
'TOUT SOLDAT'

Napoleonic Wargames Rules for the Competition Player

Version 2

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Introduction

Aaaargghh! Yet another rule set for Napoleonic figure wargaming. This one, however, has been specifically designed for competition play for divisional to corps, medium sized battles. The rules have been kept relatively simplistic but enough to provide a flavour of Napoleonic warfare. There is no requirement for on table markers to denote unit status or order counters to distract from the tabletop spectacle, although players will find them useful. Although some of the mechanisms may appear abstract compared to other Napoleonic rulesets, their purpose is first and foremost to provide an enjoyable wargame that isn't bogged down with tables and continuously having to look up rules (hopefully).

These rules have been compiled to use for battles during the age of Napoleon in Europe, roughly from 1794 to 1815. The emphasis has been placed on command and control at the Divisional and Corps level. Each national army has been categorised according to the prevalent command system used through the Napoleonic era. The basis for different command systems in use during the age of Napoleon has followed Nosworthy and other writers. These are the Linear (also called the Prussian') and the Impulse (also called the 'French') command systems. This ruleset also includes an 'Improved' Linear system, as the structure and command of many national armies was not static through the period but would change periodically.

The player takes the role of the commanding officer and does not get involved in the formation of units that were the concern of battalion or regiment commanders. The formation of an individual battalion or squadron as a line, column or square is not the concern of the players in this game although Brigade formation is. Whether such units are in the most appropriate formation for their situation or not is incorporated in the combat outcome by a throw of the dice. Although both infantry and cavalry skirmishers were a vital part of warfare during this period, they are not present as actual figures on the tabletop. Rather, their affect is incorporated in variations in movement, firing range and quality of each troop unit as well as combat outcome.

Each Infantry or Cavalry Brigade or Artillery unit has 3 attributes. The first of these is termed here, 'Unit Quality', abbreviated as UQ. This figure incorporates a whole range of attributes to a unit and is used to help determine combat outcome and when manoeuvring close to enemy troops. The second attribute is its movement. This will vary according to troop type, terrain and command system. Thirdly is the firing range, if it has one.

Scale

Each stand represents the following approximate troop structures:

Infantry stand = 1 battalion

Cavalry stand = 2-4 squadrons

Artillery stand = 1 battery

The figure scale is roughly 1:60 to 1:80.

Each of the above stands is termed a combat unit in these rules. Infantry and Cavalry combat units move and fight together in Brigades (see Army Structure below). Artillery can also fight in 'brigades' or as individual combat units.

The ground scale is approximately 1mm = 2m

Basing

For 25mm figure scale or 1/72 scale for use with plastic figures, use the following basing guidelines:

Infantry, Cavalry	:	60mm x 40mm
Artillery	:	60mm x 60mm
Brigade Command	:	40mm x 30mm
Division Command	:	40mm x 40mm
Corps Command	:	60mm x 60mm

For 15mm figure scale, use the following basing guidelines:

Infantry, Cavalry	:	40mm x 30mm
Artillery	:	40mm x 40mm
Brigade Command	:	20mm x 20mm
Division Command	:	30mm x 30mm
Corps Command	:	40mm x 40mm

Limbers for artillery are not represented. Skirmishers were an important feature of Napoleonic warfare but are also not represented. Rather their effect is reflected in these rules with restrictions to movement, variation in firing ranges, in unit quality and combat resolution.

Infantry normally have 8 figures to a unit but may have 7 to 10 figures; cavalry have 3 figures to a unit, artillery have 1 gun and 3 to 5 crew. Players may vary the infantry figures on a base to reflect Unit Quality, if they so wish. Brigade command stands have 1 mounted or 2 foot figures. Division command stands have 1 mounted and 2 foot figures or 3 to 4 foot figures. Corps command stands can have between 4 and 8 figures and may also have additional accoutrements such as furniture, a carriage etc.

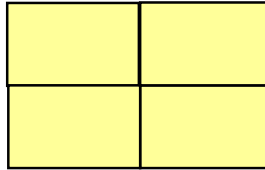
Army Structure

Infantry and Cavalry units are organised into Infantry or Cavalry Brigades. Each of these Brigades consists of between 3 to 8 units. Most movement and combat in this game is completed at the Brigade level. Only independent Brigades have a designated Brigade Commander represented by its own Command stand. Brigades that form part of a Division do not have a Brigade Commander represented on table.

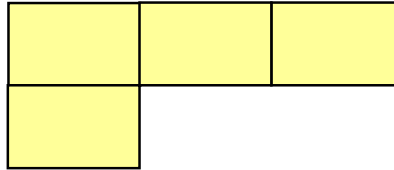
Artillery units (batteries) can move and fight as independent units under a Divisional, Corps or Overall Commander or as part of Infantry Brigade if Foot Artillery, Cavalry Brigade if Horse Artillery or as an Artillery Group, consisting of 2 or more Artillery units.

To denote a Brigade, each combat unit must be in corner to corner and full base edge contact, unless in square. Units in Brigade Square must be in corner to corner contact (see Manoeuvre).

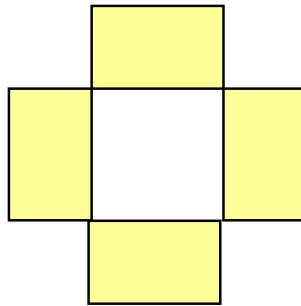
Example: Brigade in Column (4 units)



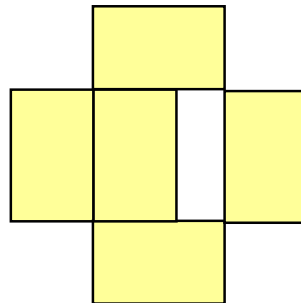
Example: Brigade in Line (4 units)



Example: Brigade in Square (4 units)



Example: Brigade in Square (5 units)



Two to four Brigades form a Division commanded by a Division Commander, also represented by its own Command stand. As mentioned above, Brigades independent of Divisional Commanders are also permitted with their own Brigade Commander.

Two to three Divisions form a Corps, commanded by an Overall or Corps Commander, also represented by its own Command stand. Although Corps were only used by some Nations for part of this period, the term is also used to represent separate parts of an army of a higher structure than a Division, sometimes also called Wings or Columns.

