

A SPECIAL PLAYTEST SCENARIO FOR THE AGE OF HONOR

avec le Plan de la bataille, donnee

le 11 Juillet 1708.

À PARIS

Chez le Sr le Rouge Ingénieur Geographe du Roy
rue des grande Augustins 1746

A Share of Laurels

The Battle of Oudenarde
11 July 1708



Colonel (Retired) Wilbur E Gray

Map and Original Fire & Fury Design – Rich Hasenhauer
French Regiment Navarre from Wargames Illustrated 364

I. Batteries des Enemis.
K. Maison où le feu se mit au plus chaud de l'attaque.
L. Camp que l'armée des Enemis prit le 12^{me} après la bataille.
M. L'endroit où l'armée des Enemis se passa l'armée du Roy.
N. Pont sur l'Occult à Gavere ou passage de l'armée du Roy.

Echelle de 2000 Toises commune

0 2000 4000

Battle of Oudenarde

11 July 1708



Unusual for the time, this meeting engagement saw the Advance Guards of both armies run into each other near the village of Eyne around noon. Each side then began to move troops into the area as quickly as possible, Marlborough and the Allies across the River Scheldt using pontoons that seemed to break constantly. Alas, hard fighting French Marshal Louis Joseph Vendome was saddled with the dimwitted Duke of Burgundy (Louis XIV's grandson) as co-commander, who refused to move his 30,000 men against the outnumbered Allies as they crossed the Scheldt. He thought the ground too soft to advance, and a courier to Vendome relating this was shot dead en route. Eventually, Marlborough moved enough men across to overwhelm Vendome, turn his flank and claim victory. Both sides fielded around 100,000 men, the French losing 15,000, the Allies only 3,000.

Scale. Each stand represents 360 foot, 180 horse or six cannon. Ground scale is 100 yards per inch and each turn is 30 minutes real time.

Players. Two French as Burgundy and Vendome, three Allied as Marlborough, Eugene and Overkirk. Optionally assign a player to the Left, Right and Center Wing of each army. Tardy players can be assigned reinforcements arriving later in the battle.

Terrain and Weather. The gaming table is five by seven feet, laid out as shown. Weather is clear. Slopes, urban areas and marshes are Rough Terrain for movement. Streams are fordable, but the Scheldt River is impassable except at pontoons and bridges. Urban areas afford a -2/+2 DRM advantage to defenders for Fire and Melee, Oudenarde -3/+3. Slopes provide defenders a +1 DRM for Melee, only if all attackers are advancing uphill. Marshes provide no DRM, but like urban areas, will Disorder mounted horse attacking through or into them.

Playing Time. The game begins at 12:30 pm and ends at 21:00 pm, a total of 18 turns

Deployment. Units set up per the accompanying map in Line. Leaders deploy within 12 inches of any unit they command.

Leaders. Marlborough has a +3 DRM for Initiative and Reserve Movement, and is Charismatic. The Duke of Burgundy has a 0 DRM, while Vendome is Charismatic.

Infantry. All brigades are Non-Cadenced foot. British, Dutch, Danish, Hanover and Prussian units are Platoon Fire. All others are Fire by Rank. Light Infantry and Skirmishers are not present. Foot in the open with secure flanks, that defeat horse in melee, decline square on an additional raw die roll of 5 or less, keeping present formation and facing.

Cavalry. All British, Dutch, Hanover and Danish horse or dragoons are Trotters, all others Pistolier. As an exception to p 42 AOE, all Pistolier cavalry may issue fire in melee, but only against participating enemy units in contact. If one or more participating brigades are Pistolier, take a -2 melee DRM, if Trotter a -1. If both types are present, the Trotter DRM is used only. French Pistoliers become Trotter (no fire) if charging on a modified March die roll of 10+ for that entire melee phase only.

Dragoons. Dragoon brigades may change Movement Mode by Mounting/Dismounting, keeping current facing and formation, for the cost of their entire movement allowance. Two mounted stands convey one dismounted stand. Dismounted dragoons take the ratings of friendly line infantry, but one Troop Rating lower, ie, Elite becomes Regular.

Artillery. All guns are Revolutionary Era Artillery.

