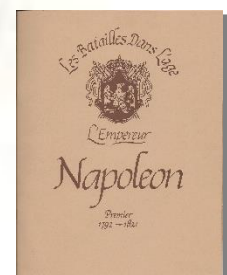# La Bataille Premier ME ©
Rules for Napoleonic Grand Tactical Warfare 1792-1815

"From the Marshal Enterprises Household to the Citizens of the Gaming World"

https://www.labataille.me

Premier Rules for La Bataille ME *(August 2018)*

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Introduction (1)

This document has been provided for the use of all players who strive to enjoy the multiplayer effort of participating in the Age of Napoleon. Yet the rules are flexible enough to facilitate one-on–one play for smaller scenarios and battles—especially corps versus corps engagements.

The authors of this script believe this drama can best be played in the recreation of larger battles, like Austerlitz and Eylau, in which there are a number of commanders for each side. If you are playing with just one other player; or just trying to familiarize yourself with the system; or even playing solitaire, then try your hand with one of the smaller engagements like Neumarkt, Salle or Halle. As you gain more confidence with the system, then you may want to escalate to the larger multi-player games where you will be able to experience the intrigue and symphonic dynamics inherent to *La Bataille*.

This is your script to become a character in a play and the theater is a battlefield in Europe during the early 19th Century. The emotions of tragedy and comedy; glory and humiliation; envy and self-sacrifice; and jealousy and compassion; are an important part of the politics and wars of the period. The authors passionately believe the interaction of human players is the only way to create this drama.

The *Bataille* system has existed and thrived for a period of years that has now exceeded the years that France enjoyed both the First Republic and First Empire. This is not an accident. Nor is it an accident that there are many souls who have differing opinions regarding the tactics of the period and the results caused by each. The system continues to flourish because it works. *La Bataille* is easy to play, and the players can come to a conclusion in a battle in a very reasonable period of time. If you find yourself struggling for hours to complete a turn, you are playing some major aspect of the game incorrectly—like a technician or bureaucrat. We suggest the player review the information again to discover where the error may lie. Perfection is not in

achieving a mirror image of what someone perceives as an accurate replay of technical events. Perfection is achieving resolution on the battlefield.

The summary provided herein is not a legal document; a textbook; or an instruction manual for the assembly of a technologically advanced piece of equipment. It is a merely a script to the director or dramatist of history who wishes to become a Corps or Army Commander for a day—competing for *la gloire* and recognition by his sovereign.

The Chronology of Battle (Le Chronologie de Bataille) (2)
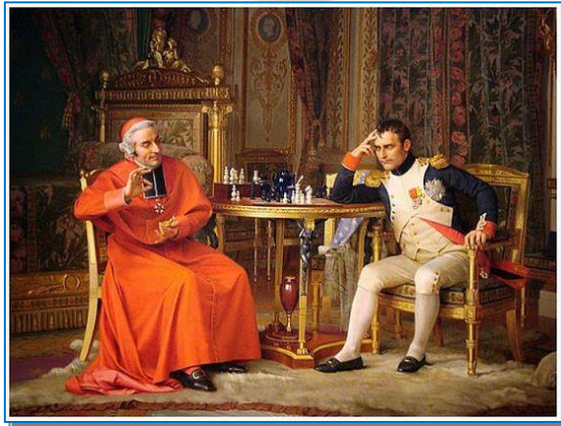
The passage of time and the order of play make up the chronology of battle. Though the play is not simultaneous, this chronology will still capture the color and intensity of the era of Napoleon, and the ebb and flow of the events on the battlefield.

Although the following sequence may seem rigid, it is important to note that in every part of the chronology of battle there will be noteworthy events, which may result in dynamic changes to the action portrayed. Thus in a manner the defensive fire of a unit may dramatically affect the momentum of a charge by cavalry and force a major shift in tactics or strategy. Understanding the chronology of battle involves knowing when to make plans and when to change them.

The French and their allies, who have decided to join the revolution from the tyranny of the royal oppressors, will always move first, as was their custom. This relates to the French normally having the initiative on the battlefield. Occasionally, a special rule for a specific battle late in the era may provide for the Enemies of Enlightenment to have the initiative and consequently move first for that specific battle. All in all, do not let these minor facts trouble you, for after all, *c'est la guerre*.

COMMAND SEQUENCE

There is a mutual sequence to commence the turn where both sides check their individual movement duration allocation and identify reinforcements. Morale Levels are checked at the hour. When all of these actions have concluded, then move to the Imperial Sequence then the Coalition Sequence.

SEQUENCE FOR THE FRENCH AND FRENCH ALLIES

Charge a' Cheval

Movement

Defensive Fire by the Opponents of the Rights of Man

French Offensive Fire

Melee Assault – a force of the people's will

Morale Recovery

SEQUENCE FOR THE ENEMIES OF THE REVOLUTION

Charge a' Cheval

Movement

Defensive Fire by the Liberators of the Oppressed

Allied Offensive Fire

Melee Assault

Morale Recovery

For every battle, this sequence is followed for every turn. After each side completes their portion in order and the time record is advanced. This is a summary of the chronology of battle and it will continue until the fates have determined the end of the conflagration and a victor is proclaimed.

The non-phasing player has options such as *opportunity* and *reaction charges* as well as *opportunity fire*.

Game Scale (3)

Each complete turn represents approximately 20 minutes of real time.

 Each hex is approximately 100 meters across.

Each Infantry Increment is equal to 100 men

Each Cavalry Increment is equal to 50 men and their associated mounts.

Each Artillery Increment is equal to 4 cannon.

Markers of Play (4)

There are numerous counters associated with the game and used for many purposes during play. For the most part there are three types, Combat Units, Leaders and Informational Markers.

The Combat units represent individual Regiments, Battalions, Companies, Squadrons and Batteries.

The Leaders are individual personalities; their associated Aides des Camp; and selected staff which leads the troops on the field.

Premier Rules for La Bataille ME *(August 2018)*

Informational Markers (5)

Informational Markers are just that, markers that identify specific facts about a unit or units in a hex. Those markers include, but are not limited to, information about the unit's state of morale; combat effectiveness; formation status; cavalry readiness; and whether a cavalry unit might be selected for a charge.

Increments Loss counters are the white counters with a number on each side. When a combat unit takes a loss, place an increment counter under the formation to reflect the loss suffered. If a 14 step regiment suffers two losses due to fire combat, place a "2" counter under the regiment to represent the new value as "12."

Other informational markers indicate specific formations such as infantry *Carre*, Masse or *Road March* order; and there are specific counters that denote morale status when a combat formation is disordered (*DD*) or routed (*PGD*). Further, cavalry that charges and melees will have a counter added to reflect the combat formations' state of readiness.

Combat Units (6)

Combat Units are counters, which represent Infantry, Cavalry and Artillery.

Combat Units are printed on both sides of the counter. The front side contains visual information regarding how the unit was uniformed, the higher organization to which the unit belonged, the unit type, and its size. It further contains specifics about how many men are in the unit and the movement points at its disposal for a turn. This face of the combat unit counter is the unit's general side.

The reverse of the counter is the unit's specific side. The information contained therein is again the organizational information related to the unit and the command to which it belongs. The specific combat values for the unit related to fire, melee and morale are shown here as well. In some cases there is additional information on the specific side of the counter regarding range of fire, or special abilities of the individual combat formation.

The general side of the counter provides the player with information of a bureaucratic view of the unit. The specific side provides a more detailed historical view of the combat ability of the unit. As a basic concept of the game opponents do not view the specific side of the combat units of the other side.

Infantry

Infantry units may be on the map either as a regiment; a series of battalions or in some cases, companies. If the regiment is on the map the associated battalions are held off the map on the organizational display. When and if a battalion deploys as companies, the battalion counter is placed upon the organizational display and is then replaced on the map with the companies that represent it.

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During the set-up of the game, review the order of battle carefully. In some cases regiments were not present on the field because of decisions made within that specific army. Occasionally a regiment did not have all of its battalions present, or the battalions were brigaded together in an organization, which was not based on the parent regiment.

A player may deploy his formations in any manner he wishes as long as it is consistent with the terrain restrictions, and losses to the unit, (a regiment which has suffered 50% losses or the value of a single battalion must break into battalions)

Cavalry

There are two types of cavalry: light and heavy. Heavy Cavalry has a movement rate of 12 or less. Light cavalry has a movement rate of 13 or more. There are no exceptions to this rule.

Cavalry never breaks down into a smaller formation. There are some individual combat formations, which are squadrons, but they do not assemble into regiments, and a regiment does not breakdown into its squadron equivalent.

If a light cavalry unit has a fire value in parentheses that specific regiment may skirmish. More information regarding the tirailleur a' Cheval is located in that section of the rules. Some light cavalry has a second number and a plus sign next to their melee value of the specific side of the counter. This is a lance bonus. Additional Lancer rules are found under the specific cavalry rules.

Artillery

There are two types of artillery, foot and horse that are identified in the OB. When the general side of the counter is up, the battery is limbered. When the specific side of the counter is up, the battery is unlimbered. The specialized artillery rules follow under their own section.

Leaders and Aides des Camp (7)

These counters represent the injection of an important personality into the battle, at a specific point. The numbers found on the specific side of the counter are the modifiers to the die rolls made when using the leader to effect fire of artillery, melee of an enemy formation or improve the morale of friendly troops. Leaders may suffer casualties as a result of their use. Also be aware some leaders have negative values, in these cases the leader actually injures the effort, but it is only historical.

The leader artillery bonus never improves infantry fire unless the firing formation is conducting fire combat in conjunction with artillery. The leader, however, must be stacked with the artillery piece.

Leader casualties- A leader may be affected by the outcome of a combat result. During offensive or defensive fire, or during melee, there is a possibility of a leader casualty. During the fire

phase; a natural die roll of "65" or "66" on the fire table will cause a leader casualty in the target hex if there is a leader present.

During the assault phase if the attacker rolls a natural "11" or "12" in an attack lead by a leader, there is a casualty with the attacker. If the attacker rolls a natural "64", "65" or "66" and there is a leader present with the defender, then the defender's hex suffers a casualty. In every case, a natural number implies an unmodified dice roll back to the original player.

Whenever there is a leader casualty, roll one die and consult the following chart for the casualty description:

1. Head wound. (Dead)

2. Chest wound (Dead)

3. Leg wound. (Roll two dice for the number of hours out of the battle. A "3" on each die would mean out for six hours.)

4. Arm wound. (Roll one die for the number of hours out)

5. Capture (the counter is removed from play). If casualty is from fire, roll again.

6. Flesh wound (no time out of battle)

If the leader is killed, or wounded the units in the hex containing the leader checks morale at once, subtracting the leader's bonus from the dice roll. Should a formation containing a leader be eliminated, the leader will move to the closest hex to the defeated group that is not in an enemy *zone of influence* unless:

1. The group is completely surrounded by enemy unit counters.

2. The formation surrendered.

In both of these cases the leader is captured and removed from play.

Leaders may always retreat before melee, if there is a path open to them. They may not retreat before a charge.

An unescorted leader is captured as soon as an enemy cavalry formation enters the hex, during either the movement or charge phase that the enemy leader occupies.

In the event there is more than one leader in a stack that suffers a leader casualty, randomly pick one of the leaders to take the result, if a leader is used in the combat to affect the roll, he will take the casualty 50 percent of the time, all others are randomized equally.

Errors in Judgment (8)

It is a difficult task to reflect the errors in judgment, which surface during a major battle. This is part of the theater that goes on, and has been reported through the ages by historians of every

society.   Most of the blunders, or more politely, the errors in judgment, that fill the annals of war, happen because of too little or, too much time, being spent on a critical decision.

