Brigade Formation

When fielding an Austrian/Russian/Other army up to and including

1808 (Austrian, early Prussian, Russian, Spanish, Portuguese, minor states, etc.) apply the following restriction.

Brigades may not deploy with a mixture of both line and column formations, e.g. the “ordre mixte” formation. A brigade must be *either* all in line *or* all in column. (Individual brigade units moving up or repositioning may, of course, be in a different formation until the manoeuvre is complete.)

TERRAIN

Terrain is classified into three separate types – good, rough and severe. All terrain features must be classified at the beginning of the game.



“We have been cruelly mistreated, the woods and hedges not permitting us to join with the enemy.”

**General Houchard,
Tourcoing, 1794**

Good Terrain

Assumed to be all terrain not classified as Rough or Severe. This includes such terrain as roads and tracks, open ground and open fields, very open woods or orchards, gentle slopes and hills.

- **Effect:** none. Units move at their normal Movement rates.

Rough Terrain

Includes woods, shallow rivers, deep streams and steep or rugged slopes.

- **Close Order Infantry** move at **half speed** as soon as the unit moves into such terrain, including Fog of War cards. Close Order Infantry fire using the Inferior volley line when in Rough terrain.
- **Squares** may **not** enter Rough terrain.
- **Skirmishers and Retiring, Retreating or Routed Infantry** units are not affected and move at normal speeds.
- **Formation changes** in such terrain require a full Movement phase regardless of troop grading.
- **Cavalry** may not voluntarily enter Rough terrain. If forced to Retire, Retreat or Rout and they have no other avenue of withdrawal, a Cavalry unit may pass through such terrain **without movement penalty but suffer one casualty loss**.
- **Artillery** may **only pass through** while limbered, via a road or track, but **may not deploy**.

Severe Terrain

This includes features such as very dense woods, marshes, deep streams or exceptionally steep and rugged high ground.

- **Effect:** **only Skirmishers** may enter Severe terrain. They move at **half speed**. No other troops may enter.
- If **Retiring, Retreating or Routing** troops (other than Skirmishers) enter this terrain type, they **Disperse**.

Crossing Walls, Hedges and Streams

- **Close Order Infantry** either cross with no movement penalty (not permitted if in Square) and take one casualty, or take ½ a turn's Movement allowance to cross such obstacles without loss. If the unit has insufficient Movement left, it must halt and wait until next turn to cross.
- **Cavalry and limbered Artillery** apply the same rule when crossing shallow streams or minor hedgerows.
- **Artillery and Cavalry** may not cross walls and significant hedges except through gaps or gateways, when they must also apply the ½ turn Movement allowance penalty.
- **Skirmishers** are not affected and suffer no penalty.

Roads

No bonus move on roads is included, as the rules are aimed at battlefield situations where units would not normally be marching around in non-tactical and extremely vulnerable formations such as column of march. However, if you wish to include road movement, add 5cm [3"] to Column of Companies or Limbered rates.



Built Up Areas and Strongpoints

For game purposes, there are just two types of Built Up Area:

1. **Built Up Areas.** These are normal villages. Each BUA can be garrisoned by one battalion. If players wish to represent larger villages, then simply place two adjacent BUAs on the table. Each is treated as a separate BUA for garrison and melee, but enables an attacker to gain a "section" while the enemy holds onto the other.
2. **Strongpoints.** This category covers La Haye Sainte or château type farms and large, substantial churches or similar buildings, with high walls. Strongpoints can be garrisoned by one battalion. Strongpoints must be designated as such at the beginning of the game.

ENTRY AND EXIT OF BUILT-UP AREAS

- As soon as Infantry reach a Built-Up Area or Strongpoint, they may

garrison it, but will immediately be classed as Unformed. (This includes occupying a BUA after a successful melee.)

- A full Movement phase is required for a garrison to exit a BUA, with the garrison unit forming up in column on a facing of the player's choice.
- **Passing Through a BUA.** Only units deployed in Column may pass through a BUA, (units deployed in Line or Square may not pass through). A full Movement phase is required to pass through and units may do so regardless of whether the BUA is garrisoned or not. To pass through, the unit will need to move up to the edge of the BUA and then pass through next turn.
- **Exception:** Units cannot pass through or exit a BUA if Close Order enemy units are on the opposite facing (i.e. the exit point) and within 15cm [9"].
- Close Order units **cannot** pass through a Strongpoint.

Garrisons

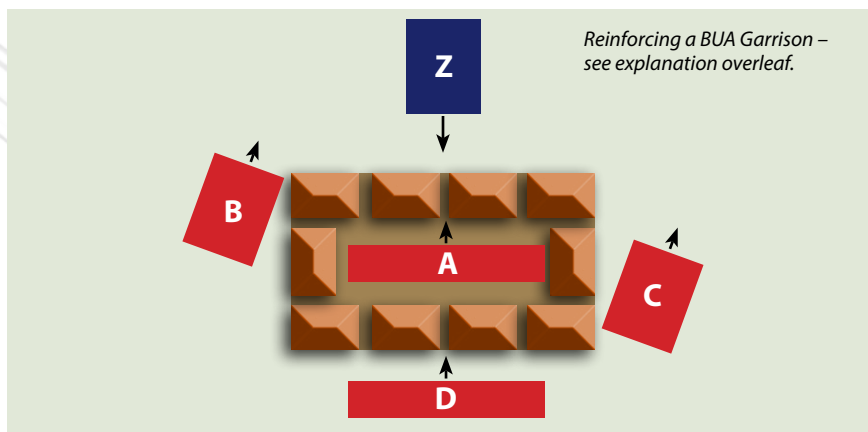
1. A BUA or strongpoint can be garrisoned by either a Close Order Infantry unit or a light Infantry battalion currently in Skirmish order. (A light Infantry battalion is deemed to close up to Close Order when forming a garrison.) As soon as a unit moves into a BUA in order to garrison it, the unit becomes **Unformed**. It may form up in the next movement phase. **Brigade Skirmish Lines** cannot garrison a BUA or Strongpoint. They may use a BUA as cover, but cannot garrison a BUA as this was not their role or battlefield function.
2. A Garrison fires using Skirmish Fire Casualty Dice – it does not fire Volleys. (See Chapter 6.)
3. **Firing out of BUAs.** The entire Garrison may fire from any side of the BUA or Strongpoint as the player sees fit or may split fire from various sides. The player does not need to designate which areas or faces of a BUA the Garrison is defending. (*Designer's note. This differs from normal rules that generally insist on a garrison splitting its fire between the various facings of a BUA. This is not done in Général d'Armée for two reasons: first, players should consider this firepower as the battalion commander ensuring his elite companies and/or the majority of the battalion are rushed from point to point to provide an effective defence; secondly and perhaps more importantly, it has been designed so a garrisoned village is not ignored by the opponent. In Napoleonic warfare, villages were assaulted and captured, they were not ignored or bypassed – this is a very 20th/21st century way of thinking and was simply not done in the Napoleonic Wars. Therefore, by permitting a Garrison to fire with all its firepower from any one side of the BUA reminds players that unless the place is captured, he will leave a powerful force to his flank or rear that has a genuine impact upon his troops.*)
4. Garrisons cannot be supported in a Charge and gain no Support rerolls. However, friendly units on the flanks or nearby may provide Defensive Fire Support.
5. In a second round of Melee, a BUA Garrison may be reinforced by up to two friendly units if they were within 5cm [3"] of the BUA, (see diagram).

Example on next page

Battalion A is the garrison of a BUA and is charged by an enemy column (Z). Note that in the Charge phase, battalion B does not provide a Support reroll but may fire. Battalion A fires and battalion Z now enters Melee. The first round of Melee results in a draw. In the second round of Melee, battalions B, C and D can all potentially reinforce as they are all within 5cm [3"] of the



BUA. Battalion C, even though not facing in the direction of the chargers, can still reinforce as it is close enough to do so. N.B. Battalions B, C and D cannot fight in the first round of Melee and it is the player's choice whether to reinforce or not in any second round, up to the maximum of three battalions in Melee.



Redoubts

Can be occupied by a battalion in column or a battery. Redoubts are classed as cover from enemy fire.

Visibility and Line of Sight

All units may see a maximum of 5cm [3"] through woods, etc. Enemy units, BUAs and so on block line of sight.

DEAD GROUND

As no hill or ridge is ever the same, I will not impose an over-arching rule on Dead Ground behind or in front of higher terrain. Players should, however, clearly distinguish such areas (if any), along with the exact position of crest lines, prior to the beginning of the game. Fixed rule definitions are:

- All hills and ridges are considered higher than trees and built-up areas.
- Hillocks and low rises are considered the same height as trees and built-up areas.
- Troops behind and within 15cm [9"] of Built-Up Areas and woods are considered to be in dead ground.

SUMMARY OF TERRAIN EFFECTS	
Terrain Type	Effect
GOOD TERRAIN	<ul style="list-style-type: none"> • None. Units move at their normal movement rates.
CROSSING WALLS, STREAMS, ETC	<ul style="list-style-type: none"> • Skirmishers and retiring/retreating/routed units move at normal speeds. • Close Order Infantry either no move penalty and one casualty or cost of ½ a turn's Movement allowance. • Cavalry crossing shallow streams or minor hedges – either no move penalty and one casualty or cost of ½ a turn's Movement allowance. • Artillery and Cavalry may not cross walls and hedges except through gaps or gateways and apply ½ turn Movement allowance penalty.
ROUGH TERRAIN	<ul style="list-style-type: none"> • Skirmishers and Retiring/Retreating/Routed units move at normal speeds. • Close Order Infantry move at half speed. Fire using the Inferior volley line. • Squares may not enter, unless a minor feature such as a shallow stream. • Formation changes require a full turn for all troop grades. • Cavalry may not enter rough terrain, unless Retiring, Retreating or Routing with one casualty loss. • Limbered Artillery may only pass through via a road or track. May not deploy.
SEVERE TERRAIN	<ul style="list-style-type: none"> • Skirmishers move at half speed. • No other troops may enter.
BUA/ STRONGPOINT	<ul style="list-style-type: none"> • A Garrison is Unformed for the initial turn of occupation. • Classed as cover. • No Discipline tests are taken by a Garrison. • Friendly units in column may pass through in one movement turn, if no enemy units are within 15cm [9"] of the exit point.

SKIRMISHERS

6

In *Général d'Armée* there are only two types of skirmish unit; the Brigade Skirmish Line and Light Battalions deployed into Skirmish Order.

THE BRIGADE SKIRMISH LINE

Every Infantry brigade has a potential Skirmish line. At the beginning of the game, each battalion in the brigade “creates” one base of Skirmishers. This can be seen as either the integral light companies being deployed, or elements of the third rank or even grenadier companies. There is no need to remove any figures or separately deploy light companies from your battalions to do this, just add the appropriate number of Skirmish bases to the brigade.

The Brigade Skirmish Line is considered a separate and independent unit within the brigade. (There is no connection to the individual parent battalions.) Players decide whether to deploy the Skirmish screen or not, but if it is not deployed at the beginning of the game, it cannot be deployed later.

(Designer's note: Although there is no requirement to actually remove any figures from the parent battalions, players may remove the Voltigeur or light companies if they prefer a bit more authenticity. It's also irrelevant how many figures are actually mounted on your Skirmish bases – all Skirmish bases are treated as the same regardless of the number of figures.)

“The enemy's skirmishers, backed by their supports, were thrown out; extending as they advanced, they spread over the space before them. Now and then they saluted our ears with well-known music, the whistling of musket balls.”

Pte. Cotton. Waterloo, 1815



Creating the Brigade Skirmish Line

Each battalion in the brigade generates **one** skirmish base. In addition:

- If half or more battalions in the brigade are Light Infantry, add **one extra** Skirmish base. (Light Infantry includes all light units such as Légère, Tirailleurs, Chasseurs, Jägers, Caçadores, Grenzers, Fusiliers and so on.)
- If half or more battalions in the brigade are Austrian, Russian or Others from 1792 to 1808, **subtract two** Skirmish bases. If 1809-1815, **subtract one** skirmish base. *(Designer's note: This accounts for the generally poorer skirmishing ability of these armies and reluctance of some Allied generals to deploy many Skirmishers. However, this did vary considerably, so players may choose to ignore the two base loss rule and use the one base loss rule to cover the entire period, if they prefer.)*

- If half or more battalions in the brigade are Recruits or Small battalions, **subtract one** Skirmish base.
- If the brigade has additional Light companies attached, (e.g. British with a 95th or 60th Rifle company or Prussian with a Jäger attachment) , **add an extra base for each attached company**.
- The **minimum Skirmish Line size is two bases**. Brigades unable to produce two bases cannot provide enough trained men for an effective screen and no screen is deployed, while a skirmish line reduced to less than 2 bases by fire is removed from play.
- The **maximum Skirmish Line size is nine bases**.
- **Skirmish Line Losses:** Every **three** casualties on a Skirmish Line removes **one** Skirmish base. (*This is the only figure removal in the game.*)
- Only those units physically screened by the Brigade Skirmish Line are classed as screened.
- A Brigade Skirmish Line's figure bases must be deployed **at least** half a base width from each other or a friendly Close Order unit, up to a maximum of one base width apart, unless using figures mounted on actual Skirmish bases. If you are using figures mounted on bespoke Skirmish bases, there is no need to space them out. (Players may need to make allowances if their Skirmishers are based significantly differently from their opponent's.)

Operating the Brigade Skirmish Line

DEPLOYMENT

A skirmish line deploys either across the front or flanks of its own brigade Close Order unit/s, in the intervals between brigaded units, or holds a terrain feature. If restricted for space, you may choose to deploy the Skirmisher Line in two or more ranks of figure bases. Only the front rank of figure bases may fire, but the player may feed more bases into the forward firing line to replace losses.

OPERATIONAL RADIUS

All the bases in a Skirmish Line must be within 30cm [18"] of a formed Close Order unit in the same brigade, or the brigade general at all times.

MINIMUM CLOSE DISTANCE TO THE ENEMY

Skirmishers may not advance closer than 5cm [3"] to enemy units as per the normal Movement rules. If enemy Cavalry are within 15cm [9"] of Skirmishers, the Skirmishers may only fall back or move into cover – they may not move forward if enemy Cavalry are within this distance.

- **Falling back before enemy Close Order units.** Skirmishers automatically fall back before enemy Close Order units to maintain the minimum distance. This is a bonus move and they may still move in their own phase.

EVADING A CHARGE

A Skirmish Line must Evade if charged. When evading, the Skirmish unit takes a Discipline Test.

- **Pass** = Evade up to the full Evade move, either to behind friendly Close Order units or into cover.
- **Fail** = Any fail result (including an Unformed result) means the Skirmish Line has Retreated (been driven in) and loses 1D3 casualties. The unit must immediately withdraw to either behind its own brigade or into cover, whichever is nearest.



If Skirmishers end up in the middle of the brigade or brigade units after a full Evade move and can no longer be caught by the chargers, they may take as much extra Movement as necessary to fall back to the rear of the brigade. After evading Skirmishers cannot take their normal Movement, as they have moved in the Charge phase.

The Skirmishers' Tasking

If the brigade is in receipt of a Skirmishers ADC Tasking and successfully obeys orders, the following is permitted:

1. The Brigade Skirmish Line may be **reinforced**.
2. All Skirmisher units in the brigade may **fire with an additional casualty die**.

