

Les Champs de Bataille

NAPOLEONIC WARGAME RULES
ON THE BATTALION LEVEL WITH
GRAND TACTICAL ASPIRATIONS

SCALES

1 turn = 20 minutes; 1 casting = 60 men; 1" = 40 yards

STANDS

3-rank infantry stands (per casting) = 3/8" x 1/2"

2-rank infantry stands (per casting) = 1/2" x 1/2"

cavalry (per casting) = 3/4" x as needed

artillery (per gun, represented by a crew casting for each gun) = 3/8" x as needed

UNITS

The usual infantry unit is a battalion, but small battalions may fight by regiment. The number of formations a unit may adopt is limited by its nationality, quality, and the scenario. Cavalry operate in regiments or (when more than 12 castings strong) may divide into 2 or more equal units of not less than 2 squadrons. Cavalry regiments in a brigade must remain within one move's distance, unless charging. Artillery batteries must either constitute part of a grand battery or be assigned to specific parent brigades. Artillery may not move one move away from a unit in its parent organization.

Grand batteries may only be formed by a corps, army, or artillery leader and must contain four or more batteries under that leader's command. Grand battery components must remain adjacent to one another after forming, except when Retreating or when component batteries have Retreated leaving gaps. Each battery still reacts to casualty crises on its own. The grand battery is dissolved if half the batteries Retreat or are destroyed. Batteries must be attached to nearby brigades when grand batteries dissolve. Armies may begin the game with grand batteries already formed.

Artillery crews that abandon their guns do not count as units, do not react to Crises, do not cause Crisis Reaction Tests, and do not occupy space. They Break, losing three steps, if contacted by enemy units, but may shelter with friendly units. Crews suffer the same Crisis Reactions as the unit with which they are sheltering.

A unit's decline in physical and psychological fighting power is measured in step losses. Units with step losses equal to their Initial Crisis Reaction Level are destroyed. Units one or two steps from being destroyed may not advance within one move of the enemy and must withdraw from that distance during the friendly movement phase.

The morale state of a unit is either stable or Broken.

FORMATIONS

Lines: Stands touching, side by side, in a straight line, or conforming to terrain.

Anti-cavalry formations: stands facing outward (i.e. square).

Columns: stands touching front to rear, in lines either of companies or divisions according to national practice

Echelon: cavalry squadrons touching at the corners, receding to right or left. (Counts as a line target and a line in interaction, but is harder to flank)

SEQUENCE OF PLAY

I. COMMAND PHASE (simultaneous)

1. Issue new and activate orders, then activate pending orders.

II. ARTILLERY FIRE PHASE (simultaneous)

1. Designate all artillery fire, marking batteries that fire.
2. Inflict step losses as a result of fire.
3. Conduct Crisis Reaction Tests.
4. React to Panic situations.

III. CAVALRY CHARGE PHASE (simultaneous)

1. Declare all cavalry charges, marking starting locations.
2. Charge Movement: Pro-rate charge/counter-charge movement. Infantry attempt to form square. Artillery crews may flee to cover or friends within **2"**, or conduct a Crisis Reaction Test to stand to the battery (decide at any point in the phase). Conduct any desired recall attempts when cavalry reaches **4"** from the enemy. Conduct Crisis Reaction Tests due to Retreat interpenetration at the moment it occurs.
3. Resolve cavalry interaction. Attempt recalls.
4. Execute breakthroughs or pursuits, resolve rounds of follow-up inter-actions. Conduct Crisis Reaction as in step 2.
5. React to Panic situations.
6. Assign step losses from charging and recalling.

IV. MOVEMENT PHASE

Check initiative. The side with the initiative chooses to move first or second. Only those units that did not move, react, or interact previously this turn may move. Conduct Panic Checks.

V. INTER-ACTION PHASE (simultaneous)

1. Determine artillery role in interactions:
Crews test Crisis Reaction to stand or may flee to friends within **2"**
2. Determine Skirmish Superiority, if applicable.
3. Infantry may fire at cavalry within **2"** and to their front, causing a Crisis Reaction Test.
4. Push units into contact and conduct Interaction Crisis Reaction Tests.
5. Conduct follow-up movement. No new combats may result.
6. React to Panic situations, Conduct Crisis Reaction Tests.

VI. RALLY

Roll to rally broken troops. Check for leader casualties. Replace leaders lost last turn. Rally units by removing step losses when eligible.

COMMAND

Each corps, division, brigade, grand battery or battlegroup is given orders. To implement those orders, a leader must successfully activate them. Subordinate leaders may not activate their orders until their superior is activated. The senior leader automatically activates his own orders. A unit with no other active orders DEFENDS within one move of their position when assuming the defense.

ORDER OPTIONS:

Attack - Define terrain objectives or opponent. Brigades must initially advance at least half of their maximum speed to the objective until at least within artillery range, charge distance, or interaction (for artillery, cavalry, and infantry respectively). Regiments or battalions may be kept in local reserve (i.e. need not immediately enter combat range while others attack). Units in anti-cavalry defense formations need not advance, but this formation cannot be used as a means to stop advances. The number of turns of preliminary bombardment by the organization's artillery or that of a grand battery must be specified, otherwise infantry will press the attack without waiting. Attack orders revert to Defend when a designated terrain objective is captured.

March - Define the terrain objective or location and path. The units will move at least half speed towards their objective, but must halt if they come within **18"** of enemy units. If the enemy advances within **18"** of marching troops, March orders convert to Defend.

Defend - Organization maintains a designated and described position, based on its initial or current location. Infantry and artillery may not move more than one move away from that area. Cavalry may move further if charging or counter-charging. Some units must attempt to use interaction to retake objectives lost to the enemy.

Break Off - Organization moves at least 1/2 speed away from the enemy, towards and to a designated location or distance from the enemy. Rear guard actions by sub-units are permitted, including cavalry charges or counter-charges. Units may face the enemy.

Support - Brigades assist a specific brigade, grand battery, or battlegroup to fulfill its orders. Divisions may be ordered to support other divisions or to support more generally while the specific brigades receive specific assignments. Units may not be ordered to support other units with support orders. Some units of the supporting organization must remain within 1 move of the organization being supported, unless charging.