Each independent Brigade Commander can command 0-1 artillery units.
Each Division Commander can command 0-2 artillery units.

Each Corps Commander can command up to 4 Artillery units which can be 'brigaded' together and any number of independent Infantry or Cavalry Brigades.

Each army must have an Overall commander, usually a Corps Commander in this game.

Attacker / Defender Determination

At the start of a game, determine which side is the defender and who is the attacker. Each side rolls a D6 and adds the Rating of the highest commander in the army list. Then apply the following factor:

French Empire 1796 - 1812: +1

The side with the higher resultant number is the attacker.

The defender then chooses terrain followed by the attacker. The attacker then chooses which long table edge side to face. The defender then faces the opposite long table edge. The attacker can then choose whether to deploy first or second (see Deployment).

Turns & Phases

Players conduct the battle in alternative turns. Each player's Turn consists of a number of Phases. The number of Phases each player can perform depends on the quality of the Overall or Corps Commander. Each Phase consists of the following:

- 1) Activation
- 2) Rallying of routed units
- 3) Movement
- 4) Combat (Firing & Close Combat)

The player who deployed first takes the first Turn (see Deployment).

The number of Phases a player is allowed to take in his Turn is the same number as the Rating Value of the Overall or Corps Commander. Each Overall or Corps Commander is rated as follows:

1 = Poor; 2 = Average; 3 = Good; 4 = Exceptional

Thus an Average Corps Commander may have up to 2 Phases per turn. Once a player has completed all his/her Phases then it is the turn of the opposite player.

During each of his Phases, a player attempts to activate one of his Divisions or independent Brigades. If successful, then this player goes through 2) to 4) of the above sequence for that particular Division/Brigade only. The opposing player can also make reaction moves and resolve combat - but only as a reaction to the aforementioned enemy Division/Brigade. If the player whose turn it is, is allowed another Phase, then that player can attempt to activate the same or another Division/Brigade.

If at any time, a player fails to activate the designated Division/Brigade or the number of successful activations equals the Rating Value of the overall Commander, then the Phases for that side end. The opposite player then becomes the Phasing player. He can then attempt activation and so on. Obviously, the higher the Rating Value of a Commander then the higher the number of phases but only if activation succeeds of course (see Activation for how to do this).

Activation of Divisions/Brigades is based on the Command Rating of their Division/Brigade officers. The higher the rating, the more likely that Division/Brigade will activate. This is explained in more detail further on.

The principle idea in allowing players to go through a set of phases each turn is to provide a battle with more continual action and counter-action as opposed to some more traditional rules where each side simply moves/fires either simultaneously or alternately. This system rewards Overall or Corps Commanders with a high Rating Value as they can initiate the battle much more than a less able Commander who is more likely to be defensive or react to his opponent's action. Of course, Division or independent Brigade Commanders with a high rating are more likely to successfully Activate than those with a lower rating.

Table Size

For 25mm or 1/72 figures, recommended table size is 240cm x 150cm (or 8ft x 5ft), or 180cm x 120cm (or 6ft x 4ft) for smaller battles.

For 15mm figures, recommended table size is 180cm x 120cm (or 6ft x 4ft).

Terrain

If not playing with fixed terrain used by competition organisers, the following system is used to provide variety, based on European battlefields.

Divide the table into 4 equal sized numbered sectors. The defender chooses and then places 2 to 4 terrain pieces. The attacker then chooses and places 0 to 2 terrain pieces. To place terrain pieces, roll a D6:

1 to 4	Place the terrain in the numbered sector (see below for rivers & streams)
5	Place within 30cm of the defender's base edge
6	Place within 30cm of the attacker's base edge

Each rivers and stream must be placed in 2 sectors, starting from the numbered sector rolled.

Terrain is chosen from the following:

Up to a maximum of 2 farmsteads, 2 villages, 1 town, 2 marshes / swamps, 3 roads, 3 hills, 3 woods, 2 streams, 2 continuous roads, 1 river are permitted on the table.

Terrain cannot be superimposed except roads on other terrain, woods on hills, and fields on gentle hills. Roads that cross rivers or streams are represented by bridges or fords.

Built-up Areas

The tabletop cannot have more than a total of 3 built-up areas.

If built-up areas are present then the largest must have at least 1 road that connects between it and the table edge. Others may have roads.

All built-up areas must be roughly rectangular in shape and represented by a base with removable model buildings. Farmsteads are 12cm x 12cm in size; villages up to 24cm x 24cm and a town up to 36cm x 36cm.

Units may not see through buildings but may see over them if on a hill.

There are no restrictions on movement through a built-up area.

Brigades or Artillery that are entirely in a built-up area defend with a bonus to their combat factor.

One Brigade can occupy a farmstead or village, two brigades can occupy a town.

Rivers & Streams

Any river must be placed from opposite base edges and cannot be more than 400mm in from an edge. If a road crosses a stream or river it can have a ford or bridge. Each road may only cross each river or stream once. Rivers can also have up to 1 ford not connected by road.

Rivers can only be crossed at a ford or bridge. All units that cross a stream or ford can do so but at half their movement allowance.

Brigades defending on a stream bank get an advantage in close combat.

Units that are forced back into a river due to combat resolution are lost.

Roads

All roads are 5 to 6cm wide. They allow for faster movement in good weather conditions but slower movement dependent on location, weather and season. They have no effect on combat.

Woods

Woods are represented on the tabletop by an outlined area with removable trees or bushes.

Dimensions for woods are as follows; Small woods are minimum 10cm x 10cm, maximum 20cm x 15cm size; Large woods are up to 40cm x 30cm size. For terrain deployment purposes, large woods count as 2 pieces.

Woods can also be present on hills and represent difficult terrain.

Brigades or Artillery can only move half their movement allowance if entering or if any of their combat units starts in a wood. Combat units within a Brigade that are also within a wood get an advantage in defending.

There are two types of woods. The first is typical woodland and represented by model trees. Visibility through woodland is restricted to 5cm. Cavalry and artillery may not enter woodland.

The other type is open woods or brush represented by a few model trees or bushes. Visibility through open woods is restricted to 10cm. Cavalry and artillery may enter open woods but get a combat disadvantage when attacking through them.

