EAGLES OVER THE EMPIRE

Rules for 6mm and 15mm Napoleonic

Version 6.2

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and Gamers Around the World Wide Web

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INTRODUCTION

I started this set because I had built four armies in 6mm using Adler Miniatures. Though I had 15mm armies, the appeal of being able to field a large battle on an 8x4 table seemed like a good idea. The problem turned out to be that 6mm figures are not as easy to deal with as are the larger ones. It s hard to cap such tiny figures as well as moving them across a table. Add to the complexities of the rules we were using led to frustration.

After several years of playing and discussions within the gaming community I began to look in new directions. It occurred to me that capping figures were something that was brought over from the early days of gaming where the scale was 30:1 or less.

What I wanted was a system that accounted for more than just capping figures. I wanted a system that showed the willingness to stand on the field while others are trying to persuade you to leave. I didn't want to cap figures nor even count figures. I want the unit, regardless of the number of figures to just represent its real life counterpart. I also wanted a tactical system that was streamlined to play quickly and easily. I wanted to play the game not practice my math skills. I also wanted a system where I didn't have to decide whether the unit was firefighting or assaulting. I wanted to be the Divisional Commander, not the Battalion Chief.

This is my attempt at meeting these goals. The game is fast and realistic. The game is written for both 6mm and 15mm. Measurement is given in 15mm. Subtract two inches off of all measurements for 6mm. Those who use 20-25mm may want to add two inches to the measurements.

Players will find that they are able to spend more time making tactical decisions than calculating how many muskets firing at a certain range and morale grade.

If you have any comments or suggestions you can E-mail me at: smcpeak@nashville.org.

Addendum and Thanks

When I started this ruleset, I decided to get as much input as possible. With the popularity of the web, and the diversity of individuals who have access I began to give copies of the rules to anyone who asked. At first I only had the charts and a basic premise for the rules. Gamers began e-mailing me back with suggestions and examples of what they were doing to make this game a usable set of rules.

The rules are still evolving, and will continue to evolve as long as gamers use them. There isn t a single part of this set that cannot be changed. Even though different groups may have different ideas on how to do something, I have tried to look at all of them and use the best suggestions that followed the guideline of keeping the game flowing smoothly.

Even though the set was originally written for 6mm, several groups used 15mm, so many in fact that it warranted adding scale. All distances are now listed in 15mm. Those groups that are 6mm players can still use the game with the distances as listed, or change them by subtracting 2". We play using this scale and find that it works well.

I ve also included some basic information about Napoleonic setups. I guess because I had been playing miniatures so long that I assumed that everyone knew certain basic concepts. It seems I was wrong, especially for those groups in Europe and Asia.

Again I want to thank everyone who contributed to the ruleset.

If you would like to participate in this endeavor just e-mail me. I ll put you in the list and send you updates and current suggestions. The only condition is that you be willing to give it some of your time.

1.0.1 DEFINITIONS

Unit	The term unit is used to denote any grouping of stands into formations of Regiment, Brigade, Battery, etc.
Division	The term division is used to denote both infantry divisions and cavalry brigade unless specifically noted.
CE	Combat Effectiveness, a rating system used to determine the outcome of tactical combat.
Marker	any object used to show the current status of a unit.
PINNING	When a unit moves within a certain distance of an enemy unit. This places certain restrictions on movement and tactical combat.

Unformed units	Units that are considered being unformed are: Skirmisher, Unlimbered artillery and Command stands.
Limbered Artillery	Limbered artillery is where the caissons and limbers are attached to the horses for movement. Limbered artillery is not able to fire.
Command Radius	The sphere of influence a commander has on the battlefield.
Tactical Enfilade	Having a wider frontage than the enemy unit assaulting, or being assaulted. This requires that bases be consistent, and a basic knowledge of historical formations and troop sizes.
Flank	Being in a position where the unit's frontage, or ARC OF ATTACK is across the end of an enemy's side. In other words the enemy unit is turned in a 90-degree angle from the front of the unit.
Rear	By being in the rear of the enemy unit, facing the same direction.

1.0.2 FORMATIONS

Columns	There are two basic types of column formations: *Road Column,* used exclusively for rapid movement along a roadway, and *Field Column* used for movement across terrain. A third type of column formation is called *Attack Column.* It was used as a form of assault where a battalion or groups of battalions were formed up to bring a large mass against an enemy frontage. This formation was a larger target for artillery, and casualties would be higher, but it had a greater chance of causing the opponent to give ground. On the table the columns are arranged with one stand behind another. The French used a formation that was an Attack column where they placed the elite companies on the flanks of the front companies. This allowed to bring more firepower as a line, but still have the mass of a column.
Line	There were two types of lines used. *Three rank lines* were the most common and used by every country except the British. The British employed *two rank lines.* Ranks were simply companies lined in either two or three rows. This provided the most firepower but lacked the same mass to break the enemy s front. It was used more for weakening an enemy s frontage before an attack by the columns behind or for defense against infantry attacks. Artillery was less effective against a line as compared to a column. On the table, stands are placed end-to-end forming a line.
Square	The best defense an infantry unit has against cavalry. Its also the worst against artillery and infantry. A battalion would form a square by company so that all sides were protected by its musket and bayonet. The formation had very little maneuverability on the field. And with its density its was a prime target for artillery and infantry. See the special rules for forming Square. On the table arrange the infantry unit in a box with a hollow center.

1.0.3 TACTICS

Volumes have been written on Napoleonic tactics, and I urge you to read what you can find to get an understanding about this period. There is no way that I can give justice to this subject, but I ll try to give a few hints.

1. Deployment - Players should deploy the troops on the table in the same manner as the historical armies. Infantry divisions deployed their battalions in ranks. One-half to one-third of the division battalions were in the first rank the next half or third was behind them, and so forth. There was enough distance between the battalions in the ranks to allow for battalions behind to move up or Fall back without colliding with other battalions.

Artillery would be deployed either among the front rank, or stationed on the flanks. Either way the artillery was supported by the battalions within a close distance.

Cavalry brigades would be deployed between the divisions in the rear or flanks. This allowed them to be poised for swift strikes or counter the enemy s threats.

2. Field Tactics - Infantry is the main weapon in battle. It takes men to occupy positions. Use the infantry to either hold ground or take it. To take ground you are going to have to assault the position. But to do that successfully, you are going to have to weaken the enemy first. That requires firepower from both artillery and small arms. Always soften up the enemy with fire. Deploy skirmishers in front to block some of the fire from the enemy s artillery as you move forward. Deploy the front rank in line to maximize musket fire. Have the second rank in attack column ready for a strike and to fill in gaps if the front rank is thrown back. Once the enemy is weaken, strike with the assault columns. Or hold his front and try to get to the flanks.

Artillery should be used bring as much fire as possible to a position. It is vulnerable to attacks from both infantry and cavalry so should always be supported. It is also the best defense to the enemy s artillery.

Cavalry is swift and deadly to exposed infantry and artillery, but it is also fragile. Use the cavalry to protect your flanks, strike the enemy s weak areas and counter his cavalry. One common tactic was to run cavalry up causing the enemy infantry to form square. The cavalry would then move back so that infantry and artillery could strike this mass of men.

Use the terrain to your advantage. Set up you table so that there is enough terrain to game with. Very few battlefields were every flat and clear. Commanders used terrain to maneuver and deploy out of sight and harm from the enemy. Get maps of real battlefields to see what the terrain looks like. There are a couple of web sites that have maps available.