REINFORCING THE BRIGADE SKIRMISH LINE

1. All Infantry battalions may deploy into Skirmish Order and reinforce the Brigade Skirmish Line regardless of their unit designation, (i.e. Light Infantry, Line, Musketeer, Grenadier, Guard, etc.). In addition, a new Brigade Skirmish Line may be created in this manner if the original screen was dispersed.
2. A full Movement turn is required to do so and as long as the reinforcing battalion is within 30cm [18"] of the Skirmish Line it may reinforce.
Restriction: Unformed units may not reinforce the Skirmish Line.
3. **Battalions may deploy the following number of bases as reinforcements:**
 - a. A **small** battalion deploys **three** bases to the Brigade Skirmish Line.
 - b. A **standard** battalion deploys **four** bases to the Brigade Skirmish Line.
 - c. A **large** battalion deploys **five** bases to the Brigade Skirmish Line.
 - d. An **Elite** battalion **adds one extra base**.
 - e. An **Austrian/Russian/Other non-light Infantry** battalion **loses one base**, i.e. an Austrian Line battalion, Russian Musketeers or Grenadiers, Saxon line, etc. (*Designer's note: I accept the fact that this means French line Skirmish as well as French légère, but was the difference or tactical doctrine between these two troop types really that pronounced or as pronounced as between, say, Russian Jägers and Russian Musketeers? I would suggest not. But if this concerns you greatly, then apply the loss of one base to all non-light Infantry units reinforcing the skirmish line.*)
 - f. A **Recruit** battalion **deducts one base**.
 - g. If carrying **4+ casualties**, **lose one base** and if carrying **8+ (10+) casualties** **lose two bases**.

PROCEDURE

Simply place the appropriate number of bases (or Skirmish bases if you have them) into the Brigade Skirmish Line. **NB** Once these bases are added, the remains of the original battalion are permanently removed from play, (but do not count as a lost unit). Close Order figure bases must be deployed **at least half a base width from each other, up to a maximum of one base width apart**, (unless substituting actual Skirmish bases). For example, if reinforcing with a large Elite battalion, this would generate six extra Skirmish bases, five bases for a large battalion and one extra base for elite Infantry, making six bases in total.

- If your reinforcing battalion pushes the Brigade Skirmish Line to above the maximum nine bases, then you may still reinforce, but you will lose any excess bases.
- Battalions **cannot** be recalled once they have reinforced the Brigade

Skirmish Line. They remain in the Brigade Skirmish Line for the rest of the game.

(Designer's note: some players may be concerned that they lose an entire battalion to the Brigade Skirmish Line. This is a game play mechanism, combined with the fact that the entire third rank has probably been deployed, plus the grenadier and any light companies as well. Therefore, there's probably only half or less of the battalion remaining and this would be providing the Close Order support to their Skirmishers and feeding in reinforcements, so would simply not be available to the player for other combat tasks.)

LIGHT BATTALIONS

Light Infantry may deploy in Skirmish order and operate **independently** of the Brigade Skirmish Line rather than joining it. They can, however, be deployed adjacent to the brigade screen or operate from another flank or hold terrain, etc. **NB** These units **can be recalled** into Close Order later in the game.

Which Light Battalions can Deploy?

- **French:** French light Infantry graded as Elite, Veteran or Line may deploy in Skirmish Order and operate **independently** of the Brigade Skirmish Line. Light battalions graded as Recruits may **not** deploy in Skirmish Order.
- **All Other Nations up to 1808:** only Light Infantry graded as Elite or Veteran may deploy in Skirmish Order and operate **independently** of the Brigade Skirmish Line. Light Infantry graded as Line or Recruit may **not** deploy in Skirmish Order.
- **Post 1808:** the Light Infantry of all nations graded as Elite, Veteran or Line may deploy in Skirmish Order and operate **independently** of the Brigade Skirmish Line. Light battalions graded as Recruits may **not** deploy in Skirmish Order.
- **N.B.** None of the above restrictions prevents any battalion from *reinforcing* the Brigade Skirmish Line.

How Many Bases can a Light Battalion Deploy?

- A **small** battalion deploys **three** bases.
- A **standard** battalion deploys **four** bases.
- A **large** battalion deploys **five** bases.
- An **Elite** battalion **adds one extra base**.
- If carrying **4+ casualties**, **lose one base** and if carrying **8+ (10+ casualties)** **lose two bases**.

Deployment

Place the number of figure bases permitted to Skirmish in the front rank with any remaining bases deployed just to the rear. (These bases are **not** removed from play.) Deploying into Skirmish Order is considered a formation change. **Restriction:** Unformed units may not deploy into Skirmish Order. *(Designer's note: The entire unit is considered to be in Skirmish Order for ease of play. Historically, of course, much of the battalion would be to the rear as the reserve.)*

Operational Radius

Light battalions must remain within 30cm [18"] of fellow brigade Close Order units or within 30cm [18"] of the brigade general. A Light battalion may operate either in front of its brigade, to the flanks or hold terrain.

- Light battalions have the same restrictions on approaching enemy units as Brigade Skirmish Lines.

Reforming a Light Battalion into Close Order

An Infantry unit reforming from a Skirmish Line into a Close Order formation may only do so if **behind a friendly Close Order unit and within 15cm [9"]**. The Skirmish Line must first fall back behind the Close Order unit, be within 15cm [9"] of it and then reform. The Close Order unit cannot be Retreating or Routed and cannot be other Skirmishers. Reforming from Skirmish Order is classed as a formation change and the unit may reform into any formation.

Losses

Light battalion base losses are **not** removed from play. Casualties are noted on the unit in the normal way.

Optional Elites Rule

Any unit (Line, Musketeer, Grenadier or Guards) graded as Elite may also deploy in Skirmish Order and operate independently of the Brigade Skirmish Line.



Example

The veteran British 95th Rifles deploy into Skirmish Order. They are a Standard sized battalion so may deploy four Skirmish bases. As our player has five actual figure bases in his unit, the remaining base is placed immediately behind the Skirmish Line for ease of play, though it cannot fire or replace bases losses. All bases are still considered in Skirmish Order and move as one unit. He decides to deploy the 95th immediately next to the Brigade Skirmish Line to significantly increase the brigade's Skirmish capability. Should his brigade come under serious attack, he'll recall the Rifles back into Close Order.

SKIRMISHER AND GARRISON FIRING

Weapon Ranges

- Skirmish Musket Fire 0-20cm [12"]
- **Optional** Skirmish Rifle Fire 0-25cm [15"]

Procedure

1. Skirmishers and Garrisons fire by rolling Casualty Dice, (a normal D6).
2. Brigade Skirmish Lines fire according to size: **Small** Lines fire with **two** Casualty Dice; **Standard** fire with **three** Casualty Dice; and **Large** fire with **four** casualty dice, or **five** Casualty Dice **if seven to nine bases strong**.
3. Deployed Light battalions use the same method as Brigade Skirmish Lines.
4. For a Garrison defending a BUA, the size of the unit plus modifiers will generate the number of dice, (see table overleaf).
5. If using the Skirmishers ADC Tasking, add one Casualty Die to firing.
6. The minimum number of dice is always 1CD, regardless of modifiers.



7. Skirmish Lines may split their fire across several targets if the player wishes. However, when splitting fire, if any target unit is either Skirmishers or in cover, the CD negative modifier is still applied.
8. **Optional:** Rifles. If the **majority** of the Skirmish unit is armed with rifles, adopt the higher range bracket.
9. Ascertain the number of Casualty Dice permitted according to the size of the Skirmisher unit or Garrison and apply modifiers.
 - a. **Each 5 or 6 on a die = one casualty.** Scores of 1, 2, 3 or 4 have no effect.
 - b. **Any Double 6** from your combined Casualty Dice inflicts a **Discipline Test** upon the target unit. (Not applicable to Garrisons.)

SKIRMISHER FIRE			
Skirmish Line size	Small: 2 Skirmish bases	Standard: 3-4 Skirmish bases	Large: 5-6 Skirmish bases
Casualty Dice	2CD	3CD	4CD

GARRISON FIRE			
Garrison size	Small Battalion Garrison	Standard Battalion Garrison	Elite or Large Battalion Garrison
Casualty Dice	2CD	3CD	4CD

SKIRMISHER & GARRISON FIRE MODIFIERS	
Skirmishers Tasking	+1 CD
60th/95th Rifles (2 or more bases)	+1 CD
Large brigade screen with 7-9 bases	+1 CD
Unformed Garrison	-1 CD
Target is Skirmishers or In Cover (or a Garrison)	-1 CD (-2CD)
Casualties 4+ / 8+ (10+) (Deployed LI Bn. or Garrison only)	-1 CD / -2 CD

SKIRMISHER & GARRISON FIRE MODIFIER DEFINITIONS	
Skirmishers Tasking	If the Brigade Skirmish Line has a Skirmishers Tasking in play for this turn, add one Casualty Die.
60th/95th Rifles	If the Skirmisher unit includes two or more 60th Foot or 95th Rifles bases, add one Casualty Die. (<i>Designer's note: this recognises the exceptional skill and accuracy of these elite Skirmish units.</i>)
Large screen 7-9 bases	If the Brigade Skirmish Line currently has seven, eight or nine bases, add one Casualty Die.
Unformed Garrison	If the Garrison is currently Unformed it will lose one Casualty Die.
Target is Skirmishers or In Cover (or Garrison)	If you are targeting enemy Skirmishers or units in cover, lose one Casualty Die. If targeting Skirmishers in cover, you still only lose one die. (Lose two Casualty Dice if targeting a Garrison.)
Casualties	For each casualty level held by either a deployed Light battalion or a Garrison, apply a -1 or -2 casualty dice modifier as appropriate. (Casualties do not apply to the Brigade Skirmish Line – remove a base after every three casualties.)
The minimum number of dice is always 1CD, regardless of modifiers.	

Examples

- A. **Skirmish Fire.** A French brigade has a large Skirmish Line of five bases which permits a roll using four Casualty Dice. In the fire phase, the French player opens fire upon a British Close Order line battalion and rolls a lucky 6, 6, 5 and 1. This inflicts three casualties and also causes a Discipline test, as they also rolled a Double 6. Overall, some exceptional Skirmish fire! Next turn, the French Skirmish Line fires again and scores 3, 3, 2 and 1. No casualties are caused. (*From the sublime to the ridiculous is but one Fire phase!*)
- B. Next turn, the British player decides to counter the French voltigeurs and orders a Skirmisher tasking, which is successful and so advances his Skirmish Line, consisting of three bases of the 95th and three Light Infantry bases, which fires with five Casualty Dice; (four dice for the size of the screen at six bases, an extra die for the presence of two or more 95th Rifle bases and an



additional Skirmishers tasking die, but losing one die due to targeting Skirmishers). He scores 2, 3, 4, 5 and 6, thus inflicting two casualties upon the French skirmishers, (the scores of 5 and 6). He also decides to deploy a Caçadores battalion (of four bases) in Skirmish Order, giving him another Skirmish unit to oppose and hopefully overpower the French voltigeurs. The Caçadores battalion also fires and rolls a total of four dice; four for a Standard size deployed Light battalion of four bases and one extra for the Skirmishers tasking, but again losing one die due to firing at Skirmishers. He scores 1, 3, 4 and 5 – a result of just one casualty on the French (the score of 5).

- C. **Garrison Fire.** A BUA is garrisoned by a French Middle Guard battalion classed as Elite. In the Fire phase, they engage a Prussian battalion advancing upon them. An Elite Garrison uses four Casualty Dice and the player scores 2, 3, 4 and 5 – thus inflicting one casualty on the Prussians.

Skirmisher Priority Targets

1. Any enemy Infantry or Artillery units in the arc of fire. If firing at two or more enemy units, then distribute casualties as evenly as possible, starting with the closest enemy unit.
2. **Restriction:** Skirmishers in the open may not target Cavalry, even if there are no other targets. (*Designer's note: this represents the fact that as soon as enemy Cavalry approached, any Skirmishers deployed in the open would either retire or form rallying squares or "klumpen", and would certainly not be freely engaging the Cavalry with skirmish fire.*)
3. Skirmishers may never fire through an opposing Skirmish screen, (see pass-through fire below).

Skirmish Screen Effectiveness

Once deployed over 5cm [3"] forward of friendly Close Order Infantry or Artillery. Skirmishers are considered to be screening their brigade's Close Order units behind and incoming Infantry fire must be directed at the screen and not at the Close Order units behind. (**Skirmishers cannot screen Cavalry!**)

Artillery shot will always pass through a screen without effect and strike any Close Order units behind, inflicting casualties in the normal manner. Canister fire will pass through a screen and hit any units behind, but the first casualty caused always goes on the Skirmish screen.

Ineffective Skirmish Screens (Pass-Through Fire)

Once a Skirmish screen is within 5cm [3"] of a friendly Close Order unit behind it, that Close Order unit it is no longer considered adequately screened and may be engaged by the opponent with either Volley Fire or Artillery Fire. The opponent may now fire at the Close Order unit in the usual manner, but with the first casualty caused going on the Skirmishers and all remaining casualties on the Close Order unit.



FIRING

7

INFANTRY VOLLEY AND ARTILLERY FIRE GENERAL RULES

Units fire once per move, either in the Charge phase in response to a Charge or in the Fire phase. Players should conduct shooting from left to right or by brigade for ease of play, though this is not a strict ruling. Casualties inflicted by the Phasing Player are applied immediately and do not 'fire back' in the Non-Phasing Player's phase.



“Under the tremendous fire of the enemy our thin line staggers and men are knocked over like skittles; but not a step backwards is taken... The orders were Close up! Close in! Fire away!”

7th Fusiliers, Albuera

Who Can Fire?

All Close Order Infantry may volley and all Artillery may fire shot (ball) and canister at enemy units. No units may fire at an enemy unit currently in melee with friendly troops.

Moving and Firing

- Infantry may move, change formation or reform in the Movement phase and then fire in the Fire phase. If Close Order Infantry units make any of these manoeuvres, they will automatically use the Inferior Volley line.
- Artillery may move, change formation or reform in the Movement phase and then fire in the Fire phase. If a battery makes any of these manoeuvres, it suffers a -2 penalty for each applicable modifier.

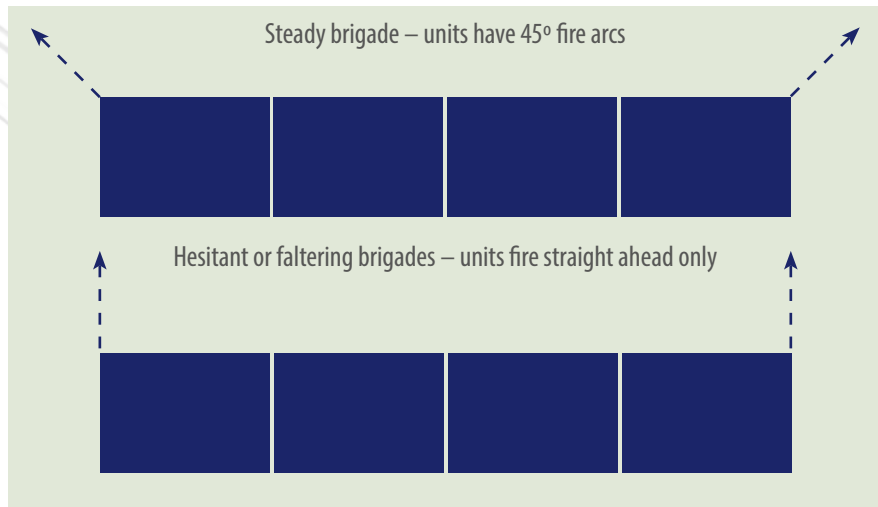
Casualty Dice

For each Casualty Die use a separate D6, preferably a different coloured die to the 2D6 dice. A score of 4, 5 or 6 on a Volley or Artillery Casualty Die equals one casualty inflicted. A score of 1, 2, or 3 has no effect. Casualty Dice results are not affected by range or other modifiers.

Arc of Fire

- The arc of fire for all firing units in a **Steady brigade** is 45° from either outside base edge. (*Designer's note: this generous arc of fire for a Steady brigade accounts for small manoeuvres by the firing unit that would not realistically incur the game's negative modifier for moving. So this can be rationalised as a battalion manoeuvring its end companies to bring the enemy into their arc of fire, or a battery manhandling over to the left or right to bring guns to bear on their target. It also makes the game easier to play!*)

- The angle of fire for all firing units in a **Hesitant brigade** is straight ahead. (*When firing straight ahead, a target can still be engaged as long as the firing unit can hit any part of the target unit, even the end of a base!*)



Priority Targets

1. Enemy charging the unit.
2. The nearest enemy Close Order Infantry, Cavalry or Artillery unit.
Exception: Artillery may choose to ignore nearer targets to engage enemy batteries.
3. Only Artillery from the same brigade may concentrate fire on the same target, (unless of course, only one target is available or clearly a priority for dispersed batteries).
4. **Optional:** Artillery under counter-battery fire this turn **must** target the opposing enemy guns if within its arc/range and no other targets are available at Close or Effective range. If the target battery has enemy units within Close or Effective range, is on Assault Fire or the opposing battery is not in range, they may ignore this rule.