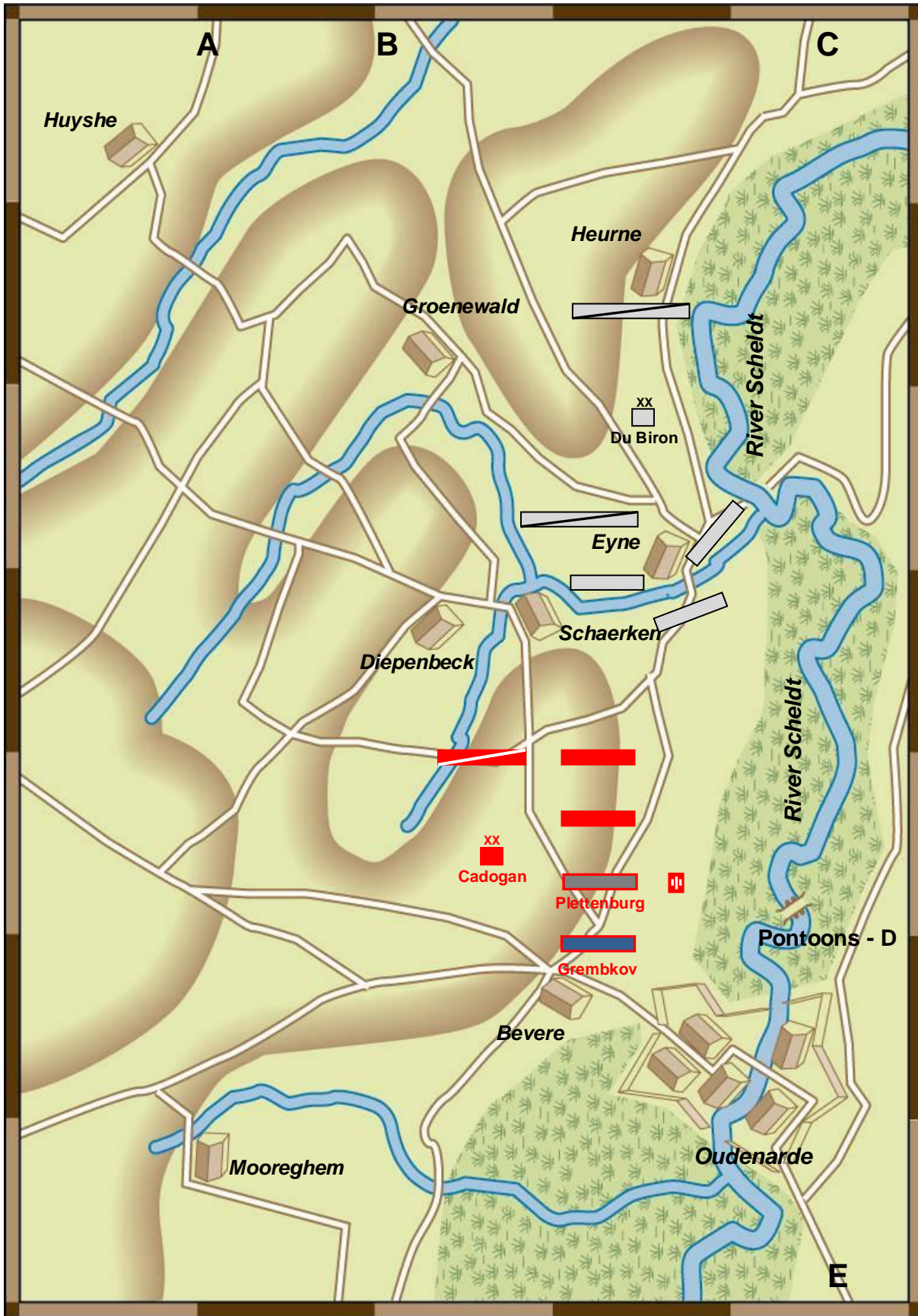
Reinforcements. Units automatically arrive (no die roll) in Road Column per the Order of Appearance charts. If enemy units are within 18 inches of the entry point, friendly forces enter deployed within 12 inches of that point. If there too little physical space for all units scheduled to enter, they are considered "backed up" off table and automatically enter next turn.

Special Rules. AOE Supplement (free download at <http://ageofeagles.com>) Urban Combat and Facing to the Flank rules are in effect.

Victory Conditions. Use the Casualty Point Chart (Fig 6), AOE page 17. If at the beginning of a turn either the Pontoons or Oudenarde is in French hands, the Allies take an additional -1 DRM for all melee, fire and movement die rolls. If the French control both, the DRM is - 2.

Sources. Personal research, Iain Stanford, Pike & Shot Society, Christopher Scott, *Oudenarde*, Partizan Press (2008).