Hills

Hills can be gentle or steep or a mixture of both. All steep or gentle sides must be clearly shown. Hills can be wooded and gentle hills can have fields.

Medium hills equal 1 terrain piece and can be maximum size of 40cm x 30cm.

Large hills equal 2 terrain pieces and can be maximum size of 60cm x 40cm.

Movement on gentle hills is not restricted, except that no units may charge move uphill.

Combat is not restricted on gentle hills either. Brigades in close combat are at an advantage if they are further up hill than their opponent.

Steep hills are difficult going for movement. All movement is restricted to half movement allowance. Infantry can only fire if they move up to a quarter their movement allowance.

Artillery or Cavalry cannot move on steep sided hills.

There is a combat disadvantage to troops attacking in close combat up a steep hill.

Marshes

Marshes are difficult going for movement and restrict combat.

Medium marshes equal 1 terrain piece and can be maximum size of 40cm x 30cm.

Large marshes equal 2 terrain pieces and can be maximum size of 60cm x 40cm.

Only infantry and commanders can move through marshes, at half their movement allowance. Infantry can only fire if they move up to a quarter their movement allowance.

Combat units in marshes count as in 'soft' cover for combat resolution.

Fields

Fields can be open or enclosed. Open fields do not restrict movement or combat resolution.

Enclosed fields are difficult going for movement.

Fields can be small or medium size. Enclosed fields are always small. Small is minimum 10cm x 10cm to maximum 20cm x 15cm; Medium is maximum 40cm x 30cm.

No charge moves are allowed. All units move at half movement allowance. Infantry can only fire if they move up to a quarter their movement allowance.

Visibility and Cover

Units can only see others that are directly in their line of sight. Units behind a hill, building or wood or in a gully cannot be seen by troops who cannot trace a straight line of sight directly to them. Units in woods or scrub or behind hedges cannot be seen if any enemy units are further than 20cm away. Units behind walls or in built up areas cannot be seen if any enemy units are further than 10cm away. If any units can see enemy units in or behind such cover then all other units on their side can also see them and thus fire on them.

Objective Markers

At the start of each game, after terrain deployment and which long table base edge each side starts from but before troop deployment, each side has 3 markers. 2 of these markers are placed at the player's discretion within 20cm of table centre line. 1 of these markers is placed between 400mm of the table centre line. Markers are placed alternatively, the first phasing player going first. None of a player's markers can be within 400mm of each other.

Deployment

The first side to deploy is the choice of the attacker (see above). The player who deploys first also takes the first Turn.

Prior to deployment, each player has a certain number of markers, equal to the number of Brigades in that player's army. Each player also has a set number of dummy markers. These markers are deployed on the table within each side's relevant deployment areas.

All of a player's units must deploy within 20cm from their base edge. No units can deploy within 30cm of the table side edge.

Each side deploys alternatively. The first player deploys any one of his Divisions or independent Brigades, including Artillery under their command (if any), then the second player and so forth.

Brigades must be deployed anywhere within 12cm of a marker within the deployment restrictions mentioned above.

Corps or Overall Commanders are deployed last with the final deployment of combat units for each side.

Troops moving on to table

Divisions or independent Brigades can also start off table and move on to the table on a successful dice roll. This roll is taken at the start of that player's Turn. The player can decide or not whether to roll this turn or not and by so doing deliberately delay their arrival.

Players must denote on paper where Divisions or independent Brigades (and their accompanying artillery) which part of the table margin they will enter on table. Options are to come on left third of base edge, central third of base edge, right third of base edge, 300m of any side edge measured from the base corner.

If a player wants to roll for an arrival on table then it must arrive if a 1 or 2 is thrown on a D6. If a 3 or 4 is thrown then it may arrive if the players wishes. On a 5 or 6, then the on table march has been unsuccessful this Turn.

All units deployed on table must be fully described to their opponent in terms of troop type, Unit Quality and Army Structure (i.e. which Brigade/Division they belong to).

Command

Nations have been roughly pigeon-holed on a time basis to the 'French' or 'Impulse' system and the 'Prussian' or 'Linear' command system. The 'Impulse' represents the more advanced system emphasising good command initiative at all levels. The 'Linear' represents the old system with a usually more rigid and inflexible command structure, typified by the Prussians in the latter 18th century. Nations usually designated as using the 'Linear System' did make changes throughout the Napoleonic period, however, and this is also partly taken account of within these rules as 'Advanced Linear'.

Every Division or independent Brigade Commander has a rating from 1 to 4 (as for Overall or Corps Commanders);

1 = Poor; 2 = Average; 3 = Good; 4 = Exceptional

Commander rating is represented by a small mark or marker or dice on or adjacent to the command stand. Every commander also has a command range:

'Impulse' or Advanced Linear' system Brigade commander:	10cm
'Impulse' or Advanced Linear' system Divisional commander:	30cm
'Impulse' or Advanced Linear' system Corps commander:	60cm
'Linear' system Brigade commander:	10cm
'Linear' system Divisional commander:	20cm
'Linear' system Corps commander:	40cm

Nations that have been assigned to the 'French' or 'Impulse' system are as follows:

- Austria 1809-1815
- Belgium / Netherlands 1801-1815
- Bavaria 1810-1813
- Brunswick 1810-1815
- Denmark 1807-1814
- France 1792-1815
- Italy 1810-1815
- Naples 1810-1815
- Poland 1807-1814
- Rhine Confederation 1812-1813
- Prussia 1813-1815
- Saxony 1812-1813
- Sweden 1806-1815
- Westphalia 1810-1813

Nations that have been assigned to the 'Prussian' or 'Linear' system are as follows:

- Austria 1792-1808
- Bavaria 1800-1809
- Brunswick 1792-1802
- Great Britain 1799-1802
- Italy 1806-1809
- Naples 1806-1809
- Portugal 1806-1808
- Rhine Confederation 1806-1811
- Prussia 1792-1807
- Russia 1796-1811
- Saxony 1806-1809
- Spain 1806-1814
- Westphalia 1807-1809

There is also an intermediary system called here 'Advanced Linear' to represent those nations essentially utilising the 'Linear' system but with improvements in command structure. The following are classified as 'Advanced Linear':

- Great Britain 1803-1815
- Russia 1812-1815
- Portugal 1809-1814

Activation

At the start of each Phase, the Overall or Corps Commander of one side attempts to Activate one of their Divisions or independent Brigades (includes assigned artillery).

