

A FIRE & FURY SPECIAL SCENARIO FOR
1st EMPIRE MAGAZINE

Sword of the Republic

The Battle of Hohenlinden
3 December 1800



Colonel (Retired) Wilbur E Gray
Jemappes, 19th Century, Author Unknown, Public Domain.

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The Age of Eagles (or AOE) is the 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.

As such French General Jean Victor Marie Moreau's (1763 – 1813) superlative victory over an Austro-Bavarian army under the command of Archduke Johann (1782 – 1859) on 3 December 1800 represents the AOE system well. Though sources vary wildly, it would seem that upwards of 140,000 soldiers struggled for victory in the final, climatic battle of the War of the Second Coalition. Advancing in five large columns, the Austrians were checked by Moreau in front of and around Hohenlinden, a small town near Munich in Bavaria. However, typical Austrian dawdling exacerbated by an icy winter caused delay along several routes, and this allowed the French divisions of Richepance and Daccaen to flank and slice their way into the Austrian rear. The result was a near rout, with some 8000 Austrian casualties, plus 12,000 captured along with 200 guns. French casualties were about 6000, a respectable enough triumph to force Austria into the embarrassing Treaty of Luneville come February. It also allowed Moreau to retire with all the wealth he had collected while his wife formed the "Club Moreau," gathering into one clique those resentful of Bonaparte.

THE SCENARIO

The following specifications will allow between six and eight players to recreate the French Republic's victory at Hohenlinden using the AOE rules system. The format presented here along with labels and map is identical to that used in the scenario book covering the *Befreiungskrieg, 1813 - 14*. That publication has now been distributed, while the base *Age of Eagles (II)* rules book remains available from *On Military Matters* and other fine retailers.

Scale. Each infantry stand represents between 320 – 360 soldiers, each cavalry stand between 160 – 180 troopers and artillery stand a single battery of between six and eight guns. Ground scale is one inch (2.54 cm) equals 120 yards while each complete turn represents 30 minute of historical time.

Players. In reality two players per side are all that is necessary to play this scenario. However for an even better event have four to five Austro-Bavarian players, each commanding one column. There should also be three French players, one commanding Richepance (also spelled Richepanse or Richepence) and Daccaen, another Grouchy and D'Hautpol and another as Grenier. The player controlling Kollowrat and Grouchy should also act as army commanders Johann and Moreau respectively.

Terrain. The gaming table should be ten feet long by six feet wide, laid out as depicted on this article's accompanying map, courtesy original *Fire & Fury* author Rich Hasenauer. 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. 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 there is considered to be a bridge present. The River Isen is not fordable. Movement along secondary roads (dashed line) negates other terrain in the vicinity, while movement along primary roads (solid line) also allows for the road movement benefit.

Playing Time. The game begins at 7:30 am and ends with the 5:00 pm turn, a total of not more than 20 game turns. An Initiative roll-off between army commanders at the beginning of each turn will determine which side moves first. For this roll Moreau receives a + 2 DRM if

uncommitted, while Johann similarly receives a – 2 DRM.

Deployment. Units set up as depicted on the accompanying map. Careful attention must be given to

this deployment as many units will begin the game Tactically Engaged with the enemy. This is deliberate.

Brigades are shown on the map in Line, Supported Line while those on roads march in Masse. Artillery may be set up limbered or unlimbered, but must deploy as given on the map or no more than 12 inches away from a leader stand within their chain of command. For example, artillery assigned to Grouchy must be deployed within 12 inches of that general or Moreau. Leaders are deployed within 12 inches of a brigade in their command or a subordinate commander. Assume that the heavy guns and sappers directly subordinate to Moreau and Grenier are collocated with those commanders.

Richepance and most Austrian columns deployed as a starting force begin the game in Masse, but at the player's discretion may be placed in Road Column instead. If so please note that the ends of these formations will be strung out along the road yet possibly off table. In this case assume the off board units follow their colleagues automatically activated for Reserve or Tactical Movement the turn they step on the table.

The Armies. Austro-Bavarian infantry are three-rank Linear while French infantry is three-rank Impulse. All French infantry is Skirmish capable. French infantry classifications apply to Polish foot present as well, while Ney carries a Charismatic rating.