Visibility

Units can see and fire up to 5cm [3"] into cover such as dense woods, etc. Otherwise, unless terrain or other Close Order units intervene, targets are deemed to be visible for the full length and breadth of the table.

Firing Through Enemy Skirmishers

Close Order Infantry or Artillery canister may fire through an enemy Skirmish line at a Close Order unit behind if the enemy Close Order unit is within 5cm [3"] and directly* behind the Skirmish unit. The player may fire at the enemy Close Order unit in the usual manner, but with the first casualty caused going on the Skirmishers and all remaining casualties on the enemy Close Order unit. (**Directly = behind and with at least half of the unit behind the Skirmishers.*)

Multiple Targets

When units Fire upon multiple targets, the majority of casualties caused will go upon either the Lead Charging Unit in a Charge situation, or the nearest target in normal firing. If firing at several units in different formations, again apply the modifier applicable to the charging unit or nearest unit. When firing at two or more targets, just one 2D6 roll is made.

Cover, Strongpoints and BUAs

Only two types of cover exist for firing purposes:

1. **Cover** includes woods and units manning a redoubt or stone wall, etc. Units firing at targets in or behind cover apply a -1 modifier. Units manning a wall or redoubt fire over without penalty.
2. **Strongpoints and BUAs** will reduce all volley and Artillery fire to half effect, after the -1 modifier is applied.

Other features such as minor walls or hedges do not provide a cover bonus. *(Designer's note: the Napoleonic period in Europe was largely pre-enclosures, with significant hedges and walls generally restricted to built up areas or farms. Any walls or hedges that did exist were almost certainly not long enough to conveniently cover an entire battalion deployed in line, normally in excess of 100 yards! You may of course ignore this for specific scenarios where such rare features did play a significant role.)*

Restricted Fire and Line of Sight

If a unit wishing to fire has its **line of sight blocked by terrain or friendly units** then:

- If a unit is able to fire with **at least three-quarters** of its strength, it may fire at **full effect**.
- If a unit is only able to fire with a **half to just under three-quarters** of its strength, it fires at **half effect**.
- If **less than half** of the unit only can fire, then firing is **prohibited**.

Discipline Test

Any volley or Artillery fire result that is accompanied by "DT", (e.g. 3/DT) requires the target unit to immediately undertake a Discipline Test. The result is also applied immediately.

- **Exception:** Garrisons of BUAs and Strongpoints ignore all Discipline Test requirements from enemy fire.
- **Multiple Targets and Discipline Tests.** If firing at two or more targets in a Charge, the lead attacking unit will always take the test, as long as it suffered casualties. In other situations, the nearest target takes the test.

Half Casualties

Half casualties caused by Artillery and Infantry in Line are rounded up on a separate D6 roll: a 4, 5 or 6 rounds up, a 1, 2 or 3 is a miss. Infantry in Column or Square automatically round down any $\frac{1}{2}$ casualty. Any casualty result less than $\frac{1}{2}$ is simply ignored.

Double 6

Any unit rolling an unmodified double 6 when firing permits that player to roll on the Destiny Table.



SPECIFIC INFANTRY VOLLEY RULES

1. **Firing Procedure.** Measure the range, roll 2D6, (a high score is always better) and apply any negative modifiers (all negative modifiers are cumulative). Then consult the appropriate Infantry Volley line on the Firing Casualty Table, based on the unit firing. Any Casualty Dice hits are added to the overall fire effect.
2. **Superior Volley Results Line.** Large and Standard sized battalions graded as Elite or Veteran use this results line if they have not lost Fire Discipline or moved. In addition, Large and Standard sized British battalions graded as Line also use the Superior Volley results line if they have not lost Fire Discipline or moved.
3. **Standard Volley Results Line.** Use this results line if the firers are Large and Standard sized battalions graded as Line (other than British) who have not lost Fire Discipline or moved.
4. **Inferior Volley Results Line.** Use this results line if the firers are a Small battalion, Recruits or any unit that has either moved or lost Fire Discipline, including Elite, British, etc. **To summarise who should use the Inferior Volley line:**
 - a. Recruits.
 - b. Small battalions of any grade, including British.
 - c. All grades of battalions that either moved, changed formation, reformed or are currently Unformed this turn.
 - d. Units that have lost fire discipline.
 - e. Units in rough terrain – applies to all grades of battalions.
 - f. Units in column of companies – applies to all grades of battalions.
 - g. Units are not penalised twice, so if you have a Small battalion of Recruits that have lost Fire Discipline and moved, they still use this line – they can't get any worse!
5. **BUA & Strongpoint Garrisons Firing.** Defending Garrisons do not use Volley fire, they use Skirmish fire instead: see Chapter 6.
6. **Loss of Fire Discipline.** Any final modified score that shows **FD** in the result line will mean the firing unit has lost Fire Discipline. Mark the unit with a smoke marker.
 - a. Infantry that has lost Fire Discipline carries out their firing using the Inferior Volley line, regardless of their grade.
 - b. Loss of Fire Discipline prevents an Infantry unit from moving, including charging and changing formation, except into Square. Units automatically recover from loss of Fire Discipline by remaining stationary for the turn's Movement phase. (*Designer's note: once units started firing, it was often difficult to stop and could degenerate into every man firing for himself, meaning officers struggled to issue effective or, indeed, any orders.*)

Weapon Ranges

MUSKETRY

- Musketry in square 0-5cm [3"]
- Musketry Volley Fire 0-15cm [9"]
- Skirmish Fire 0-20cm [12"]

ARTILLERY

Calibre	Close/Canister	Effective	Long
3-4pdr guns	0-20cm [12"]	20-35cm [21"]	35-75cm [50"]
6-9pdr guns	0-20cm [12"]	20-40cm [24"]	40-85cm [55"]
12pdr guns	0-25cm [15"]	25-50cm [30"]	50-100cm [65"]

INFANTRY AND ARTILLERY FIRE MODIFIERS			
INFANTRY		ARTILLERY	
Elite	+1CD	Elite Battery inflicts Discipline Test	+1CD
Large Battalion in Line	+1CD	Large Battery firing Canister	+1CD
Casualties: 4+ / 8+ (10+)	-1/-2	Assault Fire	+2CD
Unformed (also use Inferior Volley)	-2	Casualties: 4+ / 6+ (8+)	-1/-2
Recruit or Small Battalion use Inferior Volley	-	Moved or unlimbered	-2
Moved or Lost Fire Discipline use Inferior Volley	-	Unformed or Low on Ammunition	-2 for each
INFANTRY TARGET IS		ARTILLERY TARGET IS	
Infantry Column at 5cm [3"] and Firers are Fresh	+1CD	Column Target at Effective/Close Range	+1CD
In Square or Massed Infantry Columns	+2CD	In Square or Massed Infantry Columns	+2CD
Deployed Battery or Skirmishers	-2	Deployed Battery or Skirmishers	-2
In Cover	-1	In Cover	-1
HALVE CASUALTIES IF 1. Firer in Column or Square or 2. Target is a BUA/Strongpoint Garrison.			

FIRING CASUALTY TABLE									
	3 or less	4	5	6	7	8	9	10-11	12
SUPERIOR VOLLEY Elite/Veteran/British	FD	1	1	2	3	3/DT	4/DT	5/DT	6/DT
STANDARD VOLLEY Line	FD	FD	1	1	2	3	3/DT	4/DT	5/DT
INFERIOR VOLLEY Recruit/Moved/Lost FD/Unformed	FD	FD	FD if Recruit	1	1	2	2/DT	3/DT	4/DT
BATTERY FIRE CLOSE RANGE	FC	½	1	2	2/DT	3/DT	3/DT	4/DT	5/DT
BATTERY FIRE EFFECTIVE RANGE	FC	-	1	1	1	2	2/DT	3/DT	4/DT
BATTERY FIRE LONG RANGE	FC	-	½	½	½	1	1/DT	2/DT	3/DT
FD = Lose Fire Discipline. DT = Target takes Discipline Test. Double 6 = Destiny!									
Bounce-Through = unit within 10cm [6"] directly behind the target suffers 1 CD.									
FC = Lose 1 Fatigue Casualty. Lose 2 casualties if using Assault Fire. (Elite and Large Batteries ignore first FC result.) Artillery Double 1 = Low on Ammunition.									



Example: Volley Fire

A French regiment (Standard size and graded as Line) in Line formation has moved up in the Movement phase to engage a British Line. The French player rolls 2D6, scoring 8; there are no other modifiers. He now consults the Casualty Table and must use the Inferior Volley results line as the unit has moved. This shows that an Inferior Infantry Volley on a score of 8 causes two casualties.



SPECIFIC ARTILLERY RULES

Firing Procedure

Measure the range, roll 2D6, (a high score is always better) and apply any negative modifiers (all negative modifiers are cumulative). Then consult the appropriate Artillery line on the Firing Casualty Table, based on the range at which the battery is firing. Any Casualty Dice hits are added to the overall Fire effect.

Types of Artillery Fire

Artillery has two fire modes: **Standard Fire** – this is the normal Artillery Fire method used to inflict casualties upon enemy formations, firing shot or canister; and **Assault Fire** – this employs a higher rate of fire designed to break up enemy formations prior to an assault or desperate defence. This must be ordered in the Command phase via ADC Taskings and permits Artillery to fire using an extra 2CD.

Example

A French battery fires at a Russian line at long range using assault fire. The player rolls 2D6 scoring 8, inflicting one casualty. He now rolls two casualty dice for assault fire, scoring 2 and 6 – one hit – so two casualties in total.

Elite Batteries

To reflect the superior training and experience of Elite batteries, apply the following:

- Elite batteries ignore their first Fatigue Casualty result. (If this comes through Assault Fire, the battery will lose just one rather than two Fatigue Casualties.) Thereafter, all Fatigue Casualty results apply.
- All Elite batteries gain a Casualty Die with any Discipline test result.

Large Russian Batteries

To reflect the larger Russian batteries, apply the following:

- Large Russian batteries ignore their first Fatigue Casualty result. (If this comes through Assault Fire, the battery will lose just one rather than two Fatigue Casualties.) Thereafter, all Fatigue Casualty results apply.
- Large Russian batteries gain a Casualty Die when firing canister.

Fatigue Casualties

Any final, modified score that ends in **FC** results in the firing battery losing one casualty. This increases to two casualties if using Assault Fire. (*Designer's note: Fatigue Casualties represent the gun crews becoming increasingly tired to the point of exhaustion through continuous firing and working the guns. It's also a useful wargame mechanism to remind players to not continually fire guns at any and all targets, or you may well wear out your gunners! Players will note that the more you push your gunners, the higher the chance of Fatigue Casualties, so firing after moving or unlimbering increases the risk, as does firing at Skirmishers or when Low on Ammunition – you're working the gunners harder and increasing the rate of Fire just to register a single hit!*)

Low on Ammunition

Any unmodified double one on a firing 2D6 roll will render a battery low on ammunition.

- Batteries receive a -2 Fire modifier when Low on Ammunition.
- Replenishment of ammunition via successful ADC Taskings will remove the Low on Ammunition status.



- Batteries that are Low On Ammunition can be represented by placing either a marker or model caisson next to the battery. Conversely, if players have plenty of caissons, then have a caisson with each battery at the start of the game and remove the model caisson when a battery is Low on Ammunition.

Out of Ammunition

Any second Double 1 result will reduce a Low On Ammunition battery to Out Of Ammunition. Batteries that are Out Of Ammunition are immediately removed from play, though do not cause the brigade to Falter. They simply withdraw from the field; they cannot be replenished and will count as a lost unit for the brigade.

Bounce-Through Fire

Artillery Bounce-Through affects any unit (except Skirmishers) that is within 10cm [6"] of and directly behind the target unit. Roll one CD for each unit hit. (Directly behind = behind and with at least half of the unit behind the original target. Behind is determined by the direction of fire from the firing battery.)

Firing Overhead

Artillery may only Fire Overhead if the friendly troops being fired over are on lower ground and at least 15cm [9"] away from either the front of the firing battery or the target unit, (in any direction). Only shot may be fired overhead, not canister.

Designer's Note

Players will note that there is no consideration given in the rules as to whether a battery has either six or eight guns. This is because batteries tended to fire by section, as opposed to the entire battery firing together as a single unit and they often had one or more sections held back in reserve. Therefore, a French eight-gun battery may have had only four or six guns in the firing line and the rest kept in reserve. A British six-gun battery could have four guns up and two in reserve. Thus, once one also takes into account training, varying crew numbers and experience, especially in terms of officers and NCOs, all in all, most batteries probably had about the same firepower, give or take the odd extra gun – not something at the scale of game that we are fighting that is going to have a significant impact.

Russian 12-gun batteries are, however, treated slightly differently, gaining a firepower advantage at close range, where one would reasonably expect the reserve guns to come into play. There is no further advantage, however, as although their equipment and gunners were sound enough, Russian battery commanders had to command twice as many guns, gunners, assistants, limbers and ammunition caissons as the other nations, certainly making their job more difficult. In action, Russian batteries would also have several sections in reserve, so we might see, say, just six to eight Russian guns against, say, four to six French guns, again not a significant difference, as stated above. However, Russian batteries do endure battle casualties to a greater extent than other nations to reflect the increased numbers of cannon available.

Cavalry Firing

Mounted Cavalry may not Fire. Dismounted dragoon regiments operate either as Close Order Infantry or Infantry Skirmishers.



FIRE MODIFIER DEFINITIONS	
Elite	If the firing unit is Elite Infantry, add one Casualty Die. If the firing unit is Elite Artillery that causes a Discipline Test add one Casualty Die.
Superior Volley	If the firing unit is Elite, Veteran or British Infantry, refer to the Superior Volley line.
Large Battalion in Line	If the firing unit is a Large battalion in Line, add one Casualty Die.
Large Battery (12 guns)	If the firing unit is a Large battery firing canister, add one Casualty Die.
Standard Volley	If the firing unit is graded as Line Infantry refer to the Standard Volley line.
Recruit	If the firing unit is graded as Recruits always refer to the Inferior Volley line.
Firer is in Column or Square	Infantry units in Column or Square formation always Fire at half effect. Any half casualties caused are rounded down.
Firer Moved	If Close Order Infantry moved in any manner, including reforming or changing formation, then use the Inferior Volley line. If Artillery unlimbered, pivoted or manhandled any distance this turn, apply the -2 modifier. If Horse Artillery moved and unlimbered apply a -4 modifier.
Firer is Unformed	If the firing unit is Unformed, apply the -2 modifier. All Infantry also use the Inferior Volley line.
Infantry/Cavalry Casualties: 4+ / 8+ (10+)	If a unit has lost 4 to 7 casualties apply a -1 modifier. If a Small/Standard unit has lost 8+ casualties apply a -2 modifier. If an Elite or Large unit has lost 10+ casualties apply a -2 modifier.
Artillery Casualties: 4+ / 6 (8+)	If a battery has lost 4 to 5 casualties apply a -1 modifier. If a Standard battery has lost 6 or more casualties apply a -2 modifier. If an Elite or Large battery has lost 8 or more casualties apply a -2 modifier.
Lost Fire Discipline	If Infantry have lost Fire Discipline, always refer to the Inferior Volley line. Recruit units firing on the Inferior Volley line will lose Fire Discipline on any result of 5 or less.
Battery is Low on Ammunition	If a battery is Low on Ammunition, apply the -2 modifier.
Infantry Column at 5cm [3"] and Firers are Fresh	When Fresh (0-3 casualties only) Infantry are firing at 5cm [3"] or less range at an Infantry Column, add one Casualty Die. (This will normally occur in Charge situations.)
Column Target at Artillery Effective and Close range	When Artillery is firing at Effective and Close ranges at an Infantry or Cavalry Column, add one Casualty Die.
Target is Massed Infantry Columns or In Square	When firing at Massed Infantry Columns deployed line abreast within 5cm [3"] of each other, or an Infantry Square, add two Casualty Dice. This applies at all ranges for Artillery. The player targeting Massed Columns indicates the main target. The majority casualties and any Discipline Test requirement go on the lead or target unit, with the remainder distributed as evenly as possible across the immediate flank target/s. (This modifier is in addition to the above Column target modifiers.)
Target is In Cover or In a BUA	When firing at units in any form of cover, apply the -1 modifier. When firing at units in a BUA or Strongpoint, also halve the casualties caused.
Target is Skirmishers or a Deployed Battery	When firing at Skirmishers or a Deployed (Unlimbered) battery apply the -2 modifier. (This represents the more dispersed nature of these targets making them harder to hit.)
No Fire	If a unit carried out any action such as moving or firing in the Charge phase, it may not fire in the Fire phase. Units may not Fire if they used a Forwards bonus move. Retreated and Routed units may not Fire.