1.1 UNIT SIZES

The basic unit is battalion for infantry, battery for artillery and regiment for cavalry. The number of figures per stand is not important because the strength is determined by the historical numbers, morale factors, training and experience. This is equated in the COMBAT EFFECTIVENESS (CE) rating. The game plays quickly and easily enough so that larger battles can be fought without being overwhelmed by having too much to keep up with. Since the number of figures in a unit don t mean anything use whatever you need, have, or can afford.

Alternate scale. One of the best things about this set is that it can be used to play on a different unit size without changing any rule. If you are wanting to do bigger battles, then the infantry unit becomes Regiment instead of Battalion, each Cavalry Regiment becomes a Brigade, Artillery Batteries be

counted as two batteries.

1.1.1 MOUNTING FIGURES

Most any popular mounting system will work with EOTE. For those who are just starting out the following suggestions are made. Individual figures do not represent any certain number of combatants. Instead, the stands as a group represent the unit and the COMBAT EFFECTIVENESS Rating determines the morale and fighting strength. Mount whatever you have or need to look good. I try to have at least four stands per infantry battalion and cavalry regiment. For Austrians I use at least five stands, because they were larger battalions. This also helps in determining ENFILADE.

Unit Type		Width(depth) X Length(frontage)	
		6mm scale	**15mm scale**
Infantry	**3 rank**	.5"x .75"	.5"x 1.25"
	2 rank	.5"x .75"	.5"x 1"
Cavalry		1" x 1"	1.25" x 1.5"
Artillery		1" x 1"	1.25" x as needed

For 3 rank regiments use 3-4 figures per base. Two rank lines use 2-3 figures. Lights can be mounted as 2 figure per stand.

You can use the following as a guideline for 15mm for the number of figures per battalion.

French Line	12
French Light	12
Russian Line	9
Austrian Line	12-15
Austrian Gren	12-15
British Line	8-10
British Light	8-10
British Gren	8-10

Cavalry can be mounted 2 per stand, 3-4 stands per unit.

French battalions can be mounted with the Lights and Grenadiers on separate stands. Generally there are two Lights and two Grenadiers figures per battalion.

The number of stands per regiment can be as few as possible or as many as looks correct. I use the

following formula.

INFANTRY	
French	3-4 stands
Russian	3 stands
Austrian	4-5 stands
British	4 stands
CAVALRY	
French	3-4 stands
Russian	3-4 stands
Austrian	4-5 stands
British	3-4 stands
ARTILLERY	
2-3 men and 1 gun per stand = 1 battery	

Mount Leaders as follows on bases of your choice:

Divisional	1 fig per stand
Corps	2 fig per stand
Army/Wing	3+ fig per stand

1.2 TIME SCALE

Each turn is about 30 minutes of combat and movement.

1.3 MARKERS

First a word on markers. I have found that pipe cleaners of different colors work well for marking units. The fit between the figures on the stand without damaging the paint job. Along with the description below I also list the color I use.

Type of Marker	Description	Color
	As a unit is engaged in TACTICAL COMBAT is takes HITS. HITS	

Hit Markers	are not just the loss of effectives, but also represent the lowering of morale and unit cohesion. It is a lowering of COMBAT EFFECTIVENESS of the unit.	WHITE*
Disorder Markers	These represent a temporary loss of cohesion. Disorder effects the units ability in combat. They are removed each turn by being in COMMAND RADIUS of the immediate commander.	GREEN
Blown Markers	These show the effect of cavalry in combat. As fatigue accumulates on the cavalry it combat ability lessens.	BROWN
Rout Markers	These show the effect of total loss of the willingness to fight. Special conditions occur when units are considered routed. Routed units have a CE of 0.	RED

* I use WHITE causality caps to mark HITS on 15mm. Also use a different color cap or marker to denote two HITS keeps the amount of markers down.

1.4 COMBAT EFFECTIVENESS (CE)

The stands represent the historical unit while the COMBAT EFFECTIVENESS rating of the unit determines its fighting ability. This number can be adjusted to fit the scenario without having to worry about having enough figures on a stand. This also eliminates the need to count figures. As a unit loses combat effectiveness from casualties, morale loss, fatigue, etc. it is marked with a HITS marker. HITS represent more than just the loss of figures; it covers the whole range of what reduces a unit's ability and willingness to continue fighting. It also streamlines the tactical system so players can concentrate more on the tactics than on the rules.

1.5 TACTICAL COMBAT SYSTEM

The TACTICAL COMBAT system is designed so that the unit determines what happens tactically. Where the player is the Division Commander and higher, the TACTICAL COMBAT system is the battalion commander. The system determines whether or not the units assault or firefight. It decides whether or not a unit is able to close or is thrown back. It also determines if the defender will hold its ground or give up its position.

It is consists up of two sub-systems. TACTICAL FIRE COMBAT is artillery and small arms fire. And TACTICAL ASSAULT COMBAT which determines the outcome of assaults and firefights.

This allows players to concentrate on the tactical situation, on the bigger picture and allow the subordinate commander to do the job they are trained to do, as in real battlefield situations. Players are not having to decide if this unit is firefighting and that unit is assaulting. They do have to decide on formation changes, and assaulting or defending positions on the battlefield, as did real Divisional commanders.

The system plays quickly and allows games to be brought to a conclusion in a reasonable amount of time. It also imparts a feel for the historical period, without becoming bogged down in rules.

1.6 ARC OF ATTACK

The ARC OF ATTACK (AOA) is determined from the edge of the front stand(s) of the unit s current formation. Infantry and artillery fire at any target within this arc if within range. Cavalry uses the AOA to determine the line of Charge or INTERCEPTION. The AOA also determines the PINNING area of all units. The AOA is a 45-degree arc extending from the corners of the front stand(s).

1.7 SUPPORTED ARTILLERY

Supported artillery is when either an infantry unit or cavalry unit is within 2". Supported artillery is better able to withstand cavalry charges and have a better chance at passing MORALE checks.

1.8 NOTES

1.8.1 COMBAT FIRE TABLE

After extensive play testing a COMBAT FIRE TABLE has been added. This table is used for all combat firing, including artillery. Whenever a infantry unit is within five (5) inches of an enemy unit, or artillery is within range this table is used to resolve combat fire.

1.8.2 TACTICAL ASSAULT TABLE

Once infantry units are within 3" of an enemy infantry unit or artillery battery, they are considered to be ASSAULTING. Use the TACTICAL ASSAULT TABLE to resolve this type of combat. Cavalry that is in base contact with any enemy unit is considered ASSAULTING.

1.8.3 FORMATION CHANGES UNDER FIRE

Attacking units would advance toward a defender in a formation called Attack Column or Column of Attack. Once within range of the defenders the column would sometimes deploy into Line as the front two companies fired a volley. Hence the use of Formation changes either at the beginning or end of MOVEMENT. This not to say the battalions always changed formations just before closing, at times the attack was carried forward in column to keep the momentum going. Thus the TACTICAL COMBAT modifier for changing formation within TACTICAL COMBAT RANGE. Formation changes must be made outside of PINNING DISTANCE.

1.9 TACTICAL COMBAT RANGE

Before a Division or Cavalry Brigade may rally units is must be far enough away from the enemy. This is defined as the Tactical Combat Range. This is determined by measuring from the closest enemy unit to the closest unit in the Division/Brigade. The distance must be at Tactical Combat Range least 18. If there is a friendly Division/Brigade between the Division/Brigade and the enemy, then the Division/Brigade is considered out of Tactical Combat Range. The general rule being if the enemy unit cannot directly attack, then it is out of Tactical Combat Range.