The fact is, if that decision is to form square or stand while cavalry is charging the last 300 yards to reach your formation, you have less than 30 seconds to pass the order.   So that the players feel this drama, the movement phase for each side is a timed period. All movement for all units for a side will be completed during the time period assigned.

Machinations of Fate (9)

Like life itself, a certain amount of luck is built into the *Bataille* system. There are two major charts: *Fire* and *Melee*, as well as numerous other charts related to the play of the game. These charts are referenced following the cast of two different six-sided die. One of the die is always the "tens" digit; and the second die is always the "ones" digit. The two dice will yield a result between 11 and 66.

The system uses a base six numerical concept to reflect these events, and the two die provide for 36 numerically equal results. Therefore, when a player adds "4" to the die roll, as directed by the rules, he cast the dice, and reads a "4" and a "3" as "43" plus the "4" to yield a "51" result for comparison to the chart or table.

Occasionally there are minuses to the die roll and you subtract them in the same manner as outlined above.

Increments (10)

Increments are the basic men, and their equipment including horses, in the cavalry and artillery. The area represented by the hexagon on the map has finite boundaries, and therefore there are limits to the quantity of men; horses and material, allowed in the hex.   The stacking chart provides guidance as to the maximum stacking for infantry, cavalry and artillery in all available formations for each terrain type.   If the limit provided on the stacking chart is exceeded, for any reason, all individual combat formations in the over-stacked hex must immediately make a morale check. Failing the morale check will cause the specific unit to disorder and retreat three hexes away from the enemy. If, following the morale check, there still are more increments in the hex than permitted, the last units into the hex are displaced back to the hex they entered from, until the stacking limit is no longer exceeded.

If cavalry units move through hexes which contain infantry in line or column, all combat formations must make a morale check, subtracting "6" from the die roll. If the infantry is in skirmish order, no check is required. If infantry enters a hex containing cavalry, the same check is required, minus "6."   If the cavalry is in skirmish order (tirailleur a' Cheval), there is no morale check.   Horse artillery may be ignored for movement conflicts with cavalry, but may not end a movement phase stacked together with cavalry.

Formations in a single hex that have more than nine increments will have a penalty applied to them when they are fired upon.   For every increment over nine, add "1" to the die roll result for

a fire attack, when the dense formation is the target. Therefore, if a hex holds a regimental column of 24 increments, when the unit is the target of a fire attack add 15 to the dice when consulting the fire chart.

Incremental Losses (11)

Lost increments, due to fire or melee, do not specifically mean dead and or wounded. It means loss of effectiveness. Formations that are not as dense in manpower; or have a poorer grade of troops; or have fewer or lesser quality officers--both commissioned and non-commissioned-- leading those troops, will lose more men than others.

Losses due to fire and or melee are always taken against the top unit in the hex. Multiple losses due to artillery fire will be taken equally against all units in the hex. For example, if there are four battalions in a hex and a fire loss of "3" due to artillery is suffered, then the top three battalions each take one a one increment loss.

If unlimbered artillery is in a hex with infantry and multiple losses are suffered the first loss is taken by the infantry and the next is suffered by the artillery. If more than 2 losses are taken the odd increments are suffered by the infantry and the even by the artillery.

Proportion of Increments Loses (12)

When a formation suffers a loss, all specific combat values are affected in one way or another. The specific values which are impacted first are the melee values. The melee value of the unit is proportioned downward in a direct relationship to the quantity of the loss. That is, if a five increment battalion with a melee value of 15 suffers an increment loss, the melee value goes down by 20%, from 15 to 12. The printed fire value of battalions is not modified until there is only one increment remaining and then the printed fire value is halved. When an infantry unit has sustained more than 50% losses, subtract 6 from all subsequent morale rolls

Artillery batteries suffer proportionate loss of fire and melee values with every loss suffered.

Cavalry suffers proportionate loss of melee value with every increment lost. Cavalry fire remains the same until 75% losses and then the fire value is halved. The Lance bonus listed on select cavalry units is also proportionally modified due to incremental losses.

It is the players' option to retain fractions which determining fire or melee odds. Come to an agreement prior to the start of hostilities with your opponent and play appropriately.

Orientation (13)

Orientation is the direction a combat unit is facing. Only combat units have an orientation; leaders, aides and informational counters do not. If there is a question, always look at the top combat unit, nothing else matters.

Infantry: When an infantry unit is in either column or general order, the top of the counter faces a hex side. When in column, the unit has three front hex sides, two flank hex sides and

one rear hex side. When an infantry unit is in general order, the formation has five front hex sides and one rear hex side.

When an infantry unit is in line formation in one hex, the top of the counter faces a hex vertex. When the combat unit is four increments or less, the unit occupies a single hex. When in a single hex the combat formation in line has two front sides, two flank and two rear hex sides.

When the line formation has five or more increments, is in line and extends into two hexes, use extended line makers to designate the hexes the formation's increments are in. When an infantry unit of more than five increments is in line in two hexes, the formation has four front, two flank and four rear hex sides.

When a single infantry battalion of five or more increments is in one hex, only four increments may fire. The fire defense is not that of a 4 increment line.

Infantry line formations of seven or more increments in a hex have a fire defense of 6.

When an infantry unit has a fire range on the specific side of its counter, it may enter skirmish order. When in skirmish order, and having three increments or less, the unit occupies a single hex; faces a hex vertex; and is inverted to signify the unit is in skirmish order. When an infantry unit has four or more increments; has a fire range; and is placed on a hex side between two hexes with its specific side up, it is in skirmish order in two hexes. When in a single hex, the skirmisher has four front hex sides and two flank hex sides. Units deployed in two hexes in *tirailleur/skirmisher* order have six front hex sides; two flank sides; and two rear hex sides.

When an infantry combat unit is in *Carre*, it is signified by placing a square informational counter on top of the unit. Further, the *Carre* has six front hex sides.

Cavalry: When light cavalry is either in column or *general order*, the unit has five front hex sides and one rear hex side, a column of cavalry faces the top edge of the counter along a hex side.

When heavy cavalry is in column, the unit has three front, two flank and one rear hex sides. When heavy cavalry is in *general order*, the unit has five front hex sides and one rear hex side.

Cavalry regiments in line always face a hex vertex, they have two front, two flank and two rear hex sides. Multi-hex cavalry lines always have two flank hex sides, and an equal number of front and rear hex sides.

Artillery: When Artillery is limbered or unlimbered it faces a hex side.

The formation has three front hexes, two flank and one rear hex sides. To signify the battery as limbered, the general side of the counter is face up. To illustrate that the battery is unlimbered, flip the counter over, and place it so the specific side of the counter is face up, and the top of the counter is placed along a hex side.

When, and or if, a combat formation is attacked through one of its flank hex sides; the defending unit subtracts "12" from its pre-melee morale check; and it has special fire defense, as per the fire effects chart.   For the attacking unit, the pre-melee morale check roll is modified by plus "12", and the melee value of the attacking unit is doubled.

When a combat unit is attacked through one of its rear hex sides, the pre-melee morale check for the defender is minus "6" from the dice roll.   For the attacking unit the pre-melee morale check has a modifier of plus "6", and the melee combat value of the attacker is 150% of normal.

Zone d'Influence (14)

All combat units have a *zone of influence*. The zone is the area adjacent to their *front* hex sides. The zone is the area in front of the unit—the one hex-- that affects enemy movement; defensive fire; opportunity and *reaction charge*s. The *Zone of Influence* presents the unit's best defense orientation. When a combat unit enters a hex adjacent to a front hex side of an enemy combat formation, it is said to have entered the opposing unit's *zone of influence*.

There is one exception to this rule, infantry in *Carre* does not exert a *zone of influence*, yet units moving adjacent to the *Carre* are subject to defensive fire as they exit the hex or make organizational, orientation or formation changes.

All units in an enemy *zone of influence* may receive defensive fire from his opponent during the defensive fire segment of the turn. Foot artillery and infantry must stop movement when they enter an enemy *zone of influence*. Artillery may expend movement points to unlimber if that is their choice at this time--assuming they have enough movement potential remaining to do so.

Foot artillery and infantry units may only exit an enemy *zone of influence* at the beginning of their movement phase, and to do so will provoke a defensive fire attack on them. Horse artillery and cavalry must stop movement when they enter a zone established by enemy cavalry.   If the zone belongs to infantry and or artillery, the moving cavalry / Horse Art. may keep moving. When exiting an enemy *zone of influence* hex, the non phasing player may make a defensive fire attack on the exiting combat unit. These defensive fire attacks are called *opportunity fires*.

Any time a combat unit expends movement points in a hex which has an enemy *zone of influence* the non-phasing player may make an *opportunity fire* attack upon the phasing combat unit.   This includes facing and formation changes if there are movement points used.

If a unit voluntarily leaves a *zone of influence, the non-phasing player may have opportunity fire at the unit that exits. If the exiting unit decides to change formation (line to column) in the zone of influence and then leave, the non-phasing player may have two opportunity fire attacks.*

Opportunity fire attacks are just like defensive fire attacks that happen in the defensive fire phase of the chronology of battle, including fire value calculation, column shifts etc.

Whenever a combat formation exits an enemy *zone of influence* involuntarily as a result of a melee attack, the retreating formation will lose one increment for every hex it exits which has a *zone of influence* upon it. If it retreats through three ZoI hexes, it surrenders. If the hex is occupied by a friendly combat formation, no loss is suffered.

Always consult the Assault á Melee - Matric, cross indexing the type of unit, condition and result.

Examples of Combat:

So if during an assault a combatant suffers a "*AD* or *DD*" result, the combat unit is disordered and must retreat three movement points or a minimum of one hex whichever is greater, the combat formation loses an increment for the first hex from which the unit retreats, and one increment for any other hex it retreats from that has an enemy *zone (s) of influence* in which is not occupied by a friendly combat formation. It is possible to have multiply zones d' influence on one hex but the result is a single increment loss per hex retreated through. If the disordered infantry moves through three ZoI hexes, it surrenders. If it retreats disordered through a cavalry ZoI, it routs.

Additionally, if during an assault a combatant suffers a "*AR* or *DR*" result, the combat unit is routed (Plus Grande Disorder) and must retreat it's ten hexes, the combat formation loses an increment for the first hex from which the unit retreats, and one increment for any other hex it retreats from that has an enemy *zone of influence* in which is not occupied by a friendly combat formation. . See combat matrix for any special cases like *DR* to routed units.

When infantry or guns make an involuntary retreat through a hex, which has an enemy cavalry *zone of influence*, as a result of melee, the infantry or limbered artillery will become routed if they are not already. The rout move will not provoke an *opportunity charge* by the cavalry.

Tactical Organizations (15)

During the age of Napoleon, a combat formation would assume different tactical organizations for different conflict situations. Rarely did men fight as a mob; rather, they fought with some preconceived notion of what they should do when a new situation arose. The essence of the battle tactics of the age can be summed by the following formations; each with its particular se.

Line: A combat formation that emphasized firepower. Units deployed in a series of ranks, usually three but sometimes two.

Column: An organized mass of men which relied on weight and momentum. Used as a formation of maneuver or assault in critical situations.

Carre: A formation developed for infantry against cavalry onslaughts. The most temporary of all formations in that it was practically immobile and extremely susceptible to combined arms attacks.

General order: Basically, every man for himself. A formation employed when terrain made it difficult to direct or maneuver soldiers as a mass.

Skirmish: Infantry or cavalry deployed to make maximum use of terrain, or, as more often was the case, deployed in small groups which would not provide the easy target provided by the other combat formations. Used for screening friendly troops and harassing the enemy.