MORALE

8

THE DISCIPLINE TEST

Units take a Discipline Test if:

1. Firing Result or a Double 6 from Skirmish Fire.
2. Infantry in Line or changing formation to Square when charged by Cavalry, (test before either forming Square or Defensive Firing if remaining in Line).
3. Charged in Rear.
4. Evading a Charge.
5. Cavalry Opportunity Charge.
6. Moving in Square if enemy Cavalry are within 15cm [9"].

*“Heads up gentlemen!
Those are bullets, not
turds!”*

**Col. Lepic, Grenadiers à
Cheval de la Garde Impériale,
Eylau, 1807**

Notes

- Brigade Skirmish Line morale is based on the average Brigade Unit Morale.
- Retreating units do not take Discipline Tests – if required to do so, they will automatically Rout.
- A single unit firing at multiple targets only requires the main target to take the Discipline Test.
- All Discipline Tests are taken immediately and results applied immediately.



Procedure

Roll 2D6, apply the modifiers and consult the tables below. If a unit is required to take two or more tests, the worst result is applied.

THE DISCIPLINE TEST			
Elite	+2	Unformed	-1
Veteran	+1	Flanked	-1
Line	0	Line to Square when charged (if Large battalion)	-1 (-2)
Recruit (if in Column or Square.)	-1 (0)	Casualties: 4+/8+ (10+)	-1/-2
General attached	Test as next higher grade	Artillery casualties: 4+/6+ (8+)	-1/-2
RESULTS			
7+ = Unit Obey Orders & Remain Formed.			
4-6 = Unit Unformed. **If a Skirmish Unit or an Evading unit, Retreat and Lose 1D3 casualties.**			
3 or less = Retreat and lose 1D3 casualties.			

Double 6

Any unit rolling an unmodified double 6 when testing will result in the unit obeying orders and immediately recovering one casualty.

DISCIPLINE TEST MODIFIER DEFINITIONS	
Recruits in Column or Square	There is no negative modifier if Recruit Infantry are deployed either in Column or Square formation or if Recruit Cavalry are deployed in Column.
General Attached	If the Brigadier is attached to the unit it will test at the next higher troop grade, e.g. a Line graded unit with its brigadier attached would test as Veterans and so on.
Casualties	Apply the appropriate modifier to affect the unit's current casualty level. See casualty table below. For example, if the testing unit currently has eight casualties, apply a -2 modifier. Brigade Skirmish lines ignore accumulated casualties. <i>(Designer's note: The looser skirmish formation tended to have longer battlefield durability, especially as worn battalions often deployed in Loose Order when they could no longer maintain Close Order formation. It also speeds up the game!)</i>
Line to Square Formation Change when Charged	Infantry in Line attempting to form Square when charged by Cavalry applies a -1 modifier. If a Large battalion is attempting to change from Line to Square the modifier increases to -2
Unformed	If the testing unit is currently Unformed apply the -1 modifier.
Flanked	If the unit has at least half of an enemy unit within 15cm [9"] behind its flank or rear with no intervening friendly units or blocking terrain (such as a BUA or river), apply the -1 modifier. This includes being charged in the rear. Exceptions: a) Cavalry ignore being Flanked by Infantry or Artillery in a Charge situation, either attacking or defending. b) Garrisons cannot be Flanked.
Each modifier must be applied, so if your unit is Unformed and Flanked, for example, apply an overall -2 modifier.	

CASUALTIES				
Regiment Size/Casualties	Fresh	1st Level	2nd Level	Disperse
All Elite Infantry/Cavalry Units	0-3 casualties	4+ = -1	10+ = -2	15+
Large Infantry/Cavalry Unit	0-3 casualties	4+ = -1	10+ = -2	15+ (12+ if Recruits)
Standard Infantry/Cavalry Unit	0-3 casualties	4+ = -1	8+ = -2	12+ (10+ if Recruits)
Small Infantry/Cavalry Unit	0-3 casualties	4+ = -1	8+ = -2	10+
Large or Elite Battery	0-3 casualties	4+ = -1	8+ = -2	10+
Standard Battery	0-3 casualties	4+ = -1	6+ = -2	8+

Example Discipline Test

A French Recruit battalion in Line suffered three casualties from Russian Artillery Fire and must also take a Discipline Test. The French player rolls 2D6, scoring just 5. He subtracts 1 as the unit is composed of Recruits in Line formation and a further -1 as the unit now has a total of four casualties, so the final total is just 3. Looking at the results, we see a score of 3 or less is a Retreat result. The battalion must immediately fall back the full Retreat move; 30cm [18"] or halt behind any support within this distance.

Discipline Tests During a Charge

The Lead attack unit takes any required Discipline Test and applies the result immediately. (If the enemy fire is **only** targeting a Support unit, then that supporting unit will take the Discipline Test.)

- If a Lead Attack unit or Support receives an Unformed result, it continues with the Charge but now applies the Unformed modifier to the Charge Combat.
- If a Lead Attack unit Retreats, it immediately Retreats and all supports Retire. (If a supporting unit receives a Retreat result, then the Support unit alone will Retreat.)

DISCIPLINE TEST DEFINITIONS

1. **ObeY Orders.** The unit is of good morale and may act as desired, remain Formed or complete any formation change. The Non-Phasing Player's Cavalry may launch an opportunity charge.
2. **Unformed.** The unit has lost order and formation, with officers unable to give effective commands. As such, the unit loses its ability to volley efficiently and is more vulnerable in Charge Combat and Melee. The unit should be marked with an Unformed marker.
 - a. Unformed units may not declare charges. Units Unformed during a Charge complete the Charge Unformed.
 - b. In the Movement phase, Unformed units are restricted to either reforming on the spot or conducting a Retire move.
 - c. Cavalry Unformed after winning a Melee may not move again until the next turn's Movement phase.
 - d. Unformed units maintain their original formation and will reform into this formation, (unless rallied from Retreat or Rout, in which case they can form up in any formation).
 - e. Being Unformed has **no effect on the unit's parent brigade.**
 - f. **Exception:** A Skirmish unit, (either Brigade Skirmish Line or deployed Light battalion) or an evading unit will treat an Unformed result as a Retreat result (see below).
3. **Retire.** The unit has lost formation and must immediately fall back the full Retire move, *or* to behind a supporting Close Order unit. A retiring Close Order unit is Unformed and should be marked with an Unformed marker, (not applicable to skirmishers).
 - a. Retiring units move back either within a 45° rearward arc or back towards their own lines, in a straight line. Close Order retiring units may interpenetrate friendly Close Order units but will make them become Unformed.
 - b. Retiring units maintain their original formation during the first 10cm [6"] of the initial compulsory move, thereafter they continue in "column of mob".
 - c. Once the retiring unit has completed its move or fallen back behind a friendly support, it halts facing the enemy and may reform next turn.
 - d. **Voluntary Retirement.** Only Unformed Close Order units may undertake a Voluntary Retirement move. A Voluntary Retirement move incurs one Fatigue Casualty. (Units may About-Face for free, with no movement penalty). Skirmishers and Cossacks may undertake a Voluntary Retirement move without a casualty loss.
 - e. Retiring has **no effect on the unit's parent brigade.**
4. **Retreat.** The unit must immediately Retreat the full move *or* to behind a supporting Close Order unit. The unit should be marked with a Retreat marker.
 - a. Retreating units move directly away from the enemy for the first 10cm [6"] of the initial Retreat move. Close Order units will break through any friendly units behind and within this distance and make them become Unformed. From then on, the retreating unit must Retreat either in a 45° rearward arc or back towards their own lines, in a straight line.
 - b. Retreating units maintain their original formation during the first 10cm [6"] of the initial compulsory move, thereafter in "Column of Mob".
 - c. On completion of any Retreat move, the unit will halt *facing*



- the enemy.* They do not move again in future turns except as a result of Charges, Melee or another Discipline Test.
- d. **Charges on Retreating units.** Retreating units cannot stand if charged and will immediately Rout.
 - e. **Discipline Test.** Retreating units required to take a Discipline Test ignore the test and immediately Rout.
 - f. Retreating units may not reform, voluntarily move or fire, nor may Retreating units support in a Charge.
 - g. Artillery batteries retreating from either a Charge or Melee are Dispersed and removed from play.
 - h. **Rallying Retreating Units.** Retreating units are automatically rallied and may reform in the following turn only if the brigade is Obeying Orders. Rallied units may reform into good order in any formation.
 - i. Retreating units **cannot be rallied or reformed if their brigade is either Hesitant or Faltering.** Retreating units will remain in their current position, continue to be classed as "retreating" and lose one casualty.
 - j. **If two or more brigaded units are retreating at any point in the Game Turn, then the parent brigade automatically Falter and must be marked with a Falter marker.**
5. **Rout.** The unit has been badly broken and is close to collapse. The unit should be marked with a Rout marker.
- a. Routed units act in the same manner as Retreating units (see above.) **Exception:** routed Artillery is removed from play.
 - b. **Important** – a routed unit must be able to fall back on a friendly Close Order unit, whether Infantry, Cavalry or Artillery. If the routed unit cannot fall back to within 5cm [3"] of a suitable friendly unit, it will Disperse and is removed from play. If the routed unit is within 5cm [3"] of a friendly unit after its full Rout move, it may then take as much additional movement as necessary to move behind the friendly unit.
 - c. **Rallying Routed Units.** Routed units are automatically rallied and may reform in the following turn *only if the brigade is Obeying Orders.* Rallied units may reform into good order in any formation.
 - d. **Routed units cannot be rallied and will disperse if their brigade is either Hesitant or Faltering.**
 - e. **A Rout will cause the parent brigade to immediately Falter.**
6. **Disperse.** The unit is no longer combat effective – morale has collapsed, actual casualties are high and the men are physically exhausted. Remove from play. (*Designer's note: players can consider the unit has either quit the field or is still on the field, but has fallen back to a position of safety where they will wait out the battle and hope for victory!*) **A units disperses if it:**
- a. Reaches its casualty dispersal point.
 - b. Routs and cannot fall back on a friendly support.
 - c. Routs and the brigade receives a Hesitant, Falter, Retire or *Sauve qui Peut* result.
 - d. Retreats and the brigade receives a Retire or *Sauve qui Peut* result.
 - e. Is Artillery retreating after an enemy Charge or Melee, in which case it is immediately removed from play. Any routed battery is immediately removed from play.
 - f. Is Infantry ridden down by Cavalry in Melee.
 - g. Is subject to a Retreat or Rout and the first 10cm [6"] of the compulsory move takes them into contact with enemy units.

- h. Leaves the table.
- i. Is a demoralised brigade, in which case it will Disperse in its entirety on receiving a Falter result.

Notes

- A dispersal will cause the parent brigade to immediately Falter.
- Any general attached to a Dispersed unit remains on the table; they are not lost or removed from play.

Faltering Brigades

- Any brigade with two or more Retreating units is immediately marked with a Falter marker.
- Any brigades that have suffered a unit Rout are immediately marked with a Falter marker.
- Any brigades that have suffered a unit Dispersing, other than in the command phase, are immediately marked with a Falter marker.
- **Exception:** Retreating Skirmishers or Cossacks do not count towards a brigade's Falter status, but do cause the brigade to Falter should they either Rout or Disperse.

BRIGADE MORALE



“Our flank was crumbling completely with the enemy in pursuit and more coming to their support. I thought it was by this time pointless to continue the resistance, so a withdrawal was ordered”

Von Reisch, Elchingen, 1805.

Divisional Morale ADC Tasking

At the beginning of the Command phase, each currently Faltering brigade requires the player to allocate one ADC to shore up his Divisional Morale and offset defeat.

- Using the Divisional Morale ADC tasking, the player must post one ADC with each Faltering brigade to ensure Divisional Morale is maintained.
- If you have insufficient ADCs to assign to a Faltering brigade, then the brigade does not receive a Command roll and will receive an automatic *Sauve qui Peut!* result.
- If a player has two or more brigades in this situation and your ADC availability leaves you one ADC short, then the brigade with the

lowest overall troop grading will receive the *Sauve qui Peut!* result – you cannot choose which one. Only if you have two brigades of the same grading can the owning player choose.

- **Optional.** For a faster game, simply remove from play brigades that do not receive a Divisional Morale ADC posting.

Example

The Austrian C-in-C Dullitz is having a tough time of it and currently has three Faltering brigades. Therefore, at the beginning of the next Command phase, he must allocate three ADCs to Divisional Morale. At the beginning of the new Command phase, Dullard rolls for his available ADCs and disaster strikes – he has only two ADCs available. Therefore, as he cannot maintain Divisional Morale (he requires three ADCs to do so), the Faltering brigade with the lowest troop grading automatically receives a *Sauve qui Peut!* result.

Demoralized Brigades

Once a brigade has lost over 50% of its units, it is considered Demoralised and should be marked with a Demoralised marker. A Command Die score of 5 or 6 means the brigade is Steady and will obey orders. A Command Die score of 1 to 4 means the brigade will be Hesitant. Any Demoralised brigade that Falters will Disperse.

Dispersed and “Wiped Out” Brigades

If a brigade Disperses or all the units of a brigade have been removed from play, the brigadier and respective ADC are also removed from play.



MELEE

9



“The melee was very lively, the eagle of the 9th was seized by the enemy; but...the soldiers, animated by an inconceivable ardour, rushed on the enemy, routed them and retook their eagle.”

**Napoleon (55th Bulletin)
of the 9th Légère, 1807
campaign**

Melee occurs after a Charge has produced a Melee result. Players simply move units into base-to-base contact. Attacking flank supports also fight, if they can achieve base-to-base contact.

PROCEDURE

Each Infantry and Cavalry unit in Melee rolls five Casualty Dice and adds or subtracts any relevant modifiers. Each Cossack unit rolls just four dice and Artillery batteries roll only three Casualty Dice.

- All modifiers are cumulative; however the minimum will always be one Casualty Die.
- In a multiple unit Melee, players should work from left to right, rolling for each unit in turn.

Risk to General

If a general was attached in a Melee with a Retire or Retreat result, roll on the Destiny Table.

Maximum Number of Units in Melee

The maximum number of units permitted in any single Melee is three per side. This includes the initial Melee round and any reinforcement round, so if you attacked with two units in the first round, you may only reinforce with one unit in a second round.

No Melee

Don't fight a Melee if the defenders are Evading units, Retreating or Routed units or an Artillery battery caught in the flank or rear. If brought to Melee, these units will automatically Disperse – no Melee is fought and the winners Take The Ground.

Melee Result

Each hit causes one casualty. The side that inflicts more casualties is the winner. Compare the difference between the casualties inflicted to the appropriate column on the Melee Results table to establish the outcome.