2.0 TURN SEQUENCE

A turn consists of seven phases. Once one turn has been completed, 30 minutes have lapsed. After completing phase seven, the turn sequence is repeated.

1. Command Control		Determine which units are in COMMAND CONTROL RADIUS and are able to rally from DISORDER. This is preformed by both sides at the same time.
2. Initiative		Both sides add all modifiers and roll 1d10. The side with the highest total has the INITIATIVE. Ties are re-rolled.
3. Movement		The side with the INITIATIVE moves all of its units first. Once finished moving the opposing side move all of its units half movement, or changes formation.
4. Tactical Fire Combat	a. Artillery Fire	All artillery that are not being ASSAULTED resolve COMBAT FIRE at this time. All artillery fire is considered simultaneous. Make any moral checks as needed.
	b. Infantry Fire	All infantry units not being ASSAULTED, and within 5" of an enemy unit resolve COMBAT FIRE. All fire is considered simultaneous. Make any moral checks as needed.
5. Tactical Assault Combat		All assaults are resolved at this time. First all combat involving cavalry, resolving any breakthrough combat. Then combat involving infantry vs. infantry or artillery. Make any moral checks as needed. Only those infantry units within 3" of an enemy infantry unit, or artillery battery, or cavalry in base contact with an enemy unit resolve TACTICAL ASSAULT COMBAT.
6. Leader Casualty		A check is made for any leader casualties.
7. Divisional Integrity		A check is made for all Divisions and results applied.

3.0 COMMAND CONTROL PHASE

3.1 ISSUING AND CHANGING ORDERS

3.2 TYPES OF ORDERS

3.3 ORDER REQUIREMENTS

3.4 CHANGING ORDERS

3.5 ATTACHING LEADERS

- **3.5.1 ATTACHING TO INDIVIDUAL UNITS**
- **3.5.2 ATTACHING TO DIVISIONS**

3.6 COMMAND RADIUS

For units to be able to function they must be within COMMAND CONTROL. The COMMAND CONTROL radius is determined using the COMMAND RADIUS. All units within COMMAND CONTROL may move, change formation, advance toward enemy units. Any unit not in COMMAND CONTROL may move and change formation but is unable to rally from being DISORDERED. DISORDERED units may only rally if within COMMAND CONTROL and not currently PINNED.

COMMAND CONTROL is measured from where the leader is currently located. Leaders may only move during MOVEMENT with the same restrictions as combat units. The non-initiating side moves half movement.

3.1 ISSUING AND CHANGING ORDERS

Army, Wing and Corp Commanders issue orders to subordinates by rolling on the ACTIVATING ORDERS CHART (OAC). The orders given during the first turn take effect immediately. To issue orders, first the commander must write down the new order. This is placed under a 6 six sided die which will mark the number of turns it takes to deliver the new order. Then the player determines the commanders LEADERSHIP RATING. A 1d10 is rolled on the row that matches his rating, the die number is modified with the OAC modifiers and the final number is cross referenced to determine how many turns before the order is delivered. Rotate the die to keep track of turns.

Army or Corp commanders attached to Divisions have their orders automatically activated the next turn. Attached commanders may not issue orders to any other division at any time. They must detach first before issuing orders.

3.2 TYPES OF ORDERS

The types of orders that can be given are open ended. But can be classified into several broad areas. Defend, Attack, Maneuver, Reserve, Withdraw and Pursuit. As a commander you form your battle plan and issue orders to the subordinates who are required to follow those orders to the best of their understanding.

Changing orders from certain types to others incur modifiers for activation. Other order changes occur by die rolls during DIVISIONAL INTEGRITY.

Units that are under a WITHDRAW type order must have the INITIATIVE before it can be carried out.

3.3 ORDER REQUIREMENTS

DEFEND	Units hold ground as specified in order. Defending Divisions may assault to retake lost terrain without having an ATTACK order issued. They may not advance more than 6" beyond original starting position.

ATTACK	Units are to attack as specified by the order until any condition is met. Assaults must be carried out to the best of the commanders ability.
MANEUVER	Units are to move to specified location. Once there the Division/Brigade may switch over to any other type of order as detailed by the issuing commander.
RESERVE	Divisions on reserve are considered on DEFENSE if attacked. Once activated they move toward the objective as detailed in the order and either Attack, Defend or Pursue. A roll on the OAC must be made for each division for activation. Once activated the division moves to where the commander determines.
WITHDRAW	Divisions ordered to withdraw must have the INITIATIVE. They are required to move away from the enemy toward a point designated by the order. Units may conduct a fighting retreat by moving any front line units behind units to their rear.
PURSUIT	Divisions ordered to pursue are required to follow the retreating enemy for as long as the commander specifies, or as long as the pursuing divisional commanding officer deems necessary.

3.4 CHANGING ORDERS

Commanders may change the orders of their subordinate divisions by rolling on the ACTIVATING ORDERS CHART. Orders can be transmitted verbally or be written. Using the issuing leaders' rating, roll on the chart modifying the die roll by the listed modifiers. The resulting number is the number of turns required before the Division/Brigade can act on that order.

3.5 ATTACHING LEADERS

3.5.1 ATTACHING TO INDIVIDUAL UNITS

Attaching leaders to units of the Division receive a benefit in TACTICAL COMBAT. Leaders may not rally any other units while attached. But units are still considered in COMMAND CONTROL for all other purposes.

To attach the commander moves adjacent to the unit during the COMMAND PHASE and announces the commander is attached. The unit must be within the Commanders movement range.

Army or Corp commander must first attach to the Division before attaching to individual units.

Detaching is done during MOVEMENT PHASE by move away from the unit. Commanders may not detach from one unit and attach to another during the same turn.

3.5.2 ATTACHING TO DIVISIONS

Army or Corp leaders may attach to Divisions under their command only. Attached leaders may then add any modifiers or issue orders to that Division only. To attach to a Division the command figure must move during the MOVEMENT PHASE until it is adjacent to the Division s command figure. Should the Divisional commander been killed, once the Army or Corp commander is within 12" of the farthest units it has taken command.

Army or Corp commanders attached to Divisions have their orders automatically activated the next turn. Attached commanders may not issue orders to any other division at any time. They must detach first before issuing orders.

Detaching is done during MOVEMENT PHASE by move away from the Division. Commanders may not detach from one Division and attach to another during the same turn.

3.6 COMMAND RADIUS

Numbers are inches from commander to closest part of unit.

Rating	Division	Corps	Army
1	6	14	18
0	8	16	24
1	10	20	28
2	12	24	32
3	14	28	36
4	16	32	40

In Order to move closer than pinning range units must be in Command Control. Units must also be in CC to rally from DISORDER.