Garrison - Given to a single infantry unit or artillery battery already in a single block of a structure or fortification. The parent organization may have any orders. Garrisoning units may not move from the structure unless garrison to rejoin the parent unit within one move, and when its leader is within **4"**. The garrison assumes the parent unit's orders if it moves out or is driven from the structure.

Form or Dissolve a Grand Battery - An army, corps, or artillery leader adjacent to one battery may form or dissolve a grand battery from guns under his command. The batteries must be within one move of at least one other battery which will be part of the grand battery. At least four batteries are required to form a grand battery.

Form or Dissolve Battlegroup - An army or corps commander or a French Aide-de-Camp may combine units within **12"** into a temporary new command. The battlegroup may then be assigned orders as would a brigade, but must be led by the general or aide. After being dissolved, units of a battlegroup must return to their original commands. Battlegroups may not be used as a substitution for grand batteries.

COMMAND ABILITIES

Each Leader has an Ability Rating as an Army, Corps, or Divisional commander, and an Inspiration Value.

Ability Rating	A+	A	B	C	D	E
Order Limit	6	4	3	2	2	1
Activation Modifier	+2	+2	+1	0	-1	-2
Inspiration Value	A	B	C	D	E	
Crisis Reaction Test Modifier	+2	+2	+1	0	-1	

Leaders use the Inspiration Value when adjacent to a unit. "A" leaders effect all units in their chain of command within **4"** and sight.

A leader may not issue orders to organizations outside his chain of command. The number of organizations to which a leader can issue orders is limited by his Ability Rating. A leader who modified an Interaction Crisis Reaction Test may only issue orders to the organization which included the unit whose test he modified. Giving an order to an organization two or more echelons below the leader (i.e. a corps commander issuing orders to a brigade) counts as two orders. Echelons, in descending order, are Armies, Corps, Divisions, and Brigades (or Battlegroups). A leader with an E rating may issue an order to an adjacent unit, no matter what the echelon.

A leader adjacent to a subordinate leader automatically activates orders for the subordinate for the next turn; no roll is required. A leader adjacent to a unit in a brigade activates orders for that brigade for the next turn; no roll is required.

ORDER ACTIVATION

To activate an order, the issuing leader rolls a modified 1D10:

- 1 - 2 order not activated, lost
- 3 - 6 order activated when another, unmodified 1d10 \geq 6
 (roll next turn and each turn until activated)
- 7 - 10 order activated next turn

Modify with both the ordering and receiving leaders' Ability Ratings. Organizations beyond **20"** from the leader issuing orders must subtract 1 for each **20"** or part thereof (after the first 20"). Arduous terrain counts as twice its actual distance.

An order that has not been activated may be replaced with a new order. New activated orders may supersede older, inactive ones, or replace active ones.

INITIAL BATTLE PLAN ORDERS

When issuing their first command, all leaders may issue commands to all their subordinates. Roll on the following activation chart, modifying for leadership and terrain as above. Superior officers must activate their orders before subordinates can roll. Subordinates use this chart to activate their first orders, even on turns after the first.

- 1 - 3 order activated on the first turn a 1-3 (unmodified 1D10) is rolled in the
 command activation step of the turn, including Turn 1
- 4 - 7 same as above, but activates on a 1-6
- 8 - 10 order received, activates Turn 1

LEADER FIGURES

Leader figures do not count as castings, do not take up space or have facings. Leaders automatically move adjacent to the nearest friendly unit if contacted by enemy troops. Leaders may advance or retreat with any unit they inspired during interaction. Distances are measured from the head of the leader casting to the nearest point of a unit.

LEADER CASUALTIES

A leader within **4"** of a unit that took step losses due to fire or that fought an interaction is eliminated on a separate 1d10 roll of "1" from fire, "1" or "2" if he modified an interaction Crisis Reaction or was attached to a unit involved in interaction. Check once during the Rally Phase.

If a divisional leader is eliminated, a replacement leader in accordance with the chart below will appear with a subordinate unit in the Rally Phase of the next turn. Corps commanders are replaced with their senior subordinate, who are then replaced as below. Army commanders are

replaced by the senior corps commander, whose place is taken by the senior division officer, who is then replaced as below. The Ability Rating of the replacement depends on the nationality:

French, British	C/C
Austrian, Russian, German, Northern Italian	D/D
Spanish, Neapolitan	E/D

ARTILLERY FIRE

Artillery range is **30"**, measured from the front center of the battery to the nearest point of the target. Close range is **15"**. Batteries may fire to their front, within 45 degrees of a front corner of the battery's stand.

Heavy batteries are 12-pounders (or heavier) plus converged howitzer or licorne batteries. Batteries in a grand battery are all coordinated, as are batteries with their leader within **4"**.

Artillery must fire at the infantry unit or cavalry regiment nearest the battery and most immediately to its front, or most within its own frontage (use discretion!).

Anti-cavalry formations can be chosen instead of the nearest unit if within **4"** of the nearest unit and the closer unit is not within one move of the battery. An enemy battery closer than infantry or cavalry or firing on the battery may be chosen as the target. A battery with a leader in its chain-of-command within **4"** may chose to engage in counter-battery fire if no enemy units are within one normal move.

Each firing battery calculates its modified fire class, inflicting the indicated number of step losses. Total the step losses of all fire on a target.

Mass targets are units in columns or anti-cavalry formations with another column or an anti-cavalry within **2"**. Lines and/or columns behind one another and within **2"** are also mass targets for artillery. There must be more than 18 castings to count as a mass. Units in structures or forts, or obscured by terrain or units friendly to the artillery, do not count towards mass target determination. Broken units do not count in calculating mass targets. **Distribute multiple steps losses among the units in the mass.**

Columns do not suffer fire penalties when in structures or fortifications.

Flanking artillery fire comes from a battery whose center is within 15 degrees of the target's flank at close range.

Units supporting batteries under artillery fire or within **2"** of the battery and in the line-of-fire are fired upon simultaneously. Consult the charts for the artillery and supporters separately.

In order to fire, batteries must have a line-of-sight the entire width of the firing battery clear of

friendly troops, but need only two target castings unobscured by terrain or troops. Howitzer batteries do not need a clear line of fire, only to be able to see some part of their target. Only howitzer batteries may fire over friendly troops.

