L' Armee Francaise

The Ladies' Road

A Special Age of Eagles Testplay Scenario
The Battle of Craonne, 7 March 1814

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L'ARMEE FRANCAISE

Battle of Craonne

The year is 1814 and Napoleon defends the gates of Paris. After defeating Prince Schwarzenburg's Austro-Wurttemburger force at Montereau, the Emperor turns north against Prussian Field Marshal Blucher's Army of Silesia, hoping to catch his opponent's forces strung out in retreat and isolated. As such the French caught up with a Russian rear guard at Craonne on 7 March 1814, or so they thought. The reality was Blucher surmised Napoleon's plan and had Sacken's Russian contingent deployed as a pinning force while Winzingerode's detachment flanked the French right flank. Alas Winzingerode's Russians and Prussians got dreadfully lost, and as the French were driving in Sacken, Blucher ordered a retreat by 2 pm. The French were thus able to claim the field and victory, with both sides losing about 5000 men out of 21,000 actually engaged.

Scale. Each stand represents plus/minus 360 infantry, 180 cavalry and artillery stands a single battery of 6 - 12 guns. Ground scale is one inch equals 120 yards while each complete turn represents 30 minutes of historical time.

Players. Two to three players per side can easily play this scenario. Divide forces up such that each person commands between 15 and 30,000 actual combatants. Tardy players can be assigned reinforcements arriving several turns into the battle.

Terrain and Weather. The gaming table should be eight feet long by six feet wide, laid out per the accompanying map. Urban areas afford a – 2 die roll modifier (DRM) benefit to any target within and under fire, and a similar + 2 DRM benefit to a defender in melee. Forested areas likewise provide a – 1 and +1 benefit respectively, as do hill slopes for melee only when the defender is attacked entirely by forces downhill. Hill slopes, forests and urban areas are considered rough terrain for movement. All streams are fordable, but artillery may only cross where a road intersects a stream or river as a bridge is considered present. Movement along roads allow for the road movement benefit. Weather is cold and clear.

Playing Time. The game begins at 10:00 am and ends with the 6:30 pm turn, a total of 18 game turns. An Initiative roll-off between army commanders at the beginning of each turn will determine which side moves first. For this roll Napoleon receives a + 3 DRM if uncommitted, while Blucher similarly receives a +1 DRM.

Deployment. Units set up per the accompanying map with only Russian formations deployed at the beginning of the game. Brigades represent Lines or Supported Lines while artillery sets up limbered or unlimbered, but must deploy as depicted or no more than 12 inches away from a leader stand within their chain of command. Leaders deploy within 12 inches of any unit from their command.

The Armies. The infantry of both armies are three-rank Columnar except for the French Old Guard which is three-rank Impulse. Napoleon, Ney and Blucher are Charismatic.

Reinforcements. Units automatically arrive (no die roll) per the following Order of Appearance charts. All units enter in Road Column unless there are enemy forces within 18 inches of the entry point. In such cases units enter the board deployed within 12 inches of the entry point. If there is not enough physical space for all units scheduled to arrive to enter the table, they are considered "backed up" off table and may automatically enter next turn. Use the Reinforcement Table on page 16 of AOE to vary arrival times for a more intense game.

Note some reinforcements are semi-historical as Kleist actually got hopelessly lost while Marmont did not arrive until late evening – early morning.
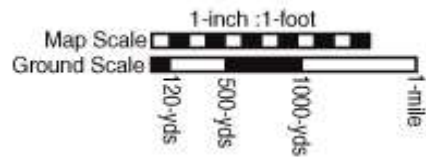
Special Rules. The urban combat rules from the AOE Supplement are in effect with each town icon on the map capable of holding six stands of troops. Likewise and also per the Supplement, Prussian line infantry is Skirmish capable.

The Supplement can be downloaded from the AOE Website at **http://ageofeagles.com** .

Victory Conditions. Determine success or failure using the Casualty Point Chart (Figure 6) on page 17 of AOE.