Modifiers for order activation	
+0	if under 1/2 of command radius
+1	over 1/2 but under full command distance
+1	for each additional 1500 yards beyond command radius
-1	if command stand in on dominating terrain feature
These modifiers apply to Army or Corp leaders only	

4.0 INITIATIVE PHASE

Roll for initiative, high number has initiative. Side with initiative moves full. The side without INITIATIVE may move any unit that is currently not PINNED half movement, or change formation/facing. Non-initiative artillery may only limber/unlimber in place facing any direction. Non-Initiative infantry units may attempt SQUARE, if a Cavalry unit moves to within PINNING DISTANCE. Otherwise PINNED units may not move or change formation/facing.
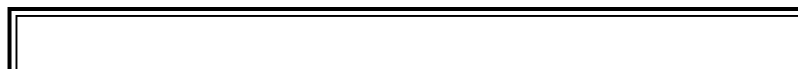
INITIATIVE MODIFIERS	
-1	Per Division without Leader
+1	for Side with more Cavalry Regiments
+?	Amount equal to Highest Ranking Commander Rating
+1	for have INITIATIVE last turn
+1	per Division on Attack orders

5.0 MOVEMENT PHASE

5.1 MOVEMENT COSTS

5.2 FORMATION CHANGES

- **5.2.1 INFANTRY FORMATION CHANGES**
- **5.2.2 CAVALRY FORMATION CHANGES**
- **5.2.3 ARTILLERY FORMATION CHANGES**

5.3 MOVEMENT RESTRICTIONS

- **5.3.1 INITIATIVE AND NON-INITIATIVE MOVEMENT**
  - **5.3.2 WHEELING AND CHANGING FACING**
    - **5.3.3 MOVING AT AN ANGLE**
    - **5.3.4 MOVING BACKWARDS**
  - **5.3.5 MOVEMENT THROUGH OTHER UNITS**
    - **5.3.6 FRENCH ASSAULT COLUMNS**

5.4 SKIRMISHERS

5.5 SKIRMISH COMBAT

- **5.5.1 SKIRMISH COMBAT RATINGS**

5.6 GOING TO SQUARE

5.7 PINNING

5.8 CAVALRY CHARGES

- **5.8.1 CAVALRY CHARGES THROUGH TERRAIN**

5.9 CAVALRY INTERCEPTION

5.10 BLOWN CAVALRY

5.11 CAVALRY DISINTEGRATION

Movement is done is a phased manner. The side with the INITIATIVE moves first and can move up to the full movement allowance. Units may change formation and facing, artillery units may move and unlimber at half movement cost. The non-initiative side may only move half movement or change formation. Artillery units may move half or unlimber in any direction.

5.1 MOVEMENT COSTS

INFANTRY

Line	6"
Column	8"
Skirmishers	12"
Square	2"
Rout	20"

CAVALRY

Line	10"
Column	14"
Skirmishers	16"
Rout	24"

ARTILLERY

Light	10"
Medium	8"
Heavy	6"
Prolong	2"
Horse Art	+3"

LEADERS	
Divisional	14"
Corp or Army	10"

*See COMBAT CHART for Terrain Effects

5.2 FORMATION CHANGES

All formation changes must be made outside of PINNING DISTANCE. The only exception is when Infantry is forced to SQUARE by Cavalry.

5.2.1 INFANTRY FORMATION CHANGES

Formation changes cost half movement allowance of the formation the unit is currently in. The formation changes can be made at the beginning or end of movement. Changing formation at the end of movement ends the movement for that unit.

Reforming from full skirmish formation costs a full movement phase. In other words the unit spends the entire MOVEMENT PHASE reforming.

Infantry units changing formation at the end of movement must have at least half movement allowance left of the current formation. Only the side with the INITIATIVE may be move out of PINNING DISTANCE.

Non-initiative units may only change formation if not PINNED. They may not move out of PINNING DISTANCE.

5.2.2 CAVALRY FORMATION CHANGES

Cavalry may change formation either at the beginning or end of movement. Cavalry cannot change formation within the PINNING distance of enemy cavalry. It does not cost cavalry any movement to change formation. See Cavalry Interception.

Only the side with the INITIATIVE may be move out of PINNING DISTANCE.

Non-initiative units may only change formation if not PINNED. They may not move out of PINNING

DISTANCE.

5.2.3 ARTILLERY FORMATION CHANGES

Artillery may limber/unlimber at a cost of 3" of movement. Artillery with the INITIATIVE may move and unlimber, limber and move, pivot up to 90 degrees, or prolong 2".

Artillery without the INITIATIVE may only move half movement, limber/unlimber, or pivot 45 degrees, if not PINNED.

5.3 MOVEMENT RESTRICTIONS

5.3.1 INITIATIVE AND NON-INITIATIVE MOVEMENT

Initiative Movement - Only units with the INITIATIVE may move out of PINNING DISTANCE. They may change facing and formation only if not PINNED, except when forced to SQUARE. Once they move into PINNING DISTANCE movement must stop.

Non-Initiative Movement - Units without the INITIATIVE may move up to half movement allowance, or change facing or formation only if not PINNED. Infantry without the INITIATIVE that are PINNED when cavalry moves to within PINNING DISTANCE may attempt to SQUARE. Artillery may move or unlimber. Non-INITIATIVE units may not move out of PINNING DISTANCE.

5.3.2 WHEELING AND CHANGING FACING

Infantry and artillery units may wheel up to 45 degrees off of any corner of the front stand(s). Wheeling costs 3" of movement regardless, even if the unit turns less than 45 degrees. Cavalry may wheel 45 degrees without cost to movement.

5.3.3 MOVING AT AN ANGLE

Units may move at an angle of 45 degrees, or along the AOA without changing facing at no additional movement costs.

5.3.4 MOVING BACKWARDS

Units must pay one-quarter their present formation movement costs to about-face. The unit moves and if enough movement is left may about-face again. Units that about-face are considered changing formation for all modifiers.

5.3.5 MOVEMENT THROUGH OTHER UNITS

Units may only move through other units if either is considered unformed. Unformed units are skirmishers and unlimbered artillery. Artillery units are unable to fire if formed units pass through. Formed units that pass through other formed units cause both to become DISORDERED.

5.3.6 FRENCH ASSAULT COLUMNS

The French army used a type of assault column where the elite companies were deployed on the front flanks. Any nation in addition to the French that also used this formation may use the listed bonuses.

Any Supporting unit in a French assault column uses the Line bonus.

French assault columns fire at a -4 penalty.

5.4 SKIRMISHERS

Infantry and cavalry may detach skirmishers. Only units noted as Skirmish Capable can detach skirmishers. Some units such as Light Infantry and certain cavalry units are able to go to full Skirmish formation. One skirmish stand is counted for every two figures placed in skirmish formation. One infantry skirmish stand covers the frontage of 4".

Units detaching skirmishers do so during the MOVEMENT PHASE. A Skirmish stand is placed in front of the parent unit. Units detaching skirmishers may also move normally. Units changing into full skirmish formation do so during MOVEMENT PHASE.

Units detaching skirmishers place one HIT marker on the parent unit. This represents the temporary lessening of its CE. Once the detached skirmishers reform with the parent unit, that HIT marker is removed.

Detaching stands can be done by either using stands made just to represent skirmishers, or by moving one of the stands in the unit forward. If you have mounted 4 figures to a stand, then it covers a width of 8" and counts as two stands for combat purposes.

Reforming skirmishers is done during MOVEMENT. The skirmish stand is moved to contact with the parent unit where is reforms. Any HIT markers on the skirmishing unit is halved, rounding down and placed on the parent unit. If the skirmish unit had only one HIT marker it is removed.

Once a Skirmish stand has taken two HITS it is ineffective. It is moved back to the parent unit where it is reformed as described.

Units in full skirmish formation must move out of PINNING range before reforming. Any HIT markers are halved, rounding down, remain with the unit.

5.5 SKIRMISH COMBAT

Skirmish units block fire from artillery by moving to within 3" of the front of the battery. Skirmish units must move away from any advancing formed unit. Combat between two skirmish units is carried out the same way as normal Tactical Fire combat between formed units. Skirmishers main function is to block artillery fire, harass formed troops and drive off enemy skirmishers.