MODIFIED FIRE CLASS

Fire Class	A++	A+	A	B	C	D	E	F
# of step losses	3	2	2	1	½	½	¼	NE

Single or remaining half hits cause a step loss on a 1d6 > 4 at long range, 1d6 > 2 at short range. Ignore single or remaining quarters.

Fire Class Modifiers:

target in column	one column to the left
target in an anti-cavalry formation	two columns to the left
mass target	two columns to the left
flanking fire	two columns to the left
target has 6 or 7 castings (not applicable to artillery)	one column to the left
target has 5 or less castings (not applicable to artillery)	two columns to the left
target is artillery	one column to the right
fire through a battery	one column to the right
fire at supporters on reverse slopes	one column to the right
target is at long range (>15")	one column to the right
nearest part of target equal to the width of the firing unit or the total frontage of the target is in cover	one column to the right
nearest part of target equal to the width of the firing unit or the total frontage of the target is in excellent cover	two columns to the right
target has more than 12 castings (unless in mass)	one column to the right
firing battery has 3-4 step losses	one column to the right
firing battery has 5 or more step losses	two columns to the right

SUPPORT FIRE

A unit that is in or moved through the arc of fire of a battery within 8" (the fire zone) or that suffered casualties in the artillery phase, suffers the Interaction Crisis Reaction penalty for artillery fire. Support fire does not cause step losses. The battery may even have moved or fired on another target earlier in the turn. Support fire may be considered flanking fire.

CRISIS REACTION

Conduct a Crisis Reaction Test when called for in the sequence of play and any of the following

conditions apply. Test only once, even if several conditions apply. Broken units only test to rally.

units taking any step loss from fire after the third step loss from any cause
 leader in chain-of-command is eliminated within 4"
 a friendly unit Retreats through the unit
 attempting to form an anti-cavalry formation in response to enemy cavalry charges
 or movement
 Anti-cavalry formations: 4+ step losses, or formed by ICRL \leq 6 troops, and
 contacted by cavalry
 attempting to rally broken troops during the Rally Phase
 artillery attempting to stand to their guns in interaction
 interaction
 cavalry 2" or less away from the front of enemy infantry in the Interaction Phase
 special actions and reactions (turning to face, withdrawal, etc)

Reactions

Units that fail a Crisis Reaction Test usually lose two steps, and then Retreat. Retreating troops move a normal move for its formation, not including costs for turning or interpenetration, but considering terrain. Retreat movement is initially to be directly away from the enemy that caused the reaction, then towards the friendly baseline or line of communications, towards cover, along the line of least resistant, but never closer to enemy troops or across the front of enemy units that caused the retreat. Retreating anti-cavalry formations become columns. Retreating troops still face the enemy. Skirmishers Retreat with the unit they are screening, as do crews sheltering with other units. Retreating artillery within 10" of the enemy abandon their guns and Retreat 10". Retreating artillery further from the enemy bring their guns and Retreat their relocation distance. Retreating units that are surrounded by the enemy units or impassable terrain (with no 3" gaps unoccupied by friends) are destroyed. Units whose Retreat distance place the unit among a friendly unit's stands are placed clear on the far side of the friendly unit. Units that are destroyed through step loss Retreat first, then are removed.

Failed attempts to form an anti-cavalry formation when not facing a charge merely result in an inability to form the anti-cavalry formation or move otherwise. Artillery failing to stand to their battery before interaction withdraw to any friendly infantry within 2" or Retreat 10", losing two steps. Flanked troops attempting to move may not do so if they fail. Unreliable cavalry failing an attempt to charge may not move, other than to recall. Inability to pass the tests listed in this paragraph cannot cause a unit to Break.

If, due to modifiers, it is impossible for a unit to pass a Crisis Reaction Test, the unit Breaks. Units in interaction do not Break if no opponent passes. Broken units move **10" for infantry, 18" for cavalry**, paying terrain costs, but not turning or interpenetration penalties. The broken unit moves, then loses three steps. Broken units move immediately and in each Movement Phase, initially directly away from the enemy that caused the reaction, then towards the friendly baseline or line of communications, towards cover, not along the line of least resistance, but straight,

although never closer to enemy troops. Broken units that are surrounded by the enemy units or impassible terrain (with no 3" gaps unless occupied by friends) are eliminated. Broken crews abandon their guns. Broken units more than 18" from the enemy may attempt to rally. If the unit does not rally at that time, it is removed from play. Units that Broke, but were also eliminated due to step losses, first move cause Panic Situations, and then are removed.

Panic Situations

Panic (a Crisis Reaction Test from which failure results in breaking) is tested for in the Panic Step of any Phase in which a friendly Broken unit with an Initial Crisis Reaction Level not two or more levels below the tester is the next friendly unit to the tester's front, flank, or rear (within **3"**). Infantry units only panic in response to nearby Broken infantry, or to cavalry that Broke through the testing infantry. Cavalry only panic in response to Broken cavalry, or infantry that Broke through the testing cavalry. All units ignore Broken artilleryists.

Modifiers

Cossacks neither receive nor suffer from the lancer modifier. Guard Cossacks, however, are true lancers. Landwehr cavalry also do not receive the lancer bonus.

Units are flanked by artillery fire (including support fire) when the battery is at close range and the center of the battery is within 15 degrees of the target's flank.

Flanked modifiers for attempting anti-cavalry unit formation apply when charging cavalry have half its frontage (or three castings) behind that line when the test is made. Cavalry are flanked by infantry fire in the Interaction Phase when at least three castings are behind a line that extends the cavalry's front.

Units are flanked in interaction or cavalry charges when at least half of an opponent's frontage (or three castings, whichever is less) is behind a line extending the unit's front.

Units are flanked in the movement phase when the enemy started the current player's movement phase behind the unit's front.

Anti-cavalry formations and units in structures and have no flanks.