L'ARMEE FRANCAISE VOL II



The Battle of Oudenarde
July 11, 1708

Map Scale 1-in.
Ground Scale 100-yds
1-Mile

L'ARMEE FRANCAISE VOL II

Battle of Oudenarde Order of Battle Labels and Order of Appearance

FRENCH Starting Forces

Burgundy	Du Biron	Du Biron	Du Biron	Du Biron	Du Biron	Du Biron	Du Biron
Du Biron Vanguard	Pezeux R 10/8/5 LP	Pezeux C 5/4/3 F	Pourier R 8/6/4 LP	Pourier C 4/-/3 F	PfeifferSW R 6/4/2 F	GrederSW R 6/4/2 F	Villars SW R 6/4/2 F
XX							

Pezeux – Mestre de Camp, Belabre, Pezeux **Dragoons** Pourier-Vasse, Pouriere **Dragoons** Note – Some sources show de Cook and Frezin's Brigades under Biron, the Dragoons arriving with the Maison. Second label with open symbol for dismounted status.

Reinforcements

Following units enter at points B and/or C, in Road Column or deployed within 12" if enemy within 18".

Turn 1

Burgundy	Vendome	Gaison	Gaison	Gaison	Gaison	Maison du Roi
Vendome RW (C)	Gaison 1 st Line	Maison E 12/8/5 HP	Beauvau E 8/5/3 AP	Vidame R 5/4/3 AP	Rosen R 5/4/3 AP	Beauvau - Gendarmerie
XXX+	XXX					Vidame – Bourgogne, St Aignan, Soucartier
						Rosen – Royal Cravattes, Drubot, Rosen Regiments

Following units enter at point A, in Road Column or deployed within 12 inches if enemy within 18 inches.

Turn 1

French	Burgundy	Matigon	Puissegur	Puissegur	Puissegur	Puissegur	Puissegur	Puissegur	Puissegur
Burgundy Army	Matigon Left Wing	Puissegur 1 st Line Ft	St Maurice E 5/3/2 F	Steckenbg R 5/4/3 F	DeBeuil R 5/4/3 F	Iseghein R 5/4/3 F	Nangis R 5/4/3 F	Poinsac R 5/4/3 F	
XXXX	XXX+	XXX							

St Maurice-Cologne Guard, Wolfskehl Regts Iseghein–Iseghein, Royal, DesLandis Regts Steckenberg –Regiment Alsace Nangis – Bourbonnais, Obrien, Montemart Regts DeBeuil–Dauphin, Fitzgerald, Montroux, Nice Regts Poinsac – Beauce, Navarre, Pantoka

Turn 3

Following units enter at points B and/or C, in Road Column or deployed within 12" if enemy within 18".

Turn 3

Vendome	DeMagnac	DeMagnac	DeMagnac	DeMagnac	DeMagnac	Mimur–Egmont, Matignon, Dauphin Etranger Regts
DeMagnac 2d Line	Mimur R 5/4/3 AP	De Cook R 5/4/3 AP	Frezin R 6/4/2 AP	Barentine R 6/4/2 AP	Cano R 5/4/3 AP	deCook – Bellacueil, Harcourt, Labreteche Regts
XXX						Frezin – Esclairvillers, Marsillac, Frezin Regts
						Barentin – Marteville, Barentin, Dauphin Regts
						Gaydon-Tourle & Morleuille Regiments

Turn 4

Vendome	D'Artagnan	D'Artagnan	D'Artagnan	D'Artagnan	DeMagnac	D'Artagnan	Seve – Picardy, Boulonnais
D'Artagnan 1 st Line Ft	Seve E 6/4/2 F	Arpajon E 6/4/2 F	Dubarail R 5/4/3 F	Mouchy R 5/4/3 F	Arling R 5/4/3 F	Albergotti R 5/4/3 F	Arpajon – Piedmont, Chartres
XXX							Dubarail – Regiment Le Roi
							Mouchy– Poitou, Lorraine Regts
							Arling– Guyenne, Charost Regts
							Albergotti – Gondrin, Royal Italian, Louvigny Regiments

Following units enter at point A, in Road Column or deployed within 12 inches if enemy within 18 inches.

Turn 4

Matignon	Birkenfeld	Birkenfeld	Birkenfeld
Birkenfeld 2d Line Ft	Grener R 5/4/3 F	May R 5/4/3 F	Brendle R 5/4/3 F
XXX			

Turn 6

Birkenfeld	Birkenfeld
Montmrcy C 5/4/3 F	Grimaldi C 5/4/3 F

Grener- Regt Surbeck (SW)
May – Regt May
Brendle – Regt Brendle
Montmorency – Conde, Wemmel, Laern (Spain) Regiments
Grimaldi – LeFere, Grimaldi Regts

L'ARMEE FRANCAISE VOL II

Battle of Oudenarde (continued)

Following units enter at points B and/or C, in Road Column or deployed within 12" if enemy within 18".

