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 Légère battalion of 10 increments is in line and deployed in two hexes. The fire multiple on the Fire Effects chart shows that French Légère 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.

Artillery Special 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. An infantry line deployed into two hexes would be combine the fire of both hexes of the infantry with the artillery stacked with it.

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 may not unlimber in a cavalry *Zd'I*.

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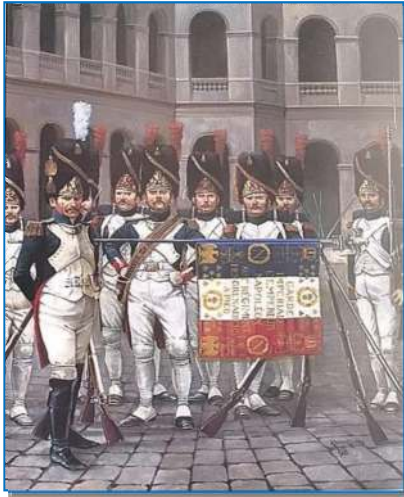
While fire and bayonet did real damage to the body of the Napoleonic Age soldier; the fear of death, dismemberment, and other indignities wrought havoc in the common mind of a combat formation. Morale, then, is of supreme importance. While looking death in the eye, the thoughts of glory drove some men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

Paths of retreat for all disordered or routed (*PGD*) formations:

- As soon as any formation disorders, it moves away from enemy formations three movement points (three clear terrain hexes or less for terrain costs, a minimum of one hex, if possible). Terrain cannot be prohibited. (There are exceptions for artillery see the combat results matrix.)

- As soon as a unit routs it moves 10 hexes away and terrain is not considered for movement cost. 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. As a preference the routed unit seeks a forest or built-up hex as its destination.

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

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 has 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*.
- Infantry and cavalry may not combine their melee factors in an assault

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 fails 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 – a 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 may be 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 suffers a 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* infantry units retreat 3 movement points.

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 *Zd'I* 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 into a cavalry on cavalry melee. Cavalry may not join in to the melee of other combat arms.

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.

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 units 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 more 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 at a penalty of two additional points per hexside. Theoretically to change 360 degrees, it would take 12 movement points. However, light cavalry may change up to two hexsides per hex. Heavy cavalry may only change one hexside per hex.

- When charging cavalry comes within 4 hexes or an adjusted range (i.e. 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 distance 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 roles over its morale, 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 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. (1:1)

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. (2:1)

- 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 has 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 a 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, 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 heavy cavalry formation moves one hex forward and light cavalry moves two hexes initially, through its one of its front hexes. The enemy formation now moves one hex and the reacting cavalry moves one hex. They alternate moving.

  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*. They pay all facing movement costs of facing changes. (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.

- Artillery may not unlimber in the reaction charging cavalry's *Zd'I*.

- Infantry or artillery which then moves adjacent (after the above contact to support) to the reacting may not join into the combat.

  - o If the artillery unit routs as a result there is no cavalry recall

Opportunity Charge (40)

An *opportunity charge* may occur whenever an enemy combat formation including enemy cavalry, 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, cavalry 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 or unlimber*, they must attempt to stand in their formation. The artillery may not unlimber in an opportunity cavalry *Zd'I*.

- 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 *Zd'I*) 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.

- Infantry and cavalry may not combine in an offensive melee.

- 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 skirmished would have to check morale to retreat.

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

  - 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 (2:1) 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.

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,
    - 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
    - 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*.
    - If the infantry stands, proceed to defensive fire and combat
    - If the infantry disorders or routs *PGD* , the guns are said to be abandoned in place
    - 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 elects 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 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.

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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.

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

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Designers' Notes 1979 (47)
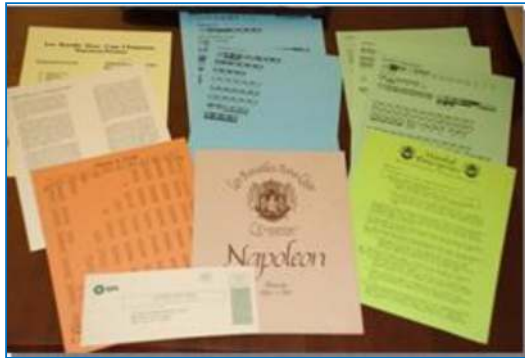
This historical simulation is the result of over a generation of constant development by the Marshal Enterprises Household and to an extent by their despotic detractors. Some concepts which at first may seem to be absurd or radically different than many existing simulations are the result of this exhausting 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. As 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.

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 certain death at the simple and direct order of his superior, all without discussion or any sense of hesitance.

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Designer's Notes 2011 through 2019 (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.

Designer's Notes 2021

We continue to correct typos and some perceived conflicts between rules. This usually happens when the same reconditions or results are stated in different rules. One instance might assume the first instance was already read and did not need to be restated in its entirety. Be sure and consult the rules not just a chart if there is a question. The rules will provide more detail to the situation

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*

La Bataille de Berlin 1813

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