The number of Phases that an Overall or Corps Commanders can attempt activation equals their rating value each Turn. Once the number of Phases for the Overall or Corps Commander has been reached then that side's Turn is over. Also, if during any activation attempt all Brigades within a Division or the independent Brigade fails to activate, then that side's Turn is also over - even if the number of Phases/Activation attempts has failed to reach the same number as the Commanders Rating Value.

If the highest level of command in an army is a Division Commander (i.e. for small scale games), then the number of Activation attempts is equal to their Rating Value also.

To Activate a Division or independent Brigade, roll a die for the Divisional or independent Brigade Commander that you want to try to Activate. This will determine their command state during the Phase.

Artillery assigned to a Brigade or Division are also activated if that Brigade or Division is successfully activated. Artillery Groups of more than 1 artillery units have to be activated separately as if they were an independent Brigade.

To successfully Activate, the designated Divisional or independent Brigade Commander rolls a D6. If the result is equal to that commander's rating or less, then that command has successfully Activated. If the result is more than the commander's rating, then the command is Inert. Add to the Divisional or independent Brigade Commander's rating, the rating for their immediate Overall or Corps Commander superior to that Brigade but only if these are within command range.

For example; A Division Commander of average rating (=2) rolls a D6 to attempt Activation. A 3 is rolled. This Division Commander is within command range of his Corps Commander who is rated as poor (=1). This makes a total of 3 and therefore Activation is successful. If the Division Commander was out of range of a superior commander or if the roll was a 4, then that Division would be Inert.

If a Commander is lost, the command rating value is always at 1.

Active Divisions or independent Brigades (and their assigned Artillery) can move to within 20cm of any enemy combat units without making Unit Quality rolls. An Inert Division or independent Brigade cannot ever move closer to any known enemy than 40cm distance. An Inert Division or independent Brigade can also only move at half their movement allowance. Any Inert Division or independent Brigade combat units already within 40cm of an enemy combat unit can always move away from the enemy, as long as they don't get any closer than they were already.

Inert units that attempted activation are permitted to fire at an enemy in their phase.

A general comment on command: An Exceptional Overall Commander could attempt Activation up to four times in one Phase before the Turn of the enemy side. This commander is more likely to achieve this if his Division/independent Brigade Commanders also have a high rating. A Poor Overall Commander may only attempt Activation once per Phase but is more likely to succeed if his subordinate commanders have a high rating.

Command System Limitations

As mentioned above the forces of each Nation have been categorised roughly according to their military doctrine also depending on what time period as Impulse, Linear or Advanced Linear System.

The differences between these military systems in these rules are based on command ranges (better ranges for higher commanders in the Impulse System) and the ability of Brigades to manoeuvre (easier under the Impulse System).

The command ranges have been given above (see Command).

The ability of a Brigade to manoeuvre varies according to their military system. More about this is discussed under Movement. In general, troops are easier to move under the Impulse System.

Unit Quality

(Abbreviated to UQ)

Every Brigade and independent Artillery unit has a Unit Quality. This is an overall figure that represents the fighting effectiveness of that Brigade or independent Artillery. It represents a combination of training, experience, level of fatigue and morale. Each Brigade or independent Artillery is graded for Unit Quality as follows:

Unit Quality:	2 = militia
	3 = trained
	4 = experienced
	5 = veteran
	6 = elite/guard

These terms above are just a rough guide to remember them by.

The Unit Quality of a Brigade or independent Artillery does not change through most of the game simply to save over-complication but could be adapted for scenarios. (Although most French Guard would normally be rated as UQ 6, they could start at level 3 for a game involving the retreat from Russia in 1812, for instance).

The main exceptions to assigned UQ in the army list is when an Infantry or Cavalry Brigade is involved in combat for the first time in a game, when a Brigade becomes demoralised due to losses, or when a Cavalry Brigade is involved in combat in successive phases. The former rule is to allow fresh units a slightly higher attack value so that the importance of having a fresh reserve increases as a game continues. This is best represented by providing small markers (such as single based figures) next to a Brigade that hasn't yet entered into any combat.

A combat unit or group makes a test against its Unit Quality in four circumstances:

- A. When attempting to manoeuvre other than move straight ahead
- B. When attempting to move closer than 20cm to an enemy combat unit
- C. When attempting to move to contact enemy
- D. As a result of combat
- E. As a reaction to movement by an enemy within 20cm
- F. Rallying routed troops

All moves based on successful UQ rolls must be completed immediately.

Whenever a Brigade or independent artillery unit is required to make a test versus its Unit Quality, roll a die (D6) and compare the result.

An artillery unit can be declared to be attached to a Brigade and in corner to corner contact. Such Artillery manoeuvres with the rest of the Brigade and are included with UQ rolls for that Brigade.

Brigades in Column (see Manoeuvre below) always add +1 to their UQ when required to roll against their UQ to move/manoeuvre. This makes manoeuvre easier when in Brigade Column and also more resistant when approaching enemy and facing combat. Of course, they are at a disadvantage due to their relatively narrow front when firing compared to a Brigade in Line. A Brigade Column under the Impulse System (only) also has a combat advantage but only if in close combat (see Combat Resolution).

A. When attempting to manoeuvre other than move straight ahead

Manoeuvres other than moving straight ahead or forming Brigade square can only take place if they start at 20cm or more from enemy combat units.

If a Brigade or independent Artillery unit succeeds in rolling their Unit Quality or less on a die result then they can continue with their manoeuvre. If they fail by rolling higher than their Unit Quality then that Brigade or independent Artillery unit must halt and can move no further. When attempting this roll:

D6: Impulse System

D6 + 1: Advanced Linear System (Brigades or artillery group only)

D6 + 2: Linear System (Brigades or artillery group only)

Take -1 off the roll if the Brigade is in Brigade Column. Thus, it can be seen that manoeuvre is usually more difficult under the Linear System.

There are 6 manoeuvres permitted to Brigades (see Manoeuvre below).