Turn 6

D'Artagnan Garde Frn R 10/8/5 F 	D'Artagnan Garde Sui E 6/4/2 F 	Vendome Capres 2d Line Ft XXX	Vendome R Foot Btty 	Capres Sebret R 5/4/3 F 	Capres St Pierre R 5/4/3 F 	Capres Ringraff R 5/4/3 F 	Gardes Francaise & Suisses Sebret – Perche, Sparre, Doigny Regts St Pierre – La Marine, St Villaier, Gaisson Regts Ringraff – La Marck, Ringraff, Tilly (Spain) Regts
---	--	--	-------------------------------	-----------------------------------	--------------------------------------	-------------------------------------	---

Turn 8

Capres Courriers R 5/4/3 F 	Capres Baudouin R 5/4/3 F 	Vendome Ivneri R 5/4/3 F 	Vendome Montendre R 6/4/2 F 	Vendome Nugent R 5/4/3 AP 	Vendome Uzes R 6/4/2 AP 	Courrieres-Provence, Courriers, Nassau (Spain) Rgt Baudouin – Vendome, St Segond, Boufflers Regts Ivneri-Lanois, Nivernois Regts Montendre-Bearn, Greder Allemand Regts Nugent-Ligondez, Nugent, La Tour Regiments Uzes – Tarente, Uzes, Royal Piedmont Regts
--------------------------------------	-------------------------------------	------------------------------------	---------------------------------------	-------------------------------------	-----------------------------------	--

Final units of French Right Wing!

Following units enter at point A, in Road Column or deployed within 12 inches if enemy within 18 inches.

Turn 8

Matignon Albergotti 1 st Line XXX	Albergotti Duras R 5/4/3 AP 	Albergotti Livry R 5/4/3 AP 	Albergotti Villiers R 8/6/4 LP 	Albergotti Villers C 4/3/2 F 	Duras – Royal Roussillon, Villeroi, Duras Regiments Livry – Orleans, Lamothe, Livry Regiments Villiers – La Reine and Le Sparre Dragoons
---	---------------------------------------	---------------------------------------	--	--	---

NOTE: Second label with open symbol is for the same Dragoon unit, but dismounted.

Turn 10

Albergotti Carabiniers E 9/6/4 AP

Albergotti D'Anlezy R 6/4/2 AP 	Albergotti Nill R 5/4/3 AP
--	--------------------------------------

Turn 12

Chaledet Beringhen R 5/4/3 AP 	Chaledet Lacatore R 5/4/3 AP 	Chaledet Acosta R 5/4/3 AP
---	--	--------------------------------------

Turn 14

Chaledet Chamfleur R 5/4/3 AP 	Chaledet Mortany R 5/4/3 AP 	Chaledet D'Opplstn R 5/4/3 AP
---	---------------------------------------	---

Royal Carabiniers D'Anlezy – D'Anlezy, Toulouse, Colonel General Regts Nill – Desmarets, Coursillon, Forsac Regiments
Beringhem – Maine, Beringhem Regts Lacatoire – Cherizy, Roye, Lacatoire Regts Acosta – Fontaine, Tarnault, Acosta (Spain) Regts
Chamfleur–Paon, St Phal, Gaetano (Spain) Regts Mortany–Azlau, Royal Etranger Regts Dopplestein – Bavarian Arco & Dopplestein Regts

Turn 16

Matignon Chaledet 2d Line XXX	Chaledet St Chamnt R 8/6/4 LP 	Chaledet St Chamnt C 4/-/3 F 	Chaledet Chassnv R 8/6/4 LP 	Chaledet Chassnv C 4/-/3 F 	Chassville – Versailles Hussars, Chassonville, Nautif Dragoons St Chamont - St Chamont, Le Roi Dragoons
--	---	--	---------------------------------------	--------------------------------------	--

NOTE: Second label with open symbol is for the same Dragoon unit, but dismounted.

BASING: All infantry as AOE 3-Rank, 4 figures in two ranks on stand ¾ inch wide by 1 inch deep; all cavalry has 2 figures on a stand one inch square; all artillery on a stand 1 1/8 in wide, by one inch deep with one gun model and two gunners if light, three if heavy artillery. All command stands should be spacious enough, but not less than one inch square with not less than one mounted officer/staff for a division command, two for a corps, three for a wing and four for Army Command.