Sources. The OB and data for this battle is tenuous at best. Sources include *Alison's Atlas* map 97, Paddy Griffiths' *Book of Sandhurst Wargames* (1982), F.G. Hourtoulle's *1814, the Campaign of France* (2005) and Rudolf Friederich's, *Die Befreiungskriege, 1813-1815 (1913).*

CRAONNE

Craonelle

Bouconville

Ouche

Chermizy

Vassogne

Chivigny

River Lette

XX
15

Ailles

XX
14

XX
24

Junsigny

XXX
X
Woronzov

XX
21

XX
12

XX
13

XX
Cav
Benkendorf

Neuville

XXX
XIII

Paissy

Cerny

XXX
Cav
Wassilitchkov

XX
2Hu

Cossacks

XX
3Dr

A

B

N

1-inch :1-foot

Map Scale

Ground Scale

120-yds
500-yds
1000-yds
1-mile

✤ 3 ✤

L'ARMEE FRANCAISE

Battle of Craonne

FRENCH
Reinforcements
Enter within a foot of markers C or D, in Road Column or deployed for battle if enemy within 18 inches.

Turn 1 _____

Grd Army	Napoleon	Napoleon	Ney	Munier	Ney	Curial	Ney	Boyer
Napoleon +3 (C)	Ruty Artillery	Ney Yg Gd (C)	Munier Voltigeur	Voltigeur R 5/4/3 Sk	Curial Voltigeur	Voltigeur R 5/4/3 Sk	Boyer 9th XX	9th XX R 5/4/3 Sk
XXXX	XXXX	XXX	XX	✕	XX	✕	XX	✕

Ney	Ney	Ney	Ney		Napoleon	Victor	Charpantr	Charpantr	Charpantr
R Foot Btty	R Foot Btty	R YG Ft Btty	R YG Ft Btty		Victor Yng Grd	Charpantr 1st Prov	Lagrange C 7/6/4	Mtmarin C 7/6/4	Guy C 6/5/4
●	●	●	●		XXX	XX	✕	✕	✕

Victor	Rebeval	Rebeval		Victor	Victor
Rebeval 2d Prov	Bigarre C 7/6/4	Captaine C 7/6/4		R YG Ft Btty	R YG Ft Btty
XX	✕	✕		✕	✕

Munier – 1st thru 4th Young Guard Voltigeurs
Curial – 5th thru 9th Young Guard Voltigeurs
Boyer – 2d Legere. 24th, 118th, 120th, 122d Ligne
Charpantier – dets 5th thru 8th, 11th, 14th Voltigeurs, 9th Tirailleurs
Rebeval – dets 1st thru 15th Voltigeurs

Turn 3 _____

Napoleon	Mortier	Friant	Friant	Friant		Napoleon	Nansouty	Colbert	Colbert
Mortier Old Guard	Friant Old Guard	Petit E 7/5/3 Sk	Cambron E 7/5/3 Sk	E OG Ft Btty		Nansouty Grd Cav	Colbert Lancers	Lancers E 6/4/2 LN	E OG Hrs
XXX	XX	✕	✕	✕		XXX	XX	✕	●

Nansouty	Excelmns		Nansouty	Laferrier
Excelmns Poles	Poles E 8/5/3 LN		Laferrier Heavy	Heavy E 7/5/3 H
XX	✕		XX	✕

Petit – 1st, 2d Grenadiers **(Old Guard)**
Cambronne – 1st and 2d Chasseurs **(Old Guard)**
Colbert – Pacs Poles and Dutch Guard Lancers
Excelmanns – 2d, 3d Eclaireurs, Polish Guard Lancers, YG Dragoons
Laverrier – 1st Eclaireurs, Empress Dragoons, Chasseurs and Horse Grenadiers **(Old Guard)**

Turn 6 _____

Napoleon	Grouchy	Roussel	Roussel	Roussel		Grouchy	Merlin		Grouchy	Bordsllle
Grouchy Cav XXX	Roussel Dragoons	Sparre R 6/5/3 H	Rigau R 6/5/3 H	R Hrs Btty		Merlin Light	Light R 6/5/3 L		Bordsllle Heavy	Heavy R 6/5/3 A
XXX	XX	✕	✕	●		XX	✕		XX	✕

Mortier	Christni	Christni		Mortier	Poret	Poret		Mortier	Mortier
Christni Middle Gd	Leglise E 5/3/2 Sk	Gross E 5/3/2 Sk		Poret 3d Prov	1st Bde C 6/5/4	2d Bde C 6/5/4		E OG Ft Btty	R YG Ft Btty
XX	✕	✕		XXX	✕	✕		●	●