B. When attempting to move closer than 20cm to an enemy combat unit

If a Brigade or independent Artillery unit succeeds in rolling their Unit Quality or less on a D6 then they can continue with their movement. If they fail by rolling higher than their Unit Quality then that unit or group must halt and can move no further although they can fire at enemy if in range. This roll is made in addition to that above (A), assuming the Brigade or independent unit starts more than 20cm from enemy combat units.

An exception to the above ruling applies to Brigades or independent units if a friendly Brigade is in direct line between them and enemy combat units to which they are moving towards - if at least half of the Brigade is obscured by the friendly Brigade in line of sight from the enemy units. Thus a Brigade moving closer than 20cm to an enemy combat unit need not make a UQ roll if following on behind a friendly Brigade.

C. When attempting to move to contact enemy

An attempt to close to contact by a Brigade must always be declared before the Unit Quality roll. If a Brigade succeeds in rolling their Unit Quality or less, on D6+1 if infantry or D6 if cavalry then they can continue with their movement. Infantry cannot move to contact cavalry. Artillery cannot move to contact other units.

If a Brigade fails its Unit Quality roll -

By	1:	Brigade halts and can move no further
	2:	Brigade Retreat (See Combat Results)
	3:	Brigade Rout (See Combat Results)

D. As a result of combat

If a Brigade or artillery succeed in rolling their Unit Quality or less on a D6 then there is no further action.

If an Infantry or Cavalry Brigade fails its Unit Quality roll then those units directly involved in the combat rout.

If an artillery unit in close combat fails its Unit Quality roll then it is lost and taken off. If an artillery unit fails its Unit Quality roll due to firing then it routs.

E. Reaction moves

As for situation C above.

F. Rallying

To successfully rally troops, roll the Brigade or artillery UQ on a D6. If a commander is in command range of the troops to be rallied then the roll against UQ is a D6-1.

Commanders

Commanders are not combat troops. They cannot be attacked if they are in full base edge contact with a friendly combat unit or units. They can be targeted by enemy if they are not in base edge contact with a friendly combat unit or units, however. If contacted by enemy combat units, roll a D6. On a 5 or 6 they are lost. On any other result they are moved into base edge contact with the nearest friendly unit. The loss of a command stand represents disruption of the command structure and not necessarily loss of a particular General.

If the Overall Commander is lost, each Brigade or Artillery in the army immediately drops 1 Unit Quality (UQ).

A Commander has no combat value and can only command units under their command within their Command Range. Divisional or independent Brigade Commanders can move once at any time during the

Movement of each Phase and in any direction and do not need to successfully Activate to do so. Overall or Corps Commanders can only move once per Turn during the Movement of a Phase.

Commanders can never be targeted if part of a group of combat units.

Commanders can always move with a group of combat units as a result of combat resolution.

ZOC's - Zones of Control

To partly represent the effect of swathes of skirmishers in front of formed troops, each unit has a zone of control extending 6cm directly in front of their front base edge. No enemy unit can move through this ZOC unless by one of the following:

- The Brigade moves directly towards the nearest enemy (note: not artillery)
- The Brigade moves directly back a minimum of 4cm if they have a greater movement allowance than the enemy whose ZOC they are in
- As a result of combat

Manoeuvre

In these rules, a Brigade can attempt six manoeuvres:

1. Brigade moves forward and can wheel (as a block of units) up to 45° of straight ahead.
2. Brigade turns face by 180° and then moves forward and can wheel up to 45° of straight ahead
3. All unit in a Brigade turn 90° and then move forward and can wheel up to 45° of straight ahead
4. Form Brigade in Line (from column or square)
5. Form Brigade in Column (from line or square)
6. Form Brigade in Square (from line or column - Infantry only)

A manoeuvre can take place at any time if not being fired upon. If being fired upon in this turn, it can only manoeuvre to form Brigade in Square or if a Reaction Move (see Reaction Moves below). To successfully manoeuvre, the Brigade must succeed on a die roll against its Unit Quality (UQ) with adjustments if any.

No Brigade can exceed its movement allowance. Combat units within a Brigade can change their position during a manoeuvre but only by so doing they remain within the Brigade structure.

To move a Brigade that wheels, the whole group pivots on one outer front corner of one unit and the distance is measured from the outer front corner of a unit on the other side of the group of units.

If units in a Brigade successfully manoeuvre to turn initially 90° then move, turn the lead unit first and move all other units behind or to the side of it but without the leading unit exceeding its movement allowance.

Brigade in Line represents a formation where the emphasis is for units within the Brigade to form a Line for firepower if infantry or width of attack if cavalry. Not all units may necessarily end up in Line within the Brigade, however but must attempt to do so if the command is given. This is represented on the tabletop by most of the units in the Brigade positioned base edge to base edge. For 3 unit Brigades, all units must be in side edge to side edge contact. For 4 or 5 unit Brigades, up to 1 unit can be to the rear of any other unit within the Brigade. For 6 to 8 unit Brigades, up to 2 units can be to the rear of any other unit within the Brigade.

Brigade in Column represents a formation where the emphasis is for units within the Brigade to form a Column to increase the movement, morale and melee effect of troops. This is represented by a minimum of half the units within a Brigade (rounded up) being entirely behind another unit in the same Brigade. Thus, a 3 unit Brigade must all be in a 3 unit deep column, a 4 unit Brigade must have at least 2 units deep, a 5 or 6 unit Brigade have 3 units behind one another, a 7 or 8 unit Brigade have 4 units behind one another in the same Brigade. All units within a Brigade must be in corner to corner contact.

Brigade in Square represents where the units in an Infantry Brigade form a square due to the imminent threat from Cavalry. Units in an Infantry Brigade must face at least 3 different directions at 90° to each other but still form a Brigade group i.e. in corner to corner contact with other units within the Brigade. Manoeuvre to square can take place within 200mm of enemy combat units but not if in contact with enemy.

Units within a Brigade can change position during movement without having to roll against UQ for manoeuvre as long as the Brigade formation is maintained i.e. A Brigade in Column moves straight ahead with one or more units changing position but with the Brigade remaining in Brigade Column. If the Brigade Column wished to move other than straight ahead, however, then a roll vs. UQ would be necessary.

Manoeuvre into Line or Column can also include wheeling movement up to 45°.

Units can always turn 180° at the end of a move if they attempted to be Activated this Phase - this does not count as a manoeuvre and applies due to successfully Activated or Inert units.