ABBREVIATIONS: F – Fire by Rank, P – Platoon Fire, AT – Armored Heavy Trotter, HT – Heavy Trotter, LT – Light Trotter, AP – Armored Heavy Pistolier, HP – Heavy Pistolier, LP – Light Pistolier, C – Conscript, R – Regular, E – Elite, (C) – Charismatic, LW – Left Wing, RW – Right Wing, PL – Polish in Foreign Service, SW-Swiss in Foreign Service, PR-Prussian in Foreign Service, WL-Walloon in Foreign Service, RW-Right Wing, LW – Left Wing, X – Brigade or oversized Regiment, XX – Division, XXX – Corps, XXX+ - Wing, XXXX – Army, Ft – Foot, Regt - Regiment.

L'ARMEE FRANCAISE VOL II

Battle of Oudenarde (continued)

ALLIES

Starting Forces

Eugene Cadogen Vanguard XXX	Cadogen Sabine R 6/5/3 P X	Cadogen Grumbkov R 6/5/3 P X	Cadogen Evans R 6/5/3 P X	Cadogen Plettenburg R 6/5/3 P X	Cadogen Schulen R 6/5/3 HT X	Cadogen R Foot Btty X
--------------------------------------	-------------------------------------	---------------------------------------	------------------------------------	--	---------------------------------------	--------------------------------

Sabine— British Ingoldsby, Meredith, Sabine, Webb Foot
Grumbkov-Prussian Hessian-Kessel, Grembkov, Varenne, Lattorf Foot
Evans-British Evans & Orrery, Hanoverian Cosertz, Prussian Anhalt-Zerbst Foot

Plettenburg-Dutch Albemarle, Collier, Shlangenburg, Danish Wurttemberg Foot Schulenberg-Hanoverian Bulow Dragoons, Leib, Schulenberg Horse

Reinforcements

Following units enter at point E, in Road Column or deployed within 12 inches if enemy within 18 inches.

Turn 1

Allies Churchill +3 (C) XXXX

Churchill Eugene Rt Wing XXX+
--

Eugene Bulow Division XX

Bulow Pentz R 8/6/4 HT X	Bulow Chanclos R 8/6/4 AT X
-----------------------------------	--------------------------------------

Eugene Lumley Division XX

Lumley Palmes E 5/3/2 AT X

Lumley Wood E 6/4/2 AT X

Lumley Ross E 8/5/3 HT X

Turn 3

Lumley Ross R 4/3/2 P X

Pentz – Hanoverian Bothmer Dragoons, Pentz, Frechapelle, Voight Horse
Chanclos– Dutch Van der Nath and Walef Dragoons, Obdam and Chanclos Horse
Palmes – British Schomburg and Wood Horse
Wood – British Cadogen, Palmes and Lumley, Dutch Westerloo (WL) Horse
Ross – British Ross, D'Audignies and Stairs **Dragoons**

Turn 5

Eugene Natzmer Division XX	Natzmer Hackebrn R 9/7/5 HP X	Natzmer St Laurent R 7/5/4 HT X	Natzmer Bauditz R 6/5/3 AP X	Natzmer Devne R 10/7/4HP X	Natzmer Devne C 5/4/3 P X
-------------------------------------	--	--	---------------------------------------	-------------------------------------	------------------------------------

Hackenborn-Prussian Katte, Heyden, Schlippenbach, Kronprinz Horse
St Laurent – Hanoverian Eitz and Hahn Dragoons, Reden and St Laurent Horse
Bauditz – Bauditz Dragoons, Dutch Glinstra Horse
Devne – Prussian Leib, Gensdarmes Horse, Wittengenstein, Leib and Ansbach **Dragoons**

Following units enter at point D, in Road Column or deployed within 12 inches if enemy within 18 inches.