1D10 > Modified Crisis Reaction Level = failure

BASIC MODIFIERS:

per step loss	-1
testing reaction to Leader elimination	-1
flanked or under artillery fire from the rear	-2
Broken	-2
anti-cavalry formation attempt, enemy cavalry within 6" (inclusive)	-4
part of a grand battery	+1
in structures or fortifications (ignore if in interaction)	+1

Leadership (any 1 leader in chain-of-command)

A +2 B +2 C +1

INTERACTION MODIFIERS (cumulative with Basic):

odds: (not applicable to artillery)

≤ 1:3	-3
≤ 1:2	-2
≤ 2:3	-1
garrisons	+1
contacted in flank	-1
contacted in flank while also interacting to front	additional -1
suffering support fire from a battery/grand battery (see artillery)	-1/-3
enemy line firepower modifier	-?
massed columns facing lines with firepower modifiers	additional-1
Skirmish Inferiority	-1
anti-cavalry formations interacting against infantry or artillery	-2
fighting across or into "Defensible Terrain" within 2" of enemy	-1/-2/-3
unreliable cavalry	-2
light cavalry versus armoured heavy cavalry	-2
light cavalry versus unarmoured heavy cavalry	-1
unarmoured heavy cavalry versus armoured heavy cavalry	-1
reconnaissance cavalry versus non-reconnaissance cavalry	-1
non-lancers facing charging lancers' front	-1
standing versus charging opponent (not applicable to units that just Retreated)	-2
anti-cavalry formations contacted by charging cavalry in rain or snow	-1 OR
anti-cavalry formations contacted by charging lancers in rain or snow	-2

CAVALRY CHARGES

CHARGE SPEED:

	Clear Terrain	Difficult Terrain rate
Heavy Cavalry Column/Line	16" / 14"	1" costs 2" / 3"
Light Cavalry Column/Line	18" / 16"	1" costs 2" / 3"

Cavalry may not charge through arduous terrain. (See movement for terrain types) Cavalry may not charge through/into woods, structures (unless on a road), or fortifications (except through a gate).

CHARGE CONDITIONS

Cavalry must be able to see its target at the beginning of the move unless it charges straight ahead. Cavalry may not charge any enemy outside a **45-degree arc** measured from its front corners, measured after any initial formation, but not facing, change. Light cavalry may turn and charge directly to its former rear, but lose half their charge movement allowance. Charging cavalry's formation, facing changes, or interpenetration must occur in its **first 6"** of movement. Cavalry units may not use changes of formation to bring an enemy into contact [i.e. to attack units to their flanks].

Wave assaults may interpenetrate through Retreating units beyond 6" from the start of the charge if they pass the Crisis Reaction Test caused by the retreating unit.

Cavalry may not charge between unbroken friendly infantry units that are not in woods, anti-cavalry formations, structures, or fortifications unless there is space greater than the cavalry's frontage in line between the infantry units. This limitation applies if any part of the cavalry unit is not entirely clear of the infantry.

Unreliable cavalry attempting to charge must conduct a Crisis Reaction Test (Basic, artillery, and unreliable modifiers only) before charging, but a failure does not cause a Retreat; failure prevents any movement and any counter-charge.

Cossacks may not charge unbroken infantry or heavy cavalry from the enemy's front. Cossacks may not charge artillery in position through a fire zone. Cossacks charged by cavalry that they may not charge automatically recall from their starting position (see Recall below). When enemy infantry facing cossacks approach to **2"**, the cossacks must recall during the interaction phase, before musket fire. Guard Cossacks are exempt from this paragraph.

Cavalry may declare a counter-charge against any cavalry charging to its front, within **6"** and sight. Cavalry supporting a battery may "see through" the battery it is supporting for the purposes of counter-charging. Cavalry must counter-charge against enemy units charging towards them from the front and within **6"**. Cossacks may only counter-charge under the same conditions as they may charge (see above). Units within two steps of destruction may not

counter-charge.

Cavalry that charges and encounters friendly infantry or cavalry (other than in wave charges) that obstruct one half or less of the charging unit's frontage must flow around the unit obstructing its path, losing one step for each obstruction. Units blocking more frontage cause the charging unit to halt and lose one step.

AFTER INTERACTION

Charging cavalry that has not recalled must continue moving and attacking new enemies as long as it wins and has remaining movement allowance. Always conduct every unit's first interaction contact during charge movement and breakthrough or pursuit before any unit's second interaction, and all unit's second before any unit's third, etc.

A victorious cavalry unit that has not recalled must elect to break through or pursue. Break through movement must be straight ahead, but units breaking through may attack enemy units to their front and within 1" of their path. Pursuit movement means the cavalry follows the exact path of the Retreating or Broken enemy. Pursuers do not change formation and may not attack any enemy unit which is not exactly in that pursuit path or the pursuer's frontage following that path. Pursuers must attack units that are in their path.

Enemy Broken units contacted by charging cavalry are destroyed.

If cavalry reach terrain through which they cannot charge, they halt.

CAVALRY VERSUS INFANTRY INTERACTION

At any point in a cavalry charge (not recall or retreat), all enemy infantry that meet all the following criteria must make a Crisis Reaction Test to attempt to form an effective anti-cavalry formation:

- within 6" (inclusive) of the cavalry (regardless of the cavalry's movement range)
- to the cavalry's front (within 45 degrees of the cavalry's current center or in its current frontage)
- with the cavalry in sight*
- not in terrain which prohibits cavalry charges
- the path between the cavalry and infantry is not blocked by structures, woods, rough terrain, or fortifications.

* Crest lines behind which infantry are closely sheltering or on which a supported battery is deployed do not block line of sight for this purpose, nor do any friendly units.

Infantry may choose to roll to form an anti-cavalry formation as soon as the charging cavalry is sighted or wait until the cavalry is within 6" (the only two choices). The -4 modifier for forming anti-cavalry defense is applied if the cavalry starts within 6" or if first sighting is within 6" or the

first formation change attempt is made when the cavalry is within **6"**.

Anti-cavalry formations formed before the charge but that have 4 or more step losses or are formed by units with ICRL ≤ 6 , test Crisis Reaction just before contact. If the infantry fails, the infantry does not count as being in an anti-cavalry formation when interacting against cavalry that contacts it.

Cavalry contacting an anti-cavalry formation is immediately repulsed, loses two steps, and Retreats back along the charge route.