Movement

The following troop types can move up to the following distance per tactical move:

		<i>Brigade in Line</i>	<i>Brigade in Column</i>
Infantry	=	8cm	12cm
Light Infantry	=	9cm	14cm
Light Cavalry	=	18cm	21cm
Medium/Heavy Cavalry	=	15cm	18cm
Foot Artillery/Rockets	=	8cm	
Horse Artillery	=	16cm	
Commanders	=	24cm	

Artillery cannot contact enemy.

Infantry and artillery moving entirely on a road in good conditions can move up to an additional 30mm. Cavalry moving entirely on a road in good conditions can move up to an additional 50mm.

An Infantry Brigade in Brigade Square cannot move at all until it manoeuvres into some other formation.

Light Infantry Brigades are those composed entirely of infantry units that fought solely as Light Infantry. This does not include, therefore, French Light Infantry regiments who invariably fought as did their Line Infantry. It does include, for instance, British Light Brigade or Austrian Jaeger Brigades etc.

Artillery units can attach (corner to corner & base edge contact) or leave their assigned Brigade within their Division at any time during their movement. Artillery units commanded by a Corps or Overall Commander can form their own group or be independent but can only join or leave independent Brigades not part of a Division.

All movement is halved through difficult terrain. This includes woods, steep hills, marshes and enclosed fields. It is also halved when crossing linear obstructions such as streams, walls and gullies.

Any unit can turn 180° before or after their movement.

Inert units can only move up to half their movement allowance.

Commanders can always move anywhere in their turn i.e. they don't need to succeed on their command roll to move.

Brigades or independent Artillery units that are Inert cannot move closer to any known enemy within 40cm distance. They can move away from enemy however, if already closer than 40cm distance.

To move an Activated Brigade towards any known enemy, if this is at 20cm or wants to move closer than 20cm, then that Brigade must make a Unit Quality roll, as described above (see Unit Quality).

Artillery can only ever move closer to an enemy than 20cm if they are part of a Brigade group, Foot Artillery with an Infantry Brigade and Horse Artillery with a Cavalry Brigade.

Artillery can move up to half their maximum permitted movement and fire also.

Infantry can move their maximum permitted movement and fire.

Moving through friendly units

Infantry and Cavalry units can move through friendly artillery or commanders. Artillery can move through commanders.

Independent Artillery units can move through other combat units but only if there is at least a 3cm gap between friendly units.

Commanders can move through any other units.

Units or groups may only move through each other if their move can take their whole base through a unit without exceeding their movement allowance.

Routing combat units can move through artillery only. Otherwise routing must be around other friendly units.

Reaction Moves

Reaction moves are moves by a player during their opponent's phase. A reaction move is by an Infantry or Cavalry Brigade to intersect a move by their opponent. A reaction move can only be undertaken if the opposing unit is attempting to move to engage in close combat. Players must declare that they are attempting to move to close combat before/as they are doing it. To make a successful reaction move, a unit must make a successful roll against their Unit Quality with a D6+1 if infantry or D6 if cavalry, as described above (see Unit Quality).

Brigades can only make a reaction move to contact an enemy if there is room to move to contact. A Brigade are permitted to wheel up to 45° during their reaction move and can manoeuvre to form column. This, and forming square, is the only manoeuvre permitted within 20cm of enemy combat units.

Combat

Combat can be by firing or close combat. All friendly Divisions or independent Brigades that attempted Activation in a Phase must fire (whether such Activation was successful or not). Those Brigades that did not attempt Activation in this phase cannot fire. Defenders can only return fire in an attackers phase.

Close combat occurs when any units in enemy Brigades on opposing sides make base to base contact. Combat is resolved between Brigades and Artillery units. Close combat can include melee but is mostly close range firing. Both sides roll for combat in a friendly/enemy turn.

The order for combat dice rolls is decided by the current Phasing player. The non-phasing player can only return fire at enemy units.

A defending Brigade or artillery can be targeted more than once per Phase. Attackers may only make one attack per phase.

Firing and close combat can be determined in any order, decided by the attacker.

If more than one attacker targets a defender, then the combat is resolved with the main attacker with supporting friendly attackers. The main attacker is always one in close combat or if none then the attacker who is closest to the middle of the front base edge of the defender. Close combat attack can be supported by firing.

Firing

Firing occurs if an enemy unit is at or within range and either in front of that Brigade or Artillery unit front base edge or within 4cm either side of straight ahead, measuring from the Brigade or Artillery unit front edge in a straight line. Firing can only target an enemy Brigade or Artillery unit as long as at least one base edge is in range and not obscured by other combat units (i.e. commanders do not block line of sight for firing - as they are not combat units). Firing can occur through gaps between units of 30mm or more but only if 2 front corners from the firing Brigade or Artillery unit can be traced in a straight line to see all of one base edge of the target. Firing cannot occur if there is intervening units or obstructing terrain.

Artillery firing at long range can target any enemy as long as this obeys the above restrictions. Artillery in an opponents turn can only fire at the current Activated enemy Brigade or Division or accompanying Artillery. Artillery can fire independently or combine with infantry Brigade fire if attached to that Brigade.

A Brigade or artillery unit at close range fires at the closest unit. Several attackers can target one enemy. If several attacking Brigades/Artillery target one enemy Brigade/Artillery then the combat is resolved by using modifiers for supporting units (except that long range artillery cannot support a friendly attack). Defending Brigades or artillery must return fire if being fired upon, if able to.

The main attacker when more than one Brigade or artillery targets one defender is the attacker closest to the defender's centre point of the front base edge.

Firing units that are not being given return fire ignore any unfavourable result.

The number of units involved in firing is used to modify the die roll (see Combat Resolution).

Firing ranges are as follows:

Infantry under 'Linear' system = 14cm

Infantry under 'Impulse' or 'Advanced Linear' systems = 18cm

Artillery (close range) = 21cm

Artillery (long range) = 90cm

Although the ranges for infantry seem high in consideration of the relative scale, this reflects the presence of skirmishers thus extending the effective ranges of units. As the 'Linear' system was often characterised by less emphasis on the importance of skirmishers compared to the 'Impulse' system, the range is less.

Infantry units can move up to their full movement allowance and fire. Artillery can only move up to half their movement allowance and fire in the same turn.