To resolve skirmish combat verses formed infantry. Count the number of skirmish stands, two figures equal one stand, multiply by the number of Skirmish Points, this is their CE. Add up the front line units

CE, as in MULTIPLE UNIT COMBAT. Resolve Tactical Fire Combat and apply results. Do the same for skirmishers verses artillery. Enemy units may fire back on skirmishers using the Tactical Fire Table, applying results.

Do the same for skirmishers verses artillery. Enemy units may fire back on skirmishers using the Tactical Fire Table, applying results.

5.5.1 SKIRMISH COMBAT RATINGS

Use the following table for Skirmish combat between formed infantry, artillery and enemy skirmishers.

French	+2 per stand
British	+2 per stand
All others after 1812	+1 per stand
All others prior 1812	+.5 per stand

5.6 GOING TO SQUARE

Infantry units forming square within 6" of cavalry must roll to see if successful. Roll 1d10, using the SQUARE MODIFIERS. Roll must be less than CE. ROUTED units may not form Square. Whenever a cavalry unit moves to within PINNING range, either during MOVEMENT or breakthrough any infantry unit may attempt to square. It must do so at the moment the cavalry unit comes within range. The unit attempting is considered PINNED. Units may attempt to square once per every cavalry unit that moves to PINNING DISTANCE. Cavalry has the option of not contacting the unit if it squares, but may not move any further that turn unless INTERCEPTING. Add modifiers to CE.

-1	per HIT marker
-2	Disordered
-4	Pinned by Cavalry at the beginning of MOVEMENT
-5	Cavalry on Breakthrough movement
-3	Out of Command Radius
+4	Leader attached
+2	British Line
+2	Infantry in Column
+3	British in Column

Infantry units may change to SQUARE before entering the cavalry PINNING DISTANCE without having to make a die roll, but this ends any further movement.

5.7 PINNING

Any infantry or artillery unit at the beginning of the MOVEMENT PHASE within 3" of an enemy infantry unit, or 6" of a cavalry unit is PINNED.

Units PIN another unit by moving within the PINNING DISTANCE of 3" for infantry or 6" for cavalry. Once PINNED the unit must stop moving for this turn. A unit is considered PINNED if it is within the PINNING DISTANCE and the ARC OF ATTACK (AOA) of an eligible enemy unit.

Infantry and artillery are considered PINNED whenever it comes within 6" and AOA of a cavalry unit that is not currently adjacent to or involved in TACTICAL COMBAT with an enemy cavalry unit. The infantry unit must stop movement and may attempt to form SQUARE. Artillery units cannot PIN but may be PINNED by either cavalry or infantry.

PINNED units may not rally from DISORDER. Infantry and artillery units may not move or change formation unless that side has the INITIATIVE. Cavalry can only be pinned by another Cavalry unit. Cavalry pins another cavalry unit at 6". Once PINNED cavalry may not rally from DISORDER. Cavalry units PINNED may not change formation. Only Cavalry with the INITIATIVE may move away from a PIN.

Only the side with the INITIATIVE can move away from a pinning unit, or change formation, except when infantry is forced into SQUARE by cavalry. Units that change formation receive a TACTICAL COMBAT penalty. Any infantry unit, with or without the INITIATIVE, PINNED by Cavalry may attempt to form SQUARE by a die roll. Infantry units may change to SQUARE before entering the cavalry PINNING DISTANCE without having to make a die roll, but this ends any further movement. See Going To Square.

5.8 CAVALRY CHARGES

Cavalry charging cavalry moves to within 6". The counter charging unit moves to meet the charge by moving in contact. The counter-charging unit may pivot up to 45 degrees of the front stand(s) to meet a charge, if it is not in contact with an enemy unit or PINNED. The units meet halfway. If the receiving unit does not move to meet the charge or is already in contact with another unit the charging unit moves to contact.

5.8.1 CAVALRY CHARGES THROUGH TERRAIN

Cavalry may not charge into woods, towns or rocky hillsides, rivers or any terrain that is considered heavy. Cavalry may charge over small streams, bridges, low walls and hedges but are automatically DISORDERED.

5.9 CAVALRY INTERCEPTION

When a Cavalry unit moves within 8" and 45 degrees off the center of the front stand(s) of another cavalry stand, the non-moving unit may INTERCEPT the moving unit if it is not currently PINNED or in base contact with another enemy unit. It does so by moving toward the unit by the most direct route. The unit being intercepted may turn up to 45 degrees from the center of the front stand(s) and meet the oncoming unit if it has not contacted another unit. The units meet halfway. The decision to INTERCEPT must be made at the moment the unit comes within 8" or at the moment it comes within sight if less than 8". Cavalry only INTERCEPTS another cavalry unit.

If a cavalry unit is being INTERCEPTED outside of its 45 degree charge arc it is considered PINNED at the point of contact. The INTERCEPTED unit may turn up to 45 degrees, if it has enough movement left, by wheeling.

5.10 BLOWN CAVALRY

Although cavalry had the ability to strike swiftly on the battlefield it was also very fragile. To simulate this at the end of every turn a cavalry unit is engaged in combat it is marked with a BLOWN marker. This is after any Breakthrough combat.

Cavalry that are BLOWN may still perform all functions as normal cavalry. The CE of BLOWN cavalry is reduced per marker. At the end of a turn that BLOWN cavalry was engaged in combat it is considered to have disintegrated from the field. The unit is removed at the end of the turn and placed back near the point it started at the beginning of the game. Any HIT markers received stay with the unit as well as the BLOWN marker. It then recovers normally. See Cavalry Rally From Blown.

5.11 CAVALRY DISINTEGRATION

Because of the fragile nature of cavalry it was normal practice for cavalry units after having fought and becoming so disorganized to make their way back to a point and re-group. This point was usually predetermined prior to the battle. As such any cavalry unit that has engaged in combat while BLOWN is considered DISINTEGRATED and is removed and placed at a point either near it starting position prior to the battle, or a point at least 18" away from enemy units.

5.12 CAVALRY RALLY FROM BLOWN

A cavalry unit may rally from BLOWN by not performing any action for one turn. The BLOWN marker is then replaced with a DISORDER marker during the COMMAND PHASE. Cavalry can recover from DISORDER normally.

5.13 CAVALRY FORMATION CHANGES

Cavalry may change formation from Line to Column or Column to Line at the beginning of movement at no cost of movement allowance.

5.14 CAVALRY CHANGING FORMATION WHILE MOVING

Cavalry may change formation while moving without penalty as long as they do not come within 6" of an enemy unit. They may double-in or double-out once for every 5" of movement before coming into range of 6". In other words as long as there are more than 6" between the unit and its target it may change formation, and do so for every 5" of movement. Doubling in or out is defined as moving one to two stands either to the flanks of the front stand(s) or from the front flanks to the rear.

5.15 CAVALRY BREAKTHROUGH

Cavalry that wins combat by causing the other unit to Fall back from a HIT or ROUT result. Breakthrough allows the winning unit(s) to continue moving forward and contacting other units. Breakthrough movement is 10". The units are able to turn up to 45 degrees and attacking any unit within the 10". Any unit making Breakthrough movement is DISORDERED. There is only one Breakthrough movement.

5.151 BRITISH CAVALRY BREAKTHROUGH

British cavalry that win a breakthrough must roll a die only if the player does not want to take the breakthrough. If the result is EVEN the cavalry must take the breakthrough movement as described in 5.15.