Please note that order of battle (OB in US Army lingo) and deployment presented here is somewhat tenuous. Principal sources were map 30 out of *Alison's Atlas* as well as James R Arnold's recent book *Marengo and Hohenlinden – Napoleon's Rise to Power* (Pen & Sword, 2005). Unfortunately the latter's narrative did not match the OB given in the appendices, while for France's Army of the Rhine, brigadiers are given but not any formal brigade structure. The Austrians weigh in with numbers for column strength that do not match the sum of units subordinate, if any are given at all. Indeed, the compass rose for Arnold and Alison disagreed as to which way was north! It's pretty much the proverbial "puzzle wrapped inside an enigma," so if players have access to more detailed information, by all means use it. Nevertheless, it does afford the opportunity for players to examine how AOE flexibly handles brigade equivalents of different sizes and composition

Reinforcements. There are only two sets of reinforcements, one Austrian and one French, both as specified on the accompanying Labels and Order of Appearance Tables. They enter the board using Reserve

Movement automatically activated the turn they enter play. The two formations may enter deployed during Tactical Movement if their entry point is within 18 inches of the enemy, and if the entry point is blocked, at the nearest convenient point. Use the Reinforcement Table (Figure 4) on page 16 of AOE to vary arrival times.

Special Rules. The following optional or special rules apply, especially if you are still using AOE Original:

- If you are using the original edition of AOE vice AOE II, the Urban Areas add-on from the AOE Supplement are enforced for this scenario. All towns may accommodate six stands of infantry except Hohenlinden and Isen which may hold 12. The AOE Supplement is currently available as a free download via the Web at <http://ageofeagles.com>.
- AOE discourages fighting in woods, but given the terrain in this battle, the following optional rule is offered. Infantry may advance to within 1 inch of cavalry which has half or more of its stands clearly in a forested area. However, while the infantry may issue musketry against the horse, it may not initiate melee.
- The weather for this battle was cold, icy and with intermittent snow showers. However, when compared with the meteorological mess that plagued the 1813 battles of Dresden and Katzbach, the impact was evidently manageable. For those who feel a greater impact is warranted, simply play the game normally but define each turn as representing 45 minutes of actual time, not 30.

Victory Conditions. Determine victory using the Casualty Point Chart (Figure 6) on page 17 of AOE. Further, award five Victory Points to either side if they occupy or were the last to occupy Hohenlinden. Now, advance, Mon General and remember . . .

From this moment until such time as its enemies shall have been driven from the soil of the Republic, all Frenchmen are in permanent requisition for the services of the armies. The young men shall fight; the married men shall forge arms and transport provisions; the women shall make tents and clothes and shall serve in the hospitals; the children shall turn old lint into linen; the old men shall betake themselves to the public squares in order to arouse the courage of the warriors and preach hatred of kings and the unity of the Republic.

Battle of Hohenlinden

Order of Battle Labels and Order of Appearance

FRANCE

Starting Forces

Rhine	Moreau	Moreau	Moreau	D'Hautpl	D'Hautpl	D'Hautpl
Moreau + 2	Sapper	R Hvy Btty	D'Hautpl Cav XX	Espagne E 5/3/2 H	LaCoste E 5/ 3/2 H	R Hrs Btty
XXXX	XXXX		XX			

Espagne – 1st, 2^d Carabiniers
La Coste – 8th, 9th Cavalry,
Volunteer Hussars (1 stand)

Moreau	Grouchy	Grouchy	Grouchy	Grouchy	Grouchy	Grouchy
Grouchy 1 st XX	46 th DB R 7/5/4 Sk	57 th DB E 7/5/3 Sk	108 th DB R 7/ 5/4Sk	Boye R 8/6/4 L	R Foot Btty	R Hrs Btty
XX						

Boye – 6th Cavalry, 11th Chasseurs, 4th Hussars

Moreau	Richepnce	Richepnce	Richepnce	Richepnce	Richepnce	Richepnce
Richepnce 2d XX	Walther R10/8/5 Sk	Drouet R12/9/6 Sk	Lorcet R 5/4/3 L	Sahuc R 7/5/4 L	R Foot Btty	R Horse Btty
XX						