Road March: Used only on viable transportation routes when combat readiness was sacrificed for speed.

Tactical Organization Special Rules (16)

A hex may never have two types of formations, such as line and column, deployed in it simultaneously except during movement of certain combinations of troops. Cavalry may not charge, or move into or through, other non-cavalry formations with the exception of infantry in *Carre*, tirailleurs, artillery in *Carre* or limbered artillery. Cavalry may not end a movement segment with friendly infantry in the same hex, regardless of the rules noted above. Infantry in *Carre* when moving one hex may not enter a hex containing enemy cavalry.

Infantry formation changes cost 1 movement point each, artillery formation changes cost 2 movement points each and cavalry formation changes cost 3 movement points each. Combat units do not pay for a formation change to enter or exit general order.

Infantry in Column - Infantry facing a hex side is assumed to be in column unless the terrain requires the adoption of *general order*. In clear terrain, the columnar stacking limit is one regiment, or 18 increments. *Vorsicht! Columns with more than nine increments are subject to very heavy fire losses!*

General Order - The stacking limit for units in *general order* is given in the *Terrain Effects Chart* for each type of unit. Whether it is in column or *general order*, only the top unit in a hex may initiate fire combat. In column or *general order*, all increments are used for the attacker's pre-melee morale check. In column or *general order*, all units in a hex are counted for melee.

Infantry In Line - Infantry in line face a hex vertex and may deploy in two hexes as long as at least five increments remain in the counter. When entering into a line formation, an infantry unit pays one movement point in addition to any terrain cost. Units may enter line formation in one hex even if there is only one increment remaining in the unit. As many as 18 increments may be deployed in line formation in a single hex. Line formation may only be employed in clear terrain (remember to treat slopes as clear terrain). When infantry is in a formation other than line, and wishes to deploy into line in two hexes, another movement point is expended for a total of two.

Premier Rules for La Bataille ME *(August 2018)*

Whenever infantry deployed in line in two hexes suffers casualties reducing the unit to four or less increments, it must reduce or shrink into a single-hex line formation as soon as the loss occurs. This change of deployment does not trigger *opportunity fire* and is an exception to the *opportunity fire* rule.

Movement in Line - Units deployed in line reduce two from their movement value at the beginning of the movement segment of the chronology of battle. This penalty applies throughout the movement segment regardless of the units' option to change their formation.

This movement reduction applies to cavalry as well as infantry formations.

The special rules for a particular battle may modify the exact movement in line formations. *Fire from Line* - Up to a maximum of four increments may fire from any hex where there are Infantry units deployed in line formation (even though there may be more than four increments in the unit). Additionally a single battery may fire in consort with the 4 increments of the line, when the battery is present. See *Assault a la Feu.*

Fire Defense in Line - When there are seven or more increments deployed in a hex in line formation, the hex will have the fire defense of a column (see Fire Defense chart). A unit will have the fire defense of a line when there are six increments or less deployed in the hex in line formation. Artillery deployed with infantry in line formation orients itself for its *zone of influence* in the same manner as the infantry: it must therefore, have the same front, flank and rear as the infantry. If artillery is unlimbered with infantry in line then up to four increments of the infantry may fire in conjunction with the guns.

Assault from Line - A formation in line, conducting an assault, may only use up to a maximum of four increments for the pre-melee morale check even if there are more than four increments in the hex. In defense, however, the formation in line uses all increments in the hex for pre-mêlée morale check. In conducting the actual assault, however, all melee values are used for both attack and defense.

Multi-hex line assaults – Whenever a multi-hex unit moves to assault with one hex of the line, the other half of the unit is not stopped by enemy Zd'I as long as it is used as part of the assault. The unit moving through the Zd'I would suffer *opportunity fire* for each movement point expended.

Refused Flanks – for a unit in line formation, a flank hex is considered refused as long as it has a friendly zone of influence into the flank hex. This could be any unit including cavalry. Refused flanks are treated as front hexsides. Friendly cavalry would be able to *opportunity charge* enemy units that attempt to enter that zone.

Forming Carre - A *Carre* may only be formed in clear terrain and requires a minimum of three increments in the hex. The maximum stacking for a *Carre* is 18 increments or a regiment. A *Carre* does not exert a *zone of influence* except in the hex where it actually rests. Units form *Carre* in their movement phase (square) by paying one movement point and placing a Carre informational counter on top of it. A *Carre* may also be formed in the enemies charge phase. A *Carre* has six front hex sides and an orientation with every hex adjacent to it. Units may adopt

Carre during their regular movement segment of the chronology of battle or during the enemies charge a' Cheval segment of the chronology of battle.

Units in *Carre* minus 6 to the unit's morale value

Firing from Carre - A *Carre* may fire into three non-contiguous adjacent hexes. The fire value of a Carre is one-third the increments of the square times the fire multiple (see Fire Effects chart). This fire value is constant regardless of the number of fire attacks it makes.

When an enemy cavalry formation is in the same hex as a Carre, the Carre has the fire value of the total number of increments times the fire multiple.

Further if the target is on top of the *Carre*, that is, in the same hex, the battery fire value is doubled and a column shift for canister is used.

Assault a Carre -

Infantry units which wish to assault a *Carre* move adjacent to the *Carre*. Infantry formations, which melee a *Carre*, do so with melee strength 50% greater than its printed value (or half-again as much). The assaulting infantry does not move on top of the *Carre* like cavalry

Infantry in *Carre* may not assault other formations.

Any time a *Carre* receives a *DD* result in melee, consult the Assault á Melee - Matrix

Example: The unit disorders like any infantry but does not remain in Carre but reverts to a column formation retreating three hexes.

Cavalry units wishing to *assault a Carre* must actually rest in the same hex as the *Carre* and have suffered defensive fire. Cavalry, which melees a *Carre*, does so at one-third normal melee strength. The cavalry and Carre occupy the same hex. If the combat result is An AR or AD the cavalry must retreat to an adjacent hex and will no longer occupy the same hex as the Carre

Carre Movement - A *Carre* has a movement value of one at the beginning of its movement phase, unless, the first action they perform is a change of formation, in which case they will have the remainder of their movement value to expend. A unit in *Carre* can always move one hex if it is moving from one clear terrain hex to another. A Carre would have to change formation to move into a *general order* hex.

One battery of guns may fire from a *Carre*, but the value of the battery's fire is one third when firing into any single hexside.

General Order - All combat formations in dwelling hexes, woods, and forests, are said to be in *general order* unless they are disordered or routed. All combat formations entering the specific hexes, as outlined in the special rules for *general order,* adopt said order when they enter that type of hex. For the most part, these are hexes with buildings; dwelling hexes; woods; and forests.

Units in *general order* fire at their printed value. Units defending in *general order* do not perform a pre-melee morale check. Cavalry in *general order* melees at one-third their printed melee strength. All other units' melee at full strength while in *general order*.

The stacking limits are given in the *Movement Charts* for each game for the different varieties of terrain in which a unit forms into *general order*.

Road March – Units in *Road March* have a movement rate of 1/2 a movement point for each road hex entered. (This specific rule may be modified by the special rules found in individual games). Up to four increments per hex may use *Road March*. To place a combat formation in *Road March* when it has more than four increments simply place an extended line informational counter behind the unit counter for each road hex needed. Thus, a unit with 11 increments would occupy three road hexes using the battalion counter and two extended line informational counters to do this. Here are some specific rules for *Road March*:

- Units in *Road March* must be broken down into their smallest organization (i.e. battalions for infantry) in order to enter Road March.

- Units in *Road March* have 1/4 of their melee value per hex and no fire value.

- Units in *Road March* have their morale values increased by 12 (for the worse)

- Whenever a road is intersected by a village or town hex, the road does not go through the town or village unless shown.

Artillery Tactical Organization

Artillery is either limbered (ready for movement) or unlimbered (ready to give fire). It costs two movement points to limber or unlimber a battery of guns.

Artillery Formation Change - All batteries which wish to limber must roll one die to do so. (Specifics are within the Special Rules for each Battle.) Leaders with an artillery bonus number add one to this roll. Leaders of special ability add three.

Artillery may prolong by moving one hex in clear or slope terrain per movement phase. Certain types of very heavy artillery may not have this capability. See Special Rules

When unlimbered artillery is fired upon, losses are only taken if the result on the *Fire Chart* is an even number. *Example:* If a "4" was the result, the artillery would lose two increments, or, if a "3" were the result the artillery would lose one increment. A roll of "1" indicates no loss.

If infantry is stacked with unlimbered artillery, then the odd losses noted in the paragraph above are absorbed by the infantry. *Example:* A result of "5" on the Fire chart would have the infantry lose three increments and the artillery loses two, or, a result of "1" would just have the infantry take a loss. In the case of infantry fire then, these losses represent casualties among the gunners, rather than the actual destruction of guns, though the end result is the same.

Cavalry Tactical Organization

Cavalry units have a limited number of formations available to them:

- Column – a one hex only formation that may historically include a variety of configurations.

- Line – a two or three hex linear formation designated by using a line extension marker and facing a hex vertex. There must be at least 4 increments in each hex. Line may only be formed and move in clear terrain but may pass through slopes hexsides.

    - Cavalry in line moves at a rate equal to the slowest terrain any part of the line passes through (slope hexsides).

    - Lance armed cavalry (bonus on the information side of the counter) when in line formation have their lance bonus doubled and added to the melee value of each hex of the unit.

    - The melee value of the unit would be proportional to the increments in a hex which comes into contact with the enemy.

- Tirailleur a' Cheval – light cavalry in skirmish order signified by the counter being inverted. See the Rule 20 for the details of this special formation

- Road March – a formation to use roads for accelerated movement. Typically cavalry units would be extended on a series of connected road hexes with only 4 increments in each hex. See Rule 15.

- General order – when cavalry is in towns, villages and other built-up areas, and forests. See the *Special Rules* for terrain types specific to each game

- *PGD* – cavalry does not become disordered like infantry. Cavalry is either in good order or is routing.

- Oher Cavalry Considerations

    - Limits of increment stacking are defined by the *Special Rules* in each game

Grand Tactical Command (17)

Timed Moves were a part of the original La Bataille series of games. Each side received 10 or less minutes to move. This was primarily done to facilitate play and eliminate the search for "the perfect move". The Household feels strongly this is all that is necessary for so-called command control. A time limit for movement expedites the game and produces a real focus by the players. "What commander had all the time he wanted to review and execute his moves?"

Check the special rules to see if some of the Coalition Armies receive more or less time. The time allowed may also be adjusted for the number of players and there troop allotment. A player should be able to move a corps sized force in 8 to 10 minutes. Timed moves are also a good way to handicap between and expert and novice.

Movement (18)

All combat formations may move through a number of hexagons up to the printed movement points on the general side of the counter with the following restrictions:

- Terrain restrictions (see Terrain Effects Chart in the *Special Rules*)

- Tactical organization restrictions (*Tactical Organization*).

- Units move through their front facing hexsides.

- Changing Facing

    o Infantry and limbered artillery - 1 additional movement increment to change facing.

    o Prolonged (unlimbered) artillery may move in any direction, one hex only if permitted (see terrain rules). It may change only one hex facing when unlimbered. Artillery may not prolong and change facing in the same turn.

    o Cavalry changing formation during movement costs three additional movement points. See the *Charge a' Cheval* Rule 37 for additional information

- All formations which begin with either player's movement phase of the *Chronology of Battle* in line formation reduce their printed movement capabilities by two unless otherwise stated in the *Special Rules*.