5.16 CAVALRY SABRE BONUS

Cavalry that contacts the same Infantry or Artillery unit again on its breakthrough gets a Sabre Bonus on the next TACTICAL ASSAULT COMBAT. This bonus is only for the BREAKTHROUGH movement.

5.17 CAVALRY TACTICAL COMBAT FIRE

Only certain cavalry units carried firearms. Those that did, were deployed as skirmish type duties. Mostly the Light cavalry types were armed with carbines. Fire from armed cavalry was mostly ineffective and was not generally done. As such mounted cavalry is not allowed to use Tactical Fire Combat.

5.18 INFANTRY OPPORTUNITY CHARGES

Anytime a unit moves across the front of an enemy infantry and presents a FULL FLANK the enemy unit may opportunity charge. The charging unit must not be PINNED. Opportunity charge range is 4" for infantry. Infantry may not charge cavalry. The charged unit is considered PINNED and must stop moving. Combat is resolved normally. If the Opportunity charging unit does not have the INITIATIVE it may only charge half movement for its current formation. The decision to charge must be made at this moment, or else the moving unit may continue moving. The charging unit must not have already moved this turn.

5.19 CAVALRY OPPORTUNITY CHARGING INFANTRY

Infantry that moves within 6" of cavalry is automatically PINNED and must stop and may attempt to form SQUARE. Cavalry may then charge the unit. Cavalry vs. cavalry uses CAVALRY INTERCEPTION. If the Opportunity charging unit does not have the INITIATIVE it may only charge half movement for its current formation. The decision to charge must be made at this moment, or else the moving unit may continue moving. The charging unit must not have already moved this turn.

6.0 TACTICAL FIRE COMBAT PHASE

6.1 MAXIMUM ARTILLERY FIRE RANGE

6.2 HOW TO FIRE ARTILLERY

6.3 MULTIPLE BATTERY FIRE

6.4 ARTILLERY BOMBARDMENT

All tactical fire is assessed at the same time. Resolve and apply effects before TACTICAL ASSAULT COMBAT. All tactical fire is considered simultaneous. Units being assaulted do not fire at this time nor may they be used for SUPPORT modifier benefits. Resolve any artillery fire first, making any morale checks. Then resolve all infantry fire, making any morale checks.

6.1 MAXIMUM ARTILLERY FIRE RANGE

Maximum Artillery Fire Range is 28". Beyond that range fire is ineffective.

6.2 HOW TO FIRE ARTILLERY

Starting with a battery measuring from the front to the closest enemy unit. The unit must be within the AOA. Modify the COMBAT EFFECTIVENESS rating of the battery with the ARTILLERY MODIFIERS. Roll 1d10 using the TACTICAL FIRE TABLE and apply any result.

6.3 MULTIPLE BATTERY FIRE

Firing more than one battery at a target at a time it done by modifying the base CE of each battery and adding them together. Use all Artillery Size and Artillery Fire Distance modifiers that apply.

6.4 ARTILLERY BOMBARDMENT

Artillery units that are not PINNED or blocked by Skirmishers, and are firing at a distance of 12" or greater at the same units for two or more consecutive turns get a Bombardment modifier. If the unit becomes PINNED, or blocked by Skirmishers then the unit loses the modifier.

6.4.1 ARTILLERY FIRE BETWEEN AND OVER FRIENDLY UNITS

Artillery must have a clear lane of fire measuring the width of the stand. Firing over friendly units may only be done if the battery is situated on higher ground. Plus the distance between the target and the friendly unit is farther than farther than the distance between the battery and the friendly unit.

6.5 INFANTRY TACTICAL FIRE COMBAT

Any infantry unit not being assaulted, that is not within the Fire Arc and 3" of an enemy unit may

resolve Infantry Combat Fire. The target must be within 5" and in the AOA of the unit.

Start with one infantry battalion, modify its CE value with all applicable modifiers. Roll 1d10 on the TACTICAL FIRE TABLE and apply results. Make any morale checks as needed.

6.5.1 INFANTRY FIRING IN COLUMN

An infantry in any column formation other than a French Assault column may not fire. The effect of column fire was ineffectual so to keep the game moving tactical fire in this formation is not allowed.

6.6 TACTICAL FIRE COMBAT TABLE

The table is used to resolve artillery and small arms fire. It is designed to be used with a 1d10. Four results are possible:

1. Disorder
2. 1 HIT
3. 2 HITS
4. No Effect

Using the modified CE value, roll 1d10. Some modifiers are meant to be used with Tactical Fire Combat only, these are noted on the CHART. Cross reference the number rolled with the line of the modified CE. If the rolled number falls within the range apply that result.

EXAMPLE: A French battalion with a CE value of 7 would roll on the 5-7 line. A roll of 1 or 2 would cause a DISORDER to be placed on the target. A 3 or 4, 1 HIT would be the result. Any other number is No Effect.

6.7 PASS-THROUGH FIRE

Units that pass through the FIRE ARC of an enemy infantry or artillery unit are subject to PASS-THROUGH FIRE. Any units that pass within 5" of infantry and 8" of artillery can be fired on. The target must be within the fire arc and not behind blocking terrain. The unit firing must not be PINNED. Resolve the fire normally applying all modifiers.

6.8 TACTICAL FIRE COMBAT RESULTS

These results apply only to Tactical Fire Combat. Check MORALE once the unit four HITS.

'D' result means the unit is in a state of DISORDER. A unit currently DISORDERED that receives a second 'D' result has no other effect.

'1' means that the unit takes one HIT. The unit is marked with one HIT marker. Check MORALE if the unit has taken four HITS.

'2' means the unit takes two HITS. Mark the unit with two HIT markers. Check MORALE if the unit has taken four HITS.

7.0 TACTICAL ASSAULT COMBAT PHASE

7.1 COMBAT EFFECTIVENESS (CE)

7.2 SUPPORT FIRE

7.3 TACTICAL ASSAULT COMBAT RESULTS

7.4 UNIT COMBAT STATUS

7.5 UNIT MORALE

7.6 HOW TO RESOLVE TACTICAL ASSAULT COMBAT

- ### 7.6.1 VALID ASSAULTS AND LINES OF ATTACK

7.7 CAVALRY TACTICAL ASSAULT COMBAT RESULTS

- ### 7.7.1 CAVALRY SABRE BONUS

7.8 ARTILLERY FALL BACK OPTION

7.9 COMBAT INVOLVING MULTIPLE UNITS

7.10 ASSAULTING ARTILLERY

7.11 BRITISH COUNTER-CHARGE

7.12 TOWN FIGHTING

All infantry units within 3" and all cavalry units in contact conduct TACTICAL ASSAULT COMBAT.

Tactical assaults involving infantry may carry over from one turn to the next if the results do not require one side to Fall back. Only one round of infantry assaults are performed per turn per unit. Infantry units required to FALL BACK must move 6" or more.

Artillery FALL BACK is 6" or more or may Fall back to an infantry square within 2". Artillery that Fall back leaves the guns behind.

Anytime artillery is involved in combat with cavalry and the result is even, the artillery must Fall back without the guns. Cavalry does not get a Breakthrough movement.

Supported artillery is where a infantry or cavalry unit is within 2" of the side or rear.

Resolve Cavalry combat first. Whenever cavalry wins, it may change facing, or formation pivoting up to 45 degrees from the center point on the front of the unit. If it is able to make a Breakthrough it may pivot 45 degrees and then move straight forward 10". It may not change formation or facing during Breakthrough movement. If it contacts another unit it resolves combat again. Cavalry may not contact an enemy unit that is within 3" of a friendly infantry unit. Cavalry fights one round of combat per unit, it either wins or it falls back 10" or more. Cavalry performs only one breakthrough combat.