Close Combat

Close combat occurs when any part of the front base edge of an attacking unit is in contact with any part of an enemy base edge. To move to contact requires a successful Unit Quality roll (see Unit Quality).

Artillery cannot move into close combat. Units in close combat cannot be targeted by units firing.

Units can always disengage from close combat in their movement phase by moving directly backwards.

Combat Resolution

To resolve firing or close combat, each Brigade or Artillery unit(s), both attacker and defender, rolls an average die. An average die has the following numbers or dots; 2, 3, 3, 4, 4, 5. If using a normal D6, then count the 1 as a 3 and the 6 as a 4.

Brigades or Artillery units can combine as one attack resolution against one target. Assign one Brigade as the main attacker. If there are only Artillery units firing, then choose one as the main attacker - the nearest to the enemy middle front base edge. All attacks by other friendly Brigades or Artillery count as a support to the main attack.

Secondly, add the die result to the Unit Quality of the main attacker Brigade or Artillery unit(s).

Thirdly, adjust the result depending on the size of the Brigade actively involved in the combat:

1-2 units	=	-1
3-4 units	=	0
5-6 units	=	+1
7-8 units	=	+2

Fourthly, apply the following list of modifiers:

- +2 If an attack is by a combination of supporting infantry, artillery and cavalry (except long range artillery)
- +2 If Cavalry attacking Infantry in Brigade Line or Artillery
- +1 For each Brigade or Artillery unit or group that supports an attacker (except long range artillery)
- +1 If artillery firing on infantry in Brigade Square or Brigade Column at short range (this is additional to the +1 for artillery groups firing at close range)
- +1 If heavy cavalry moving to contact other cavalry
- +1 If an infantry Brigade of the 'impulse system' is in Brigade of Column and in close combat
- +1 If British or KGL infantry of Unit Quality 3 or more and in Brigade Line that are firing but only in their own phase and only if they did not move in the same Phase.
[This is to represent the preference of British to fire in a formed 2 deep line]
- +1 Massed artillery (2 or more artillery units as a group) firing at close range
- +1 If front base edge of the group or unit is uphill compared to enemy and in close combat
- 1 If Infantry or Cavalry in Column being attacked on flank or rear in close combat
- 1 Artillery being attacked by Infantry in close combat

- 1 Artillery firing at long range and are main attacker or are defending
- 1 If in close combat to an opponent who is higher up and on a steep hill
- 1 If enemy is in or behind 'soft' cover, including in woods
- 1 If an infantry Brigade in Column or Line that could be contacted by an enemy cavalry in a subsequent movement phase, unless friendly cavalry could make a reaction move to intersect that possible move
- 2 Infantry firing if in Brigade Column
- 2 If Infantry or Cavalry in Line being attacked on flank or rear in close combat
- 2 Infantry firing if in Brigade Square
- 2 If enemy is in or behind 'hard' cover
- 2 Cavalry attacking Infantry if in Brigade Square
- 2 If in close combat and any part of base is in a stream
- 2 Cavalry or artillery attacking through woods

The above modifiers can be cumulative. For instance, an infantry Brigade fires upon enemy with support from a group of 2 independent artillery groups firing at close range. The attack gets +1 for a support and a further +1 for an artillery group firing at close range.

Supporting units are those infantry or artillery that could fire upon the target apart from the primary attacker / defender but only if not exchanging fire or in close combat with another enemy target. Cavalry can support if in front or side base edge to base edge contact with the enemy target.

The order of combat resolution is decided by the player whose turn it is.

Note the difference between the results between the attacker and defender and resolve using the following:

Difference	0	No result
	1	Loser recoils 4cm
	2	Loser recoils 4cm and makes a Unit Quality roll
	3	Loser withdraws 8cm and makes a Unit Quality roll
	4	Loser withdraws 8cm and makes a Unit Quality roll plus 1 unit is lost and taken off table
	5+	Loser withdraws 8cm and makes a Unit Quality roll plus 2 unit is lost and taken off table

Recoil Attacker/Defender moves directly backwards 4cm.

Withdraw Attacker/Defender moves directly backwards 8cm

Retreat	Attacker/Defender moves directly backward their full movement allowance
Rout	Attacker/Defender turns initially 180° and moves directly forward their full movement allowance Routing Attacker/Defender continue to rout in successive friendly turns (not phases) if not successfully rallied

Combat units that recoil, withdraw, retreat or rout off table are lost. (Note: this does not necessarily mean the whole Brigade but individual units).

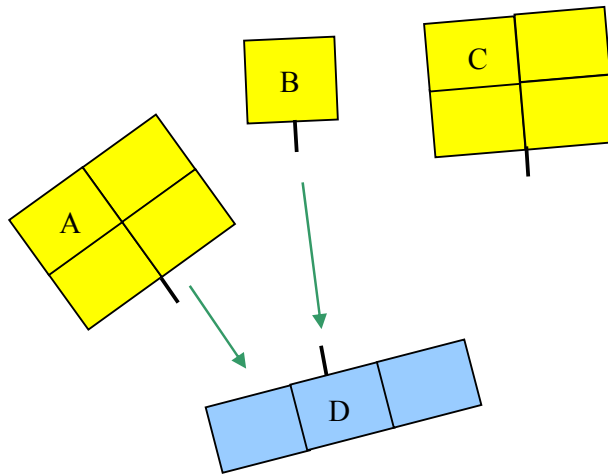
Units that have to recoil, withdraw or retreat as a result of combat are impeded if their backward move meets an enemy infantry or cavalry unit (i.e. not Commanders or Artillery) whose 2 front corners are directly behind the rear based edge. This move is also impeded if it meets impassable terrain. Units, whose move as a result of combat is impeded, are lost and taken off table. Friendly units in the path of a unit's recoil or withdraw or retreat are simply pushed directly to their own rear until the path is clear or the unit stops. Exception - infantry/artillery units in a 'square' don't move as a result of combat. If such a result is Recoil, Withdraw or Retreat then ignore if infantry in square.

Units that have to rout are impeded if their routing move would contact any enemy combat unit. Routing units will move by the minimum to avoid impassable terrain. Routing units will always move towards their table rear edge and leave off it. If they do so, they are lost. Routed units are always -2 to their unit quality until rallied.