Walther – 8th Demibrigade, 14th Legere
Drouet – 27th, 48th Demibrigades
Lorcet – 10th Cavalry, 1st Chasseurs
Sahuc – 20th Chasseurs, 5th Hussars

Moreau	Grenier	Grenier	Legrand	Legrand	Legrand	Legrand	Legrand
Grenier Corps	R Hvy Btty	Legrand 1 st XX	Saligny R12/9/6Sk	Sabattier R 6/5/3 Sk	Bonterns R 8/6/4 L	R Foot Btty	R Hrs Btty
XXX		XX					

Saligny – 42^d, 52^d Demibrigades

Sabattier – 16th Demibrigade

Bonterns – 12th Cavalry, 5th, 16th Chasseurs

Grenier	Ney	Ney	Ney	Ney	Ney
Ney (C) 2d XX	Bonnet R12/9/6Sk	Desperr R11/8/6Sk	Joba R 6/5/3 H	R Foot Btty	R Hrs Btty
XX					

Bonnet – 15th, 23^d Demibrigades, Bn Converged Grenadiers
Desperrieres – 76th, 103^d Demibrigades
Joba – 19th Cavalry, 13th Dragoons, 8th Chasseurs

Grenier	Bastoule	Bastoule	Bastoule	Bastoule	Bastoule	Bastoule
Bastoule 3d XX	Fauconnet R11/8/6Sk	Heavy E 4/3/2. H	Light R 8/6/4 L	R Foot Btty	R Hrs Btty	R Hrs Btty
XX						

Fauconnet – 53^d, 89th Demibrigades
Heavy – 13th, 17th Cavalry
Light – 2^d Dragoons, 23^d Chasseurs

Reinforcements

Turn 1, within six inches point A Obersdorf, in Road Column

Moreau	Dacaen	Dacaen	Dacaen	Dacaen	Dacaen	Dacaen	Dacaen
Dacaen 3d XX	Debilly R11/8/6Sk	14 th Legere E 4/3/2 Sk	Polish Lg E 6/4/2 Sk	Durutte R 6/5/3 L	Kniazwch R 5/4/3 L	R Foot Btty	R Hrs Btty
XX							

Debilly – 4th, 100th Demibrigades
Durutte – 17th Dragoons, 6th Chasseurs
Kniaziewicz – 10th Chasseurs, Polish Lancers

Abbreviations. A – Armored Heavy Cavalry, H – Heavy Cavalry, L – Light Cavalry, Sk – Skirmish capable infantry brigade, E – Elite Troop Rating, R – Regular Troop Rating, C – Conscript Troop Rating, XXXX – Army Commander, XXX – Corps or Column Commander, XX – Division or Equivalent Commander, Adv Gd – Advance Guard, Bn – Battalion, Regt – Regiment, Vol – Volunteer, Grn – Grenadier, DB - Demibrigade and IR – Infantry Regiment (Austrian). Numbers represent Fresh/Worn/Spent status.

Battle of Hohenlinden (continued)

Order of Battle Labels and Order of Appearance

AUSTRIA

Starting Forces

Austrian	Johann	Kollowrat	Kollowrat	Kollowrat	Loepper	Loepper	Loepper
Johann -2	Kollowrat Column 1	Spannuchi E 7/5/3	Beyer E 7/5/3	Loepper Adv Gd	IR No 60 R 7/5/4	IR No 31 R 7/5/4	Grunne R12/10/7L
XXXX	XXX			XX			

Kollowrat	Zweibrken	Zweibrken	Zweibrken	Zweibrken	Zweibrken	Zweibrken
Zweibrken Bavarian	Deroy R 8/6/4	Wrede R 8/6/4	R Hvy Btty	R Hvy Btty	R Foot Btty	R Hrs Btty
XX						

Spannuchi /Beyer – 4 Grn Bns each
Grunne – Ferdinand & Vol Hussars
Deroy – Bns Metzen, Stengel, Reuss
Grn, Minucci, Schlossberg
Wrede – Bns Pompei, Preysing,
Bureck, Dallwigck, light infantry

Kollowrat	Liechtstn	Liechtstn	Liechtstn	Liechtstn	Liechtstn	Liechtstn
Liechtstn Division	Light E 11/7/5 L	Wolfskehl E 5/3/2 A	R Foot Btty	R Foot Btty	R Foot Btty	R Hrs Btty
XX						