Turn 5

Eugene Argyle Division XX	Argyle Temple E 6/4/2 P X	Argyle Webb R 7/5/4 P X	Argyle Primrose R 6/4/2 P X	Argyle Bernsdorff R 8/6/4 P X
------------------------------------	------------------------------------	----------------------------------	--------------------------------------	--

Eugene Lottum Division XX	Lottum Tettau E 6/4/2 P X	Lottum Donhoff R 6/5/3 P X	Lottum Pallandt R 6/5/3 P X	Lottum Welderren R 6/5/3 P X
------------------------------------	------------------------------------	-------------------------------------	--------------------------------------	---------------------------------------

Temple-British Howe, Orkney, Temple, Coldstream Guard, Foot Guard Regts
Primrose-British Argyle, Primrose, Godfrey Foot
Tecklenberg, Bernsdorff Foot
Donhoff-Prussian Lottum, Alt-Dohna, Donhoff Foot
Welderren-Dutch Fagel, Soutelände, Ranck, Sturler Foot

Webb-British North, 2d Orkney, Preston, Lalo Foot
Bernsdorff-Hanoverian Rantzau, Breuil, deLeuer, Diepenbroick, Stalmeister,
Tettau – Prussian Guard Fusiliers, Markgraf Albrecht, Kronprinz Foot
Pallandt-Dutch Heiden, Prinz Albrecht, Idsinga, Berkhoffer, Hirzel Foot

Turn 8

Churchill Spaar Division XX	Spaar Gauvain R 5/4/2 P X	Spaar Lauder R 7/5/4 P X
--------------------------------------	------------------------------------	-----------------------------------

Turn 9

Churchill Holstein Division XX	Holstein Murray R 8/6/4 P X	Holstein Soutelnd R 8/6/4 P X
---	--------------------------------------	--

Gauvain-Hanoverian Rantzau, Gauvin, Gohr Foot
Lauder-Hessian Prinz Max, Munster
Schwartz, Dutch Keppel, Salisch Foot
Murray-Dutch Dedem, VanderBeke, Holstein
Barner, Aderklaa, Ansbach Seckendorff, Castell Foot

Soutelände -Dutch Schmidt, Mettrael, Holstein, VanEls Foot

L'ARMEE FRANCAISE VOL II

Battle of Oudenarde (continued)

Following units enter at point E, in Road Column or deployed within 12 inches if enemy within 18 inches. This turn begins the arrival of Overkirk's Left Wing.

Turn 9

Churchill	Overkirk	Heukelom	Heukelom	Heukelom
Overkirk Left Wing	Heukelom Division	Woudnbg R 7/5/4 P	Wertmullr R 6/5/3 P	Wassner E 6/4/2 P
XXX+	XX			

Wurtmbg	Wurtmbg	Wurtmbg
Hohendorf R 6/5/3 AT	Villate R 8/6/4 LT	Villate C 4-/3 P

Woudenberg-Dutch May, Pallandt, Nassau-Woudenberg, Oxenstierna Foot
Wertmuller- Dutch Fournier, Chambrier, Croonprins, Albemarle Foot
Wassner - Dutch Foot Guard Regiment
Athlone-Dutch Baldwin, Vittinghoff, Oyen, Tilly Horse
Dewitz-Danish 3d Jyske, Holstenske, Dewitz, 2d Sjaelland Horse, Wurttemberg Oels Dragoons
Brockdorf-Danish 2d, 4th and 5th Jyske, Horse Guards, Wurttemberg Oels Dragoons
Hohendorff – Dutch Oostfriesland, Athlone, Eck Horse Villate – Dutch Van Dopff Dragoons

Turn 10

Overkirk	Wurtmbg	Wurtmbg	Wurtmbg
Wurtmbg Division	Athlone R 6/5/3 AT	Dewitz R 8/6/4 AT	Brockdorff R 9/6/4 AT
XX			

Turn 11

Overkirk	Tilly	Tilly	Tilly
Tilly Division	Schwartzl R 7/5/4 P	Bielke R 7/5/4 P	Collier R 6/5/3 P
XX			

Douglas - Scots (in Dutch service) Tullibardine, Hepburn, Murray Foot
Friesland Foot

Turn 13

Tilly	Tilly
Douglas R 6/5/3 P	Gobeder R 7/5/4 P

Gobeder-Dutch Delspuche, Rechteren, Lindebbom, Orange-

Schwartzel-Danish Life Guard, Prinz Georg, Sjaelland, Prinz Karl Foot
Bielke- Danish Fynske, Oldenburg, 2d Prins Georg, 2d Prins Karl Foot
Collier-Osnabruck Bevern, Dutch Ockinga, Heukelom, Munster Landsbergen Foot

Turn 15

Overkirk	Orange	Orange	Orange
Orange Division	Mauritz R 6/5/3 AT	LaLeck R 6/5/3 AT	Auvergne R 6/5/3 AT
XX			

Mauritz-Dutch Horse Guard, Garde du Korps, Carabiniers
Auvergne-Dutch Driesbergen, Gravemoer, Rechteren Horse
Erbach-Pfalz Vennigen, Dutch Homberg Horse
Nassau la Leck Horse