Melee Casualty Dice per Unit

- Infantry and Cavalry 5 Casualty Dice
- Cossacks 4 Casualty Dice
- Artillery 3 Casualty Dice
- Casualty Dice score to hit 4, 5 or 6

CASUALTY DICE MODIFIERS (Minimum of 1CD after modifiers)					
UNIT		SITUATION		POSITION	
Elite Infantry or Elite Cavalry	+1CD	General Attached + Glory! (3)	+1CD	Unformed	-1CD
Heavy Cavalry	+2CD	Each Morale grade above opponent/all opponents	+1CD	Attacking BUA, 1st round only	-1CD
Formed Lancers vs Cavalry (1)	+1CD			Attacking Strongpoint	-1CD
Formed Lancers vs Foot	+2CD	Meleeing with Élan	+1/+2CD	Attacking Redoubt	-1CD
Large Unit (2)	+1CD	Casualties: 4+/8+ (10+)	-1/-2CD	Attacking up Steep Slope	-1CD
Small Unit	-1CD	Battery Casualties: 4+/6+ (8+)	-1/-2CD	Attacked in Flank or Rear (4)	-1CD
(1) Not applicable vs Cuirassiers. (2) Not applicable if in Column of Companies, in Square or a battery.					
(3) Attached Generals have no benefit without Glory. If attached and unit Retires or Retreats, take Risk to General, (see Destiny).					
(4) Only negative CDs apply. Ignore all positive CD modifiers.					

MELEE RESULTS TABLE			
Casualty Difference	Cavalry vs Cavalry & Infantry vs Infantry	Cavalry vs Infantry	Infantry vs BUA
3+	Winner – Take the Ground Losers – Rout*	Winner – Take the Ground Losing Infantry – Disperse Losing Cavalry – Retreat	Winner – Take the Ground Losers – Retreat
2	Winner Infantry – Take the Ground Cavalry – Return to Own Lines Losers – Retreat*		
1	Winner Take the Ground, Unformed Losers – Retreat*	Winner – Take the Ground, Unformed Losing Infantry – Retreat* Losing Cavalry – Return to Own Lines	1st Round – Fight On! 2nd Round – Loser Retreats
DRAW	Infantry vs Infantry – Firefight! Cavalry vs Cavalry – Fight On!	Infantry Stand* Cavalry Return to Own Lines	1st Round – Fight On! 2nd Round – Attackers Retire
Fight On! = Fight 2nd round or Retire. Defender chooses first. If opponent Retires – Take the Ground, Unformed. If Fight On, then all units in Melee are now Unformed. May reinforce with units within support distance. Maximum 2 melee rounds per Melee phase. 2nd draw – Attacker Retreats. Firefight! = Attacker Retreats 5cm [3"]. All units in melee now Unformed. Defending Artillery limbers and Retreats. *Artillery uses the Infantry results columns. Routing and Retreating Artillery will Disperse.			



MELEE MODIFIER DEFINITIONS	
Elite	All elite Infantry and Cavalry units gain one casualty dice. (Not applicable to Artillery.)
Heavy Cavalry	If the unit is Heavy Cavalry gain an additional two Casualty Dice.
Lancers	If the unit is formed Lancers opposing enemy Cavalry, except Cuirassiers, gain one Casualty Die. If the unit is formed Lancers opposing enemy Infantry gain two Casualty Dice. Exceptions: • Unformed Lancers do not gain any bonus. • Lancers graded as Recruit do not gain any bonus.
Large Unit	If the unit is Large add one Casualty Dice. Exceptions: • Units in Column of Companies do not receive this bonus. • Infantry in Square do not receive this bonus. • Large Artillery batteries do not receive this bonus.
Small Unit	If the unit is a small Infantry or Cavalry unit lose one Casualty Die.
General Attached + Glory	If the unit has its brigadier general attached and is in receipt of an ADC Glory tasking add one casualty die. This lasts for all melee rounds.
Each Morale grade above opponent/all opponents (not applicable to Artillery)	Add one Casualty Die for each morale grade superior to the opponent. For example, if Veterans are meleeing Recruits, the Veterans will gain an additional two Casualty Dice as they are superior by two Morale grades. In a multiple unit Melee, a unit must have a morale grade that exceeds the highest opposing unit to gain an advantage. Example: two French hussar units, classed as Veteran and Line, oppose two Austrian hussar units, both classed as Line. As the Veteran French hussars have a higher Morale grade than all the opposing units, they gain an extra Casualty Die. Exception: this advantage does not apply to Artillery.
Melee with Élan	The lead unit in Melee gains an extra Casualty Die. If Infantry in Attack Column, gain two extra Casualty Dice. (Not applicable if Austrian/Russian/Other pre-1808.) This lasts for all Melee rounds.
Casualties: 4+/8+ (10+)	If a unit has lost 4 to 7 casualties, lose one Casualty Die. If a Small/Standard unit has lost 8+ casualties, lose two Casualty Dice. If an Elite or Large unit has lost 10+ casualties, lose two Casualty Dice.
Battery Casualties: 4+/6+ (8+)	If a battery has lost 4 to 5 casualties, lose one Casualty Die. If a Standard battery has lost 6+ casualties, lose two Casualty Dice. If an Elite or Large battery has lost 8+ casualties, lose two Casualty Dice.
Unformed	If Unformed the unit will lose one Casualty Die.
Attacking a BUA	Infantry attacking a BUA will lose one Casualty Die. This lasts for the first Melee round only.
Attacking Strongpoint	Infantry attacking a Strongpoint will lose one Casualty Die. This lasts for <i>all</i> Melee rounds.
Attacking a Redoubt or a Steep Slope	Infantry attacking a Redoubt, a significant hill or ridgeline, (e.g. the ridge at Bussaco or the Medellin at Talavera) will lose one Casualty Die. This lasts for the first Melee round only.
Attacked in Flank or Rear	If the unit is attacked in the flank or rear it will lose one Casualty Die and no positive CD modifiers apply, only negative modifiers. (e.g. if veteran Cuirassiers were hit in the flank by line Hussars, the Cuirassiers would ignore the +2CD modifier for Heavy Cavalry and also ignore their Morale grade +1CD superiority). • Garrisons defending a BUA or Strongpoint cannot be attacked in the flank or rear. • Artillery hit in the flank or rear are automatically Dispersed and the attacker takes the ground.

Results

All melee results are applied immediately.

- **Take The Ground!** All winning units may move up and occupy any part of the position occupied by the defeated enemy unit or simply hold their ground. The unit/s remains on the same facing and may not wheel or otherwise manoeuvre. This result applies to both Cavalry and Infantry. Attackers occupying a BUA or Strongpoint are also Unformed.
- **Take The Ground – Unformed.** Units act as above but are now Unformed.
- **Return to Own Lines.** If Cavalry receive a Return to Own Lines result, they immediately conduct a Retire move. (*Designer's note: this represents Cavalry that are blown but have successfully been recalled, unlike the Unformed result, which is a failure to recall blown Cavalry who are still milling around in disorder and hence vulnerable to enemy counterattacks.*)
- **Draw – Infantry Firefight.** This result assumes that after a brief attempt to dislodge each other, both sides have halted to engage in a close-range musketry duel. The attacking units retire 5cm [3"].

If there is insufficient room, the player may move friendly blocking units back to create sufficient space. Any defending Artillery will immediately limber and Retire. (*Designer's note: we only move the units back for game play purposes. With regard to Artillery retiring, this should be seen as the guns' crews using this slight breathing space to withdraw their guns from the situation as quickly as possible.*)

- **Draw – BUA or Strongpoint Melee.** In the event of a first round draw, the defending unit/s may decide whether to Fight On or accept a Retire result. All units on one side must take the same option. If the defender decides to Fight On, the attacker then has the same option to either Fight On or Retire. If both sides Fight On, they may reinforce with any supporting units. If the opponent Retires, then your units become Unformed. In the event of a second round Melee draw, the attackers will Retire.
- **Draw – Cavalry Melee.** In the event of a first round draw, the defending unit/s may decide whether to Fight On or accept a Retire result. All units on one side must take the same option. If the defender decides to Fight On, the attacker then has the same option to either Fight On or Retire. If both sides Fight On, they may reinforce with any supporting units. If the opponent Retires, then your units become Unformed. In the event of a second round Melee draw, the attackers will Retire.
- **Draw – Cavalry vs Infantry.** The Cavalry will Return to Own Lines.
- **Retire, Retreat or Rout.** Units immediately conduct a Retire, Retreat or Rout move. If Artillery Retreats or Routs from Melee, they Disperse instead.
- **Disperse.** Units are removed from play and the parent brigade is given a Falter marker.
- **Casualties in Melee.** Units do not suffer extra casualties if Retiring, Retreating or Routed in Melee – only the Melee casualties apply.

REINFORCING MELEES

In the second round of a Melee, players may reinforce up to the Melee maximum of three units per side. (So the most you can ever reinforce with is **two units**.) A second round of Melee is fought immediately and in the same turn.

- All reinforcing units must be both **formed** and in **command**.
- Infantry must be either a supporting unit or a unit within 5cm [3"] of the Melee, (which includes the rear figure base or rank of the engaged friendly unit).
- Cavalry must be either a supporting unit or a unit within 10cm [6"] of the Melee, (which includes the rear figure base or rank of the engaged friendly unit).

Procedure

Reinforcing units simply move up and reinforce – there's no Charge procedure. They are considered to have joined the Melee on reaching any part of an engaged friendly unit or engaged enemy unit or BUA edge.

Restrictions

1. Units cannot reinforce from a Hesitant or Faltering brigade.
2. Cavalry may not reinforce an ongoing Infantry vs Infantry/Artillery Melee and vice versa.
3. Artillery and Skirmishers cannot reinforce.



POST MELEE

Charge Support Units whose Lead Unit Lost the Melee. Any supporting units in the charge that **did not fight** in the Melee must immediately Step Back if their lead unit lost the Melee with a Retire, Retreat, Rout or Disperse result and they are currently at or within 5cm [3"] of enemy units. Infantry will Step Back 5cm [3"], while Cavalry Step Back 15cm [9"]. This Step Back will avoid other units, but if not able to Step Back without interpenetrating friendly units, then remain in position.

BUILT UP AREAS



A single BUA section can only be attacked by a maximum of two battalions in the first round of Melee. Units attacking a BUA lose one Casualty Die in the first Melee round. *(Designers note: the two battalion restriction may seem harsh, but generally our model villages are very neatly arranged on either a square or rectangular base providing a clearly defined edge for our battalions to attack in perfect order. In reality, villages were and are generally irregular, with outbuildings, enclosures and walls restricting attackers to just a few viable assault avenues. Often, the only effective attack routes were the main roads leading in and out, which could be both opposed and potentially barricaded. Thus the idea that unlimited attacking battalions could all pile into a BUA with absolute ease is probably somewhat unrealistic.)*

Attacking Strongpoints

- Strongpoints such as churches or chateaux and farms such as La Haye Sainte are always considered to be a single BUA section and can only be garrisoned by one battalion.
- Units attacking a Strongpoint lose one Casualty Die.
- Strongpoints can only be attacked by a maximum of **one battalion**.
- Reinforcements **cannot** be used to assist the defence of or attack on a Strongpoint.

Occupying a BUA Post-Melee

The winner of any Melee for a BUA must designate the occupying unit (if he has more than one unit contesting the area). That unit then immediately garrisons the BUA and will be classed as Unformed. All other units must withdraw from the BUA. They may take position either behind the BUA or on its flanks but are also Unformed.

Melee Examples

- A. **Column Melee.** A French Column enters Melee with an Unformed Prussian Landwehr Column graded as Recruits. The French are graded as Line and have no casualties, so roll the standard five Casualty Dice, plus an extra die as they are a Morale grade higher than the recruit Landwehr. As they are attacking in Column, they are also classed as Meleeing with Élan, so gain a further two dice, totalling eight dice. They cause four casualties. The Prussians also have no casualties, so they have five dice, but lose one die as they are Unformed. The Prussian player rolls his four dice, achieving two casualties. The French Column is victorious! Looking at the Results Table, a score difference of two casualties means the Prussians Retreat and immediately fall back, while the victorious French Column Takes the Ground in good order.
- B. **Cavalry Melee.** A fresh, Standard-sized French Dragoon regiment (Line – Campaign Cavalry) charges an Austrian Hussar regiment (Line – Battle Cavalry) with six casualties and both enter Melee. The French Dragoons roll the five standard dice and score two casualties. The Austrian Cavalry lose one die due to their casualty state, bringing their total to four dice. The Austrians also score two casualties – a draw! The Austrians, as they were defending, must now decide whether to fight on in a second round of Melee or Retire. As the Austrian hussars have no supports nearby and are now on eight casualties, they decide to Retire rather than risk another Melee round. The French Dragoons Take the Ground but are now Unformed.
- C. **Cavalry vs. Infantry Melee.** A Russian Line Cuirassier regiment is in Melee with an Unformed French battalion graded as Line. The Russians have their five Casualty Dice and add a further two for Heavy Cavalry, and one for Élan, totalling eight dice. The Russian player rolls the dice, needing the standard 4, 5 or 6 to hit and scores three casualties. The French player nervously rolls his four dice (he loses one die as the French Column is Unformed). He scores three casualties! A draw. The Russian heavies must now Return to Own Lines as they failed to break the Infantry, while the very relieved French Column stands.
- D. **BUA Melee.** A Russian Jäger battalion, graded as Line but with eight casualties, is garrisoning a village, classed as a BUA. It has been charged by a fresh French recruit Column. The Russians have their standard five dice, but lose two due to carrying eight casualties. However, they gain one as they are a higher Morale grade than the French recruits, bringing their total to four dice. Unfortunately, they roll (i.e. fight) poorly and score just one casualty. The French recruits have their standard five dice and lose one for attacking a BUA in the first round. So the French player rolls four dice and also scores just one casualty. A draw. Both players now have the option to Fight On and reinforce with nearby units or retire. Both players fight on. As no supports are within reinforcement distance, they fight the second round without additional units. The Russian Jägers have one less dice than before, as they are now Unformed, giving them just three dice, and they score two casualties. The French recruits remain on four dice, (although the loss of a die for attacking a BUA no longer applies, they are now Unformed, so remain on the same total) and also score two casualties – a second draw! As the attacking French failed to secure the village within the two Melee rounds, they must now Retire, leaving the now battered Russian Jäger battalion grimly holding on!

DESTINY

10



*“Vincent Dragoons...
show yourselves worthy
of your old fame and
follow me!”*

**Archduke Charles,
Wagram 1809**

Destiny represents those moments of luck and fortune on the battlefield and is represented through any unmodified roll of Double 6 in:

- Charges
- Infantry Volley Fire
- Artillery Fire

Each Double 6 requires the player to roll 2D6 and immediately apply the Destiny Table result. Any unit benefit result always applies to **the unit that rolled the Double 6**.

A Double 6 rolled in a Discipline Test will result in the testing unit immediately recovering one casualty. There is no Destiny roll.

RISK TO GENERAL

Attached generals are at risk in the heat of combat, therefore an attached general must roll on the Destiny Table if:

- Attached to lead unit and lost a Charge combat with a Retire or Retreat result or
- Attached to unit and lost a Melee with a Retire or Retreat result.

If you roll either 2 or 10-12, apply the Risk to General result to **your general**. Other results have no effect.

Consult the table overleaf.

SCORE	DESTINY RESULT
2	DISHONOUR! The opposing Brigadier is thrown from his horse, loses his self-discipline and flees on foot! As he does so, he is abused by his own men in a most unsavoury and quite unspeakable manner. Opposing brigade Falters. If Risk to General: your general, in a most craven fashion, surrenders to the first man who will accept his sword. Your brigade Falters!
3-6	STEADY THE BUFFS! Recover one casualty or Melee with Élan!
7-8	DISCIPLINE! Recover one casualty or reform/change formation/wheel* or Melee with Élan!
9	DREADFUL LOOKING FELLOWS! The colonel gives a particularly rousing speech causing even the most hardened grumblers to admit it was probably the finest they've heard! The unit recovers two casualties or reform/change formation/wheel* or Melee with Élan!
10-12	UNSIGHTLY DEMISE! A stray howitzer shell embeds itself in the opposing brigadier's midriff before exploding. The poor fellow is never seen again. Opposing Brigade Falters. If Risk to General: your general is skewered by the sabre duelling champion of the opposing regiment! Your brigade Falters!
Notes: a. Opposing brigadier refers to the brigadier of the enemy brigade being targeted by the firing unit that rolled double 6. b. * = The player may choose just one of these free movement options. But the reform/change formation/wheel option is not applicable if in the Charge phase. c. Melee with Élan = the bonus Casualty Die applies equally to attacking or defending units under a Destiny result. d. Dead or dishonoured generals' model figures are not physically removed from play; assume the next ranking senior officer takes over command, so the actual officer model figure is left in place. (If using the optional brigadier quality, then all brigadiers are replaced by a Poor brigadier.)	