- Cavalry may never stack with infantry or unlimbered artillery. Cavalry may freely move or charge through hexes containing friendly units in tirailleur/skirmish order, or all units in *Carre*, or friendly limbered artillery, or other friendly cavalry formations. Cavalry may

pass through units in *Carre,* but may not end their movement in the same hex as a *Carre,* unless their intent is to have a melee with the *Carre.*

- Remember, stacking restrictions are in effect during the movement segment of the *Chronology of Battle* and *Charge a' Cheval Rule 37.*

Infantry Tirailleurs/Skirmishers (19)

All infantry battalions and companies which are given a tirailleur fire multiple on the *Fire Effects Chart* are considered to have an offensive fire range of two hexes and are permitted to enter tirailleur order. When in this formation the unit counter is inverted.

Units in tirailleur order with three or less increments have four front hex sides and two flank hex sides. *Refer to Formation and Orientation Chart.*

Combat units with three or less increments adopt this formation in one hex and face a hex vertex. Combat formations with four or more increments must be deployed in two hexes with the increments to be divided as evenly as possible between the two hexes. If a unit in tirailleur order, deployed in two hexes, suffers sufficient losses mandating that it adopt this formation in one hex, it does so as soon as the casualty is taken. This change of deployment will not trigger *opportunity fire* and is an exception to the *opportunity fire* rule. In essence, the unit is not moving or changing formation, but is reduced to represent the remaining troops. Three may be skirmisher battalions of three or more and these may deploy into three hexes. (See the special rules).

Up to three increments may fire out of a hex containing a unit deployed in tirailleur order. In rare cases, a unit may have more than six increments and still be permitted to enter tirailleur order. In this case, the unit may exceed the stacking limit for tirailleur order but no more than three increments per hex may be used for fire purposes. The extra increment, or two, is there to absorb losses and add to the melee strength.

Units deployed in two hexes in tirailleur order have six front hex sides; two flank sides; and two rear hex side. In some games these units have 9 increments and thus can be placed into three adjacent hexes.

When units are deployed in tirailleur order, they have a range of two hexes for offensive fire. When firing at a target two hexes distant, the fire is halved. In order to initiate opportunity or defensive fire, enemy units must be adjacent to the *infantry tirailleur*. If adjacent to an enemy use 3 increments per hex and the fire multiple as defined in the Special Rules. Certain infantry like Jägers may have a range of three or more hexes. Consult the *Special Rules* for fire values.

Tirailleurs, which are the declared target of a cavalry charge, may retreat before the cavalry if they are adjacent to: infantry in good order (not *DD* or *PGD*) or *general order* terrain. They

must retreat into the aforementioned hexes, and do so without giving defensive fire or checking morale. (This is different than an *opportunity charge*.) When this option is taken, they stand at the bottom of the hex in column or general order. The Tirailleurs do not participate in the defense fire nor are combined for melee. Tirailleurs would be subject to the melee results of the stack. This is not the same as a retreat before combat which will be dealt with later in the rules. At the end of the Tirailleur's subsequent movement, they may not be stacked with a conflicting formation i.e. (col. /line) or be over stacked.

Tirailleurs may not attempt to stand or form square in the face of charging cavalry. They either retreat as described in the above case or rout (*PGD*) when the cavalry comes adjacent to them.

- The tirailleurs would rout if not adjacent to a friendly unit in good order or *general order* terrain.

- Before the tirailleurs move away, the charging cavalry could trample them at the rate of 2 increments per remaining movement points. This includes the additional 5 movement points cavalry gets for charging.

- Cavalry would not have to roll for recall in this case.

- When not acting as tirailleurs, the unit functions like regular infantry.

Combat formations in tirailleur order have their melee value halved.   Therefore, if tirailleurs are deployed in two hexes, the tirailluers would essentially have 1/4 of the printed melee value per hex.

Movement

Combat formations deployed as tirailleurs may move through or be moved through by any friendly type of formation without penalty to either set of units. Units may deploy into tirailleur order when in a hex with other friendly units of the same type (i.e. cavalry or infantry), but may never end their movement phase stacked with units in a conflicting formation i.e. line, or violate the maximum stacking limit for each hex. If they violate the formation or stacking rules, treat them as "Defender Disordered (*DD*)" in the combat phase.

Cavalry Tirailleurs/skirmishers (20)

Certain types of light cavalry may perform as mounted skirmishers. Any light cavalry unit with a skirmish factor may act as cavalry tirailleurs/skirmishers.

Cavalry in tirailleur order is inverted and deployed in two hexes regardless of the number of increments in the unit.

Cavalry tirailleurs/skirmishers affect the movement of infantry or artillery as follows: entering or exiting a cavalry tirailleurs/skirmishers *zone of influence* will cost three additional movement points if the hex is adjacent to the Cavalry tirailleurs/skirmishers. All hexes two hexes away will cost the infantry or artillery two additional movement points to enter or exit.

When an enemy combat formation moves adjacent to cavalry tirailleurs/skirmishers, the tirailleur may fire and retreat before offensive fire if:

- The enemy unit is not an unlimbering artillery unit or a cavalry tirailleur. This retreat occurs after defensive fire by the tirailleurs, but before the offensive fire of the phasing player.

If the enemy moving adjacent unit is unlimbering enemy artillery, the Cavalry tirailleurs/skirmishers may fire before the artillery unit unlimbers (*opportunity fire*) and then remain to give defensive fire on the unlimbered artillery, then retreat one hex, but must face offensive fire due to the nature of artillery range.

The effects described (movement or retreat before combat) in the rule above are canceled by moving any enemy light cavalry formation, not necessarily in cavalry tirailleurs/skirmishers order, next to the enemy cavalry tirailleurs/skirmishers.

Cavalry tirailleurs may fire their total skirmish factor at all adjacent combat formations. *Example*: Three enemy units occupy hexes adjacent to cavalry tirailleurs/skirmishers; two are in column in one hex each, while the third is deployed in two hexes in line. Four hexes are, therefore, occupied by enemy units. The cavalry tirailleurs/skirmishers formation may make three fire attacks. One each upon the units deployed in column, and one upon the unit deployed in line. In each fire attack the cavalry tirailleurs/skirmishers fires its full skirmish fire value as indicated on the specific side.

Cavalry acting as cavalry tirailleurs/skirmishers may not charge; melee at half their printed value; and may only retreat before combat if there is a printed movement differential of two or more in their favor.

Combat a' la Feu (21)

Though the climax of battle in the Age of Napoleon was often during assault by melee, the effects of fire combat still went a long way in the final determination of the outcome. Fire combat, from either musket or cannon, was often the preliminary of the offensive assault, while defensive fire was used to blunt the attacking forces.

Since marksmanship was an art that was more decorative than functional, given the accuracy of the musket, fire can best be imagined as an action against an area (a hex) rather than against a combat formation. A hex may be the designated target only once during a fire segment of the chronology of battle.

The fire defense value of a hex is determined by the tactical organization employed by the defender and the type of terrain where the defender is deployed. In addition, the human and horse density of the target may also affect the fire defense. To fire against a hex, simply total the eligible fire factors and compare this sum to the fire defense factor. Make sure to take into account the number of increments in the hex; the tactical organization; and the terrain. Establish the odds (round any fractions down); roll the dice; and find the result on the *Fire*

Combat Chart. The result is the number of increments lost. Place the appropriate numeric informational counter under the unit to represent this loss, or adjust one that may already be there.

Example: Two batteries are firing at an infantry unit deployed in line and in clear terrain. The batteries are at four hexes distant from the infantry and therefore at medium range where they both fire 7. Their combined fire equals 14. The fire defense of a line formation with less than seven increments is 9 in clear terrain. This translates into 14 to 9 or 1 1/2 to 1 on the *Fire Combat Chart*. The dice are rolled with a result of 43. By cross-indexing the dice roll of 43 with the odds column, 1.5 – 1, we see that "1" is the result. The unit in the defending hex is now reduced by one increment.

Any combat formation with a fire factor may initiate an offensive fire attack as long as the range and line of sight provisions are not violated. All infantry, not in tirailleur/skirmisher order, have a range of one hex.

Whenever a modified dice roll falls below 11 on the *Fire Combat Chart*, the result of 11 will be applied.

Massed Targets (22)

Any time a target hex has more than nine increments; there is an addition to the fire attack dice roll. Add one to the die roll for each increment over nine. Example: A target hex with 15 increments, regardless of terrain or the units' formation, would modify the die roll by a plus six.

When a unit is in line formation and has seven or more increments present in the hex, it will have the fire defense of a column.

When an infantry unit is in *Carre*, or an infantry and artillery unit is in square the fire defense of the square is "4". The die roll for the fire attack is also modified for the total number of increments as outlined above. Other formations may be defined in the *Special Rules*.

When a fire attack is made through the flank hex of a unit in line formation, the defender will have a fire defense of "5".

Line of Sight (23)

To say that a unit has a line of sight is to state that the firing unit can see its prospective target. (Line of Sight will also apply to Charge a' Cheval and *Carre* realization and will be dealt with in the appropriate headings).

A unit's line of sight may only pass through the units front hexsides, regardless of terrain or orientation of the unit.   This specifically means units may not trace a line of sight thru their rear or flank hexsides.

To determine *Line of Sight*, either use a straight edge or stretch a piece of string from the center of the firing hex to the center of the target hex. If this line at any point intersects terrain which

qualifies as blocking terrain, or units in good order, then the Line of Sight is incomplete, and the fire attack not permitted. If the line pass directly down a hex edge between two hexes, and either of the two hexes would be blocking, the line of site is blocked. The following block a Line of Sight:

- Village, city, town or other type of dwelling hexes regardless of elevation differences

- Any type of wooded hex unless otherwise stated in the *Terrain Effects Chart*.

- All non-routed combat formations (this does not include leaders or aides-de-camp, but does include disordered units).

- Slope hexes in some cases. Firing along a slope hex is not blocked. See *Elevation* below.

- Wall hexes as defined in the Special Rules

- Infantry would have a line of site on cavalry in the same hex as *Carre*, when the cavalry moves from the same hex as where the *Carre* and cavalry are together. Example: *Carre* is three hexes away from other infantry. The infantry could have line of site when the cavalry leaves the square, and that would be two hexes.

Elevation - Elevation will sometimes play a part when determining Line of Sight. Adjacent attacks are permitted regardless of elevation. Remember, a series of slope hexes represents the undulating rise and fall of the ground and not cliff sides or mountain barriers.

In general -If the intervening terrain or unit counter is closer to the firing unit than it is to the target hex, and the firing unit is on a higher elevation, then the fire attack is permitted. If the firing hex is on a lower elevation than the target hex, and the blocking unit or terrain is closer to the target hex, then the attack is also permitted, unless the blocking unit is adjacent to the target and is a friendly unit.

Infantry Fire Rules (24)

- All infantry not acting as tirailleurs have a range of one hex.

- While in column, only the top unit (regardless of it being a regiment or battalion) may fire.

- While in line, only four increments may be used for fire per hex, times the fire multiple indicated on the *Fire Effects Chart*. *Example:* A French Legere battalion of 10 increments is in line and deployed in two hexes. The fire multiple on the Fire Effects chart shows that French Legere troops fire at X3. Because only four increments may fire from a hex if the unit is in line, this particular unit may use 8 since it is deployed in two hexes. It therefore has a fire value of 24 (8 X 3 = 24).

- Only three increments may fire from a hex while in tirailleur/skirmisher order.

Premier Rules for La Bataille ME *(August 2018)*

Artillery Fire Rules (25)

When artillery is unlimbered in clear terrain, all increments may fire up to the stacking limit of the hex. In all other terrain types, regardless of the number of increments, only the top battery may fire. Slopes not having any other terrain designation are considered clear terrain for this purpose only.