Turn 16

Orange	Orange	Orange	Orange	Orange
Hesse R 6/5/3 AT	Erbach R 5/4/3 AT	Vittinghf R 6/4/2 AT	Homberg R 8/6/4 LT	Homberg C 4/3/2 P

LaLeck - Dutch Domppe, Erbach, Auvergne Horse
Hesse-Munster Hunerbein, Dutch Wurtemberg, Cralingen Horse
Vittinghoff-Dutch Garde du Korps, Orange Friesland, Grovestins,
Homberg – Ansbach Schmettau, Dutch Guard **Dragoons**

Thank You for Your Interest in Age of Honor!

Age of Honor (or AOH) is the official, commercially published Fire & Fury supplement covering the Lace Wars, presented to enhance Age of Eagles (AOE), commonly known as Napoleonic Fire & Fury. **Ownership of Age of Eagles is required to properly play Age of Honor, but we will be offering significant discounts to customers who purchase both books together!**

The game 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 or wing 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.

This scenario book and supplement, when published, may be purchased from a number of vendors who frequent HMGS East conventions, to include SCALE CREEP, BRIGADE GAMES and ON MILITARY MATTERS. **Publication is almost here, so be sure to check our Website at <http://ageofeagles.com> for the free AOE Supplement, latest information, additional "teaser" scenarios and to purchase direct if you so desire.**

Notes and Comments

L'Armee Francaise Vol II

The Age of Honor

The Lacey Wars in Miniature based on Fire and Fury

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 dead, or high die roll off if both commanders attached or dead.

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

		Disorder	EFFECTS Good Order	Reserve Movement
DIE RESULT	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.	Partial Success. Units move half, 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.

Movement Rates Chart

Unit	Basic	Road	Rough	Fording
NonCadence Infantry	5/8"	10/16"	x 1/2	-2/-3"
Cadenced Infantry	6/9"	12/18"	x 1/2	-2/-3"
Light Infantry	8/12"	12/18"	x 1	-1/-2"
Cavalry	12/18"	15/21"	x 1/3	-2/-3"
Foot Artillery	6/9"	9/12"	x 1/3	-3/-5"
Horse Artillery	9/15"	12/18"	x 1/3	-3/-5"
Leaders and Staff	12/18"	15/21"	x 1/3	-2/-3"

Movement = 15mm/25mm"

- Minus 3 (5) inches per unit crossed for Passage of Lines.
- Minus full move to deploy into Line or Supported Line.
- Minus full move to dismount/remount Dragoons.
- Minus half move to deploy into Mass or March Column.
- Minus half move to deploy in or out of Square, Urban Area, etc.
- Minus half move to Face to the Flank.
- **Light Infantry is NOT penalized when moving thru Rough Terrain (Movement Rate x 1).**

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 Prussian infantry in the WAS or SYW
+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

French Pistolier Cavalry – count as Trotter (with no fire) for melee when charging on a modified die roll of 10 and above. All other modifiers then apply, and the French remain Pistolier when countercharging.

Use first six Reserve Movement Modifiers for initiative die roll.

RESERVE MOVEMENT MODIFIERS

+3	Marlborough with Eugene, Charles XII, Frederick, etc Commanding
+2	Villars, Eugene, Vendome, etc
+1	Bouffler, Daun, Ferdinand, etc.
0	No Effect – d'Estrees, Saltykov, etc.
-1	If any General other than above or below
-2	Duke of Burgundy, Duke of Cumberland, etc Commanding, or Army Commander committed elsewhere or dead
+4	If Army Commander Attached to Brigade or Superseding Command
+6	First Turn of Game
+6	Successful Reserve Movement Previous Turn
Reserve Movement Failure on:	
+1	Previous Turn
+3	Two Previous Turns Ago
+5	Three or More Previous Turns Ago
-1	Unit Disordered

Age of Honor, published 2010.

Original Fire & Fury game mechanics and text, copyright 1990, used in Age of Honor are republished with permission from Richard W. Hasenauer.