CORPS COMMANDERS & OPTIONAL RULES



In large battles where players are using two or more divisions, the use of a corps commander is sometimes necessary. The corps commander acts as the overall officer in command, providing each division with its initial deployment and objectives. Players may sometimes find it useful when fielding two or more small divisions to merge these into just one large division under the command of a single C-in-C.

THE CORPS COMMANDER'S ABILITY

Players must grade their corps commanders as either a Strategist (excellent), Tactician (good), Veteran (average) or Aristocrat (awful). A Strategist would be an exceptionally talented commander such as Wellington in the Peninsula or Davout during the 1806 campaign. A Tactician would be generally capable and at certain times a particularly good leader such as Ney or Charles. Veteran commanders cover the vast majority of generals such as Bennigsen or D'Erlon, while an Aristocrat epitomizes those officers who had more interest in drink or gambling than planning a battle or were simply useless, which could include the likes of Ferdinand or Cuesta.

"You must be a soldier, and then a soldier, and again a soldier; bivouac with your advance guard, be in the saddle day and night, march with your advance guard to have the latest information..."

Napoleon

If not following an obvious historical scenario then roll 2D6 and consult the table below:

French	British/Late Prussian	Austrian/Russian/Other
10-12 = Strategist	10-12 = Strategist	11-12 = Strategist
8-9 = Tactician	8-9 = Tactician	8-10 = Tactician
4-7 = Veteran	4-7 = Veteran	5-7 = Veteran
3 or less = Aristocrat	3 or less = Aristocrat	4 or less = Aristocrat
A modifier of -1 must be applied to French generals between 1792-1795 and 1812-15.		

THE CORPS COMMANDER'S INFLUENCE

Strategist

A Corps Commander graded as Strategist has two command options:

- A Strategist has three ADCs and rolls for availability as normal. Regardless of the roll, a Strategist commander will also receive **at least one** ADC. He may allocate his ADCs to his Divisional C-in-Cs as he sees fit, either all to one division or dividing them across several divisions.
- A Strategist can forfeit all his own ADCs to reroll all the ADC availability for one divisional commander. This would normally be done when a divisional commander has had a particularly poor ADC availability result at some vital point in the game. A Strategist reroll result must be accepted – you cannot revert to the previous results in the event of poor or even worse ADC availability rolls.

A Strategist may choose which option to adopt each turn after divisional C-in-C ADC availability dice rolls.

Tactician

A Corps Commander graded as a Tactician has three ADCs and rolls

for availability as normal. He may allocate his available ADCs to one Divisional C-in-C of his choice.

Veteran

A Corps Commander graded as Veteran has two ADCs. He rolls for availability as normal and may allocate his available ADCs to one Divisional C-in-C of his choice.

Aristocrat

An Aristocrat has no affect whatsoever upon the divisional commanders. It's most likely he's several miles to the rear, enjoying a really good lunch with fine wine. Other than setting the battle plan, he has no further influence on the game.

DIVISIONAL C-IN-Cs IN CORPS GAMES

In a corps level game, each division rolls for its own ADCs and utilises them as per the standard rules. Divisional C-in-Cs may not transfer ADCs to other divisions, may not take command of or place in command any units from other divisions. Corps level games are particularly satisfying if each division is controlled by a single player, with perhaps one player also taking the role of the corps commander. *(Designer's note: I have found that in large Napoleonic games, the corps or army commander is best played by the C-in-C of the Imperial Guard, Grenadier reserve or reserve Cavalry division. That way, he has numerous game play interactions, even though he may not be actually moving troops until later in the game. You may also find that with each player controlling their own division and making their own demands upon the corps commander, players can rapidly take on the appearance of warring French marshals at their best and worst!)*



OPTIONAL RULES

C-in-C Command Radius

The player is limited to deploying ADCs to brigadiers that are within a Command radius of the C-in-C. Brigadiers outside this distance cannot receive the benefit of ADCs. Players will need to move their C-in-C (movement is the same as brigadiers at 30cm [18"] per turn) in order to ensure he is best placed to affect overall Command. (If using Corps Commanders, use a standard Command radius of 120cm [72"].)

Cin-C Quality	Command Radius
Incomparable	80cm [48"]
Campaigner & Commissariat	70cm [42"]
Blusterer	60cm [36"]
Corps Commander	120cm [72"]

Moving the HQ

If the player wishes to move his C-in-C to a new position, this will require one ADC to do so. The C-in-C (HQ) moves at any time in the Command phase.

Brigadier Quality

Players may employ rules to cover their brigadier quality.

- Excellent brigadiers gain a second Command reroll if their first Command roll results in a Hesitant result.
- Poor brigadiers require an additional ADC for any Tasking.

Brigadiers Attaching to Units

In order to permit the brigadier to attach to a unit and bestow his attachment benefits, **Austrian/Russian/Other** brigadiers must have an ADC Brigade Attachment in place. There is no restriction on French/British/Late Prussian brigadiers attaching to units. (*Designer's note: this reflects the far greater commitment of French senior officers in combat situations. French brigadier generals and above regularly led from the front, leading to high casualties but a high success rate in the heat of combat. The Allied officer corps was far more reluctant to lead directly from the front; the occasional instances of Allied commanders placing themselves at the head of their men, such as Suvorov in Italy or Charles at Essling, were quite rare.*)

Grenadier

A bespoke troop grade to represent those Line or Guard units that were a cut above the average Line regiment in terms of Morale, but not overly experienced. This includes converged Grenadier or Light battalions, most Cuirassiers of the Line and the more eminent Hussar, Lancer or Chevaux-Légère regiments, Young Guard and other less distinguished Guard units or the more seasoned Line regiments.

- Troops graded as Grenadier are treated as Line regiments in all situations except **when taking a Discipline Test, when they are classed as Veterans.**
- Austrian/Russian/Other **Light Infantry** battalions that are graded as Grenadier may deploy into independent Skirmish order from 1792 to 1808.

Enthusiastic Recruits

Enthusiastic Recruits applies to the Recruit Morale grade for fervent or idealistic troops in specific scenarios or battles, such as French conscripts,



French *levée en masse*, Prussian Landwehr, Spanish volunteer units, Russian Opolochenie and so on. Every time such a unit takes a Discipline Test, also roll a Casualty Die – if the result is a 1, 2 or 3, the units are treated as standard Recruits. If the result is a 4, 5 or 6, the unit is treated as Veteran instead. The Enthusiastic die roll only lasts for as long as the unit is **Fresh**. Once a unit reaches 4+ casualties, it will permanently adopt the Recruit grade.

Reservists

Reservists operate as for Line Morale grade **as long as the unit is Fresh**. Once a Reservist unit reaches 4+ casualties, it will permanently adopt the Recruit grade.

Battle March

A brigade that is over 50cm [30"] distant from any enemy unit may use Forwards at a cost of just one ADC.

Redeploy that Battery!

French, British and Late Prussian armies may use a Redeploy ADC Tasking to remove a battery currently attached to one brigade and order it to join another brigade. The new brigade that the battery is to join must be stated or written down.

Vulnerable Targets

Add two Casualty Dice when firing at a target in a very crowded temporary formation, such as crossing a bridge or storming a breach.

Traversing Fire

If a charging unit passes across the face and **within 15cm [9"]** of a formed enemy unit not involved in the Charge, then that enemy unit may Fire at the chargers as they pass. Units that Fire in this manner are considered to be involved in the Charge phase and *may not take any further actions in the turn*.

Infantry Melee in the Open

On Charge results scores of 1-2, substitute the Infantry Melee result for: "VOLLEY FIRE! Attackers halt formed and fire a volley. Large lines roll 5CD, Standard lines roll 4CD and Small lines roll 3CD. Columns roll 2CD. (All other fire modifiers are ignored.) The enemy unit/s stand but are Unformed."

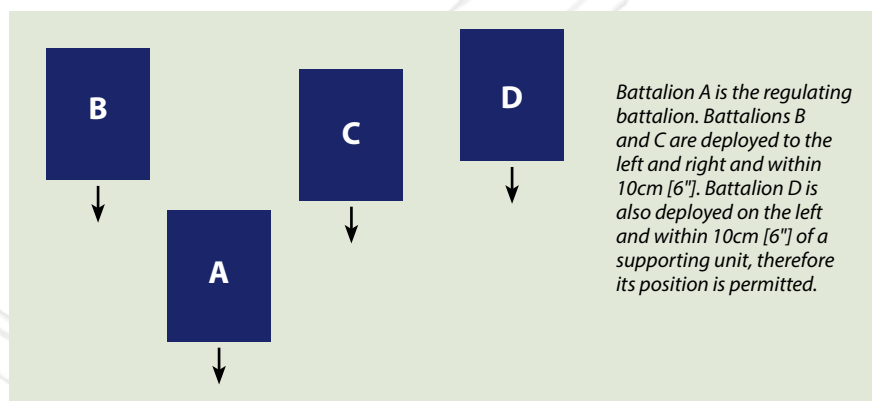
(Designer's note: It is acknowledged that some players will consider Infantry Melees in the open as a rare thing. The author is of the opinion that Melees were probably more common than is currently thought. By this, I don't see Infantry Melees as those ludicrous Hollywood-style combats, with men hurling themselves full pelt into each other in some highly unrealistic free-for-all. What you probably had were sections of the winning side pushing forward and engaging with the bayonet, while the loser stood and fought back for a brief time before breaking. So you could see, for example, the Grenadier company pushing into Melee, while the rest of the battalion advanced but didn't quite close; or the Grenadier and perhaps the 1st company, led by some determined officers, actually closing to Melee, while again the rest of the battalion moved up but again didn't quite engage. This sort of Melee was normally over pretty quickly, and after one or two of these determined attacks the unit on the receiving end may have resisted for a very short time before breaking up and retiring.)

First Volley

When firing the first Close Order Infantry volley of any engagement, the player adds one Casualty Die to his Fire. (Players will need to denote when units have used their first fire, such as with chits or markers.)

Regulating Battalion and Command Influence

Players may wish to introduce a regulating battalion to their brigade structure and disregard the Brigadier Command Influence rule for normal unit movement. The player must identify one unit in the brigade that is to be the lead unit and attach the brigadier to it. The Command Influence ruling is then ignored. All other brigaded units take their position in the brigade from this lead unit, i.e. on the right or left flank, to the rear, etc. Units must remain within 10cm [6"] of the regulating battalion or within 10cm [6"] of a supporting unit. Battalions may not move position in relation to the lead unit unless the lead unit Retires, Retreats or Routs or the player issues a Redeploy order. On receipt of a Redeploy order, the brigade may reorganise and indicate a new lead unit. If any brigaded unit is forced further than 10cm [6"] away, it should attempt to re-establish its brigade position as soon as possible.



Austrian Army Optional Rules

- *Early Austrian Rigidity*
Austrian Elite and Veteran units from 1792 up to and including 1808 are classed as Line for formation changes. Thus early Austrian Elite and Veterans may either move **or** change formation in the Movement phase, but may **not** change formation **and** move.
- *Skirmishers Tasking*
This costs two ADCs for early Austrian armies up to 1808. This is **not** applicable to the Avant Garde.
- *Cavalry*
One Campaign classed Dragoon, Light Dragoon, Cheveau-Leger or Hussar unit may be classed as Battle Cavalry at no additional cost.

British Army Optional Rules

- *British Infantry Counter-Charge*
Defending British Infantry may immediately Counter-Charge following an enemy **Column** Charge that received Volley and Unformed result. The original British target unit must be both Formed and in Command in order to Counter-Charge. If so, repeat the Charge process. Supports cannot be used in a Counter-Charge.
- *British Infantry*
Faltering British **Veteran and Grenadier** Infantry brigades treat a *Sauve qui Peut* result as Retire, but still lose the ADC and Skirmish line.

- *Cavalry*

One Campaign classed Light Dragoon or Hussar unit may be classed as Battle Cavalry at no additional cost. British Cavalry winning a Charge combat with a Victory result **must** take the Charge On! option and will charge as Unformed.

French Army Optional Rules

- *French Initiative*

All French C-in-Cs and corps commanders 1805-1812 may use an additional ADC Initiative Tasking. The player may use either one or two ADCs that are placed next to the C-in-C. (Two ADCs is the maximum that may be used.) Each ADC tasked to the initiative modifies the Initiative score by +1.

- *Tirailleur*

French Line (Ligne) battalions graded as Veteran (or Grenadier) may deploy in Skirmish order and operate independently of the brigade Skirmish line.

- *French 1813-14 Cavalry*

At least 50% of all Dragoon, Lancer, Hussar and Chasseur units must be classed as Campaign Cavalry. At least 50% of all Cuirassiers must be graded as Line or Recruits.

Prussian Army Optional Rules

- *Early Prussian Rigidity*

Prussian Elite and Veteran units from 1792 up to and including 1808 are classed as Line for formation changes. Thus early Prussian Elite and Veterans may either move **or** change formation in the Movement phase but may **not** change formation **and** move.

- *Skirmishers Tasking*

This costs two ADCs for early Prussian and Saxon armies up to 1808.

- *Befreiungskriege*

Prussian armies fighting in Prussia or 'Germany' during the 1813 campaign remove a total of 1D3 Fog of War cards from the French total. This represents the operations of the Landsturm and Freikorps during the War of Liberation and the decline in French Light Cavalry numbers and ability.

Russian Army Optional Rules

- *Early Russian Rigidity*

Russian Elite and Veteran units from 1792 up to and including 1808 are classed as Line for formation changes. Thus early Russian Elite and Veterans may either move **or** change formation in the Movement phase but may **not** change formation **and** move.

- *Russian Infantry*

Faltering Russian Veteran and Grenadier Infantry brigades treat a *Sauve Qui Peut* result as Retire, but still lose the ADC and Skirmish line.

- *Skirmishers Tasking*

This costs two ADCs for early Russian armies up to 1808.

- *Cossacks*

Russian armies under the command of a Russian C-in-C in the 1812, 1813 and 1814 campaigns receive an extra 1D3 Fog of War cards when defending or remove a total of 1D3 Fog of War cards from the French total when a Russian army is attacking. This represents the ascendancy of Cossack scouting due to the decline in French Light Cavalry numbers and ability.

INTRODUCTORY SCENARIO

Appendix A

MACDONALD'S ATTACK AT BAUTZEN 1813

Mission

French

Capture the Russian redoubt or village of Rischen by the end of the game. (See map overleaf.)

Russian

Avoid the French victory conditions.

The game ends after 16 turns.

Deployment

French

French forces deploy up to 20cm [9"] in, anywhere along the Binnewitz table edge.

Russian

The Russian player deploys up to and including the heights and the village of Rischen, but no further.

“The battalions of my division can rapidly deploy from attack column to square and reform into attack column. But God help us is any other formation is asked.”