When artillery stands with an infantry formation in line in the same hex, artillery has the same orientation as the infantry. Up to four increments of infantry may fire in conjunction with one battery if they are in the same hex and fire at the same target.

In *Carre*, a battery may fire in conjunction with up to twelve increments of infantry.

When artillery and infantry are stacked together in column, only the top combat formation may fire.

Adjacent batteries may fire upon the same target hex only if there is a leader in one of the firing hexes, *and* the leader has an artillery bonus. If three hexes of artillery are to fire at the same target, then a leader of special ability must be present and adjacent to all three firing hexes. Artillery in different hexes may, however, always combine their fire if the target hex is adjacent to them both.

Artillery Ranges (26)

There are three ranges for artillery fire. Short range is at one and two hexes. Medium range is from three to five hexes. Long range is anything six or more hexes distant.

Canister (adjacent) - When firing artillery at point blank range--an enemy formation which is adjacent to the artillery's front hex sides--shift the calculated odds column one to the right to reflect the use of canister. *Example:* a "5 to 1" becomes a "6 to 1".

If artillery elects to fire, the battery must fire at the closest target, regardless of there being a better shot at a more distant range.

Defensive Fire (27)

Any combat formation with a fire factor that has an enemy combat formation adjacent to one of his front hex sides, may fire defensively in the appropriate segment of the *Chronology of Battle* at the enemy formation. Defensive fire differs from offensive fire only in that it must be made against adjacent targets and, therefore, has a range of one. Units may only give fire once during the defensive fire segment of the chronology of battle.

Opportunity Fire (28)

Any time a combat formation exits a *zone of influence* or changes formation in a *zone of influence*, his opponent may initiate *opportunity fire*. This may happen more than once per turn. If the unit gives fire unto a unit changing formation in its *zone of influence*, the unit

which receives the fire, does so in its former formation. In other words, artillery, which unlimbers in the *zone of influence* of a unit, is fired upon in its limbered state.

Opportunity fire only has a range of one hex. Although units in *Carre* formation do not have a *zone of influence* into adjacent hexes, units using movement points next to, or on the *Carre*, are subject to *opportunity fire*. This includes cavalry moving from adjacent hexes to the *Carre* hex and leaving to an adjacent hex.

Retreats Before Melee (29)

Certain combat formations may exercise an option to withdraw prior to melee combat. This retreat occurs before the pre-melee morale check, but after offensive fire. These combat formations include tirailleurs/skirmishers facing infantry; cavalry and limbered horse artillery with a printed movement differential of at least two greater than its attackers; cavalry before infantry regardless of it being tired or exhausted; and leaders or aides-de-camp. Cavalry acting as tirailluers/skirmishers presents a specialized case for firing, and then retreating before combat, given their mobility. Please consult this specific rule. No unit may retreat before combat if there is not a path free of enemy zones of influence.

A unit exercising this option may retreat up to one-half of its movement rate, but it may not move any closer to the enemy. If a unit retreats more than one hex, at the end of its retreat movement a "blank" counter is placed on top of it to signify that the unit has expended its movement potential for the next friendly turn. This "blank" counter is removed immediately after the next friendly movement phase. There are no other ill effects.

The attacker may always advance into the first vacated hex, following a retreat prior to melee and initiate one more melee assault. Units which are thus attacked may not give defensive fire, nor may they change formation unless so mentioned in the special rules.

Retreat before combat does not trigger *opportunity fire*.

Morale (30)

While fire and bayonet did real damage to the body of the Napoleonic Age soldier; the fear of death, dismemberment, and other indignities wrought havoc in the common mind of a combat formation. Morale, then, is of supreme importance. While looking death in the eye, the thoughts of glory drove some men to do the impossible.

When a combat formation has good morale, it can be expected to fight according to its capabilities. When the morale of a unit is poor, its behavior would be akin to a house of cards.

Infantry: infantry is either in order (good morale), disorder, or routed (plus grande disorder). When infantry is in order, it is able to perform to the levels indicated on the printed counter. When

infantry is disordered, it has no organization. Disordered infantry only has half of its printed fire; melee and movement values. Furthermore, it must subtract "3" from the dice roll whenever there are subsequent morale checks until it recovers its good morale. Infantry combat formations remain disordered until the next friendly *Morale Recovery Segment* of the *Chronology of Battle*. During that segment, the formation will either recover its good morale or rout. If the unit recovers its good morale, the unit will either assume column organization or *general order*, depending which terrain they are in at the time of the recovery.

Once infantry is (plus grande disorder) routed, the routed formation may not initiate fire combat; melees at one-third of its printed value for defense only; and has its movement factor up to ten (10) maximum during the *Morale Recovery Segment*. The unit does not move during the movement phase. In other words, it continues to flee the battlefield.   When morale checks, in subsequent turns, subtract "6" from the dice roll until morale is finally restored.

Cavalry - Cavalry is either in order (good morale) or routed. Cavalry which rout, move at their printed movement rates. They may not fire and melee at one-quarter of their value. Whenever routed (*PGD*) cavalry check morale, subtract "6" from the dice roll.

Artillery - Unlimbered or Limbered artillery may be in good order, disorder or routed. For melee combat results see the combat results matrix. Disordered limbered artillery acts in the same manner as disordered infantry as noted above. In disorder, therefore, it will be reduced to one half value, but never below strength of one.

Paths of retreat for all disordered or routed formations:

- As soon as any formation disorders it moves away from enemy formations three movement points. The disordered formation must move a minimum of one hex. (There are exceptions for artillery see the combat results matrix.)

- Disordered or routed formations never move to place themselves closer to the enemy.

- They move through the most economical terrain possible—that is the terrain most suitable for rapid departure.

- They do not move through friendly units if there is another path, of equal terrain cost, which will not place them at any time closer to the enemy.

- They must end their movement further away from all enemy formations than when they began.

- Combat formations that are unable to make their full rout move, surrender to the enemy.

If all of these conditions are met then the rout move is made.   If the unit is unable to make the full rout movement within these restrictions the routing unit surrenders.

Remember that units in the rear ranks were often more dangerous to routing formations than the enemy. Units which rout amid enemy formations move in the direction least occupied by enemy zones of influence, as long as all the priorities given above are followed.

Units may not make a rout move in a direction which takes them behind enemy lines.

Each time, during the *Morale Recovery Segment*, that a combat unit fails to recover its morale, and it is not 15 hexes away from all enemy combat formations, it must continue to make its full rout move away from the enemy. When the routed unit starts the rout recovery phase more than 15 hexes away from the enemy the unit checks its morale and if it fails it moves to the nearest woods or dwelling hex which is also at least 15 hexes away from any enemy combat formation paragraph.

If the presence of enemy formations, force a plus grande disorder unit to move to the map edge and it have movement point remaining, the routed unit is considered to have routed off the map and is eliminated. (Some scenarios provide for off map recovery. See the scenario rules.)

Cavalry units that recover good morale from Plus Grande Disorder are considered to be in an exhausted state at that time and subject to the recovery rules.

How to Check Morale (31)

When checking morale, simply roll two dice. The total must exceed (after all modifications) the printed morale value. When this is done the unit either maintains good order or has recovered good order. *Example:* A unit with morale of 32 must roll a 33 or better to be able to sustain good order. If the unit was in disorder it must toll a 36 to return to order and keep from going to rout. If the unit was in rout, there must be a roll of at least 43 in order to recover good order. When Combat Formations Check Morale:

- During the Recovery Segment of the Chronology of Battle, if the unit is in disorder or rout.

- Whenever a combat formation which is disordered or routed begins; ends; or moves through other units which are in good order. The units in good order must check their morale.

- When the limit of increments in a hex has been exceeded, all units in the hex check their morale with a single dice roll, if the roll exceeds a unit's morale value, then the unit stands. If the roll is equal to or less than the printed morale value, then the unit disorders. If the hex exceeds the stacking limit after the check, then the units must displace away from the enemy until the stacking limit is no longer exceeded.

- When a combat formation wishes to stand before a cavalry charge.

- When a defending formation faces assault in clear terrain. When an attacking formation wishes to assault.

- When a leader casualty is suffered in a hex. Units in that stack check morale minus the leader's morale value.

- When called for as a result in the *Melee Chart*. (*)

- When the results of the *Fire Combat Chart* dictate a check as directed by the *Special Rules* for each game. (i.e. French even loss, Austrian odd loss).

- Whenever the *Special Rules* call for a morale check.

- Whenever a formation attempts a force march.

- Whenever cavalry initiates an *opportunity* or *reaction charge*.

- If a unit is an existing stack fails morale, other units in that stack must check

Assault a' Melee (32)

Although there are times when the fire assault can break an opponent, it is the assault by melee that more often than not provided the dramatic denouement to the Napoleonic battle.

Here are some general rules when engaging in Assault by Melee:

- There is never fire during the melee assault phase.

- All fire must be concluded during its appropriate segment of the chronology of battle.

- Attacking combat formations may only initiate melee through their front orientations.

- Units in column have all their increments included for the pre-melee morale check odds ratio calculation.

- Units in line combat formation use only their top four increments as the attacker for the pre-melee morale check odds ratio. The defending formation in line uses all increments in the hex for pre-mêlée morale check.

- Regardless of formation, all increments in hex total their melee values when defending.

- All attacking units which have passed their pre-melee morale check total their melee values.

- Combat formations may only assault the hex that they have fired upon. In other words, a unit may not fire upon one unit and melee another.

- Melee combat is never mandatory if units are in the zones of influence of one another. Theoretically, a player could have a melee assault in one hex, and then decide not to do a melee assault in the adjacent hex.

- Units cannot melee a hex that they are prohibited from entering

- Artillery with Infantry always suffers the same melee fate as the infantry when a result is rendered. Consult the melee matrix for the meaning of *DD*, *DR* or *DS*.

The Assault a' Melee Process (33)

Here is the *Assault a' Melee Process*:

- At the start of the melee segment the phasing player declares an assault.

- The defender then retreats any units or personalities that are eligible to retreat before combat if such is his desire.

- If there are any combat formations remaining in the hex or the attacking player has exercised his option to advance in pursuit of a retreating formation, and comes adjacent to a defender, the defender makes a pre-melee morale check, with all appropriate modifications.

- Total the number of defending increments, and compare this to the number of assaulting increments, subject to the formations rules (line/column/skirmish etc.). This will give the pre-melee morale check odds ratio. The defender checks first and applies any other morale modifiers given in the *Assault by Melee Morale Chart*.

- If the defender passes this check, the attacker must then check according to the same procedure. Remember units defending in *general order*, or Cavalry do not make a pre-melee morale check. Infantry in attack or defense with cavalry do not make a pre-melee morale check

- If either the Attacker or the Defender fail their pre melee morale check the unit disorders and retreats 3 MP but no less than 1 hex away from the enemy and adopts a disordered state. This applies to either the attacker or the defender whichever side has failed their check.

- If a defender vacates a hex due to a pre melee morale check, the attacker may occupy the hex.

- If both attacker and defender have good morale as a result of this check, then the melee odds are established using all the units' melee values.

- Find the appropriate column of the *Melee Assault Chart*; roll the dice; and apply the result.

- If the defender suffers a *DD*, *DR* or *DS* as a result of the melee roll, the attacker must advance at least one unit into the hex vacated by the defender. If the defender is eliminated, the attacker must advance into the "vacated" hex with a least one unit.

- Cavalry never makes a pre-melee morale check whether on attack or defense,

- Units which assault through the flank hex side of the defender have their melee value doubled (x2) for purposes of melee odds calculation.

- Units assaulting through the rear hex side of a defending formation have their melee strength increased by 50% (multiply existing strength by 1.5)

- See the *Special Rules* for each game, for any additional terrain or position advantages/disadvantages

Assault a' Melee Results (34)
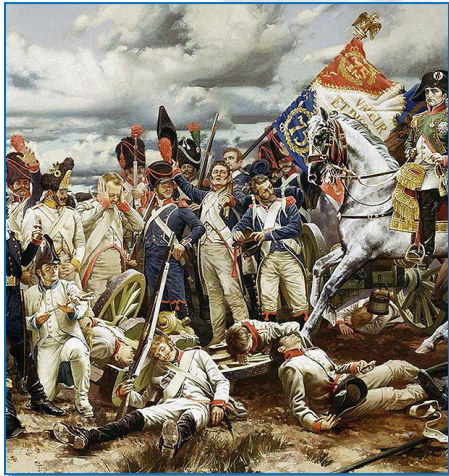
See the Assault á Melee – foldout is provided in each game. This foldout document provides an explanation of each result and simplifies the interactive combat results. It is reviewed for each new release and maybe updated. This update would be applicable to earlier games (continuous improvement) and be available on the website. The foldout is a summary and does not modify but complements the rules which may have a more detailed explanation.

In general, when cross-indexing the odds column with the dice roll the user will notice one of the following results:

Blank - No or minor effects

AR or DR- the attacker or defender suffer rout (*PGD*) with possible losses or surrender. They retreat 10 hexes

AD or DD - the attacker or defender suffer disorder with possible losses (*DD*) or Cavalry routs (*PGD*). *AD* or *DD* units retreat 3 hexes.

DS - the defender surrenders and is removed from play.

#/# - Each side loses a specified number of increments, with possible morale checks *

Note: Leaving an enemy ZdI due to melee reduces the "loser" by at least an increment

Cavalry (35)

The use of cavalry is a delicate art. When used properly, cavalry will have far more importance than its size would indicate, and will go a long way in pointing the player towards victory.

Cavalry introduces a dynamic element to the battle because it increases a soldier's mass; height; velocity; and speed compared to someone on foot. There are many specialized types of cavalry, and the rules governing its use are somewhat complex, and require knowledge and patience.

Cavalry has the special ability to rout enemy units before the movement of other troops. It may also react to movement in its front hex sides and delay the movement of troops into a zone.

Cavalry may either charge; or cavalry may move. Cavalry cannot both charge and move during any single player turn of the *Chronology of Battle*. Cavalry may charge during the charge phase; and melee during the melee phase of the same player turn.

Cavalry may move in the movement phase; and then melee in the following melee phase if desired.

See the *Cavalry Readiness* rules for further explanation.

Cavalry specific rules pertaining to combat / morale:

- Cavalry never makes a pre-melee morale check unless so specified in the *Special Rules*.

- All modifications for melee and morale made to cavalry combat formations are cumulative.

- While heavy cavalry engages light cavalry, in either attack or defense and through a heavy cavalry's front hex sides, the heavy cavalry melee value is doubled.

- When heavy cavalry is in line, its melee value is halved.

- Lancers add this lance bonus when they assault or counter charge, and are in good order. There is no lancer bonus if the lancers stand still and receive a charge. The *Special Rules* for each battle have the specific Lancer modifications for standing or forming *Carre*.

- Cavalry assaulting a *Carre* does so with one-third of its printed melee value. The lance bonus is never reduced by one-third when encountering a *Carre*. Cavalry assaults in the same hex as the square.

- Cavalry is never disordered; it goes from good morale to rout, when it fails a check.

- Combat results have been summarized in the *melee / feu* foldout with each game

- Other combat arms may not join in to a cavalry on cavalry melee.

Cavalry Readiness (36)

Because cavalry relies on a rather fragile animal, the horse, cavalry will find itself almost useless without frequent periods of recovery. The recovery may require extended periods of inactivity. Since the simulation is based on alternating sequences it takes the French and Coalition Sequences to equal a 20 minute turn. In order to reflect this need to rest the equines properly, there are three states of readiness for cavalry formations: *Fresh, Tired and Exhausted*. This is how cavalry is affected by its readiness:

Fresh - Cavalry moves and melees at its printed values as shown on the counters.

Tired - Cavalry becomes tired whenever it melees (attacks, defends, or charges). When cavalry is tired, the melee value is halved. Tired cavalry may not charge in the *Charge a' Cheval* segment, but is allowed to do a *Reaction* or an *Opportunity Charge*.

Exhausted - Cavalry becomes exhausted after it has been involved in a melee while being tired; or, if it charges and melees as a result of the charge. Exhausted cavalry has one-third of its melee value, and may not initiate any kind of charge. Exhausted cavalry may not retreat before combat against fresh cavalry.

Cavalry may avoid being reduced in its readiness (that is, from normal-to-tired, or tired-to-exhausted) if cavalry melees and elects to employ only one third of its melee value. If it does so, then it will remain at the same level of readiness that it started its melee. Since combat effects are cumulative; if tired cavalry uses this option, it will be at one-third of the current one-third strength (for exhausted cavalry this would mean one-third of one third of its melee value). *Example*: If the melee value of unit is normally "18", then one-third of one-third of that is "2".

Readiness Recovery – A source of some confusion

The chronologie de bataille is based on phases constituting the Imperial Player Sequence and then the Coalition Player Sequence. These two phases constitute a **complete** turn or 20 minutes

Combat a la melee and its effects generally happen in the attacker's combat phase. This is true for cav. vs. inf. or artillery. However defending cavalry has combat in the attacker's phase also. This is true for cav. vs. cav. and *Opportunity Charges*. It is important to understand when the cavalry becomes tired or exhausted and how to then calculate a **complete** turn of rest.

In order to recover a step of readiness, that is to go from tired to fresh or exhausted to tired or both a cavalry unit must 'rest" in some fashion for a **complete** turn. Since combat reduces the cavalry unit's readiness, it is in the Morale Recovery phase that readiness is achieved but this can be the case for both players.

Premier Rules for La Bataille ME *(August 2018)*

Think of a turn like a 24 hour day. There is the AM as the Imperial phase and the PM as the Coalition phase. If you were to measure a whole day (turn) from combat in the Coalition phase, then 24 hours would include the remainder of the PM (Coalition turn) the AM (Imperial Turn) and then the PM through the end of the combat. Recovery is conveniently determined in the Recovery Phase;

Looking at it another way: The following is a readiness example after melee between an Imperial Attacker and Coalition defender:

Imperial (French) Attacker Recovery One Step

- Does not move more than half the unit,s movement points in the Imperial player's next Movement phase
- Does not melee in the next Coalition or Imperial Melee phase
- Does not suffer an increment loss from combat a la feu during the Coalition or Imperial Player's next Fire Phase
- Does improve one step at the Imperial Player's following Morale Recovery phase, if the above conditions are met (one full turn)

Coalition Defender Recovery One Step

- Does not move more than half the unit's movement points in the Coalition player's next Movement phase
- Does not Retreat before combat from cavalry in the next Imperial Melee Phase
- Does not suffer an increment loss from combat a la feu during the Coalition or Imperial Player's next Fire Phase
- Does improve one step at the Imperial Player's following Morale Recovery phase, if the above conditions are met (one full turn)

Notice the Coalition had to meet a number of requirements in its own phase and the Imperial Phase. Recovery is not just solely meeting the requirements in your own phase

Basic Readiness per turn

If Cavalry did not move more than half, no combat or fire losses, improve one level of readiness

If Cavalry did not move at all, no combat or fire losses, did not retreat before combat, improve two levels of readiness

In order to track the events that lead to the reduction in readiness and therefore the sequence and phase of recovery, the tired and exhausted informational markers will be identified by Imperial or Coalition tired or exhausted. Existing markers can just be denoted with a blue or red highlight on the informational counter. This differentiation lets everyone know when the recovery period of a turn will end.

Murat the King of Naples was an expert at wine, women and how to recover cavalry in battle. With a little practice it will become intuitive when the units have rested. Having the ability to recovery only in your phase would give a distinct advantage to one side and provide too much flexibility to the mounted troops. Thus a whole turn is required.

Charge á Cheval (37)

The penultimate use of cavalry in The Age of Napoleon is the *Charge a' Cheval*. The *Charge a' Cheval* can represent spectacular brilliance or tremendous folly. It often determined victory or defeat. The effects of hundreds of oncoming horsemen upon a unit's morale were extreme. Only the best drilled; or those with the most warning; or those with the greatest élan could overcome the initial impulse to flee. Although cavalry troopers would not break into a gallop until well within the two hex range; once a unit of cavalry took its first steps in a charge, an eerie stillness would come over the field. A great portion of the charge movement was spent building momentum and keeping order. After the charge finally did go in; this momentum carried the cavalry well beyond its own lines; where rout was often its only means of rescue.

Remember, that the time represented by the *Charge a' Cheval* segment is relative to the differences between soldiers slogging about on foot, and those mounted on horsebacks. Keep this in mind while reading the following rules:

- Cavalry may either charge, in the charge sequence or move, in the movement sequence; it may not, however, do both.

- Only cavalry formations which are in a good morale state, and are not tired or exhausted, may charge. Tired units may *Opportunity Charge* or *Reaction Charge* an enemy.

- All cavalry formations which *charge a' cheval* increase their printed movement value by "5."

- Cavalry may charge as individual regiments, or as a group of regiments which are in the same hex. In order to charge a stack of cavalry regiments, a leader of the same nationality, who has a cavalry bonus, must be in the hex with the stack when the *Charge a' Cheval* phase begins. All cavalry regiments which begin in a single hex, and charge as a stack, must remain together throughout the charge segment unless separated by lack of movement points.

- Cavalry may change their formation at the beginning of the charge; but that formation change costs twice the normal cost for formation change—three normal is doubled to six. At no other point during the charge is the unit permitted to change its formation. This change may only occur in the first hex of the unit's charge movement.

- Cavalry may not charge into or through dwelling hexes; forest; woods; redoubts or any other terrain specified as restricted for charges in the individual battle *Special Rules*.

- Cavalry may charge other cavalry but there is no morale check to stand. The charging cavalry will have its assault value doubled if it has charged in a straight line for the last three hexes if the defender elects to stand. However if the defending cavalry successfully *Reaction Charge*s, there is not doubling of melee factors for going in a three hex straight line. Some mutual understanding is important because of the hexagon grid.

The Charge Process (38)

Here is the process for the *Charge á Cheval* phase in the *Chronology of Battle*:

- At the beginning of the *Charge á Cheval*, designate each cavalry unit or stack of units that will charge. Not until *all* charges are declared and identified, may you proceed with the next step.

- Each individual charge is resolved separately.

- Select a cavalry unit or stack, and advance the charging unit one hex at a time, paying attention to facing; formation; and terrain costs. The first hex entered must be the one directly to the front center of the charging formation. A formation change is only permitted in the second hex. In the event of a line formation, the first hex may be either of the two front hexes.

- Charging cavalry may change direction but there is a movement penalty incurred depending on the cavalry type. Light cavalry may change up to two hexsides per movement point expended. Theoretically, a light cavalry moving 360 degrees would expend six movement points. Heavy cavalry may only change one hexside per hex expended. Theoretically, heavy cavalry moving 360 degrees would expend 12 movement points."

- When charging cavalry comes within 4 hexes or an adjusted range (ie night), infantry may elect to change formation to *Carre*. There must be a line of sight to the cavalry for the infantry (front hexsides) to attempt to form *Carre*. See the appropriate *Carre table*.

- Whenever a charging cavalry formation is two hexes from any enemy formation for which the cavalry has a line of site, the charging cavalry formation must declare if that enemy formation is the target of the charge. The target must be in a straight line for these two movement points.

- If the enemy formation is not the target of the cavalry charge, the charging unit may continue its movement. However, it may not at any time during that player turn attack the specific unit it passed (not the target)

- Charging cavalry must move in a straight line for the last three hexes of its charge and directly face the infantry it wishes to charge, to obtain the charge bonus. If the straight line was not maintained for the last three hexes, it may melee the enemy formation, but

without any charge benefits to melee or morale or detriments to the declared infantry target

- Infantry has only two options in the face of a cavalry charge (when declared the target):

    1. The infantry attempts to stand in its current order when contacted by the charging cavalry

    2. The infantry attempts to form *Carre* at a distances within two hexes it has line of sight to the cavalry.

    Option #1 Elect to Stand

- If the infantry elects to stand in its current order, the cavalry completes the charge move, and ends that move adjacent to the infantry.

- At this point, the infantry makes a modified morale check. Any time an infantry formation is charged by cavalry, and the infantry does not elect to enter *Carre*, the infantry will have the following modifications made to its morale check:

    1. See the Cavalry Charge Morale Modifiers located in the *Special Rules* of each game

- If the infantry succeeds in this check, the cavalry charge is halted. Infantry in this case are considered to have passed their pre-melee morale check and things stop until the defensive fire phase.

- If this infantry unit fails to pass the morale check it routs. Before the routing infantry leaves the cavalry may attempt to trample the infantry.

- If the cavalry ends up adjacent to the routed infantry after the infantry's rout move, proceed to fire and melee.

    Option #2 Form *Carre*

- If the infantry attempts to form *Carre*, the infantry must state its intent. This may happen at any time there is a charging enemy cavalry unit within four hexes of the infantry or it becomes a declared target

- An infantry formation may only attempt to form *Carre* once per charge sequence.

- The infantry may not attempt to form *Carre* if it does not have a line of sight to the cavalry, as defined in Line of Sight Rule 23

- When the infantry attempts to form *Carre,* the die roll is made and the *Carre Realization Table* in the *Special Rules* is consulted. If artillery is with the infantry, it always obtains the same result as the infantry.

- Infantry must have *Carre* as one of its possible formations. A few formations do not.

The results of the Carre Roll and options for the cavalry:

Infantry Formed Carre

- If it was not the declared target of a charge, the infantry forms a square. The cavalry may charge other units, move over the top of the *Carre* and through the *Carre*, move to another hex(s) (accepting defensive fire), move in another direction or halt.

- If the infantry was a declared target, the cavalry must advance until it is adjacent to the infantry *Carre*. Then the cavalry moves on top of the *Carre* and suffers defensive fire, and charge movement ends. Once in the hex with the *Carre*, cavalry must suffer defensive fire according to the defensive fire rules. After suffering any ill effects of the defensive fire, the cavalry must melee the defensive *Carre* in the melee phase.

- The melee result is identified in the Melee – Matrix foldout.

Infantry Disordered (DD)

If not the declared target of a charge. The infantry disorders. The cavalry may move adjacent or move to another location. The cavalry may not move on or through the disordered unit.

If the infantry was a declared target, the cavalry contacts the disordered infantry, if the cavalry has movement points available and it is possible. This ends the charge. Neither unit may move in the movement segment. Defensive fire and melee the cavalry melees the infantry in the melee assault phase. (The cavalry could be out of movement points when four hexes from the infantry unit)

Charging Cavalry contacting disordered infantry may trample (destroy) one increment for every three movement point expended.

Infantry Routed (*PGD*)

- If not the declared target of a charge. The infantry routs 10 hexes.

- The cavalry rolls to recall rather than follow the routing infantry that was the target of the charge. Cavalry may attempt to recall only once during the charge by rolling. See *Recall Chart* in the *Special Rules* for each game.

- If the cavalry recalls, it may move on or if movement permits follow the routed attempting to make contact.

- If the cavalry fails to recall, it must continue its move toward the routed infantry and attack the first enemy combat formation it encounters, if possible. When a cavalry unit fails to recall it may only expend a maximum of 5 more movement points from the hex vacated by the routing infantry.

- Charging cavalry contacting routed infantry may trample (destroy) one increment for every two movement points.

- At the conclusion of movement, fire and melee the cavalry unit that did not recall is considered *PGD*

- At the conclusion of any charge and melee sequence, cavalry that charged and assaulted an enemy will be exhausted.

Cavalry, which charges, that could have contacted an enemy unit and fails to do so for melee, automatically routs in the final hex of its movement and stands in place; the unit does not move away from the enemy. It is possible an infantry unit routs and the cavalry is unable to reach them or any other unit, which would be a special case. The intent is not to have cavalry declaring charges and then maneuvering around but not attacking anything.

At this time, the charge phase for these units have ended, and both the infantry and cavalry are routed in place, additionally the cavalry is exhausted**.**

When charging combat formation in road advantage, the targets are always routed and any combat formation adjacent must check morale.

See Cavalry charges and Artillery Rule 41 *for combination of artillery and infantry*

Reaction Charge (39)
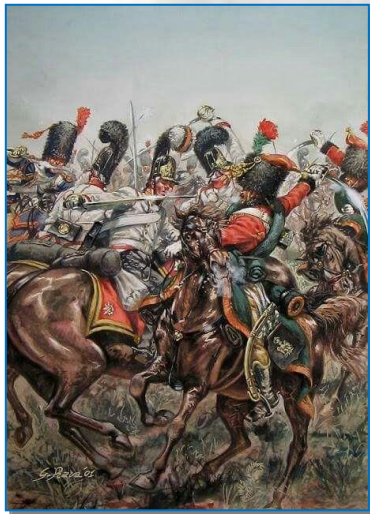
This is a reaction to charging cavalry. The non-phasing player has the option to stand and receive charging cavalry or counter-charge it. Each option has advantages /disadvantages.

All cavalry in good order have an extended *zone of influence* during the *Charge a' Cheval* segment of the *Chronology of Battle*. This zone is called the *reaction charge* zone.

- Light cavalry has a reaction zone of **four** hexes passing out of the unit's front 5 hex sides.

- Heavy cavalry has a reaction zone of **three** hexes, passing out of the unit's front 3 hex sides.

Only one *reaction charge* attempt is permitted per cavalry formation, per enemy charge segment, per turn of the *Chronology of Battle*. *Reaction charge*s are only permitted within the reaction zones of the cavalry formation. This zone does not increase as the reacting unit moves forward.

Whenever an enemy cavalry formation charges into or within this *reaction charge zone*, the defending cavalry which has a *line of sight* Rule 23 to the charging cavalry, the defending cavalry may attempt a *reaction charge* as follows:

- The reacting cavalry must make a successful morale check using the unit's printed morale number.

  o If this check is successful (above the number), then the reacting cavalry formation moves one hex forward through its one of its front hexes. The enemy formation now moves one hex at a time through its charge.

  o Cavalry units which fail to pass their morale check in an attempt to *reaction charge* merely stand where they are, in good order. There is no loss in readiness. The defender may receive the charge of the phasing player if it were the target of the charge.

- Reacting cavalry may move up to **four** hexes if *light* and **three** hexes if *heavy,* even if they have not used all of their movement. They pay all facing change costs - Rule 37

- This process continues with the two cavalry units alternating hexes until they are adjacent to each other or not. Please use common sense and movement point costs in this sequence. The mutual moves will continue until either contact is made, or the phasing player evades the reacting cavalry.

  o If the two enemies come adjacent, all charge or *reaction charge* movement stops, and it is time to proceed with other charges, movement, melee, morale etc. *Reaction charge*s are just part of the charge sequence.

  o If the two enemies do not come adjacent and the reacting cavalry has expended all its movement increments, the phasing player continues the charge and the reacting cavalry halts and will be tired at the end of the phasing player's turn.

- Melee Assault between two contacted units is mandatory, and at the completion of the melee, both units are exhausted. The phasing player always remains the attacker. This simplifies the mechanics of combat.

- If the defending cavalry successfully *Reaction Charge*s, there is not doubling of melee factors for going in a three hex straight line.

- There is no +5 movement bonus for a *reaction charge*. The reacting cavalry may not attack any other unit.

- The successfully reacting cavalry may not move in the next friendly movement phase.

Opportunity Charge (40)

An *opportunity charge* may occur whenever an enemy combat formation, during the movement phase, comes adjacent to the normal *zone of influence* of a cavalry formation in good order (two hexes away). The idea is that the cavalry would not just sit while the enemy moved into close proximity.

Only one opportunity charge attempt is permitted per cavalry formation, per enemy movement segment.

When the conditions are met, the defending cavalry may attempt an *opportunity charge* as follows:

- The charging cavalry (defender) must make a successful morale check.

  - If this check is successful, then the cavalry unit moves one hex forward so as to bring them adjacent to the enemy combat formation.

  - Cavalry units which fail to pass their morale check in an attempt to opportunity charge merely stand in place. There is no loss of readiness.

- Infantry and artillery may not attempt to change their organizational status when contacted by an *opportunity charge*. This means they may not elect to form *Carre*, they must attempt to stand in their formation. The artillery may not unlimber.

- The same process found in the regular charge sequence above is used for the infantry or artillery that attempts to stand. Make a morale check; if successful, then there is defensive fire and melee. If unsuccessful, the infantry or limbered artillery routs (losing an increment for leaving the ZoI) and retreats away its remaining movement. No cavalry recall is necessary.

- Attacking player's cavalry units that move into the *opportunity charge* zone, once contacted, just stand in place with no morale check.

- The phasing player always remains as the attacker.

- Melee Assault between the two units is mandatory. If the opportunity charging cavalry uses it full melee value the cavalry is exhausted. Cavalry Units that only use 1/3 melee are tired and not exhausted. At odds of less than 1 to 2, the attacker automatically routs (AR)

- Skirmisher only - If a skirmisher moves adjacent to the cavalry Zd'I and the cavalry *opportunity charges*, the rules as defined in **Infantry Tirailleurs/Skirmishers Rule 19** would apply except the skirmisher would have to check morale to retreat.

o If the skirmisher passed the morale check it could retreat into an adjacent unit or *general order* terrain.

o If it failed, the skirmisher would be routed (*PGD*) and the cavalry could trample increments at the rate of 2 movement points for each increment using the cavalry's printed movement, minus one. Example (10-1=9) *Skirmisher loses 4 increments to the Cuirassier.*

- Skirmisher Only -If there was no *general order* terrain or formed unit adjacent, the skirmisher automatically routs in place and the cavalry could trample increments at the rate of 2 movement points for each increment using the cavalry's printed movement, minus one. Example (15-1 =14) Skirmisher loses 7 increments to the Hussar.

- At the conclusion of the increment loss, the routed skirmisher retreats it full movement points. The cavalry occupies the hex vacated by the skirmisher and is tired

- Cavalry Units which fail to pass their morale check in an attempt to *opportunity charge* merely stand where they are, in good order. There is no loss in readiness.

- If the infantry or artillery unit routs as a result of the *opportunity charge* there is no cavalry recall.

Cavalry Charges and Artillery (41)

There are several states for artillery vs. cavalry to consider: Is the artillery unaccompanied in a hex or the artillery is accompanied with infantry? Is the artillery limbered or unlimbered? Is the cavalry facing the front of the guns or not?

When the artillery is in a hex:

- When cavalry charges **unaccompanied, limbered artillery**, the artillery is treated like infantry for the purposes of cavalry charge.
- When cavalry **unaccompanied, unlimbered**, bring the charging cavalry adjacent to the guns,
  - o If it is a **front hex of the guns**, make a morale check with the artillery, and if the guns succeed in passing their check proceed to defensive fire then melee in the appropriate phase. If the guns fail their morale check, they are eliminated from play, and the charging cavalry may continue their charge and stop in the artillery hex. The cavalry would have met the requirement to contact a charging unit
  - o If it is **not in front of the guns,** make a morale check with the artillery, and if the guns succeed in passing their check proceed to melee in the appropriate phase. If the guns fail their check, they are eliminated from play, and the charging cavalry may continue their charge
- When cavalry charges, **accompanied**, **unlimbered** artillery the infantry must check its morale and attempt to stand or form *Carre*.