Light – Vecsey Hussars, Bavarian
Chevauleger
Wolfskehl – Albert, Lothringen
Kurassiers

Johann	Baillot	Baillot	Baillot	Baillot	Baillot	Baillot	Baillot
Baillot Column 2	R Hvy Btty	R Hvy Btty	R Foot Btty	R Hrs Btty	Hessen Division	O'Donel R 11/8/6	Cavalry E 5/3/2 A
XXX					XX		

Baillot	Hohenlohe	Hohenlohe
Hohenlohe Division	Majthany R 12/9/6	Esterhazy E 9/6/4 H
XX		

O'Donel – Regts Oliver Wallis, Lacy
Cavalry – Ferdinand Dragoons, Nassau Kurassiers
Majthany – Regts Brechainville, De Vins
Esterhazy – La Tour Dragoons, Zeschwitz Kruassiers

Johann	Keinmayer	Keinmayer	Keinmayer	Keinmayer	Keinmayer	Ferdinand	Ferdinand	Ferdinand
Keinmayer Column 3	R Hvy Btty	R Hvy Btty	R Foot Btty	R Hrs Btty	Ferdinand Division	Line R 8/6/4	Grenz F R 3/-/2	Cavalry E 9/6/4 A
XXX					XX			

Keinmayer	Schwrtzbg	Schwrtzbg	Schwrtzbg	Schwrtzbg
Schwrtzbg Division	Grenz S R 3/-/2	Fresnel E 9/6/4 A	Candiani R 7/5/4	Gavassini R 14/11/7
XX				

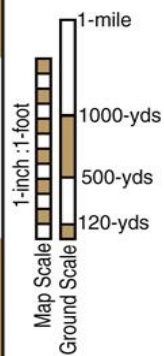
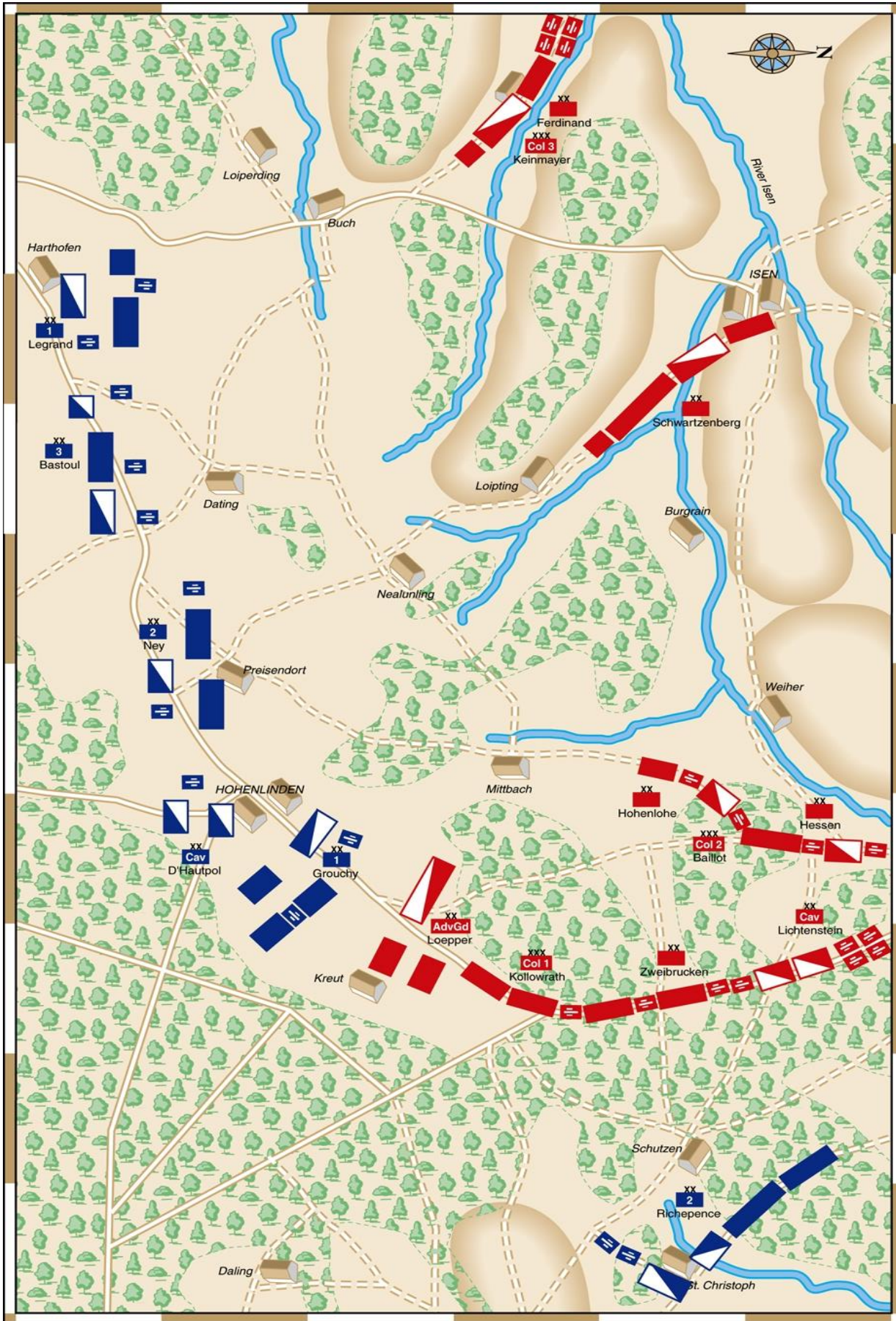
Line – Regts Wenkheim, Stain
Grenz F – 1st Gradiskaner, 2d Peterwardeiner Grenz
Cavalry – 13th Dragoons, Kaiser Kurassiers
Grenz S – 1st Siegenburg, 4th Peterwardeiner Grenz
Fresnel – Coburg Dragoons, Mack Kurassiers
Candiani – Regts Ferdinand, Wurttemberg
Gavassini – Regts Beaulieu, Ligne, Murray, Clerfayt, Gemmingen