Sparre – 5th and 12th Dragoons   Raigau – 21st and 26th Dragoons
Merlin – 6 thru 8th Hussars, 1st, 3d, 5th, 7th, 8th Lancers, 1st, 2d, 3d, 5th, 8th, 16th Chasseurs
Bordessoulle – 2d, 3d, 6th, 9th, 11th, 12th, 4th, 7th, 14th Cuirassiers, 7th, 28th, 30th Dragoons
Leglise – Middle Guard Fusiliers   Gross – Middle Guard Flankers, Velites of Turin and Florence
Poret – Composition unknown

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Battle of Craonne (continued)

Turn 7 _____

Mortier	Drouot	Drouot	Drouot	Drouot	Drouot	Drouot	Drouot	Drouot	Drouot
Drouot Gd Arty	E OG Hvy	E OG Hvy	E OG Hvy	E OG Hvy	E OG Hvy	E OG Hvy	E OG Hrs	E OG Hrs	E OG Hrs
XXX									

Turn 12 _____

Napoleon	Marmont	Ricard	Marmont	Lagrange	Marmont	Arrighi	Marmont	Marmont
Marmont IV XXX	Ricard 8th XX	8th XX R 4/3/2 Sk	Lagrange 20th XX	20th XX R 7/5/4 Sk	Arrighi Paris Res	Paris Res C 12/8/5	R Ft Btty	R Ft Btty
XXX	XX		XX		XX			

Ricard – 2d, 4th, 6th, 9th, 16th Legere, 40th, 50th, 69th, 22d, 136th, 138th, 142d, 144th, 145th Ligne
Lagrange – 23d, 27th Legere, 1st, 15th, 16th, 70th, 121st, 62d, 132d Ligne, 1st thru 4th Marine
Arrighi – detachments and depot troops from Paris

ALLIES
Starting Forces (all Russian) _____

Sacken	Woronzov	Laptiev	Laptiev	Woronzov	Harpe	Woronzov	Swarikin	Swarkin
Woronzov Wing	Laptiev 21st XX	Rudiger R 5/4/3 Sk	Rosen R 5/4/3	Harpe 14th XX	14th XX R 10/8/5	Swarikin 24th XX	24th XX R 8/6/4	15th XX R 6/5/3 Sk
XXX+	XX			XX		XX+		

Rudiger – Neva Infantry, 2d, 44th Jaegers   Rosen – Litov, Poldosk, Petrov Infantry
Harpe – Tula, Novaginsk Infantry, 3 Grenadiers Bns   24th XX – Schwiran, Butirsk Infantry, 19th Jaegers
15th XX (attached) – 13th and 14th Jaegers

Woronzov	Stronganov	Sherwnski	Sherwnski	Sherwnski	Stroganov	Sheltuchin	Sheltuchin	Sheltuchin
Stroganov XIII XXX	Sherwnski 12th XX	Sanders R 6/5/3	Swetchin R 4/3/2	Glebov R 4/3/2 Sk	Sheltuchin 13th XX	13th XX R 6/5/3	E Hvy Btty	E Hvy Btty
XXX	XX				XX			

Sanders - Smolensk, Narva Infantry   Schwetschen – Alexopol, New Ingermanland Infantry
Glebov – 6th and 41st Jaegers   Scheltuchin – Pensasches, Saratov Infantry

Woronzov	Benkendrf	Benkendrf	Woronzov	Woronzov	Woronzov	Woronzov	Woronzov	Woronzov
Benkendrf Cavalry	Cavalry R 6/5/3 L	E Hrs Btty	E Hvy Btty	E Hvy Btty	E Foot Btty	E Foot Btty	E Foot Btty	E Hrs Btty
XX								

Woronzov	Wasltchkv	Lanskoy	Lanskoy	Wasltchkv	Pantschu	Wasltchkv	Wasltchkv
Wasltchkv Cavalry	Lanskoy 2d Hus XX	Wabolski E 6/4/2 L	Kaslovski E 6/4/2 L	Pantschu 3d Drg XX	3d Drg XX R 5/4/3 H	Cossacks C 5/4/3 I	E Hrs Btty
XXX	XX			XX			

Benkendorf – Pavlograd Hussars, Cossacks   Wadbolski – Achtirski, Marinpoul Hussars
Kaslovski – Bylorussian, Alexandria Hussars   Pantschulischev - Kurland, Smolensk, Twer, Kinburn Dragoons

L'ARMEE FRANCAISE

Battle of Craonne (continued)

Reinforcements

Enter within a foot of marker B, in Road Column or deployed for battle if enemy within 18 inches. Player may delay reinforcements until a later turn if desired.