Girard, 1813

Orders of Battle

FRENCH – C-in-C MacDonald, Campaigner, six ADCs			
BRIGADE	UNIT	STRENGTH	GRADE
Ledru	27th Légère	1 Small Battalion	Line
	Line Regiments	2 Small Battalions	Recruit
	Neapolitan Elite Regt.	1 Standard Battalion	Line
	6pdr Foot battery	1 Standard Battery	Line
Gerard	Line Regiments	5 Standard Battalions	Line
Zucchi	Italian Légère	2 Small Battalions	Line
	Italian Line Regiments	3 Standard Battalions	Recruits
Charpentier	14th Légère	2 Standard Battalions	Line
	22nd Légère	3 Standard Battalions	Line
Artillery	6pdr Foot battery	2 Standard Batteries	Line
Reizet	Dragoon Regiments	3 Standard Regiments – Campaign Cavalry	Line
ADDITIONS FOR LARGER GAMES (eight ADCs)			
Meunier	3rd Légère	1 Standard Battalion	Line
	Line Regiments	4 Small Battalions	Recruit
Balabio	Italian Dragoons	2 Standard Regiments – Campaign Cavalry	Line
	Italian Chasseurs à Cheval	1 Standard Regiment – Campaign Cavalry	Recruit
	Italian 6pdr Horse Battery	1 Standard Battery	Line

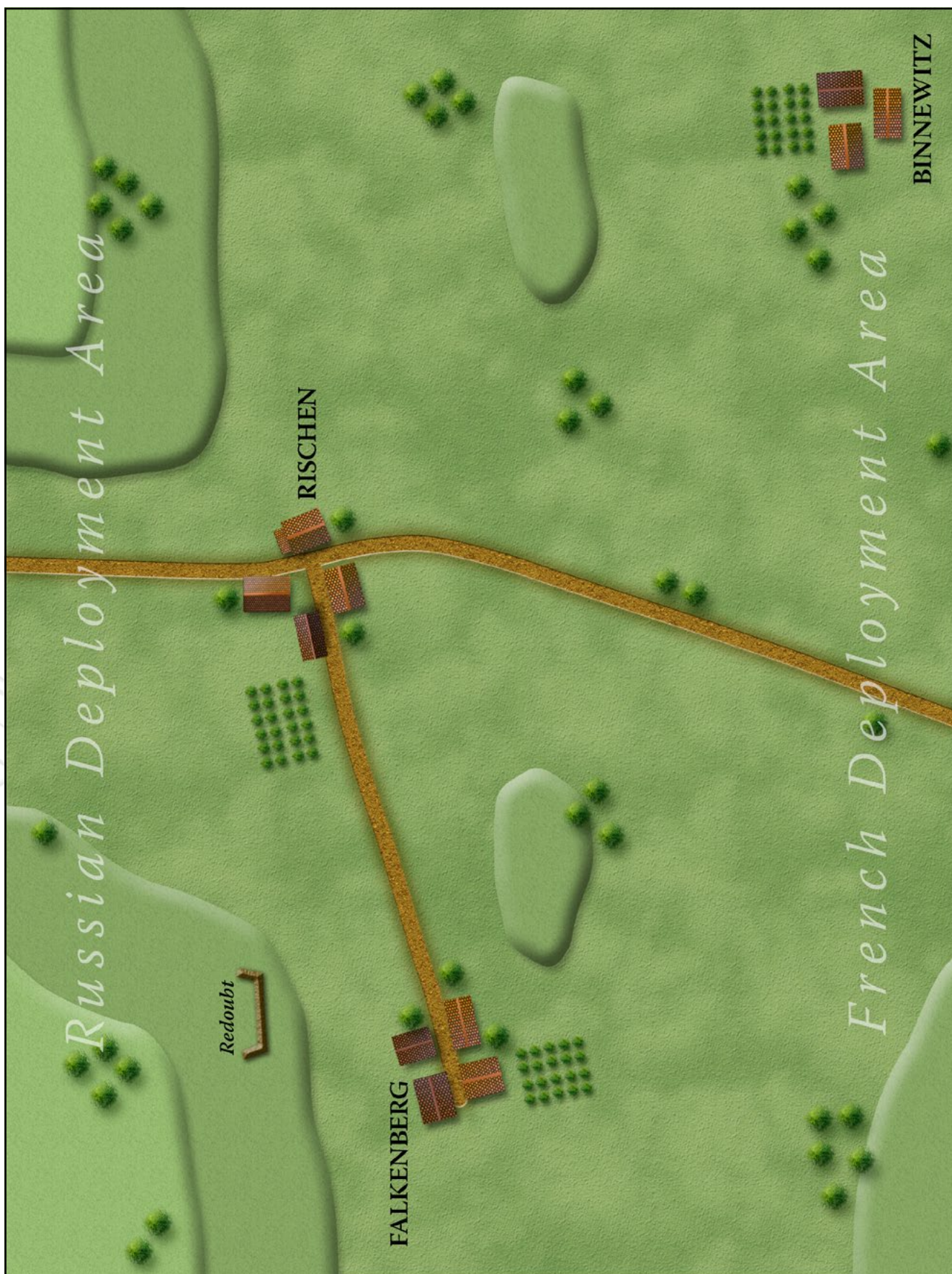
ALLIES – C-in-C Wurttemberg, Commissariat, five ADCs			
BRIGADE	UNIT	STRENGTH	GRADE
Knorring	Soum Hussars	1 Standard Regiment – Battle Cavalry	Line
	Tartar Uhlans	1 Standard Regiment – Campaign Cavalry	Line
	Cossacks	1 Small Regiment – Cossacks	Recruit
Schachafskoi	Musketeer Regiments	3 Standard Battalions	Line
	Jäger Regiments	2 Standard Battalions	Line
Pischnitzky	Musketeer Regiments	3 Standard Battalions	Recruit
Ivanov	Musketeer Regiments	2 Standard Battalions	Line
	Jäger Regiments	2 Standard Battalions	Line
Karpenkov	1st Jägers	1 Standard Battalion	Veteran
	33rd Jägers	1 Standard Battalion	Line
Artillery	12pdr Foot battery	1 Large Battery	Line
	9pdr Foot battery	1 Large Battery	Line
ADDITIONS FOR LARGER GAMES (seven ADCs)			
Bistram	Musketeer Regiments	2 Small Battalions	Line
	Musketeer Regiments	2 Small Battalions	Recruit
Pantschulid	Chasseurs a cheval	1 Standard Regiment – Campaign Cavalry	Line
	New Russia Dragoons	1 Standard – Battle Cavalry	Line
	6pdr Horse battery	1 Large Battery	Line

Special Rules

- Both the French and Russian Artillery brigades may be broken down and the individual batteries attached to Infantry brigades. If this is done, the C-in-C will lose one ADC from his total.
- For a larger game, include the reserve brigades. Both reserves are classed as On-Table Reserves and shown with a Reserve marker. Increase MacDonald's ADCs to eight and increase Wurttemberg's ADCs to seven.

Terrain

- The Russian redoubt can hold one battalion in Column or a battery of Artillery.
- A small number of open woods or orchards should also be placed around the board.
- Table size: 6 feet x 5 or 4 feet for 15mm, appropriately larger for 28mm.



MAP © HENRY HYDE 2017

Appendix B

POINTS VALUES

The following points system allows for one-off battles to be fought on an equal footing, (if there is such a thing!). For an average size battle each player should build his division using from 2,000 points to 3,000+ points.

C-IN-C COSTS

C-in-C Quality	Cost
Incomparable	150
Campaigner	100
Commissariat	60
Blusterer	30

“Austrian infantry throws down its weapons, each soldier claiming to be a Pole. The Prussian infantry throws down its arms, but will grab them up promptly if they see help coming. The Russian infantry falls flat, lets you pass, then gets up and starts shooting again.”

De Brack

- Each division must have one C-in-C and at least four brigade generals.
- Standard Brigadiers are free. Excellent Brigadiers +50 points. Each Poor Brigadier reduces your C-in-C cost by 15.

POINTS COST PER INFANTRY/CAVALRY UNIT AND PER STANDARD BATTERY

Infantry Battalion	Cost	Cavalry Regiment	Cost	Line Foot Battery	Cost
Elite	200	Elite	250	3pdr/4pdr	100
Veteran	150	Veteran	200	6pdr/8pdr/9pdr	125
Line (if British)	100 (115)	Line	150	12pdr	150
Recruit	75	Recruit	125		
		Cossack	75	Line Horse Battery	Cost
				3pdr/4pdr	125
If Large	+35	If Heavy Cavalry	+50	6pdr/8pdr/9pdr	150
If Small	-25	If Battle Cavalry	+15		
If Light Infantry (Rifles)	+25 (+35)	If Lancers	+25	If Large Battery	+25
If Grenadiers	+15	If Large	+35	If Elite Battery	+50
If Enthusiastic Recruits and Reservists	+10	If Small	-25	If Veteran Battery	+15
				If Recruit Battery	-25
Minimum unit cost is 50 points					

ROSTER SHEETS

Appendix C

GENERAL D'ARMÉE ROSTER	
BRIGADE GENERAL:	
Unit 1:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 2:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 3:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 4:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 5:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 6:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 7:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 8:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	

GENERAL D'ARMÉE ROSTER	
BRIGADE GENERAL:	
Unit 1:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 2:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 3:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 4:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 5:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 6:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 7:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 8:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	

GENERAL D'ARMÉE ROSTER	
BRIGADE GENERAL:	
Unit 1:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 2:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 3:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 4:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 5:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 6:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 7:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	
Unit 8:	Casualties: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Grade:	

Appendix D

STATUS MARKERS

Brigade and unit markers are given here and may be photocopied. If mounted on card and appropriately covered, they can take repeated handling.

RESERVE	RESERVE	RESERVE	RESERVE
HESITANT	HESITANT	HESITANT	HESITANT
HESITANT	HESITANT	HESITANT	HESITANT
FALTER	FALTER	FALTER	FALTER
DEMORALISED	LOW ON AMMO	DEMORALISED	LOW ON AMMO
RETREAT	RETREAT	RETREAT	RETREAT
RETREAT	RETREAT	RETREAT	RETREAT
UNFORMED	UNFORMED	UNFORMED	UNFORMED
UNFORMED	UNFORMED	UNFORMED	UNFORMED
ÉLAN!	ROUT	ÉLAN	ROUT
ADC	ADC	ADC	ADC
ADC	ADC	ADC	ADC
BRIGADE	BRIGADE	BRIGADE	BRIGADE
FORWARDS	FORWARDS	FORWARDS	FORWARDS
ARTILLERY ASSAULT	ARTILLERY ASSAULT	ARTILLERY ASSAULT	ARTILLERY ASSAULT
SKIRMISHERS	SCOUT	SKIRMISHERS	SCOUT
GLORY!	COMMAND	GLORY!	COMMAND
INFANTRY ASSAULT	INFANTRY ASSAULT	INFANTRY ASSAULT	INFANTRY ASSAULT
REDEPLOY	AMMUNITION	REDEPLOY	AMMUNITION

NOTES



NOTES



GÉNÉRAL D'ARMÉE

Wargames Rules for the Napoleonic Wars 1792-1815

by David C R Brown Reisswitz **PRESS**

COMMAND ROLL 1D6 PER BRIGADE

STEADY BRIGADES

• SCORE 3-6 = BRIGADE OBEYS ORDERS

Act as C in C Orders. Brigadier's Command Influence = 30cm [18"]. Retreating & Routed units Rally.

HESITANT

• SCORE 1 or 2 = BRIGADE HESITANT

No Charges. (Cavalry may Counter-Charge.) Units may not move closer to the enemy.

No Formation Changes if within 15cm [9"] of Close Order enemy, (except to Square). Arc of Fire straight ahead.

No Artillery long range or Assault Fire. No Rallies – Retreating units lose 1 casualty. Routers Disperse.

DEMORALISED BRIGADE score of 4-6 = brigade Obeys Orders. Score of 1-4 = brigade Hesitant.

INFANTRY ASSAULT – all units may Charge/Supported Charges allowed. Advance until within volley range.

THE GAME TURN

1. COMMAND & INITIATIVE	2. CHARGES	3. MOVEMENT	4. FIRING	5. MELEE
<ul style="list-style-type: none"> • ADC Availability & Taskings • Brigade Command Rolls • Initiative 	<ul style="list-style-type: none"> • Declare Charges + supports • Conduct Charges 	<ul style="list-style-type: none"> • Phasing player moves • Non-phasing player moves 	<ul style="list-style-type: none"> • Phasing player fire • Non-phasing player fire 	<ul style="list-style-type: none"> • Fight Melees • 2nd Round? May reinforce

ADCs

AVAILABILITY: Roll 1D6 per ADC. Available on a Score of 3-6. Absent on a Score of 1-2.

Off Table Reserve & Reinforcement Brigade ADCs = Available on a Score of 5-6. Absent on a Score of 1-4.

DIVISIONAL MORALE: 1 ADC per FALTERING BRIGADE. If no ADC posted = *Sauve qui Peut!*

SCOUTS: 1 ADC. Reveal Fog of War card? (Maximum of 1 ADC posting per turn.)

BRIGADE ATTACHMENT: 1 ADC. Reroll a Brigade Command Roll. (Maximum of 1 per brigade.) Austrian/Russian/Other armies may redeploy foot Artillery if Brigade Obeys Orders. Optional: Austrian/Russian/Other may attach brigadier.

GLORY! 1 ADC. Attached brigadier leads the Charge. Add 1 CD to Melee. Recover 1 casualty on 4, 5, 6 if Infantry.

SKIRMISHERS! 1 ADC. Skirmishers add 1 CD to Fire. Brigade units may Reinforce the Skirmish line.

FORWARDS! 2 ADCs. Add 4D6cm [3D6"] to normal Movement OR add 2D6cm [1D6"] to a Charge.

INFANTRY ASSAULT! 2 ADCs. Infantry may declare multiple/supported Charges. Advance to volley range.

ARTILLERY ASSAULT FIRE! 2 ADCs. Add 2 CD to Battery Fire (n/a if 4+ casualties/Low Ammo/Recruit/Unformed.)

RESERVE: 1 ADC. (2 ADCs if Off-Table.) Commit Reserve into the battle line if Brigade Obeys Orders. +1 ADC = add Assault Order or Forwards Order.

AMMUNITION! 2 ADCs. Replenish Brigade's Artillery Ammunition if Brigade Obey Orders.

REDEPLOY: 2 ADCs. Order brigade to take up a new position in the battle line or into Reserve.

COMMAND! 3 ADCs. Command reroll. Units recover 2 casualties. Win Charge Initiative. Glory +1CD in Melee.

FALTERING BRIGADES

A Brigade will Falter if: a) Brigade Unit Routed or b) 2 or more Brigade Units are Retreating. Demoralised Brigadealters = Disperse.

Brigade/Die Score	6 or 5	4	3	2	1
Elite	Obeys Orders	Obeys Orders	Rally	Retire	Retire
Veteran & Line	Obeys Orders	Rally	Retire	Retire	Sauve Qui Peut!
Recruit	Obeys Orders	Rally	Retire	Sauve Qui Peut!	Sauve Qui Peut!
RALLY	The brigade successfully rallies Retreating units but Routed units Disperse. Remove Falter marker and mark as Hesitant for this turn. Brigade units within 15cm [9"] of formed enemy Close Order units must immediately Step Back, (not applicable to a Garrison, which remains in place). All other units act as per Hesitant.				
RETIRE	Retreating & Routed units Disperse. All remaining units immediately Retire (n/a if in Strongpoint). All Close Order units lose 1 casualty & Skirmish Line loses 1 full base. Artillery withdraws limbered and Foot Artillery goes Low on Ammo. (If batteries are deployed over 30cm [18"] to the rear of brigade front line, ignore this requirement.) No other actions permitted. Brigade remains Faltering.				
SAUVE QUI PEUT	The brigade loses its ADC permanently. Current Retreating or Routed units Disperse. Skirmish Line Disperses. All remaining infantry, cavalry & artillery brigade units Retreat and lose 2 casualties each. Artillery withdraws limbered and goes low on ammo. (If batteries are deployed over 30cms [18"] to the rear of brigade front line ignore this requirement.) No other actions permitted. Brigade remains Faltering.				

INITIATIVE

Roll 2D6 minus number of Hesitant and Faltering brigades – highest score wins.

DRAW = Player who held the Initiative last turn wins. (Optional: French may use ADC Tasking of +1 or +2 to Initiative score.)

THE DISCIPLINE TEST: ROLL 2D6 & APPLY MODIFIERS

Elite	+2	Unformed	-1
Veteran	+1	Flanked	-1
Line	0	Line to Square when charged (if Large battalion)	-1 (-2)
Recruit (if in Column or Square.)	-1 (0)	Casualties: 4+/8+ (10+)	-1/-2
General attached	Test as next higher grade	Artillery casualties: 4+/6+ (8+)	-1/-2

RESULTS

7+ = Unit Obeys Orders & Remain Formed.