Volley & Cannonade

	RANGE				
	2/3"	4/6"	8/12"	12/18"	18/27"
Russian Artillery	13/11	10/7	8/6	6/5	5/4
French/Austrian Arty	12/10	9/6	7/5	5/4	4/3
Other Artillery	11/9	8/5	6/4	4/3	3/2
Light Infantry	1	Heavy/Light			
Shock or Ottoman Foot	1	15mm/25mm"			
Fire by Rank Foot	1.5	FIRE POINTS			
Platoon Fire/Linear Foot	2				
Prussian First Fire	3				
Light or Pistolier Horse	0.5				

FIRE POINT MODIFIERS

x 2	Firing from Enfilade, at Square, Masse or March Column
x 1/2	Firing Unit Disordered, in Masse/Field Column or a Damaged Battery

DIE ROLL MODIFIERS

+1	Target limbered, changed Formation or Movement Mode, or About Facing
-1	Target is Light Infantry
-1, -2, -3	Target in Cover (per Scenario)

FALLEN LEADER TABLE

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

DIE ROLL MODIFIER

-2 Charismatic Leader

EFFECT ON TARGET	Desultory Fire: No Effect!	Lively Fire: Disordered or 1 Battery Silenced	Telling Fire: Disordered plus 1 Stand lost or 1 Battery Damaged	Deadly Fire: Disordered plus 2 Stands lost or 1 Battery Wrecked	Devastation: Disordered plus 3 stands lost or 1 Battery Wrecked
	FIRE POINTS				
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

NOTES:

- **Prussian First Fire** – Use 3 FPs per stand the first fire phase in a game a Prussian non-light infantry brigade issues fire during the WAS and SYW. Afterwards use Platoon Fire.
- **Changing Movement Mode** - Limbering, Unlimbering, Mounting or Dismounting Dragoons.
- **Gallop Cavalry** – **NO** die roll modifier for melee, positive or negative.
- **Irregular Troops** – Permanently Disordered for movement, fire and melee.

Bayonet & Sabre

DIE ROLL MODIFIERS

+1 or +2	Leader/Charismatic Leader Attached
-1	Outnumbered by the enemy 3:2 in Stands
-2	Outnumbered by the enemy 2:1 in Stands
-3	Outnumbered by the enemy 3:1 in Stands
-4	Outnumbered 4:1 or greater in Stands
+2	Cavalry charging Foot in open, not in Square from less than 5" distance
-3	Or from 5" or greater distance.
-1	One or more Brigades are Trotting Horse
-2	One or more Brigades are Pistolier Horse
-1	Pistolier Horse plus Other Horse Type in Melee
+1	One or more Brigades are Heavy Horse
+2	One of more Brigades are Armored Heavy Horse
+2	One or more Brigades are Shock Foot
+1	Breakthrough Charge or Supported Formation
-2	Disordered Brigade, Non-Countercharging Cavalry, Light Infantry, Unattached or Silenced Battery (these modifiers not cumulative)
-1	Each Stand lost during Current Fire Phase
+1 to +3	Defending in or behind Cover
-3	To Defender Outflanked
+3	Defender already in Square & attacked by Horse
-1	If already in Square and attacked by Foot
+2	Units are Fresh
-2	Units are Spent
+1	Units are Regular
+2	Units are Elite

		EFFECTS
DIE ROLL DIFFERENCE	7 or more	Shattered! DEFENDER: Retreat a full move Disordered/Silenced. Two troop stands lost 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: Mandatory breakthrough charge a half move towards closest enemy.
	4 5 6	Driven Back! DEFENDER: Retreat Disordered/Silenced beyond enemy musketry range or one-half move (whichever is greater). One troop stand lost and one battery is damaged if present ATTACKER: Occupy enemy position or optional breakthrough charge a half move towards closest enemy.
	1 2 3	Withdrawal! DEFENDER: Troops retreat disordered 2" (3" for 25 mm) from the enemy. Batteries are silenced and retreat beyond enemy musketry range or one-half move (whichever is greater) ATTACKER: Occupy enemy position.
	0	Locked in Combat! DEFENDER & ATTACKER: Both sides are Disordered/Silenced, and each lose one troop stand or one battery wrecked. Recalculate modifiers and fight again.
	-1 -2 -3	Withdrawal! ATTACKER: Retreat disordered until 2" (3" for 25 mm) from the enemy. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry unless secure flanks and additional die roll of 5 or less.
	-4 -5 -6	Driven Back! ATTACKER: Retreat Disordered beyond enemy musketry/skirmish range or one-half move (whichever is greater) One troop stand lost. DEFENDER: Hold position. Infantry in open form square if victorious against horse unless secure flanks and additional die roll of 5 or less.
	-7 or more	Shattered! ATTACKER: Retreat a full move Disordered/Silenced and two troop stands lost 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 horse unless secure flanks and additional die roll of 5 or less.