Units pushed off any table edge are lost.

Commanders in base edge contact with units that recoil, withdraw, retreat or rout may opt to move with that unit.

Artillery or Infantry that are forced to recoil, withdraw, retreat or rout as a result of combat cannot then fire in that same Phase.



Combat Example 1:

Yellow A infantry (Brigade Column) in firing range on Blue D infantry (Brigade Line).

Yellow B is artillery at short range.

Yellow C is cavalry (Brigade Column) in charge range of the Blue D infantry.

In their phase, Yellow A and B fire on Blue D. Yellow A infantry are the main firer as they are the nearest Brigade to the enemy middle front base edge.

Yellow C remains halted.

All units shown above have UQ of 4 (experienced).

Players roll one average die each. Yellow rolls a 4, Blue rolls a 3.

Secondly, add the average UQ of the main combatants; Yellow = 8, Blue = 7

Thirdly, adjust for number of units in Brigade; Yellow = 8+0=8, Blue = 7+0=7

Fourthly, add modifiers:

- 1 to Yellow A as firing when in Brigade Column
- +1 to Yellow A as supported by Yellow B artillery firing
- 1 to Blue D as they are in charge range from enemy cavalry (and have no friendly cavalry that are in a position to intersect them)

Result: Yellow 8 -1 +1 = 8

Blue 7 -1 = 6

Difference of 2 in favour of the attacker

Result is Blue units D must withdraw 4cm and the Brigade must make a UQ roll.

The UQ roll for Blue is a 3 so they remain. If a 5 or 6 were rolled, the Brigade would Rout.

Note that if the artillery (yellow B) was at long range then it would not be eligible to support the attack by the infantry (yellow A). The combats would then have to be resolved separately.

If the infantry (yellow A) was in Brigade Line then the score difference would have 4 (no penalty for firing in Brigade Column), then the result would have been the same but the enemy infantry (blue D) would additionally lose 1 unit.

Cavalry Exhaustion

Cavalry Brigades that have engaged in close combat are exhausted as soon as they have disengaged from enemy i.e. not in close contact. Such cavalry units remain at -2 Unit Quality for all subsequent combat die rolls unless they spend 1 turn at the halt and have not been engaged in combat in the enemy turn, in which case they regain their previous UQ.

For any cavalry Brigades that become exhausted, represent this on the table by placing a single casualty figure or marker behind that particular Brigade.

Pursuing

Infantry Brigades that win any close combat can opt to move forward 40mm directly forward.

Cavalry Brigades that win any close combat roll a D6.

- 1,2 Cavalry Brigade holds
- 3,4 Cavalry Brigade moves directly forward 4cm
- 5,6 Cavalry Brigade must move directly forward to attack the nearest enemy combat unit to their front

British cavalry add 1 to their die roll as they were usually harder to control historically

Rallying

Artillery units rout at 12cm, Infantry units rout at 15cm & Cavalry units rout at 24cm.

Routing units are always -1 to their Unit Quality.

Command units may attempt to rally any routed units under their control.

Any routed units can attempt to rally by rolling a D6 versus their Unit Quality (Initial UQ-1). If they succeed, they halt and turn to face the enemy and can make no further move this turn. If they fail, they continue to rout. A commander in range adjusts the die roll by -1 (D6-1).

An attempt to rally each unit may only be made once per turn.

Units that successfully rally this turn cannot fire.

All initial subsequent moves by units in an Activated Brigade is to move to form a group again.

Demoralisation

Brigades of 3 units become demoralised when they lose 2 units.

Brigades of 4 units become demoralised when they lose 3 units. If they lose 2 units, they have 50% chance of becoming demoralised (roll a die, flip a coin etc.)

Brigades of 5 units become demoralised when they lose 3 units.

Brigades of 6 units become demoralised when they lose 4 units. If they lose 3 units, they have 50% chance of becoming demoralised (roll a die, flip a coin etc.)

Brigades of 7 units become demoralised when they lose 4 units.

Brigades of 8 units become demoralised when they lose 5 units. If they lose 4 units, they have 50% chance of becoming demoralised (roll a die, flip a coin etc.)

A demoralised Brigade has their Unit Quality reduced by -1. Any Artillery units attached to a demoralised Brigade are also demoralised.

Exception for Russian stoicism - when any Russian Brigade loses a unit that would normally demoralise that Brigade, roll a D6:

- 1,2 = not demoralised
- 3,4,5,6 = demoralised

Brigades become demoralised at the start of the next friendly or enemy phase.

For any Brigade or Artillery that become demoralised, represent this on the table by placing single casualty figures or markers behind that particular unit to remind players that these units are of reduced UQ.

Victory

Points are given for achieving objectives. The side with the higher number of points at a certain set time period is the winner.

If any player has a combat unit at the centre of their opponent's markers by the end of the game, they can also accumulate the following victory points:

Points

- 4 for gaining each opponent's marker within 30cm of the centre line
- 8 for gaining opponent's marker between 30-60cm of the centre line

Points are also awarded for defeating enemy units:

- 1 for every enemy unit lost or routed of Unit Quality 4 or less
- 2 for every enemy unit lost or routed of Unit Quality 5 or 6

Choosing an Army

Armies chosen for *Tout Soldat* are based on a points system. Points for each unit which are as follows:

<i>Unit Quality</i>	<u>Infantry</u>	<u>Cavalry</u>	<u>Foot Artillery</u>	<u>Horse Artillery</u>
2	2	3	4	5
3	4	6	8	9
4	7	10	14	15
5	11	16	22	24
6	16	24	30	32

<i>Commander</i>	<i>Rating</i>	<u>Impulse</u>	<u>Advanced Linear</u>	<u>Linear</u>
Brigade	1	6	4	2
Brigade	2	8	6	4
Brigade	3	14	11	8
Brigade	4	18	15	12

Division	1	8	6	3
Division	2	12	9	6
Division	3	20	16	12
Division	4	28	22	18
Army/Corps	1	12	9	6
Army/Corps	2	21	18	12
Army/Corps	3	30	24	18
Army/Corps	4	40	32	24

Consult the army lists and choose the compulsory troops and any optional troops and total the amount in units. Total the number of units chosen so that they add to no more than a chosen amount for the battle on each side.