- o   If the infantry stands, proceed to defensive fire and combat
- o   If the infantry disorders or routs *PGD* , the guns are said to be abandoned in place
- o   When the guns have been abandoned by the infantry, the cavalry moves adjacent to the artillery
    - ▪   The artillery takes defensive fire if attacked from the front, at one hex range
    - ▪   The guns then check morale.
        - •   If the guns pass their morale check they are assaulted in the melee segment.
        - •   If they do not pass their morale they are eliminated.

- •   If the Artillery is in a hex with accompanying infantry, and is **limbered**, the guns accept the result of the infantry action, be it stand in place, attempt to form *Carre*, etc.
    - o   If the Charging Cavalry can actually come in contact with the routed (*PGD*) artillery that is alone, it may be trampled using to the ratio of two remaining movement points to reduce one increment of artillery.
    - o   If the infantry is assaulted by melee the guns add their melee values to the attack, and accept the result of the melee as does the infantry.

Cavalry Recall (42)

As witnessed historically, cavalry could not always be controlled, especially when the enemy broke and ran. Cavalry recall is the recovery of control. If successful, the player may continue to control the cavalry. If unsuccessful the cavalry must follow a strict procedure to engage the enemy and at the conclusion of the melee find itself routed in place.

The phasing player that is charging, will encounter enemy infantry /artillery formations as the target of a charge that elect to stand or attempt to form *Carre*.

When infantry routs (*PGD*) as a result of Charge a' Cheval (except reaction or opportunity) that charging cavalry must roll for *recall*.

- •   If cavalry is recalls (see *Cavalry Recall Chart* in the *Special Rules*) the cavalry may expend remaining movement points at the phasing player's discretion including moving adjacent to the routing infantry. The cavalry may have enough movement points left to trample (eliminate increments) – see Rule 38

- •   If cavalry does not recall , the cavalry must expand its remaining movement points   to *make every effort* to move adjacent to the routing unit, and melee the first enemy unit the cavalry becomes adjacent to (even if that is not the target of the charge). The non-recalled cavalry modifiers their melee value by x.5 for the ensuing melee. Following the sequence of defensive and offensive fire, and melee apply results to both the attacker and

defender. At the conclusion of all melees the cavalry that did not succeed in their recall will be routed (*PGD*) in place.

Morale Levels (43)
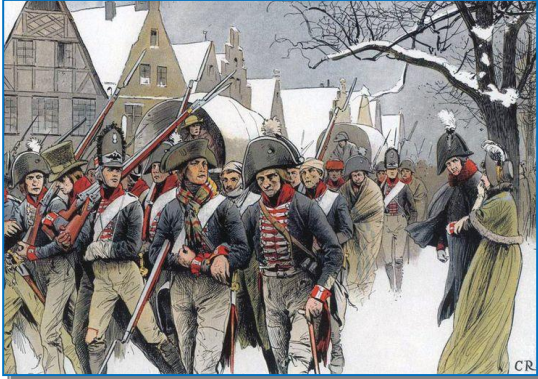
Morale on the grand scale plays a very important part in the manner in which an army reacted to the enemy in the ongoing battle. For the most part the game utilizes the basic organization of the infantry battalion to reflect this. Depending upon how the army was organized at the time of the battle, each corps or large divisional organization will be the means to simulate these events. The *Special Rules* for each battle will establish the specific information for the levels and impact.

There are four levels of morale that these grand tactical organizations may attain during the battle. Generally the percentages for levels are listed below but check the *Special Rules:*

- Level Zero, where 0 to 19 percent of the battalions are ineffective.
- Level One where 20 to 39 percent are ineffective,
- Level Two where 40 to 59 percent are ineffective, and
- Level Three where more than 60 percent are ineffective.

A battalion is considered ineffective when it has either been eliminated from play by surrender, or loss of all increments due to fire or melee, or is in a state of plus grande disorder.

At the top of each hour, (8:00 am, 9:00 am, and 10:00 am etc.) count the eliminated and routed battalions. Compare the total number for each grand tactical organization with the chart within the *Special Rules*. The formation is considered to be on the calculated morale level for any and all morale checks during the entire hour of the calculation.

Therefore, if a Corps or Division is determined at the 14:00 to be on level two, every morale check made by any element of that corps is modified by the Level Two factor during the three turns that constitute the period in the game between 14:00 and 15:00. It is understood that a battalion which is in a routed state at 14:00 may recover at 14:20, but that fact will not alter the morale level that is determined and in play until the next hour (15:00).

The designers strongly suggest if you maintain fresh reserves at the Grand Tactical Organizational Level, (Corps and Divisions) this rule may impact a portion of your army but not all of it at the same time. A fresh Corps at an important time in the battle can be very effective when engaging an enemy that is on a higher morale level.

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Infantry Force Marches (44)

Any infantry combat formation, which is in good order, and is currently on its strategic organization morale level of zero, may attempt to *force march*. The force march takes place during the movement phase of the *Chronology of Battle*. Simply designate the units you wish to *Force March* and follow the procedure listed below:

- The smallest organization you may attempt to *Force March* is a division.

- If an infantry battalion of a division attempts to *Force March*, all other infantry battalions of the division must also attempt to *Force March*. Regiment counters are not used.

- Select a unit and roll to check its morale, subtracting "6" from the die roll.

- If the roll is successful, and the unit remains in good morale, then it may move with double its printed movement allowance, in either column or road mode. If the roll fails, the unit stands in place, and may not move.

- Units may not make a formation change while force marching, add 12 to their printed morale if charged by cavalry, and may not engage in fire or melee combat as the attacker in the turn they *Force March*.

- If the formation attempts to *Force March* a second turn in a row, the die roll modifier is minus 12, when checking to march. This modification is cumulative for every turn. (turn one, minus six; turn two, minus twelve; turn three, minus eighteen)

Artillery may attempt to *Force March* if the battery is attached to the division. Cavalry may not *Force March*.

Reinforcements (45)

The Scenario or Order of Battle will list any units that enter the game as reinforcements; their entry hex; and when they are to arrive.

If the entry hex is occupied by an enemy formation or an enemy *zone of influence*, then the reinforcement may enter five hexes either side of the entry point. If the extended five hex zone is also in a *zone of influence* extend the entry zone to another 5 hexes from the first zone with a turns delay to the entry time, and so on but never closer to the enemy.

If the entry hex is not a road hex then the units must adopt the appropriate formation for the type of terrain they first encounter like *general order* in a forest or town. If the entry is a road hex, the units may enter as a column; *Carre* or in *Road March*. Units entering in clear terrain may use every formation but *Road March* and *general order*.

All units entering the map are subject to the stacking rules and may be subject to *opportunity charge* and fire. Reinforcements may not charge onto the board.

Entry Times for reinforcement may also be variable. These variations should be checked for the earliest possible entry time and once resolved, written down. The result does not need to be revealed to your opponent until the units are brought into play. Reinforcements may also be voluntarily delayed.

Special Rules Definition (46)

Each game will have a *Special Rules* package identifying terrain, special unit types and formations for each particular army and unit rules, order of battles, *Scenarios* and other information for a particular battle. As the armies and leaders changed throughout the Napoleonic Wars, the special and technical rules will be revised. These may specifically modify some of the provisions of this rule book

Designers' Notes 1979 (47)
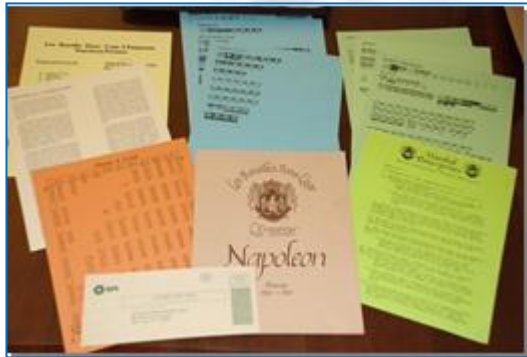
This historical simulation is the result of over a generation of constant development by the Marshal Enterprises Household and to an extent by their despotic detractors. Some concepts which at first may seem to be absurd or radically different than many existing simulations are the result of this exhausting process and are not accidental. Our design staff is diverse in theoretical preference, and thusly every tactical opinion is represented in the game system.

The games of this series are not finite or exact. That is to say we attempt to be a part of history instead of perverting it with a twentieth century interpretation. Like the concepts of élan and glory this is an expression of the human spirit. Our constantly overriding concept is to have each player control his destiny as much as possible, in each dramatic confrontation. We strive to make you the important factor instead of a technician following an instruction manual to the inevitable.

This principle should be remembered as you read the victory conditions. We chose not to reward the mere tactical winner, but leave such considerations to the over-vain. Victory, the total defeat of the enemy, is only achieved in the strategic sense. Do not concern yourself with the loss of a battalion or the gaining of some minor geographical objective. The ultimate victory is to break the spirit of your enemy.

You must always strive to be the decisive element in the struggle. Reputation or estimation of skills by your opponents may make your force worth double or half of its real value. It is also of importance to gain the eye of your sovereign from whom titles and endowments are awarded. Glory is often a matter of fate, the fleeting moment in the universe when an assault, a melee, cannon shot, or charge a' cheval, breaks the enemy. Do not let these moments pass in indecision, they are forever lost and few in number.

Premier Rules for La Bataille ME *(August 2018)*

Although victory has its rewards, do not be misleading into believing only the victorious have a chance for glory. The man, who keeps his head during the chaos of defeat, may win the battle with a perfect rearguard, or he may escort his sovereign from the danger of capture. Above all, is the noble man who can lead his formations to a certain death at the simple and direct order of his superior, all without discussion or any sense of hesitance.

Designer's Notes 2011 through 2017 (48)

Several systems claim to hold the only historical reality for Napoleonic Warfare. As the years go by, more and more tactical clauses; procedures; chit cups and die rolls gorge the rules booklet; but to what end?

This is a grand tactical series, not a miniatures game, nor a tutorial for being a sergeant. Some concepts are summarized, but you have assumed the role of a corps commander; and that is why there is a chain of command under you. There are enough major rules contained in this booklet and the *Special Rules* to provide a historically accurate simulation that is still playable, and in a reasonable amount of time. Typically, the corps-on-corps actions can be played in less than four hours; and the larger battles will take a weekend with several players. That is the designers' intent.

Energetic rules arguments typically ensue when one side takes advantage of a rules interpretation to dramatically change events. Before such instances, please have the courtesy to advise the other player. This is especially important with line of sight. In theory there cannot be enough rules written to cover every possible event.

2018

After trying a number of adjustments to the cavalry rules over the years, we found the modified system to be less dynamic. Principally, when charged units disordered instead of routed there became no need to try and form square. Also there were a number of redundancies that were not always complimentary. So we broke out the original Premier Rules Booklet and returned things to their more original state. So take care and review the cavalry, morale and combat rules. Rules 38, 39 and 40 have been revised. Remember, in these rules cavalry has the flexibility to use a part of their strength in combat; a few squadrons, a majority of squadrons or the entire regiment in an all-out charge.

Dennis A. Spors*, Grand Maréchal du Palais*

Monte D. Mattson, *Vice Roi d'Italia, prince de Venise, grand-duc de Francfort*

James G. Soto*, Prince de Neufchatel et de Wagram, duc de Valengin*