At the end of the Breakthrough combat the if cavalry unit was BLOWN and it is considered DISINTEGRATED. It is removed from the table and placed at a point near where it started. It must be at least 18" away from any enemy unit.

7.1 COMBAT EFFECTIVENESS (CE)

Every unit is rated as to how well it performs in combat. This rating is a combination of how many men are in the unit, their willingness to stay on the field, their training, experience and how well they are lead.

7.2 SUPPORT FIRE

Any Infantry or artillery battery within 2" that is not engaged in TACTICAL ASSAULT COMBAT may SUPPORT a defending unit against an assault. Only DEFENDING units, that is, the side without the INITIATIVE may use SUPPORT FIRE. The SUPPORTING unit may conduct TACTICAL FIRE COMBAT and be used for SUPPORT bonus.

Infantry columns or Squares add a +1, infantry in line formation add a +2. Artillery adds a +2. Artillery supports in addition to firing during the ARTILLERY PHASE. The target must be within the range and AOA of the unit. If the supporting unit is in a position of ENFILADE, FLANK or REAR add that bonus to the supporting unit. A unit may only support once per turn.

Any Nation that used the French Assault Column formation may use the Support Line bonus if in that formation.

EXAMPLE: A cavalry unit is hitting an artillery battery on the flank. There are two infantry units not engaged in combat. One of the units is on the flank of the cavalry unit. It is in column so its SUPPORT is 1 for the column and doubled for being on the FLANK making a total of 2. The other supporting unit is not on the flank but off to the side of the attacking cavalry unit. Its SUPPORT is 2, plus 1 for ENFILADE making a total of 2. If the CE of the artillery unit is 4 then its total defensive CE is 8.

7.3 TACTICAL ASSAULT COMBAT RESULTS

The results apply only to TACTICAL ASSAULT.

'./.' result means the combat was indecisive and will continue to the next turn. If the ATTACKER is Cavalry receiving this result it must fall back.

'D' result means the unit is in a state of DISORDER. When cavalry assaulting cavalry receives a 'D/D' result both units Fall back. Otherwise only the unit having the worst result at the end of combat falls back, even results require both units to Fall back.

Infantry assaults involving infantry or artillery receiving 'D' do not have to FALL BACK. They are considered engaged in a firefight or assault. A unit currently DISORDERED that receives a second 'D' result must FALL BACK out of contact without receiving any other penalties.

'F' result requires the unit to FALL BACK 6" if infantry or artillery or 10" if cavalry or limbered artillery. Units also receive a DISORDER marker if not already DISORDERED. Infantry or artillerymen falling back from a cavalry assault that are contacted again by a different cavalry unit resolve

TACTICAL COMBAT. The attacking Cavalry unit receives the 'Sabre Bonus' modifier for that TACTICAL COMBAT.

'1' means that the unit takes one HIT. The unit is marked with one HIT marker, and must Fall back 6" for infantry, 10" for cavalry. The winning side gets a Breakthrough if cavalry.

'2' means the unit takes two HITS. Mark the unit with two HIT markers. The unit must fall back 6" for infantry, 10" for cavalry. The winning side gets a Breakthrough if cavalry.

'R' means the unit becomes ROUTED. Move the unit back 12" and mark with two HIT markers. The winning side gets a Breakthrough if cavalry.

7.4 UNIT COMBAT STATUS

Disorder	Units that are Disordered have their combat effectiveness reduced. The effect is temporary until rallied by a commander within 6" of their position. Units receiving a second DISORDER result may be required to Fall back as in the case of cavalry without any further penalties. Assaults involving cavalry vs cavalry require the side receiving the worst result to Fall back on a DISORDER. Or the side receiving a second DISORDER must Fall back. Should the results be equal both must Fall back.
Rout	Units are ROUTED by failing MORALE or receiving a ROUT result from Tactical Combat. Routed units must be moved away from all enemy units during movement until they are outside 18" of any enemy unit. They are marked with an additional HIT marker. Once there they may not be rallied during the COMMAND PHASE. If assaulted, the unit has a CE value of 0.

7.5 UNIT MORALE

Units roll for Morale when they receive three HIT markers, and every HIT thereafter. A check is made by modifying the original CE by the MORALE MODIFIERS and rolling a 1d10. A die roll lower than the modified CE and the unit passes, equal to it must FALLBACK with 1 HIT, higher and it fails.

MORALE MODIFIERS	
-1	per HIT markers
-1	BLOWN marker
-2	Leader Killed
-3	Infantry/artillery pinned by Cavalry
-2	Out of Command Radius
+1	Infantry in Column
+2	Infantry in Square

+3	Leader attached
-2	Artillery is Unsupported

Morale Results Table	
Die	**Results**
Higher	PASS
Equal	FALLBACK 1 HIT
Lower	ROUT

Artillery that ROUTS or is forced to FALLBACK Morale abandons the guns. Artillerymen forced to FALLBACK may move to any adjacent Square. On the next turn they may re-occupy the guns during the MOVEMENT PHASE, but may not fire during the TACTICAL COMBAT PHASE.

All units that ROUT are moved back to the rear of the Division/Brigade with an additional HIT marker. Any formed unit the routing unit passes through must make a MORALE check. There must be enough room, at least 1", for the retreating unit to pass around. During the COMMAND PHASE of the next turn the unit is removed from the game. Routed unit may only be rallied when the Division/Brigade has moved at least 18" away from any enemy Divisions or Cavalry Brigades, or out of Tactical Combat Range. (See 9.1 Rally Routed Units and Tactical Combat Range.)

Units that have to FALLBACK are marked with an additional HIT and DISORDER marker and immediately moved back 8". Any formed unit passed through is DISORDERED also. During the next turn the unit may be rallied from DISORDER and moved normally.

7.6 HOW TO RESOLVE TACTICAL ASSAULT COMBAT

All infantry units within 3" of another infantry or artillery unit and cavalry units in base contact with another unit are considered engaged in Tactical Combat. The side with the INITIATIVE is considered the ATTACKER for this turn.

The ATTACKER decides which units are in tactical combat. Starting with any combat involving cavalry both sides modify the COMBAT EFFECTIVENESS of the unit with all applicable modifiers. The ATTACKER then subtracts the DEFENDER modified CE from its CE. This then determines which ATTACK VALUE column to use. Roll 1d10 and apply the result. Units receiving the worst result is considered the loser. Even results with infantry vs. infantry or vs. artillery both sides stand. If two or more units of the same side are involved then the result is applied equally to both units.

7.6.1 VALID ASSAULTS AND LINES OF ATTACK

When Assaulting to determine which target is valid, or must be assaulted use the following guidelines.

1. The attacker must be able to legally move into contact with the target without turning or wheeling. Diagonal movement is permitted as long as the movement is along the AOA.

2. The target must be closest, or pose the greatest threat within the attackers AOA. The exception being artillery.

3. If the frontage of the attackers formation is wider than two target units it must attack both units. Resolve as one assault combat. In other words if multiple targets are close enough that more than half the width of both are within the AOA of the attacker, both units have to be assaulted. The defender uses the procedure for multiple units assaulting (See 7.9).

7.7 CAVALRY TACTICAL ASSAULT COMBAT RESULTS

During cavalry assaults one or both units must Fall back as a result of combat. The unit receiving the worst result must Fall back. If the result of cavalry vs cavalry is equal then both units Fall back. Should the result of cavalry vs infantry or supported artillery be equal then cavalry falls back. Even results vs unsupported artillery require the artillerymen to fall back leaving the guns. It is assumed they have left with the limbers and horses and have fallen back. Cavalry does not get a Breakthrough movement, and is considered milling among the guns. Place a BLOWN marker on the cavalry unit.

Infantry and artillerymen FALL BACK 6", cavalry FALL BACK 10". Artillery guns are abandoned and may be re-manned on the next MOVEMENT. Cavalry units winning combat have the choice of changing formation or facing and pivoting up to 45 degrees.

Cavalry wins a Breakthrough by inflicting a HIT or ROUT. During Breakthrough movement of 10" if any units are contacted TACTICAL ASSAULT COMBAT is resolved. At the end of Breakthrough combat if the cavalry was BLOWN it is considered DISINTEGRATED. Remove the cavalry unit and place the unit back at a point on table near the original starting point. It must be at least 18" away from any enemy unit. Otherwise place a BLOWN marker on the unit.

7.7.1 CAVALRY SABRE BONUS

Cavalry that contacts the same Infantry or Artillery unit again on its breakthrough gets a Sabre Bonus on the next TACTICAL ASSAULT COMBAT. The assault is resolved immediately on contact. This bonus is only for the BREAKTHROUGH movement.

7.8 ARTILLERY FALL BACK OPTION

Artillery within 2;Artillery within 2 of a unit that is forced to Fall back from TACTICAL COMBAT has the option of moving back also. The artillery unit is considered LIMBERED at the end of the move.

7.9 COMBAT INVOLVING MULTIPLE UNITS

When more than one unit is involved in combat against another unit modify the CE of both units. Half the modified CE of the lowest unit and add it to the other unit. This is the number used for combat.

Always apply the results evenly to all units involved in combat. If on side with two units involved in a single combat receive a result, both units receive that result.

EXAMPLE: Two French columns are attacking a British unit in line. One of the French unit is DISORDERED. The French player modifies both units then halves the CE with lowest modified number

and adds it to the other unit. This is the number used to determine the ATTACK VALUE.

7.10 ASSAULTING ARTILLERY

Infantry and Cavalry units have the option of not assaulting artillery if there is another unit within movement distance and AOA of the units. The AOA for is 45 degrees of the ends of the front stand(s).

Limbered artillery has the option of moving away. Unlimbered Horse Artillery may limber and move only if assaulted by infantry. Unlimbered artillery has the option of abandoning the guns if assaulted by infantry. If assaulted by cavalry may only abandon the guns if able to move to an adjacent infantry square.

7.11 BRITISH COUNTER-CHARGE

Whenever a British infantry unit causes an ATTACKING unit, that is one with the INITIATIVE to Fall back by losing TACTICAL COMBAT, the British unit may advance to within PINNING distance. The British unit must not have been DISORDERED from the TACTICAL COMBAT. This does not apply to attacking units that were ROUTED.

7.12 TOWN FIGHTING

Divisions occupying towns are exempt from taking Divisional Integrity checks. Units in towns taking MORALE checks use the SQUARE modifer. Any unit forced to FALLBACK may occupy any adjacent block if empty. One town block can hold one infantry unit plus battery. Cavalry are considered in the street and not in the buildings and may only charge in column.

Burning buildings can only be done with howitzers in the batteries. Use the following percent per howitzer/battery to burn each type of building.

Wood	10%
Masonary	8%
Stone	5%

Once a building/block is set on fire the unit must move out of the area during the next MOVEMENT PHASE.

Use of sappers adds a +2 to all town assaults.

8.0 LEADER CASUALTY PHASE

At the end of TACTICAL COMBAT a roll must be made for every leader that was within 3" of any unit engaged in TACTICAL COMBAT or that received artillery fire. Roll 1d10, added together for every leader.

Leader Casualty Modifier	
-2	Attached to any unit engaged in TACTICAL ASSAULT COMBAT

Results	
1	Leader Killed
2-4	Leader unable to Rally next turn
5-10	No effect

Leaders killed are not replaced until 2 turns later. The replacement leader has LEADER RATING of -1.

A DIVISIONAL INTEGRITY check must be made in addition to the normal DIVISIONAL INTEGRITY PHASE check. Units without leaders are unable to rally from DISORDER.

9.0 DIVISIONAL INTEGRITY PHASE

9.1 RALLY UNITS

At the end of any turn where

a: any infantry units ROUTED

b: Divisional Commander is KILLED

roll for that Division only.

How To Check Divisional Integrity

Use the CE BASE value by averaging the CE value of all infantry and any attached cavalry units in the Division. Add the modifier numbers to the CE BASE together. Roll 1d10. A die greater than the modified number the Division fails, equal to or less and it passes. Divisions that fail, roll on the DI Fail Chart to see if they rout or fall back disordered.

Routed Divisions are moved back during MOVEMENT unit they are out of contact with enemy units, i.e. outside 18". Facing away from the enemy. Then they are removed from the game.

Divisions required to FALL BACK move away from the enemy during each movement until one of these conditions are met. All units, infantry and artillery are DISORDERED. Divisions that FALL BACK are considered on a DEFEND order until it receives a new order from the HIGHEST RANKING COMMANDER on the field. Once meeting the conditions below it may rally as normal. All units still face the enemy and are essentially moving backward.

FALL BACK CONDITIONS

a: it is outside 18" of all enemy units, or

b: it moves into a town, or woods or any other type of defensive cover.

MODIFIERS	
-3	for every Routed units
-3	for every unit that routed this turn
-3	without Leader
-2	Division has lost objective
-1	per every 2 UNITS with 3+ HITS

DIVISIONAL CE Base	
CE	**Base**
1-6	7
7-8	9
9-10	11
11-12	13
13-14	15
15-16	17
17-20	20

Results	
Equal to or Less than =<	**Passed**
Greater than >	**Failed** **Roll on FAILED DI CHART**

FAILED DIVISIONAL INTEGRITY CHART	
1-3	ROUTS
4-0	FALL BACK DISORDERED

9.1 RALLY UNITS

Divisions that are not within Tactical Combat Range may attempt to rally units. Only one attempt can be made per unit during the game. Use the following proceedure for each unit.

Base CE + Commander rating HITS.

-1 if unit ROUTED from a Morale Check.

Roll a 1d10, less and the unit rallies.

PASS Effects are:

Unit rallies.

Remove one half the number of HITS, rounded down.

10.0 MISCELLANEOUS

1. TACTICAL COMBAT CHART - Some of the modifiers list in the TCC are to be used for both TFC and TAC. Others are to be used for either one or the other. These are noted in the chart as to which type of combat they are to be used with. All modifiers are added to the units base CE value.

ENGINEERING -

BRIDGES and PONTOONS. Bridges and Pontoons must be crossed in Road Column Formation.

It takes an Engineering Battalion four turns to lay one pontoon bridge. If the unit is under bombardment roll a die at the end of the turn any HITS or DISORDER were scored. A roll of less than 6 and the turn counts toward completion, higher and it does not. If assaulted while laying the pontoon, then that turn does not count toward completion.

Bridges can be destroyed by an Engineering Battalion. The battalion must be adjacent to the bridge, and one turn spent setting the explosive. Once set, on each turn during Artillery Fire roll one die, a 5 or less and the explosive goes off. Higher and the battalion must reset the explosive the next turn.

Artillery can destroy a bridge or pontoon by scoring a HIT. Bridges and pontoons are considered as a Line for target modifiers.

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