Cavalry contacting an infantry unit not in an anti-cavalry formation conducts a Crisis Reaction Test just before contact **if** charging to the infantry's front or suffering support fire. Infantry do not apply line fire or odds modifiers against cavalry in the charge phase. Do count unreliable modifiers for the cavalry. If the cavalry fail, they lose two steps and Retreat along the line of their charge. If the cavalry passes the Crisis Reaction Test and there is at least 1 cavalry casting for every eight infantry figures, the infantry lose three steps, are Broken and the cavalry may execute breakthrough or pursuit movement and combat. If the cavalry are outnumbered more severely, they recall. If victorious cavalry does not recall and has any movement distance left, the infantry will lose an additional step for every three cavalry castings.

In rain or snow, when anti-cavalry formations are contacted by cavalry, they must conduct a Crisis Reaction Test. If they fail, they Break.

CAVALRY VERSUS ARTILLERY

When cavalry charges artillery, the artillerists may abandon their guns only if friendly infantry units or cover are within **2"**. If no such retreat is possible or desired and the artillery pass their Crisis Reaction Test to stand, the cavalry conduct a Crisis Reaction Test if they suffered support fire. If the cavalry reach the battery, the artillerists lose three steps, are Broken and lose an additional step for every three cavalry castings if the cavalry do not recall and have any remaining movement. The cavalry may execute breakthrough or pursuit movement and combat. If the cavalry fail, they lose two steps and Retreat along the line of their charge.

CAVALRY VERSUS CAVALRY

Light cavalry charged by heavy cavalry may, instead of counter-charging, attempt to recall. If they are successful in their attempt, the light cavalry moves at normal speed (without reduction for turning) away from the charge at normal speed (but not closer to any enemy) if successful in their recall attempt. Cavalry failing to recall from enemy charges receive the charge standing. Prorate counter-charge or recall movement with the chargers'.

Cavalry units may only benefit from odds gained from more than one unit in contact or overlapping within **3"** if the units are of the same brigade, or there is a leader in chain-of-command and within **4"**.

Compare the unit that initiated the charge's Modified Crisis Reaction Level to its opponents'. Add the difference (which could be negative) to "5" and have each "attacker" roll 1d10 for each opponent. If the die roll is equal to or lower than the sum of "5 + difference", the "attacker" wins. If the roll exceeds the "5 + difference", the "defender" wins.

Defeated units lose two steps and Retreat one normal move (for its formation and terrain). If, due to the modifiers, there was no chance for a unit to win, it Breaks, losing three steps.

Winning units may execute breakthrough or pursuit movement and combat or attempt to recall after the first combat only (see below).

RECALL:

Cavalry that charged to within 4" of the enemy infantry or artillery, charged from within 4", or that fought its first opponent (only) which was not in an anti-cavalry formation, or light cavalry evading a heavy cavalry charge may attempt to recall. Recalled units retire their remaining charge distance along the charge route towards its starting location (where it may stop), facing the enemy. Unreliable cavalry faced only by opponents it is not permitted to charge recall automatically. Light cavalry failing to evade from heavy charges stand to receive it without counter-charging.

$1D10 \leq \text{the recall number} = \text{recall}$

British Cavalry -	3
French Cavalry -	6
KGL or other Cavalry -	5

Cavalry that charged the previous turn: -1 to die roll

FATIGUE FROM CAVALRY CHARGES

Assign step losses to cavalry that fought, charged, counter-charged, or recalled:

charged and/or recalled	1 step
charged without being defeated or recalled	2 steps
fought and defeated	2 steps

Each category is mutually exclusive. Fatigue losses are in addition to combat losses.

MOVEMENT

MOVEMENT INITIATIVE

Average each side's leaders' Ability Ratings (A+ = 4, A = 3, B = 2, C = 1, D = 0, E = -1). Roll 1d6 and add the average ability rating, rounding .5+ up. The side with the higher total has the movement initiative and may choose to move first or second in the Movement Phase. Reroll ties, without modifiers.

MOVEMENT ALLOWANCES

Unit	Terrain		
	Clear	Difficult	Arduous (cost per inch)
Napoleonic Infantry March Rate: Column/Line	9" / 8"	1" / 2"	2" / 3"
Frederican Infantry March Rate: Column/Line	8" / 6"	1" / 2"	2" / 3"
Heavy Cavalry Column/Line	10" / 8"	2" / 3"	2" / 3"
Light Cavalry Column/Line	12" / 10"	2" / 3"	2" / 3"
anti-cavalry formation (ML > 7 only)	2"	1"	NA
crews	10"	2"	3"
leaders	20"	2"	3"
Horse Artillery	10"	2"	4"
artillery < 8-pdrs	6"	2"	4"
artillery ≥ 8-pdrs	5"	2"	NA"

Columns or artillery more than **18"** from enemy, and road columns may double their speed.

Terrain Classification Examples:

Difficult: uphill, ploughed/wet fields, small creeks, broken ground, scrub, ditches, hedges.

Arduous: very steep slopes, woods, streams, combinations of difficult terrain

Some terrain may prohibit cavalry charges or coordinated interaction.

Cavalry may not move through swamps, nor fortification or structures unless on a road.

Cossacks may move into the edge of a woods and charge out, but automatically recall if opposed by enemy within **2"** in the woods. No cavalry may charge through or into woods, structures (unless on a road), or fortifications (unless through a gate).

No unit may move within **1"** of unbroken enemy units during the Movement Phase. Broken units contacted by the enemy are destroyed.

Artillery may add **2"** to its movement rate if it forfeits its support fire zone. Mark such batteries as "in transit"

Movement may be in any direction and may include changes of facing, pivoting on the unit's

center or front corners. A unit must face within 45 degrees of its line of movement, and may change facing when finished moving. A column that moves in a direction or changes facing to a direction more than 45 degrees from its original facing (measured from the unit's front corner) may only move half its movement allowance. Lines, mass formations, or grand batteries so turning move only one quarter their allowance. Units that change formation may move only half the slower formation's speed. Direction and formation reductions are cumulative. Units may not change formation in an enemy pin zone, unless moving out of anti-cavalry formation to meet an infantry attack or forming anti-cavalry defenses in a cavalry pin zone.