Turn 4 (Russian) _____

Silesia		Blucher		Sacken		Scherbtv	Tallisin		Scherbtv	Bernados		Sacken	Sacken
Blucher +1 (C)		Sacken Wing		Scherbatv VI XXX		Tallisin 7th XX	7th XX R 9/6/4		Bernados 18th XX	18th XX R 9/6/4		E Hvy Btty	E Foot Btty
XXXX		XXX+		XXX		XX	☒		XX	☒		☒	▬

Tallisin – Pskov, Moscow, Libau, Sophia Infantry, 11th, 36th Jaegers   Bernados – Vladimir, Dneper, Tambov, Kostrama Infantry, 28th and 32d Jaegers

Sacken		Liewen	Sass	Sass		Liewen	Stavitzki		Sacken	Sacken	Sacken
Liewen XI XXX		Sass 10th XX	10th XX R 6/5/3	16th XX R 4/3/2		Stavitzki 27th XX	27th XX R 9/7/5		E Hvy Btty	E Foot Btty	E Foot Btty
XXX		XX	☒	☒		XX	☒		▬	▬	▬

10th XX – Jaroslav, Krim, Vial Infantry, 8, 39th Jaegers   16th XX (attached) – Ockotz, Kamchatka Infantry
Stavitzki – Odessa, Vilna, Terapol, Simbirsk Infantry, 49th, 50th Jaegers

Reinforcements

Enter within a foot of marker A, in Road Column or deployed for battle if enemy within 18 inches.

Turn 10 (Prussian) _____

Blucher		Kleist	Klux	Klux	Klux		Kleist	Pirch	Pirch	Pirch	Pirch
Kleist II XXX		Klux 9th X	Infantry R 8/6/4 Sk	Cavalry C 6/5/4 L	R Foot Btty		Pirch 10th X	2d WestPr R 7/5/4 Sk	Komb inf R 7/5/4 Sk	Cavalry R 6/5/3 L	R Foot Btty
XXX		X	☒	☒	▬		X	☒	☒	☒	▬

Klux Infantry – 2d West Prussian 6th Reserve Infantry, 2 Cos Silesian Schutzen   Cavalry – Silesian National and 7th Landwehr Regiments
Pirch Combined infantry – Four + Bns from the 7th, 10th, 11th Reserve, 1st and 2d Silesian Line Regiments, 2 Cos Silesian Schutzen
Cavalry – 2d Silesian Hussars, 8th Silesian Landwehr Regiments

Notes : Sk – Skirmish, C – Conscript, R – Regular, E – Elite, (C) – Charismatic, L – Light Cavalry, H – Heavy Cavalry, A – Armored Heavy Cavalry, I – Irregular Light Cavalry and LN – Lancer. Winzingerode's Russians have taken a wrong turn and are heading north.

Thank You for Your Interest in Age of Eagles!

Age of Eagles (or AOE) is the official, commercially published Fire & Fury variant covering the French Revolutionary and Napoleonic Wars. It is designed to not only allow players to fight large battles in a reasonable amount of time, but also force players to assume a proper corps command role by restricting their options at lower tactical levels. Here a player's notional brigadiers and colonels make decisions on his behalf, producing a movement and combat system that is far less predictable than other systems.

The rules may be purchased from a number of vendors who frequent HMGS East conventions, to include WARGAMES, SCALE CREEP, THE LAST SQUARE, BRIGADE GAMES and ON MILITARY MATTERS.

And we are just weeks away from publishing our first scenario book, with 12 additional battles just like this one, so look for it soon!

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L' Armee Francaise

The Age of Eagles

The Napoleonic Wars in Miniature based on Fire & Fury

2d Edition Tables and Charts

Play Sequence

Initiative Inter-Phase

Players roll-off modified die to determine who has the option of proceeding first. Automatic if enemy army commander attached, or to the French if both commanders attached.

1st Player Turn

March (1st) Phase

a. Replace, attach & detach leaders.
b. Reserve movement.
c. Tactical movement.
d. Move detached leaders.

Volley & Cannonade (2nd) Phase

a. Resolve all enemy unit fire.
b. Resolve all friendly unit fire.

Bayonet & Sabre (3rd) Phase

Both sides simultaneously resolve all charges, countercharges and breakthroughs, applying results immediately.

2nd Player Turn

Resolve in same order as in first player turn.