4-6 = Unit Unformed. **If a Skirmish Unit or an Evading unit, Retreat and Lose 1D3 casualties.**

3 or less = Retreat and lose 1D3 casualties.

MOVEMENT							
UNIT	LINE	COLUMN	SQUARE	STEP BACK	SKIRMISH	EVADE & RETIRE	RETREAT& ROUT
Infantry	10cm [6"]	15cm [9"]	8cm [4"]*	5cm [3"]	20cm [12"]	< 20cm [12"]	Infantry < 30cm [18"] Cavalry < 35cm [21"] Fall Back on Supports No Supports = Routers Disperse
Cavalry	25cm [15"]		-	15cm [9"]	-	< 35cm [21"]	
Horse Artillery	25cm [15"]					As Cavalry	
Foot Artillery	15cm [9"]					As Infantry	
Generals	30cm [18"]. Once attached to a unit, Generals make any necessary additional movement to remain in contact.						
Fog of War Card	20cm [12"]						
Rough Terrain: Close Order Infantry & Fog of War cards = Half Speed.				Forwards = +4D6cm [3D6"] or Charge =2D6cm [1D6"]			
About Face = Formation Change				Manhandle/Wheel Battery = Up to 5cm [3"]			
Unformed Units = May only Reform on the spot or Retire				Side-Step = 5cm [3"] for all units.			
Infantry charge bonus – 5cm [3"]; Cavalry charge bonus –10cm [6"]				Square* – Discipline Test if enemy Cavalry are within 15cm [9"]			
Fog of War Card: Spotting Distance = 40cm [24"] OR 20cm [12"] if screened by large skirmish screen/in woods. ADC spots on 4, 5 or 6 (5 or 6 if in woods/behind hill).							

FORMATION CHANGES	
INFANTRY & CAVALRY:	Guard & Veteran = Change Formation & Move. (n/a if Large.) All Others = Change Formation or Move.
ARTILLERY:	Horse Artillery = Change Formation & Move. (N/A if Large.) Foot Artillery & Large Horse Battery = Change Formation or Move. Foot Artillery & Large Horse Battery Emergency Limber and Withdraw = Change Formation & Move and suffer one casualty.
REFORM FROM UNFORMED	or Changing Formation in ROUGH TERRAIN = Full Movement Phase For All Units.
Crossing Walls etc	= Infantry 1 casualty & no cost or ½ Movement Allowance. Cavalry & Artillery = ½ Movement Allowance.

CHARGES: ROLL 2D6 & APPLY MODIFIERS					
Charger move to 5cm [3"]. Defender Fires/Manoeuvres. Both roll 2D6 + modifiers and support rerolls. Check Results. If vs. BUA go straight to Melee after Defensive Fire.					
Elite = +2		Veteran = +1		Line = 0	
Recruit = -1; if in Column/Square = 0					
MODIFIERS		Formation		Casualty & Brigade Status	
General Attached: promote to next troop grade		Unformed	-2	Casualties in Charge: 2*/3+/5+ (*n/a if Elite)	-1/-2/-3
Charging On!	+1	Infantry in Column or Square vs. Cavalry	+2	Unit Casualties: 4+ / 8+ (10+ Guard/Large)	-1/-2
Heavy Cavalry	+1	Infantry in Line vs. Cavalry	-2	Artillery Casualties: 4+ / 6+ (8+ Guard/Large)	-1/-2
Lancers vs. Infantry	+1	Square vs. Infantry	-2	Brigade is Hesitant/Faltering/Demoralised	-1
Campaign Cavalry vs. Heavy/Battle Cavalry	-1	Cavalry – Narrower Frontage	-1	Defender Flanked/Charged in Flank/Rear	-2/-4
SUPPORTS	Flank Supports = within 5cm [3"]. Rear Infantry Support = within 5cm [3"]. Rear Cavalry Support = within 10cm [6"]				
	<ul style="list-style-type: none"> Each Elite, Veteran or Line Support = 1D6 reroll. Each Recruit, Massed Column, Square, Infantry line vs. Cavalry or Unformed Support = 1D6 reroll with a -1 modifier. Artillery, Skirmishers and Garrisons do not support. 				

CHARGE RESULTS						
Chargers Won/Lost by:	6+	3-5	1-2	0 to -2	-3 to -5	-6 or worse
Infantry vs. Infantry & Artillery	Attacker = Victory! Defender = Rout 1D6 casualties. Artillery disperse	Attacker = Take The Ground. Defender = Retreat 1D3 casualties. Artillery disperse	Attacker = Melee with Élan. Defender = Melee Unformed.	Attacker = Volley! (Lose = Unformed) Line = 4/3/2CD. Column = 1CD. Defender = Stand.*	Attacker = Retire. 1 casualty. (Retreat if in Massed Columns.) Defender = Stand.	Attacker = Retreat 1D3 casualties. Defender = Stand.
Cavalry vs. Cavalry	Attacker = Victory!** Defender = Rout. 1D6 casualties.	Attacker = Melee with Élan. Defender = Melee Unformed.	Attacker = Melee. Defender = Counter-charge & Melee.		Attacker = Melee Unformed. Defender = Counter-charge & Melee with Élan.	Attacker = Retreat 1D3 casualties. Defender = Take The Ground.
Cavalry vs. Infantry & Artillery	Cavalry = Victory!** 1 casualty. Defender = Ridden Down.	Cavalry = Melee with Élan. Defender = Melee Unformed.		Cavalry = Retire 1 casualty. Defender = Stand. (Draw=Defender 1 casualty.)		Cavalry = Retreat 1D3 casualties. Defender = Stand.
Cavalry vs. Square	Cavalry = Victory!** 1 casualty. Infantry = Ridden Down.	Cavalry Retire 1 casualty. Square Stands and loses 1 casualty.				
Volley! = 4/3/2CD. Large Bn = 4; Standard Bn = 3; Small Bn = 2. Unformed = lose by -1 or -2. *British may counter-charge.						
VICTORY! Either Charge On! Charge up to full distance rolled (Infantry = 4D6cm [3D6"], Cavalry = 6D6cm [5D6"]). Victorious units may undertake multiple charges within this distance; or Take the Ground and Infantry recover one casualty. ** = British Cavalry <i>must</i> Charge On and do so Unformed.						
WINNING SUPPORTS Stand, or if melee result, close to melee if target can be reached. If Victory result, continue to Support or Stand. LOSING SUPPORTS: Retire if Lead Unit Retires/Retreats/Routed. Otherwise Stand.						

MUSKETRY & ARTILLERY FIRE

MUSKETRY RANGES

Square	0-5cm [3"]
Close Order Volley	0-15cm [9"]
Skirmish Fire	0-20cm [12"]
Skirmish Rifle Fire	0-25cm [15"]

ARTILLERY RANGES

Calibre	Close/Canister	Effective	Long
3-4pdr guns	0-20cm [12"]	20-35cm [21"]	35-75cm [50"]
6-9pdr guns	0-20cm [12"]	20-40cm [24"]	40-85cm [55"]
12pdr guns	0-25cm [15"]	25-50cm [30"]	50-100cm [65"]

DEPLOYING LIGHT BATTALIONS & REINFORCING THE SKIRMISH LINE			

Small Battalion	3 Bases	Modifiers:	Elite Battalion = +1 base. Recruit Battalion = -1 base.
Standard Battalion	4 Bases		Austrian/Russian/Other non-light Battalion = -1 base.
Large Battalion	5 Bases		Casualties: 4+ / 8+ (10+) = -1/-2 bases.

SKIRMISHER FIRE

Skirmish Line size	Small: 2 Skirmish bases	Standard: 3-4 Skirmish bases	Large: 5-6 Skirmish bases
Casualty Dice	2CD	3CD	4CD

GARRISON FIRE			
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Garrison size	Small Battalion Garrison	Standard Battalion Garrison	Elite or Large Battalion Garrison
Casualty Dice	2CD	3CD	4CD

SKIRMISHER & GARRISON FIRE MODIFIERS

Skirmishers Tasking	+1 CD
60th/95th Rifles (2 or more bases)	+1 CD
Large brigade screen with 7-9 bases	+1 CD
Unformed Garrison	-1 CD
Target is Skirmishers or In Cover (or a Garrison)	-1 CD (-2CD)
Casualties 4+ / 8+ (10+) (Deployed LI Bn. or Garrison only)	-1 CD/-2 CD

INFANTRY AND ARTILLERY FIRE MODIFIERS

Each firing unit rolls 2D6 +/- modifiers and consults the Casualty table below.

INFANTRY		ARTILLERY	
Elite	+1CD	Elite Battery inflicts Discipline Test	+1CD
Large Battalion in Line	+1CD	Large Battery firing Canister	+1CD
Casualties: 4+ / 8+ (10+)	-1/-2	Assault Fire	+2CD
Unformed (also use Inferior Volley)	-2	Casualties: 4+ / 6+ (8+)	-1/-2
Recruit or Small Battalion use Inferior Volley	-	Moved or unlimbered	-2 for each
Moved or Lost Fire Discipline use Inferior Volley	-	Unformed or Low on Ammunition	-2 for each
INFANTRY TARGET IS		ARTILLERY TARGET IS	
Infantry Column at 5cm [3"] <i>and</i> Firers are Fresh	+1CD	Column Target at Effective/Close Range	+1CD
In Square or Massed Infantry Columns	+2CD	In Square or Massed Infantry Columns	+2CD
Deployed Battery or Skirmishers	-2	Deployed Battery or Skirmishers	-2
In Cover	-1	In Cover	-1

HALVE CASUALTIES IF 1. Firer in Column or Square or 2. Target is a BUA/Strongpoint Garrison.



FIRING CASUALTY TABLE

	3 or less	4	5	6	7	8	9	10-11	12
SUPERIOR VOLLEY Elite/Veteran/British	FD	1	1	2	3	3/DT	4/DT	5/DT	6/DT
STANDARD VOLLEY Line	FD	FD	1	1	2	3	3/DT	4/DT	5/DT
INFERIOR VOLLEY Recruit/Moved/Lost FD/ Unformed	FD	FD	FD if Recruit	1	1	2	2/DT	3/DT	4/DT
BATTERY FIRE CLOSE RANGE	FC	½	1	2	2/DT	3/DT	3/DT	4/DT	5/DT
BATTERY FIRE EFFECTIVE RANGE	FC	-	1	1	1	2	2/DT	3/DT	4/DT
BATTERY FIRE LONG RANGE	FC	-	½	½	½	1	1/DT	2/DT	3/DT

FD = Lose Fire Discipline. **DT** = Target takes Discipline Test. **Double 6** = Destiny!

Bounce-Through = unit within 10cm [6"] directly behind the target suffers 1 CD.

FC = Lose 1 Fatigue Casualty. Lose 2 casualties if using Assault Fire.
(Elite and Large Batteries ignore first FC result.)
Artillery Double 1 = Low on Ammunition.

MELEE					
MELEE CASUALTY DICE (hit on 4, 5 or 6)): Infantry & Cavalry – 5 per Unit; Cossacks – 4 per Unit; Artillery – 3 per Unit					
CASUALTY DICE MODIFIERS (Minimum of 1CD after modifiers)					
UNIT		SITUATION		POSITION	
Elite Infantry or Elite Cavalry	+1CD	General Attached + Glory! (3)	+1CD	Unformed	-1CD
Heavy Cavalry	+2CD	Each Morale grade above opponent/all opponents	+1CD	Attacking BUA, 1st round only	-1CD
Formed Lancers vs Cavalry (1)	+1CD			Attacking Strongpoint	-1CD
Formed Lancers vs Foot	+2CD	Meleeing with Élan	+1/+2CD (4)	Attacking Redoubt or up Steep Slope	-1CD
Large Unit (2)	+1CD	Casualties: 4+ /8+ (10+)	-1/-2CD	Attacked in Flank or Rear (5)	-1CD
Small Unit	-1CD	Battery Casualties: 4+ /6+ (8+)	-1/-2CD	Artillery hit in Flank or Rear	DISPERSE
(1) Not applicable vs Cuirassiers. (2) Not applicable if in Column of Companies, in Square or a battery. (3) Attached Generals have no benefit without Glory. If attached and unit Retires or Retreats, take Risk to General, (see Destiny). (4) +2CD if Infantry in Attack Column. (5) Only negative CDs apply. Ignore all positive CD modifiers.					

MELEE RESULTS TABLE			
Casualty Difference	Cavalry vs Cavalry & Infantry vs Infantry	Cavalry vs Infantry	Infantry vs BUA
3+	Winner – Take the Ground Losers – Rout*	Winner – Take the Ground Losing Infantry – Disperse Losing Cavalry – Retreat	Winner – Take the Ground Losers – Retreat
2	Winner Infantry – Take the Ground Cavalry – Return to Own Lines Losers – Retreat*		
1	Winner Take the Ground, Unformed Losers – Retreat*	Winner – Take the Ground, Unformed Losing Infantry – Retreat* Losing Cavalry – Return to Own Lines	1st Round – Fight On! 2nd Round – Loser Retreats
DRAW	Infantry vs Infantry – Firefight! Cavalry vs.Cavalry – Fight On!	Infantry Stand* Cavalry Return to Own Lines	1st Round – Fight On! 2nd Round – Attackers Retire
Fight On! = Fight 2nd round or Retire. Defender chooses first. If opponent Retires – Take the Ground, Unformed. If Fight On, then all units in Melee are now Unformed. May reinforce with units within support distance. Maximum 2 melee rounds per Melee phase. 2nd draw – Attacker Retires. Firefight! = Attacker Retires 5cm [3"]. All units in melee now Unformed. Defending Artillery limbers and Retires. *Artillery uses the Infantry results columns. Routing and Retreating Artillery will Disperse.			

CASUALTY STATUS				BRIGADE STATUS
Unit/Size	GUARD or LARGE	STANDARD	SMALL	2 or more Retreating units = Falter
INFANTRY & CAVALRY	4+ /10+ /15 (12 if Recruit)	4+ /8+ /12 (10 if Recruit)	4+ /8+ /10	
ARTILLERY	GUARD or LARGE (12 guns)		STANDARD	1 or more Routed/Dispersed units = Falter
	4+ /8+ /10		4+ /6+ /8	

DESTINY	
Double 6 in Charges, Volley Fire or Artillery Fire = Roll on Destiny Table.	
Attached General and lost Charge or Melee with a retire/retreat result = apply any 2 or 10-12 Risk to General result to your attached general.	
SCORE	DESTINY RESULT
2	DISHONOUR! The opposing Brigadier is thrown from his horse, loses his self-discipline and flees on foot! As he does so, he is abused by his own men in a most unsavoury and quite unspeakable manner. Opposing brigade Falters. If Risk to General: your general, in a most craven fashion, surrenders to the first man who will accept his sword. Your brigade Falters!
3-6	STEADY THE BUFFS! Recover one casualty or Melee with Élan!
7-8	DISCIPLINE! Recover one casualty or reform/change formation/wheel* or Melee with Élan!
9	DREADFUL LOOKING FELLOWS! The colonel gives a particularly rousing speech causing even the most hardened grumblers to admit it was probably the finest they've heard! The unit recovers two casualties or reform/change formation/wheel* or Melee with Élan!
10-12	UNSIGHTLY DEMISE! A stray howitzer shell embeds itself in the opposing brigadier's midriff before exploding. The poor fellow is never seen again. Opposing Brigade Falters. If Risk to General: your general is skewered by the sabre duelling champion of the opposing regiment! Your brigade Falters!
Notes: a. Opposing brigadier refers to the brigadier of the enemy brigade being targeted by the firing unit that rolled double 6. b. * = The player may choose just one of these free movement options. But the reform/change formation/wheel option is not applicable if in the Charge phase. c. Melee with Élan = the bonus Casualty Die applies equally to attacking or defending units under a Destiny result. d. Dead or dishonoured generals' model figures are not physically removed from play; assume the next ranking senior officer takes over command, so the actual officer model figure is left in place. (If using the optional brigadier quality, then all brigadiers are replaced by a Poor brigadier.)	

General d'Armee

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