Changing to an anti-cavalry formation at a distance **6"** or less from the unobstructed front of enemy cavalry at any time requires passing a Crisis Reaction Test, but a failure does not result in Retreat. Infantry may attempt to form an anti-cavalry formation in response to enemy cavalry movement within sight of the unit attempting the formation change, but must pass a Crisis Reaction Test regardless of distance from enemy cavalry.

Except to meet enemy infantry within **2"**, infantry may not change formation from an anti-cavalry formation if they were in a charging enemy cavalry unit's charge reaction zone during the charge phase of this turn, nor if they reacted by forming the anti-cavalry formation (note: units that reacted in the charge phase may not move in the movement phase).

Units change formation on front stands. A unit forms an anti-cavalry formation on its front center.

Interpenetration (which deducts **2"** of movement per unit passed through) is only allowed in limited circumstances:

- cavalry through cavalry, including wave assaults (penalty to advancing unit)
- infantry through infantry
- any troops through artillery (completely ignore abandoned guns)
- artillery through any troops
- cavalry through Broken infantry at no cost
- Retreating or Broken units can pass through any friendly unit at no cost.

Each turn, artillery may either fire or relocate. Batteries that fired may also change facing during the movement phase. Relocation may include any change of facing or formation, at no cost. Crews that return to their guns during movement may do nothing else, and do not inflict interaction Crisis Reaction modifiers. Horse Artillery may withdraw from pin zones even if they fired.

PIN ZONES

Infantry starting the player's movement phase within **2"** of the unobstructed front of unbroken enemy infantry and not separated by impassible terrain or friendly units are pinned. Pinned units may not move other than to face the enemy.

Infantry not in an anti-cavalry formation and moving within **6"** in the open and to the unobstructed front of enemy cavalry move at half speed. Infantry may not move closer than **2"** to cavalry. For infantry to change formation within **6"** of cavalry requires a Crisis Reaction Test.

Artillery may not advance within **2"** (inclusive) of the unobstructed front of an unbroken enemy infantry or artillery unit, nor within **6"** of unbroken and unobstructed cavalry from any direction.

Cavalry moving within **6"** and to the unobstructed front of enemy cavalry may only move to engage that enemy frontally, or withdraw. Cavalry may withdraw from any enemy infantry or artillery, but must roll equal to or below their Initial Crisis Reaction Level to withdraw from enemy cavalry pin zones. Units that withdraw from a pin zone may not advance on enemy in the same general direction during that same phase.

Any unit pinned this turn by an enemy to their flank or rear may only change facing or move if they roll equal to or lower than their Initial Crisis Reaction Level minus 2 for the flank modifier.

Unobstructed means not blocked by units line-of-sight obstructions, or impassable terrain.

INTER-ACTION

Infantry must interact with enemy units within **2"**, to their front, and not separated by impassible terrain or other units. However, infantry may not interact with a unit that was not within a **45 degree** arc measured from its front corners at the beginning of movement, unless the unit has no other opponent to its front, and the unit beyond the arc is within **3"**. Units may not interact through another.

Infantry and cavalry **2"** away do not interact during this phase, other than for cossacks to recall and for cavalry to conduct a Crisis Reaction Test if the infantry is facing them [representing musket fire]. Attacking infantry units within **2"** of the enemy are pushed into contact.

Units within **2"** of the enemy move into contact during the interaction phase. The unit with initiative that moved to within interaction distance is the unit that is moved into contact. Movement to contact should be as straight towards the opponent, along the unit's line of approach as possible, without calculation.

Infantry units in an anti-cavalry formation with enemy infantry within **2"** may automatically change formation to lines (if there is space and the unit's Initial Crisis Reaction Level > 7) or columns before interaction.

INFANTRY VERSUS ARTILLERY

Artillery faced by infantry within **2"** may retire to shelter with friendly units within **2"** before

interaction. Artillery must pass a Crisis Reaction Test to stand to their guns. If they fail, the artillerists must shelter with friendly infantry within 2" or Retreat without their guns, losing two steps in either case. If the crew retreats or Retreats, the infantry does not suffer any Crisis Reaction support fire modifier from that battery.

If there are infantry adjacent to the battery and facing towards the attackers, the attackers must interact with this supporting enemy infantry, suffering the Crisis Reaction modifier for support fire if the crew stood to guns. If the supports Retreat and some attackers do not, the crew Retreat with the supports, losing 2 steps. If the supports Break, so do the crew. If all the attackers Retreat, the artillerists are unaffected and may return to their guns immediately (if they passed their earlier Crisis Reaction Test to stand to the guns). Supports do not receive terrain bonuses unless they apply to both the artillery and the supports. No skirmish or line fire modifiers apply to attacks on supports behind batteries.

If no infantry support is available to a battery that stood to its guns, the attacking infantry tests Crisis Reaction if they advanced through an artillery fire zone. Consult the chart below for results:

any infantry pass -	artillerists Retreat, losing two steps, abandoning guns
infantry that fail -	Retreat, losing two steps

If the infantry are not in a fire zone, the artillery crew Retreats, losing two steps.

INFANTRY VERSUS INFANTRY

Divide a unit's castings against facing multiple opponents as the situation dictates.

When determining odds, only coordinated units may benefit from odds gained by counting castings from more than one unit. Coordination applies to "attackers" and "defenders."
Coordinated units are:

within 4" of a leader in both units' chain of command OR
battalions in the same regiment OR
regiments in the same brigade (when regiments are the basic unit)
AND
with the enemy to their front AND
within 1" of the other friendly unit AND
within 3" of the enemy unobstructed by enemy units

Coordinated units not within 2" of the enemy (but within 3") may move forward into contact or to overlap the enemy in support of coordinated units actually within 2" of the enemy.

Terrain may prohibit coordination.

All units participating in interaction conduct a Crisis Reaction test whether in contact or as a coordinated overlap. Compare opponents' Crisis Reaction Test results:

- I. Units that fail and have some opponent pass lose two steps and Retreat.
- II. When both sides pass or both sides fail, compare each unit to its opponents according to the following "tie-breakers" in order of priority:
 - 1a. Among opponents that passed, units that came closer to failing the Crisis Reaction Test **LOSE**.
 - 1b. Among opponents that failed, units that came closer to passing the Crisis Reaction Test **WIN**.
 2. Units with a higher Modified Crisis Reaction Level than all their opponents **WIN**.
 3. Roll 1d10 to break any further ties.