March Table

DIE RESULT	Disorder	EFFECTS Good Order	Reserve Movement
10 or more	*Elan.* Brigade rallies and moves normally.	*A la Bayonette.* Brigade moves normally.	*Success.* Units move normally. Non-Irregular units rally.
7, 8, 9	*Rally.* Brigade rallies, and moves half, but cannot change formation.	*En Avant.* Brigade moves normally.	*Success.* Units move normally. Non-Irregular units rally.
5, 6	*Shaken.* Brigade rallies but cannot move or change formation.	*Cautious.* Brigade may move half but cannot change formation.	*Partial Failure.* No movement but Non-Irregular units rally.
3, 4	*Wavering.* Brigade remains disordered and cannot move or change formation.	*Hold Ground.* Brigade cannot move or change formation.	*Failure.* No change in unit status.
1, 2	*Broken.* Brigade retreats a full move disordered and loses 1 stand.	*Retire.* Brigade retreats beyond enemy musketry range.	*Failure.* No change in unit status.
0 or less	*Routs.* Entire brigade removed from play.	*Fall Back.* Brigade retreats a full move disordered.	*Failure.* No change in unit status.

TACTICAL MOVEMENT MODIFIERS

+1/+2	Each Detached Division to Army Leader within Command Radius /Charismatic Leader. Max 4 pts
+2/+3	Each Attached Leader/Charismatic Leader. Max 4 pts
+1	Unit in March Column or Square
+1	Unit is Columnar or Impulse Infantry
+2/-2	Unit is Fresh/Spent
-1	Unsecured Flanks
-2	Unit Disengaging (moving into Reserve Zone)
-3	Unit is Disordered Cavalry moving into Charge Combat
-1	Each Army Cohesion level

RESERVE MOVEMENT MODIFIERS

+3	Napoleon with Berthier Commanding
+2	Napoleon, Davout or Wellington
+1	Archduke Charles, Suvorov, Lannes, etc.
0	No Effect if Kutusov, Barclay, etc.
-1	If any General other than above or below
-2	Archduke John, Cuesta, the Czar etc. Commanding, or Army Commander committed elsewhere or dead
+1	If one of Napoleon's ADCs or any Army Commander Attached to Brigade or Superseding Command
+4	First Turn of Game
+4	Successful Reserve Movement Previous Turn
+1/+2/+3	Reserve Movement Failure Previous Turn/ Two/Three or More Previous Turns
-1	Unit Disordered/each Army Cohesion level

Use first six Reserve Movement Modifiers for initiative die roll.

Movement Rates Chart

Unit	Basic	Road	Rough	Fording
Columnar Infantry	9"	12"	x1/2	-2"
Linear Infantry	6"	12"	x1/2	-2"
Impulse Infantry	9"	12"	x1/2	-2"
Cavalry	12"	15"	x1/3	-2"
Foot Artillery	6"	9"	x1/3	-3"
Horse Artillery	9"	12"	x1/3	-3"
Leaders and Staff	12"	15"	x1/3	-2"

- Minus 3 inches per unit penetrated for Passage of Lines.
- Minus full move to deploy into Line or Supported Line.
- Minus full move to deploy into or out of Tirailleur.
- Minus half move to deploy into Masse or March Column, or to Face to the Flank.
- Minus half move to deploy out of Square, Town, etc.

Volley & Cannonade

	RANGE				
	2"	4"	8"	12"	18"
French Old Guard or Russian Artillery	13 / 11	10 / 7	8 / 6	6 / 5	5 / 4
French Line/Young Guard or British/KGL Artillery	12 / 10	9 / 6	7 / 5	5 / 4	4 / 3
Other Artillery	11 / 9	8 / 5	6 / 4	4 / 3	3 / 2
2-Rank Linear/Impulse Infantry	2.5	1 Sk			
3-Rank Linear/Impulse Infantry	2	1 Sk			
Columnar Infantry or Square/Tirailleur	1	1 Sk			
Cavalry	0.5				

FIRE POINTS

Heavy / Light

Sk - Skirmishers

FIRE POINT MODIFIERS

x 2   Firing in Enfilade, Artillery at Masse, etc

x ³/₂   Firer disordered, damaged battery or firing at skirmishers (2.1" to 4")

x 1¹/₂   Firing in Grand Battery

DIE ROLL MODIFIERS

+1   Target limbered, changed formation or movement mode

-2   Target in Tirailleur formation

-1, -2, -3   Target in cover (per scenario)

Fallen Leader Table

DIE RESULT		EFFECTS
	6 or more	Leader Survives
	5 or less	Leader disabled and replaced after one full turn.