Reinforcements, Turn 5, within six inches of Point B in Road Column

Johann	Reisch	Reisch	Reisch	Reisch	Reisch	Merveldt	Merveldt
Reisch Column 4	R Hvy Btty	R Hvy Btty	R Foot Btty	R Hrs Btty	Merveldt	Klein R 12/9/6	Gorger E 10/7/4 A
XXX					XX		

Reisch	Gyulai	Gyulai
Gyulai	Leuwen R 12/9/6	Stahel E 7/5/3 A
XX		

Klein – Regts Karl, Wenzel Colloredo
Gorger – Waldeck Dragoons, Anspach Kurassiers
Leuwen – Regts Kaunitz, Manfredini
Stahel – Kinsky Dragoons, Franz Mailland Kurassiers



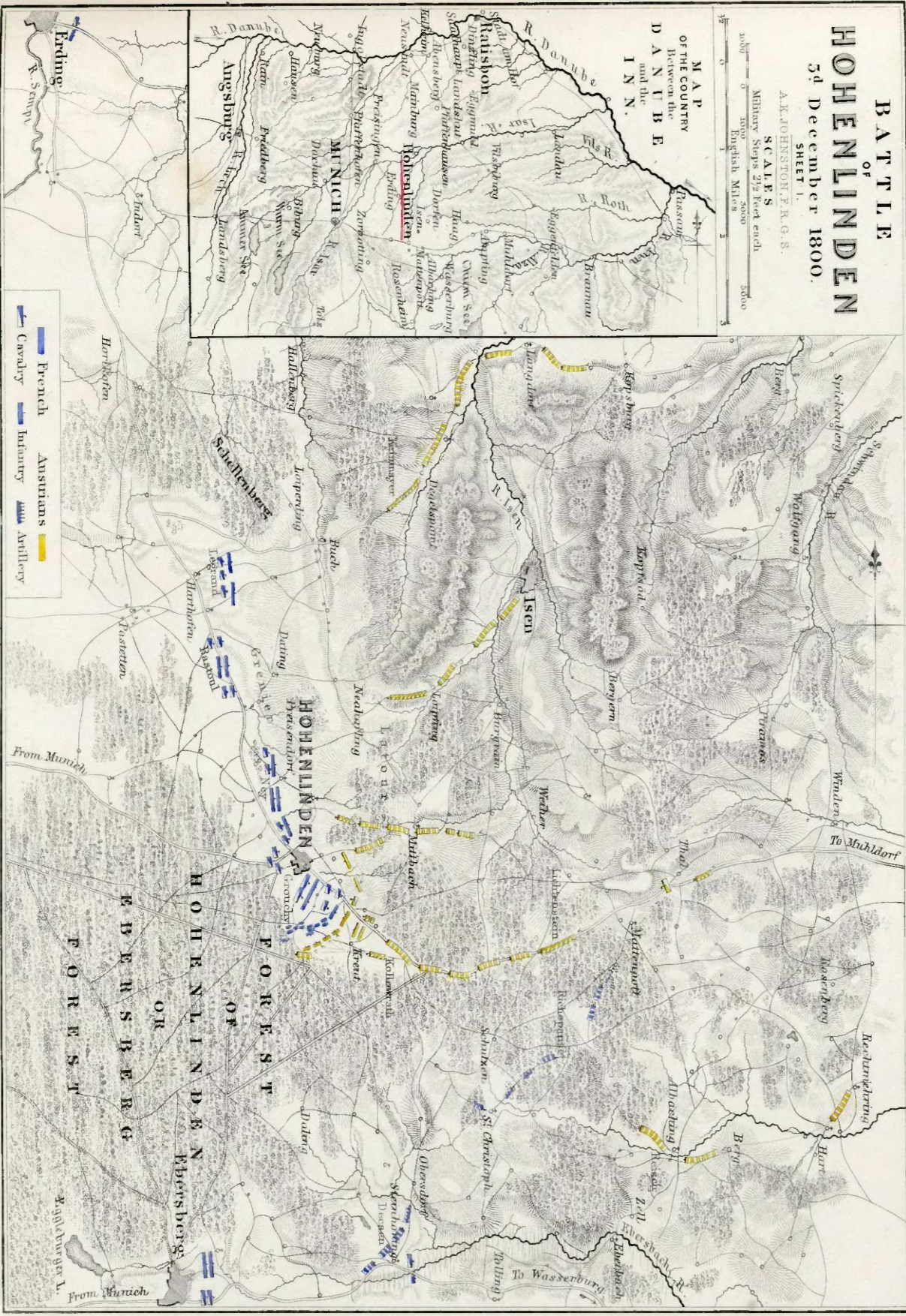
BATTLE OF HOHENLINDEN

5^d December 1800.

SHEET I.

A. K. JOHNSTON F.R.G.S.
 SCALES
 Military Steps 2 1/2 Feet each
 2000 0 2000
 English Miles 1 2

MAP OF THE COUNTRY BETWEEN the DANUBE and the INN.



French Cavalry
 Austrian Cavalry
 French Infantry
 Austrian Infantry
 French Artillery
 Austrian Artillery

WILLIAM BLACKWOOD & SONS, EDINBURGH & LONDON.

W. & A. R. Johnston, Edin.

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

- Replace, attach & detach leaders.
- Reserve movement.
- Tactical movement.
- Move detached leaders.

Volley & Cannonade (2nd) Phase

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

Movement Rates Chart

Unit	Basic	Road	Rough	Fording
Columnar Infantry	9"	12"	x ¹ / ₂	-2"
Linear Infantry	6"	12"	x ¹ / ₂	-2"
Impulse Infantry	9"	12"	x ¹ / ₂	-2"
Cavalry	12"	15"	x ¹ / ₃	-2"
Foot Artillery	6"	9"	x ¹ / ₃	-3"
Horse Artillery	9"	12"	x ¹ / ₃	-3"
Leaders and Staff	12"	15"	x ¹ / 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.

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.

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Volley & Cannonade

	RANGE					FIRE POINTS
	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	Heavy / Light			
3-Rank Linear/Impulse Infantry	2	1 Sk	Sk - Skirmishers			
Columnar Infantry or Square/Tirailleur	1	1 Sk				
Cavalry	0.5					

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 1 1/2	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

FIRE POINTS	EFFECTS				
	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

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 within 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, Tirailleur 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.

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.	