Units that could not pass the Crisis Reaction Test cannot WIN. If both sides could not pass, both Retreat.

Winning units may advance to hold the space occupied by losers' first rank of stands if in line or up to 2" if in column. No new interaction may occur this turn nor may advancing troops move to within 1" of enemy troops unless occupying only the space lost by the loser's first rank of stands. Coordinated winning units may advance together.

STRUCTURES AND FORTIFICATIONS

Structures and fortifications are depicted as 3"x 3" blocks. Each block may be garrisoned by up to 12 guns or 18 castings. A unit may only garrison one block. Units occupying more than one block merely receive terrain bonuses but may not receive garrison orders. Units in structures or fortifications have no flank or facing and do not suffer from column or mass modifiers. Up to six skirmish castings may be assigned to any block's side edge, in addition to any integral skirmishers.

Garrisons receive cover and peculiar advantages in interaction. Units other than garrisons attacked while occupying structures or forts only receive a defensive terrain bonus. Units must conduct a Crisis Reaction Test before moving **within 2" of a garrison**, but only recoil to **3"** without step loss if they fail. Garrisons neither inflict nor suffer line fire modifiers. Garrisons receive a +1 on interaction Crisis Reaction Tests. All units garrisoning a single block participate in interaction against that block.

Retreating Garrisons may move to another friendly block in which they can fit. Garrisons failing Crisis Reaction Tests other than during interaction or that resulting in being Broken, stand, losing two steps rather than Retreat.

SKIRMISHING

Skirmish-capable battalions or independent companies may screen formed infantry units. Battalions of a regiment or companies of a battalion may screen different formed units. Some battalions may remain formed while others skirmish. All nations' riflemen must be deployed only as skirmishers. Many units have their own integral skirmishers.

Skirmishers are temporarily considered part of the battalion they are screening. Screens may not operate independently without formed units. Screens may be no stronger than the number of castings in the screened unit's front rank, plus the integral skirmishers. More skirmishers may be assigned, but do not count in the screen strength. Castings of a screen have no particular location, do not actually move, other than to be attached to the formed unit. Skirmishers do not block fire. If necessary, mark a skirmish screen with a stand corresponding to an off-board area where castings in the screen are kept, or spread the skirmish stands out if there are few skirmishers and enough room. Do not separate the integral skirmishers from their parent units, but do not neglect to add them to a screen's strength. Use a numerical marker to indicate each screen's strength if castings are not on the board.

Skirmish screens do not make Crisis Reaction Tests. Skirmishers Retreat or Break with the unit they screen. Skirmishers may shelter in an anti-cavalry formation of the unit they screen, but suffer no casualties. Skirmishers may not form, reform, or transfer to other units when the unit they screen has four or more step losses. Skirmish screens may be reinforced at the beginning of movement if the unit to be screened is within **4"** (modified by terrain) of the new skirmishers and not within **2"** of the enemy.

Skirmish units may reform (form up) behind a formed unit being screened at the end of the movement phase, but only if neither the forming screen or the formerly screened is within **2"** of the enemy. The screened units from the which the skirmishers are forming must be within **4"** and sight of the unit behind which the skirmishers form. Screens of units with four or more step losses may not reinforce other units' screens or form up, but may be reinforced.

Skirmishers are not considered as screening the formed unit the turn they sheltered in an anti-cavalry formation, even if infantry approaches.

Determine skirmish superiority for each unit by totaling the opposing skirmish screen strengths. Skirmish superiority does not count against artillery or cavalry or in combat between units supporting artillery and enemy that attacked through the battery. Distribute skirmish points evenly against all multiple opponents. A unit whose screen has one half or less factors than its opponents suffers skirmish inferiority (-1 to the Interaction Crisis Reaction Level).

Skirmishers may usually only be assigned to units of their own nationality and within their division. Corps with "light" or "advanced" divisions or independent brigades may assign skirmishers from those commands to any unit in the corps. British and their fully integrated allies (i.e. Portuguese caçadores, King's German Legion, Öl Jägers, etc) are treated as the same

nationality.

RALLY

During the Rally Phase, stable units that were not involved in interaction or charges this turn may recover lost steps if they are more than **18"** from the enemy and are within one move of the majority of their brigade, each part of which must also be outside 18" from the enemy. Artillery must be manning its guns to rally. The first and second step losses can never be recovered.

OBSERVATION

Hills, woods, or other designated terrain, plus friendly and enemy troops (including artillery), and buildings block line-of-sight.

Cavalry may charge directly to their front with or without line-of-sight.

Troops in woods or structures can only be seen from within **3"**. Artillery may fire at units in structures or obviously occupied woods from further than **3"** without sighting the occupants.

Units within **2"** on opposite sides of a crest line interact.

Units supporting batteries may observe what the battery can.

Units sheltering closely behind a crest may see over it.

CONVENTIONS:

If a measurement is so uncertain as to require a "precise" measurement of a quarter inch or so, consider the measurement within the distance in question.

During the Movement Phase, measurements are only allowed to determine movement distance, not spacing, range, or distance from the enemy.

Step losses are concealed from the enemy unless the unit is in interaction.

Terrain should be carefully and fully defined at the beginning of the scenario. When laying out terrain, be as detailed as possible.

SAMPLE TYPICAL UNIT TYPES AND CHARACTERISTICS

Unit	Initial Crisis Reaction Level	Line Firepower Factor for units with 8 or more castings
French Ligne	8, possible skirmish	1
French Legere	8 or 9, ≤ 1807 skirmish	1
	≥ 1808 possible skirmish	1
French elite infantry	9, skirmish	1
French or Allied Second-Rate Infantry	7 (6 in line)	0
French Converged:		
Grenadiers	9	1
Voltigeurs	9, skirmish	1
Young Guard	9	1
Middle Guard	10	1
Old Guard	11	1
Russian Line	8 (7 in line)	0
Russian Jägers	8, skirmish	1
Russian Grenadiers	9	1
Converged Grenadiers	8	1
Russian Guards	10	1
Reserve/Depot infantry	6 (5 in line)	0
Opelchenie	5 (4 in line)	0
Austrian Line	8, 7, or 9	1
Austrian Grenadiers	9	1
Austrian Landwehr	6 (5 in line)	0
Austrian Freicorps/Freiwillinger	7, possible skirmish	0
Austrian Grenz	7, possible skirmish	1
Erherzog Karl Legion	8, skirmish	1
British/KGL Regiments	8	2
British Lights	8, skirmish	2
Highlanders, Fusiliers	9	2
British Guards	10	2
Prussian Musketeers early/1813+	8 / 8 (7 in line)	1/0
Prussian Fusiliers early/1813+	8 / 8, skirmish	1
Prussian Reserves	7 (6 in line)	0
Prussian Landwehr	6 (5 in line)	0
Prussian Grenadiers	9	1

	Initial Crisis Reaction Level	Line Firepower Factor
Spanish Line	7 or 6	0
Spanish Lights	7, skirmish	0
Spanish Grenadiers, elite units	8	1
Spanish Guards	8	1
British-trained 1812+	7	1
Northern Italians	8 or 9, possible skirmish	1
Neapolitans	6	0
Bavarians	7 or 8	0 or 1
Hessians	8 or 9	1
Baden	7	0
Saxon line	7	0
Polish line	8 or 9	1
Polish lights	8 or 9, skirmish	1
Portuguese line	7 or 8	0 or 1
Caçadores	8, skirmish	1
French Chasseurs	8 or 9, light, usually reconnaissance	
French Hussars	8 light	
French Dragoons	8 heavy	
French Lancers	8 light, lancers	
French Cuirassiers/Carabinier	9 heavy, usually armoured	
Guard Cavalry	10 light or heavy	
Grenadier á Cheval	11 heavy	
Russian Cossacks	5 light, unreliable, reconnaissance	
Russian Dragoons	8 heavy	
Russian Uhlans	8 light, lancers	
Russian Hussars	9 light	
Russian Cuirassiers	9 heavy, armoured	
Guard Cossacks	9 light, lancers	
Guard Light Cavalry	10 light	
Guard Heavy Cavalry	11 heavy, armoured	
Austrian		
Cheveau Leger	8 or 9 light, usually reconnaissance	
Austrian Dragoons	8 heavy	
Austrian Uhlans	8 light, lancers	
Austrian Hussars	9 light	
Austrian Cuirassier	8 heavy, armoured	
Insurrection cavalry	6 light, unreliable	

Prussian Landwehr	6 light, unreliable
Prussian Dragoons	8 heavy
Prussian Uhlans	8 light, lancers
Prussian Hussars	8 or 9 light
Prussian Cuirassier	9 heavy, usually armoured
Prussian Guard du Corps	10 heavy, usually armoured
British Light Dragoons	8 light
British Hussars	9 light
British Dragoons	8 heavy
British Dragoons Guards	9 heavy
British Guards	10 heavy
Spanish Light cavalry	7 light, unreliable, reconnaissance
Spanish Heavy cavalry	7 heavy, unreliable

Artillery:

	Initial Crisis Reaction Level	Fire Class Artillery/Heavy
British / Royal Horse	8/9	C
French	8	C/B (8 guns) or D/C (6 guns)
Old Guard	11	C/B
Russian	8	C/B (12 guns) D/C (6 guns)
Austrian	8	C/B (8 guns) or D/C (6 guns) D (3#)
Prussian	8	C/B
German	8	C/B (8 guns) or D/C (6 guns)
Italian	8	C/B
Neapolitan	7	D/C
Spanish	8	D/C

The skirmish values per casting of independent skirmish-capable battalions (per casting) and integral skirmishers (per battalion or regiment) are found below:

Integral Skirmisher Strength (per battalion):

French ligne or legere	2
Second Rate Ligne	1
British infantry	2
Austrian line infantry regiments	1 if in line, 0 in columns
Austrian grenadiers or grenz	1
other Austrian infantry	negligible
1813+ Prussian fusiliers	2
1813+ Prussian musketeers, grenadiers	1
Russian line	negligible
Russian grenadiers or guards	½
Russian Jägers	½
German line, lights	½ or 1
Franco-German line/lights	1 / 2
Spanish, Portuguese, Neapolitan infantry	negligible
Spanish lights, Portuguese caçadores	1

Skirmish-capable Units (per casting)

French infantry	1
British Light Infantry	2
British Rifles	3
Austrian Grenz or Freicorps	½
Austrian Legion	1
Austrian Jägers	2
German light infantry	½ or 1
German rifle-armed Jägers	2
Prussian Fusiliers (1813+)	1/2
Prussian Jägers	1
Prussian Shützen	2
Russian Jägers	1/2
Spanish, Neapolitan lights	1/2
Portuguese caçadores	1

SAMPLE LEADER RATINGS

	Command Level	Ability	Inspiration
<u>France</u>			
Napoleon	Army	A+	A+
Davout	Corps	A	B
Ney	Army	C	A
	Corps	B	A
Soult	Army	B	C
	Corps	A	C
Murat	Army	D	A
	Cavalry Corps	A	A
Massena	Army	C	B
	Corps	A/B	B
Eugene	Army	C	B
	Corps	B	B
Claparède	Division	B	B
Friant	Division	B	B
Saint-Hilaire	Division	A	A
Compans	Division	B	B
Montbrun	Division	A	B
Latour-Maubourg	Division	A	A
average corps commander		B	B
average general de division		C	C
<u>Great Britain</u>			
Wellington	Army	A+	A
Beresford	Army	C	B
	Division	B	B
Hill	Army	B	A
	Division	A	A
Crauford	Division	A	B
Picton	Division	A	A
average divisional commander		B	C
<u>Prussia</u>			
Blucher	Army	D/B	A
Yorck	Corps	B	B
average corps commander		C	C
average "brigade" commander		D/C	D/C

Austria

Charles	Army	B	A
Johann	Army	E	D
average corps commander		D	D
average Austrian divisional commander		D	D

Russia

Barclay	Army	B	C
Kutuzov	Army	C	B
Bagration	Army	D	A
Constantine	Corps	E	B
Bagavout	Corps	D	C
Platov	cossacks	B	B
average corps commander		D	D
average divisional commander		D	D

Spain

Cuesta	Army	E	B
Blake	Corps	D	B
average divisional commander		E	D