DIE ROLL MODIFIER
-2 Charismatic Leader

EFFECTS

FIRE POINTS	Desultory Fire (No effect.)	Lively Fire (Troops disordered or one battery silenced.)	Telling Fire (Troops disordered and lose one stand or 1 battery damaged.)	Deadly Fire (Troops disordered and lose two stands or 1 battery wrecked.)	Withering Fire (Troops disordered and lose three stands or 1 battery wrecked.)
Less than 1	-	-	-	-	-
1	10 or less	11 or more	-	-	-
2	9 or less	10 or more	-	-	-
3	9 or less	10 or more	-	-	-
4	8 or less	9 or more	-	-	-
5	7 or less	8, 9, 10	11 or more	-	-
6, 7	7 or less	8, 9	10 or more	-	-
8, 9	6 or less	7, 8, 9	10 or more	-	-
10, 11	5 or less	6, 7, 8	9 or more	-	-
12-14	4 or less	5, 6, 7	8, 9, 10	11 or more	-
15-19	3 or less	4, 5, 6	7, 8, 9	10 or more	-
20-24	2 or less	3, 4, 5	6, 7	8 or more	-
25-29	1 or less	2, 3, 4	5, 6	7, 8, 9	10 or more
30-34	0 or less	1, 2, 3	4, 5, 6	7, 8	9 or more
35-39	-1 or less	0, 1, 2	3, 4, 5	6, 7	8 or more
40-44	-1 or less	0, 1	2, 3, 4	5, 6	7 or more
45-49	-1 or less	0, 1	2, 3	4, 5	6 or more
50 or more	-	-1 or less	0, 1, 2	3, 4	5 or more

DIE RESULT

Bayonet & Sabre

DIE ROLL MODIFIERS

+1   Leader Attached
+2   Charismatic Leader Attached
+1   Outnumber enemy 3:2
+2   2:1
+3   3:1
+4   4:1 or greater
+2   Cavalry charging Infantry in Open and not in Square from less than 5" distance
-3   or from 5" or greater distance
+1   Lancers charging Infantry in Open
+1   Heavy Cavalry
+2   Armored Heavy Cavalry
+1   Breakthrough Charge or Supported Formation
-2   Disordered Brigade, Non-Countercharging Cavalry, Triailleur Brigade, or Unattached and Silenced Battery (either or) - **above not cumulative**
-1   Each Stand lost during Current Fire Phase
+1 to +3   Defending in or behind Cover
-3   Defender Outflanked **or attacked in Rear**
+3   Defender already in Square and attacked by Cavalry
-1   if attacked by Infantry

+2   Units are Fresh
- 2   Units are Spent
+1   Units are Regular
+2   Units are Elite

Revised 5 November 2015
If any chart differs from any specific text in the rules book, the book has precedence.

EFFECTS

DIE RESULT DIFFERENCE	EFFECTS
7 or more	**Shattered!** DEFENDER: Retreat a full move Disordered/Silenced. Two troop stands rout and one leader and battery are captured if present. One additional troop stand or one battery is captured for each die result point difference over 10. ATTACKER: Breakthrough charge a half move towards closest enemy.
4, 5, 6	**Driven Back!** DEFENDER: Retreat Disordered/Silenced beyond enemy musketry/skirmish range or one-half move (whichever is greater). One troop stand routs and one battery is damaged if present. ATTACKER: Occupy enemy position or breakthrough charge a half move towards closest enemy.
1, 2, 3	**Withdrawal!** DEFENDER: Troops retreat disordered 2" from the enemy. Batteries are silenced and retreat beyond enemy musketry/skirmish range or one-half move (whichever is greater). ATTACKER: Occupy enemy position.
0	**Locked in Combat!** ATTACKER & DEFENDER: Both sides are Disordered/Silenced, and each lose one troop stand or one battery wrecked.
-1, -2, -3	**Withdrawal!** ATTACKER: Retreat disordered until 2-inches from the enemy. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry.
-4, -5, -6	**Driven Back!** ATTACKER: Retreat Disordered beyond enemy musketry/skirmish range or one-half move (whichever is greater). One troop stand routs. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry.
-7 or less	**Shattered!** ATTACKER: Retreat a full move Disordered/Silenced and two troop stands rout and one leader is captured if present. One additional troop stand is captured for each die result point difference over 10. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry.