March into Battle

Formation Routiere pour Operations et Manoeuvres (FROM)

BETA Release 0.1.14

1. Introduction

This game system is derived from the excellent divisional ACW rules devised by Hampton Newsome. Passages that differ from the ACW version are shaded.

The intuitive, moderate complexity rules for this game allow players to focus their energy on decision making and not on game procedures. At the same time, the game requires players to pay attention to supply lines and to the fatigue of their units. Offensive operations require planning, coordination, and patience. On the defense, players must watch their lines of communication and guard their flanks. The strength of units in the game can be depleted through combat and movement. A unit's supply, fatigue, and straggler level are essential to its overall morale. Each side has a force chart which is used to keep track of these factors for each infantry and cavalry division in the game. The use of markers on the force charts is a simple straightforward process which allows the game to model these factors without the need for written bookkeeping.

The basic combat unit in this game is the infantry division. Infantry divisions on each side are organized into larger formations known as corps. Each daylight turn in the game represents 3.5 hours. There are 4 daylight turns per day. There is also one night turn each day that represents 8 hours.

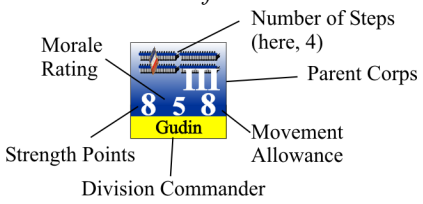
2.0. GAME COMPONENTS

2.1. Map. Each hex on the game map represents approximately a kilometer across. The effects of various terrain features are indicated on the movement and combat tables on the Table Sheets. Note that specific terrain effects may be detailed in the game specific rules. In general, terrain that covers the majority of a hex is assumed to fill the complete hex.

2.2 Game Pieces. These are the counters included with the game.

2.2.1 Infantry Divisions. In most cases, an infantry division is represented in the game by 2 counters - only one of which appears on the map at any one time. An infantry division counter has two sides - each side representing a "step" (i.e. strength level). Accordingly, an infantry division with 2 counters has 4 steps. A full strength infantry division in the game represents about 10,000 soldiers (which means five steps). In this case, a division will have three counters to represent the required strength.

Each infantry division has 3 numbers on its counter which written as: Strength - Morale Rating - Movement allowance. ***Example****: the counter represents St Hilaire's division of the French III Corps with 4 steps, therefore 8 strength points (about 8,000 men), a morale rating of 5, and movement allowance of 8.*



The morale rating of a unit reflects its experience, the quality of the unit's commander, the quality of its parent corps, and its historical performance during the campaign (the higher the rating the better). Strength points are important for resolving combat (7.0.). The movement allowance dictates the number of spaces (i.e. hexes) the unit may move each turn (6.0). As an additional indicator, the front of a counter shows as many groups of troops as the unit currently has steps.

2.2.2 Cavalry Divisions. Cavalry have many of the same attributes as infantry divisions. However, cavalry divisions have higher movement values. Cavalry strengths are variable against infantry (7.13).

2.2.3 Trains. "Train" is a summary term for Supply wagons and bridge engineer units. These non-combat units have only one numerical value to reflect their movement allowance (see 12.0).
2.2.3.1 Supply wagon units are abstract representations of resources required to meet an army's needs in the form of ammunition, food, and other material. Each supply wagon unit has 2 sides (or "steps"): full and half.
2.2.3.2 Bridge Engineers (some games only). These counters represent units whose sole purpose is bridge building. See 6.11 for details regarding the activities conducted by these units in the game.

2.2.4 Leaders. Leader counters represent the army commander and the commanders of the different formations in the game (usually corps, sometimes divisions). A leader counter normally has two numbers (leader or morale rating and movement allowance) as well as the identification of the formation. Some leaders have a tactical bonus (usually +1) that is added to the dieroll in attacks and subtracted when defending.

2.3 Selection Chits. Selection chits are markers used to determine the activation of units in the game. Each selection chit has the name of a formation printed on it (e.g., V Corps, Supply, etc.). At the beginning of each turn, selection chits are placed in a opaque cup. These chits are pulled from the cup at random. When a formation's chit is pulled, all the units in that formation become "activated" and, as such, may conduct actions

(e.g., movement, combat, etc.) (See 4.0). See the sequence of play (3.0) for more information regarding this process.

2.4 Additional Markers. These include trench markers (14.0), disorganization markers (9.0), "smashed" markers (10.2), headquarters markers (15.1), artillery markers that keep track of attached artillery strength (7.9), and "generic" markers which are used on the Force Charts and the Game Turn Chart to keep track of various information in the game.

2.5 Fog of War. Usually, in this system, unit positions and their strengths will be openly visible on the map. However, the Force Charts should always be kept from the opponent's view. Only the combat strength of the troops at the moment of combat must be stated, as well as the fact whether a given infantry unit exerts a ZOC (i.e., has attached artillery). In games with a large map, game specific rules will let players obscure the movement of troops behind the lines.

3.0 SEQUENCE OF PLAY FOR ONE TURN

At the beginning of the game, players should set up units according to the instructions in one of the game's scenarios. Before play can begin, place the selection chits needed at the beginning of the chosen scenario together in a container (such as a coffee cup). In addition, place generic markers on the force charts and game turn chart to track stragglers (10.0), fatigue (11.0), supply (12.0), game turns, victory points, and other information. Once set up is complete, players should follow these steps:

I. Reinforcement Phase. Check the scenario instructions and place any reinforcements for the current turn on the map.

II. Orders Phase. Face-up orders in the Transit 1 to 3 boxes on the Corps Order tracks (15.4) are moved to the next lower numbered box (or the Current orders box). New Orders are placed.

III. Operations Phase. Selection chits (2.7) representing infantry corps and other formations such as supply wagons and cavalry divisions are pulled out of the selection chit pool one at a time at random. It doesn't matter which player does the drawing as long as it is done blindly and at random. When a formation's chit is pulled, the player owning that formation Activates it, conducting various actions (4.0) with the units in that formation on the map. The Activation proceeds as follows:

A. Pull Selection Chit from Cup. A selection chit is pulled (blindly and at random) from the chit cup.

B. Selected Formation Conducts Actions. Leaders with orders in their Current Orders box conduct a Mandatory Orders Check (15.5). Units within the selected formation become activated and may conduct actions (4.0). These actions can include: Movement (6.0), Combat (7.0), Resupply (12.0), Earthwork Construction (14.0), Rest (4.1), and Bridge Building (6.10), etc. A unit's ability to conduct certain actions may depend on its formation's Order status (15.6) and that unit's fatigue level (see 11.0), supply level (12.0), and disorganized status (9.0).

C. Repeat Steps I.A. and I.B. Selection chits continue to be pulled out of the selection chit pool (and the appropriate formations activated) until no selection chits are left in the pool. When no more selection chits remain, move to the next phase.

III. Move to Next Turn Move the game turn marker one space on the Game Turn Chart to the next turn (e.g., 6:30 AM becomes 10:00 AM). Begin the sequence of play over again.

4.0 ACTIONS

Upon activation, the units in the selected formation may take a variety of actions. If the selection chit for a particular formation is pulled out of the selection pool/ cup, all the divisions in that formation may conduct actions. The following sections describe the types of actions that the various types of units may take.

4.1 Infantry and Cavalry Divisions. The actions that infantry and cavalry units may take have been divided below into 3 basic categories. Upon activation, units may take 1 OR MORE of the actions listed in any one category. Units may not conduct actions in more than one category during the same activation. The available actions are divided into 3 categories because some actions cannot be taken during the same activation. For instance, an infantry division cannot move and build trenches during the same activation. The 3 categories are as follows:

1. Mobile Actions:
- Movement (6.0)
- Combat (Attack) (7.0)

2. Stationary Actions
- Change Facing (6.6)
- Begin or Finish Earthwork Construction (14.0)
- Destroy, Repair, or Build Bridges (6.10, 6.11)
- Straggler Recovery (10.1)
- Resupply (12.0)

3. Rest Actions
- Rest (the unit just sits)
- Straggler Recovery (10.1)
- Resupply (12.0)

4.2 Trains. Trains cannot attack and are not affected by supply (12.0), fatigue (11.0), or stragglers (10.0). They activate when the Train selection chit is pulled and can take only one of the following actions:

Movement (6.0)

[Bridge Engineers only] ***Destroy, Repair or Build Bridges*** (6.10, 6.11)

5.0 MORALE CHECK

A Morale Check is a generic tool used in this game for a variety of purposes such as the recovery of steps lost to stragglers (10.1). It is intended to capture the essence of qualities such as skill, élan, and leadership.

To conduct a Morale Check, roll the die and compare the result to the morale rating (2.3) of the unit or leader in question. If the result is equal to or less the morale rating, the check passes. If the roll exceeds the rating, the check fails.

6.0. MOVEMENT

Every unit represented in the game has an allowance of movement points (MPs) which determines the distance that the individual unit may travel in one turn. For example, infantry divisions have a movement allowance of 8 MPs, and cavalry units have 13 MPs.

Each hex (and also some hexsides) on the map has a specific movement cost which is expended in order to enter the hex or cross the hexside. For instance, an infantry or cavalry division expends 3 MPs to enter a forest hex. Supply wagons and bridge units pay higher movement point costs for certain terrain features (see 6.5). The movement costs for particular terrain types (hexes and hexsides) and units are presented in detail on the Movement Cost Chart located on the Movement and Fatigue Sheet. Note that a new order can limit movement points on the first turn of movement (15.5).

6.1 Stacking. The term "stacking" refers to the placement of more than one unit in a single hex. At the end of movement or retreats, no single hex may contain more than a total of 10 strength points. Units from different Corps may stack together. Train units each count as 4 SP's for the purpose of stacking. Stacked units must have the same facing (6.7). If a stack is found to be overstacked later, all units in it are disorganised.

6.2 Zones of Control. Each cavalry unit exerts a zone of control (ZOC) into the six hexes surrounding it. Infantry units only exert a ZOC into clear terrain and only if they have attached artillery (7.9). Friendly combat units (infantry and cavalry) negate enemy zone of control (EZOC's) for all purposes.

A unit entering an EZOC must stop immediately upon entering the hex. It may not take advantage of road movement benefits in that hex. In other words, units pay the non-road cost to enter an EZOC hex. *For example, if an infantry unit enters an EZOC hex that contains a road and forest, the player pays 3 MP's (i.e., the cost of the forest in that hex).* Zones of control do not extend across rivers but do extend across smaller water bodies such as creeks. Infantry ZOCs do not extend up slopes.

A unit which begins its movement in an EZOC pays 2 MP's to leave the EZOC. A unit may move from one EZOC to another over the course of movement but must pass a Morale Check (5.0) if it wants to attack upon entering the "new" EZOC.

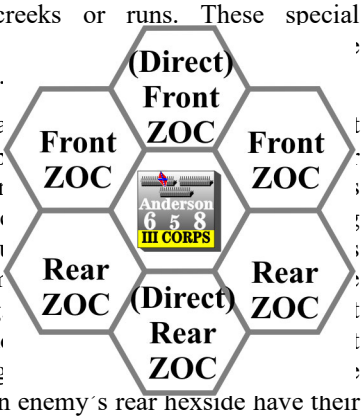
6.3 Roads. Movement on a major road costs 1 movement point (MP) per road hex for all units (2MP on minor roads). In order to take advantage of this road movement cost, a unit must enter the road hex via an adjacent, contiguous road hex containing the same road. If these conditions are not met, the unit must pay the movement cost of the terrain otherwise present in the hex. *For instance, an infantry or cavalry unit must pay 2 MPs if it leaves a non-road clear hex and enters a clear hex with a road in it.*

6.4 Creeks, Streams and Rivers As indicated on the Movement Costs Chart, all units pay 1 MP to cross a bridge spanning over a river, stream, or creek. If a road crosses a river, stream, or creek, etc. on the map, a bridge should be assumed to exist at that point.

As indicated on the Movement Cost Chart, infantry and Cavalry divisions (i.e., combat units) may cross creek or stream hexsides without using a bridge at a cost of 3 extra MPs. Train units may only cross creeks without a bridge by using all MPs for an entire turn. No unit may cross a river without a bridge.

6.5 Friendly Units and Movement. If a unit is on a road and attempts to move through a friendly unit that is on the same road in an adjacent hex, the moving unit must pay the movement cost of the non-road terrain features of the hex (i.e., forest or clear movement cost). There is no additional penalty for moving through friendly units in non-road hexes.

6.6 Train Movement. Supply wagon and bridge engineer units move when their side's Supply chit is drawn. They pay March Column cost when moving on roads (i.e., ½ MP, see 15.8). They pay 3 MPs for clear hexes and 5 MPs for forest hexes. These units cannot cross rivers without a bridge and use all their MPs for one turn to cross creeks or runs. These special movement costs for
Movement Costs Chart.



6.7 Facing. Infantry a
facing" which corresp
markers. A unit faces i
front (see diagram). Fa
the strengths of units d
(6.1) must have the sam
a front (or rear) facing
any movement (i.e., d
hex) may change facing
4.1). Units attacking an enemy's rear hexside have their strength doubled.

6.8 Change of Facing at the End of Movement. During movement, facing is ignored. At the end of movement, a unit's facing is such that its direct rear faces the last hexside it moved through. It must pay 1 MP if it changes its facing at the end of movement (i.e., in the last hex it enters). This rule reflects the time needed to deploy into defensive positions.

6.9 Hasty and Deployed Attacks. An infantry or cavalry unit must pay 2 MPs if it wants to launch an attack after it moves adjacent to an enemy unit, or the attack suffers a -2 DRM. However, if a unit begins its activation next to an enemy, it does not pay any MPs to conduct an attack.

6.10 River Bridge Destruction and Repair. *River* bridges may be destroyed by any combat unit or bridge engineer unit. *Creek* (or *run*) bridges may not be destroyed. To destroy a river bridge, a unit must begin its movement adjacent to the bridge hexside and not move during its activation. In order to indicate that the bridge is destroyed, place a generic marker on the hexside.

A bridge may be repaired in the same way (e.g., use of a unit's entire turn). If the bridge is repaired, remove the marker from the map. If an enemy unit is adjacent the bridge site, the bridge may only be repaired if the repairing unit (or its stack) has a 4 to 1 or greater strength advantage over the enemy unit (see also 7.7).

6.11 Bridge Building. To build a bridge (where none existed before), a bridge engineer unit must begin its turn adjacent to a creek (or run) or river hexside. At the beginning of the unit's activation, flip the bridge engineer over on its "bridge" side - the bridge is now built. The bridge engineer unit may not conduct any more actions for that turn. To remove the bridge, flip the unit back to its non-bridge side during a subsequent turn. The unit may not move until the next turn. If the bridge is destroyed by an enemy unit as described in 6.10, the engineer unit is eliminated.

If an enemy unit is in a hex across the creek or river hexside from the bridge engineer unit, a bridge may be built on that hexside ONLY if combat units stacked with the engineer unit have a 4 to 1 (or greater) strength point advantage over the enemy unit.

7.0 COMBAT

Combat occurs when a player uses one or more units to attack one or more units of the opposing player. Combat can only occur between adjacent units. All activated units must finish movement before combat is resolved (see also 6.9). Combat is not mandatory. In other words, a unit does not have to attack if it enters an EZOC (6.1) or if it begins movement in an EZOC. If a unit does attack, it must attack all defending units in any one front hex (6.7). It can attack any additional units in other front hexes at the owning player's option. Exceptions: A stack cannot assault a stack that will already be assaulted by another friendly stack if another enemy stack is adjacent that will not be assaulted this *Activation*. Also, if a stack with infantry could attack an infantry stack or a cavalry-only stack, it must attack the infantry.

If multiple units attack in the same phase, the owning player can decide that they attack in one large combat, if all defending hexes are contiguous (i.e., it is possible to trace a path between all hexes defending in the combat without having to enter a hex that is not defending). However, the maximum number of units from one corps that can participate in one attack together is equal to the corps commander's rating. Each attacker must apply the strongest terrain effects that apply to any adjacent defenders in the attack.

7.1 Combat Resolution Procedure.

Step 1: *Determine modified strength values of attacking and defending units*

To conduct combat, first determine the respective combat strengths of units involved from both sides. The strength of the units involved in a particular combat should be modified (see Combat Strength Modifier chart) by terrain effects, the supply status of the units (12.0), facing (6.7), disorganisation (8.0), Tired/Spent status (11.0) and night (7.8), as well as combat involving cavalry (7.6, 7.13). The Combat Strength Modifier chart on the Combat Resolution Sheet lists the various strength modifiers for combat. The modifiers on the table are cumulative. However, a unit's strength can never be reduced to less than 1 strength point (SP). .

Step 2: *Compare the total modified strength values of the two sides, determine the resulting ratio, and determine the associated die roll modifier (DRM).*

Once the modified strengths have been determined and totaled for both sides, reduce the difference between the strengths of the opposing sides to a simple ratio (e.g., 2.49 to 1 becomes 2 to 1 while 2.50 to 1 becomes 3 to 1). Once the simple ratio has been determined consult the Combat Results Table (CRT) to determine the die roll modifier (DRM) associated with that ratio. Exception: a ratio larger than 1:1 but smaller than 1.5:1 is not reduced and results in a +1 DRM, a ratio of up to 1:1.5 in a -1 DRM.

Step 3: *Morale Differential*

Compare the morale rating of the largest unit involved in the combat from each side. The difference between the morale ratings is used as a dieroll modifier (i.e., added to the dieroll if the attacker has a better rating and subtracted if the defender is better). The differential cannot be larger than 3. If there are multiple equal sized "largest" units involved in the combat on both sides, the attacker chooses.

Step 4: *Other Modifiers*

If an attack is made against a single hex from 3 or more different hexes, add a +1 DRM on the Combat Results Table. Leaders stacked with participating units (2.2.4), Hasty attacks (6.9), artillery strength (7.11), and HOLD or RETREAT orders (15.6) also provide DRMs.

Step 5: *Roll Die for Combat Results*

Roll the die and modify the result with the final DRM determined by the final strength ratios and, if applicable, any DRM's from steps 3 or 4.

Step 6: *Consult the Combat Results Table (CRT)*

After the initial die is rolled, players should consult the Combat Results Table (CRT) to determine the outcome. The Combat Results Table has two possible results: Engaged or Advance/Retreat (see 7.2). Apply the result from the CRT. In addition to determining whether the units involved are engaged, advance, or retreat, each result on the CRT also refers to a column on the Combat Effects Table that is used to determine the combat "effects" for each individual unit as described in Step 7.

Step 7: *Roll Die and Consult Combat Effects Table (CET)*

Roll for each stack individually in the appropriate column on the Combat Effects Table (CET) and apply the results (see 7.3). As mentioned above, every possible outcome on the CRT not only refers to a result but also refers to a column on the CET and a DRM that should be used on that column to determine the effects of the combat (*e.g., "Engaged +1" means the defending units stay in place and each defending unit must roll on the CET column labeled "Engaged" with a +1 DRM for that roll*). In other words, the information on the CRT refers to the column that should be used to determine the effects that combat inflicted on the individual units (or stacks). *Note: to speed things up, if you have coloured dice available, you can assign one dieroll colour to each stack and roll the CRT and CET dice together.*

7.2 Combat Results Table (CRT). The Combat Results Table (CRT) contains the following possible results (in addition to any DRM's for use on the Combat Effects Table):

Engaged: All units remain in the spaces they occupied before the attack.

Retreat 1, 2 or 3: The defending stack of units (including any train in the hex) must move away from the attacker 1, 2, or 3 hexes as indicated. The owning player determines the precise path of retreat. In cases of doubt move retreating units toward their supply source (i.e., the friendly side of the map). The retreating units may change facing at the end of the retreat.

If the retreating stack must retreat through a friendly unit, the retreating unit(s) become disorganized automatically but nevertheless continue to move until an open space is reached. Similarly, if the stack must retreat through an EZOC, the retreating units become disorganized automatically. For each EZOC the stack must move through, they lose 1 step (total) in stragglers if the EZOC is infantry only, and instead 1 step (total) in casualties if the EZOC is projected by cavalry (the cavalry projecting the EZOC gains 1 fatigue level). Nevertheless the stack continues to retreat until an open space is reached. If the defending stack cannot retreat because all exits are blocked by enemy units, it remains in place but loses 2 casualty (permanent) steps in addition to effects dictated by the Combat Effects Table.

Retreats over a creek hexside cause the stack to become disorganized and to suffer an automatic loss of 1 straggler step in addition to effects dictated by the CET. Retreats over river hexsides or through swamp hex cause the stack to become disorganized and to lose 2 casualty steps in addition to effects dictated by the CET. Units forced to retreat off the map are eliminated completely.

Advance 1, 2, or 3: The attacking unit(s) may (but are not required to) advance 1, 2, or 3 hexes as indicated. If more than one attacking unit is involved, all attacking units may advance (even into, but not through, an EZOC) as long as one attacker enters the space vacated by the defender. Advancing units may also change facing at the end of movement.

7.3 Combat Effects Table (CET) Outcomes. The outcomes on the CET refer to specific effects suffered by the individual units or stacks. If a stack is involved, any step losses (first casualties then stragglers) are applied to the stack as a whole. For instance, if there are 2 units in a stack and the table dictates 1 straggler loss, only one of the units in the stack would lose a step to stragglers. All other results (disorganized, fatigue, supply, etc.) apply to every unit in the stack.

The specific effects are as follows:

D - "Disorganized" - The unit (or all units in a stack) become disorganized (9.0) and a "Disorganized" Marker must be placed on top of the unit or stack.
D# - "Disorganized Check" - All units with morale # or less suffer a ***D*** result.
D#L - "Loss Check" - The unit (or all units in a stack) with morale # or less suffer a ***D*** result; the rest of the stack suffers a 1c (casualty) loss.
#c - "Casualties" - The unit (or stack) loses the given number of steps to casualties (i.e., permanent losses). Replace the unit with its next lower step level marker (e.g., a 4 step marker should be flipped over to its 3 step side).
#s- "Stragglers" -The unit (or stack) loses the given number of steps to stragglers (10.0) (e.g., 1s = 1 step loss to stragglers). The step(s) may be regained in subsequent turns through a successful straggler recovery attempt (10.1). Replace the unit with its next step level marker and move its straggler marker up (or place in the '1' space if not on the track). Any straggler step losses

in excess of a unit's current strength are ignored (see example in 10.2).
#F - "Fatigue" -The unit (or all units in a stack) increases fatigue the given number of levels (see 11.0 for fatigue rules). Move the marker on the unit's fatigue track up the given number of levels.

7.4 Example of Combat. *The selection chit for the French II Corps has been drawn. Two of its divisions (rated 6-4-8) in an attack against a 8-3-8 Austrian division. All units are at normal fatigue (11.0) and supply levels (12.0). There are no terrain modifiers in this case. The strength odds for the attack are 2 to 1 (i.e., 12 SP's for the French and 8 SP's for the Austrian player after rounding yields 2 to 1) for a +2 die roll modifier (DRM). The morale rating of the largest French unit is 4 (both attacking units have the same strength) and the morale rating of the largest (and only) defending Austrian unit is 3. The morale modifier is 1. The 3 hex attack modifier does not apply. Jellacic has 3 artillery batteries assigned, the French have 2 each, resulting in a -1 modifier (7.11). Therefore, the total DRM is +2.*

The die is rolled and the result is a "natural" 3. With the +2 DRM added in, the modified result becomes a 5. Consulting the combat results table (CRT), it can be seen that on a 5 result the defending unit must retreat 1 hex and all attacking units may advance 1 hex (advance is not mandatory). The Austrian division retreats 1 hex and one of the French divisions occupies the vacated hex. The other division, concerned with another Austrian division on the flank, chooses not to advance but changes facing to address that other division.

The CRT also indicates that the defending unit here (Jellacic) must roll on the Retreat column of the Combat Effects Table (CET) using a +0 DRM and the attacking units (Morand and Pacthod) must each roll on the Advance column of the CET using a +0 DRM. The die is rolled once per stack on the CET with the following results. A 6 is rolled for Morand and, as such, the combat increases Morand's fatigue by 1 level. A 2 is rolled for Pacthod which forces that unit to lose 1 step to stragglers, become disorganized (9.0), use up a level of supply (12.0), and increase its fatigue marker 2 levels (11.0). The roll for Jellacic is a 3 as well which forces the unit to lose 1 step to stragglers (10.0), become Disorganized (9.0), use up a level of supply (12.0), and increase its fatigue marker 2 levels (11.0). As Jellacic's roll was higher than the length of the retreat he loses no artillery (7.12).

7.5 Trains in Combat. Supply wagons and bridge engineers cannot attack. If an enemy infantry or cavalry unit enters a hex occupied solely by train units, the train units are automatically destroyed. However, the enemy unit must pay the non-road movement cost to enter that hex and must pay 2 MP's to leave the hex during the same turn in which the train units are destroyed. A train unit that is within 1 hex of a friendly infantry or cavalry unit in terrain that the train can enter or cross is not eliminated but must retreat into that hex.

7.6 Cavalry Strength and Retreat before combat. Cavalry is halved on the attack except in charges (7.13). On the defense, if an infantry unit conducts a Hasty Attack on a cavalry unit, the cavalry strength is doubled. If an infantry unit conducts a Deployed Attack on a *light* cavalry unit, the cavalry strength is halved. Also, an unspent cavalry unit may immediately retreat up to 4 hexes away from an infantry unit that wants to attack it (regardless of whether the attack will be Hasty or Deployed). The moving player has to declare this intent when moving adjacent. The retreating cavalry unit becomes disorganized. If already disorganized, it loses one step to stragglers unless it is already smashed. The attacking unit may continue to move after the cavalry unit has retreated, spending 3 extra movement points.

Cavalry always adds 1 additional fatigue level (10.0) after combat, including after retreat from combat.

7.7 Special Terrain Effects.
7.7.1 Intact River Bridges. A combat unit may attack over a river hexside containing an intact bridge. However, it must do so at half strength.
7.7.2 Villages/Towns/Chateaux. A unit in a village or town hex, or a detachment in a Chateau has only front hexsides. See 15.6 for restrictions when the Command rules are in play.

7.8 Attacks at Night. Units that attack during a night turn must do so at ½ strength.

7.9 Artillery. Any unit keeps track of the number of artillery batteries attached by placing an artillery marker on its status track. If a unit has no artillery, or loses its attached artillery through combat, the marker is removed. *Design note: Unlike the ACW, where artillery was mainly effective in a defensive role, artillery in the revolutionary and Napoleonic periods significantly outranged infantry in fire range and firepower, and as a result had a significant independent effect.*

7.10 Artillery and Fields of Fire. A combat unit with attached artillery projects a Field of Fire if it is on higher ground (8.0).

7.11 Artillery and Combat. In combat, the difference of the artillery strength between attacker and defender is applied as a dieroll modifier. In case of multiple units in one combat, use the highest value per side. Important: Defending artillery does not count if the unit is disorganized or charged by cavalry from the rear,.

Defender Enfilading Fire: If an attacking unit is in a front EZOC of an enemy unit that is not Disorganized, Smashed, or adjacent to other units of the attacking side, that enemy unit's artillery strength *plus one* (+1) can be used instead of the defender's artillery strength.

Forming square under fire: There is an additional +/-1 DRM to an attack if the side with inferior artillery strength has a stack in the ZOC of an enemy cavalry *unit* (not organic cavalry).

7.12 Artillery in Retreats. When a combat unit retreats and its unmodified CET outcome dieroll is less or equal to the retreat length, one artillery step is lost. If

the unit is Smashed, add 1 to the length. A unit with attached horse artillery subtracts 1.

7.13 Cavalry Charges. Cavalry (only) attacking a unit in terrain that does not modify the attacker conducts a Charge. The charge involves no extra movement on the map due to the game scale. If the defending units include non-Disorganised and non-Smashed infantry, the infantry must conduct a Morale Check. If it passes, the cavalry's strength is halved, otherwise there is no effect. If some defending units are disorganised or Smashed, the cavalry's strength is doubled. Such defenders roll on the 'Engaged' column of the CET, even if the CRT result is 'Retreat' (but they still retreat). Artillery strength of undisorganised units is halved; artillery strength of disorganised units or units charged from a rear hex is zero. Cavalry attacking in one combat with friendly infantry is not a charge and is always halved. Also, remember cavalry always receives an extra fatigue level in combat.

Countercharge: Non-disorganised cavalry in a hex attacked by a charge checks Morale; if the check succeeds, its strength is doubled.

7.14 Organic Cavalry. Some divisions have organic light cavalry components (chasseurs, hussars or dragoons). Place an Organic Cavalry marker on the space of the Status track corresponding to the cavalry strength. This component has no effect in combat and takes no losses except in the following situations:

- If the enemy retreats after combat out of a hex into which cavalry can charge, organic cavalry of adjacent units that just fought in the combat can charge the enemy. The enemy strength is 1 (see however the next rule in case the retreating enemy has an organic cavalry component). Though the dice are rolled, this is not considered a separate combat resolution. Only casualties are applied, no other results. Attacker losses are taken by moving the organic cavalry marker down on the status track or removing it. Excess losses are ignored. Defender losses are applied as below.
- When a unit is charged, the defender's organic cavalry strength is added to the unit's strength. It also attempts a countercharge (see 7.13): if it passes the check, the organic cavalry strength is doubled. If casualties are taken in the charge, they are first taken from the organic cavalry, and only then from the infantry.

If the unit is Tired or Spent, the organic cavalry has no effect on combat. It never has an effect on fatigue.

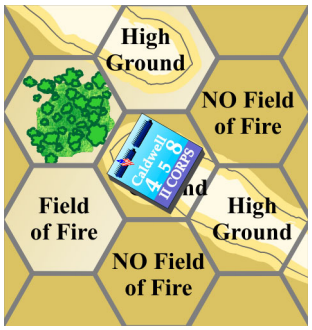
8.0 HIGHER GROUND, SLOPES, & MOUNTAINS

There are three types of features on the map that reflect elevated ground: 1) higher ground hexes (possibly at multiple elevations, 2) slopes, and 3) mountains. These features can have an effect on both movement and combat as described below.

8.1 High Ground. A higher ground hex is indicated by a contour line on the map separating lighter (higher) terrain from darker (lower terrain). Unless indicated so in a specific game's terrain key, Higher Ground does not require the presence of a slope symbol.

8.2 Field of Fire. An artillery occupied higher ground hex creates a "***field of fire***" (a dominated zone) in lower ground hexes in the unit's frontal ZOC (6.7). The artillery will usually be the battery component of a division counter (7.9) but can also be detached (16.4). A field of fire does not extend into Forest or Town hexes.

Movement Into A Field of Fire Hex: A unit may never end its activation in an enemy field of fire hex. A unit may attack after entering an enemy field of fire hex. However, if after all attacks of the unit's formation have been resolved, and the unit still occupies an enemy field of fire hex, it must retreat out of it.



A field of fire only extends from a hexside containing a contour line. A higher ground hex cannot create a field of fire on other high ground hexes of the same level. In addition, a friendly unit on a higher ground hex that is adjacent to an enemy unit on the same contour level nullifies any field of fire created by the enemy unit and vice versa. For example, if a friendly unit successfully attacks an occupied higher ground hex along a ridge and occupies the vacated hex, enemy units adjacent to the friendly attacking unit lose their ability to create a field of fire from the higher ground hexes. Note that there is no combat modifier for attacks against units on higher ground. ***Example***: if either of the hexes labelled "High Ground" above were occupied by an enemy unit, the displayed unit's field of fire would disappear (although its ZOC would remain).

Movement Onto Higher Ground (Effects): If a unit ends its activation in a higher ground hex as a result of movement or combat, any enemy units located within the newly created field of fire must move away from and out of the field of fire hexes, unless they have a higher attached artillery value. This movement must occur immediately after the unit completes its activation. Enemy units that are forced to move out of a field of fire in this manner gain 1 level of fatigue.

8.3 Slope Hexsides. A unit attacking upwards across a slope hexside must do so at ¾ strength. If it is a steep slope it attacks at ½ strength.

8.4 Mountains. Mountain hexes appear only on certain maps. Units cannot enter a mountain hex. Otherwise they have not effect on game play.

9.0. DISORGANIZED EFFECTS

A unit can become disorganized as a result of combat and, for cavalry units, as a result of retreats before combat (7.6). A disorganized unit has only ½ of its strength, ½ of its movement allowance, and may NOT attack. A unit which begins its turn disorganized may not enter an EZOC (6.1) and removes the disorganized marker after its activation is over.

10.0 STRAGGLERS

Units can lose steps (i.e., strength levels) in the form of "stragglers" as a result of either forced marches (15.14), combat (7.0), and, for cavalry units, retreats before combat (7.6). A loss due to stragglers reflects a temporary displacement of a portion of the unit due to stress, confusion, or mere exertion.

Keep track of the step losses due to stragglers on the force chart for each unit using the tracks marked "Stragglers." Each unit begins the game without a marker on the straggler loss chart. When a unit takes its first step loss due to stragglers, place a marker in the '1' box on the track and move it higher for each subsequent loss. A unit may not have more than 2 steps "missing" as a result of stragglers at any on time (there is a dashed line on the charts marking the upper limit of the straggler track). If a unit is already missing 2 steps to stragglers, any additional step reduction due to stragglers must be treated as a casualty (i.e., permanent) step loss.

10.1 Straggler Recovery. A unit that loses a step (or steps) due to stragglers may attempt to recover stragglers on subsequent turns. In order to attempt to recover stragglers, the unit must conduct either a stationary or rest action. I.e., it may not move or attack during the turn. If this condition is met, the unit may attempt to recover ONE straggler step per turn by conducting a Morale Check (5.0). If the check passes, the step loss due to stragglers is recovered and the marker on the unit's straggler track is moved down one box (or taken off if it occupies the '1' box). If the check fails, the step loss is not recovered and the player will have to wait until the next turn to attempt to recover stragglers again.

Cavalry have their Morale increased by 1 for a straggler recovery attempt. Also, all units receive a modifier of 2 during a night turn (12.0).

10.2 Smashed Units. In some cases, combat or a forced march may remove the last remaining step of a unit from the map but the unit may still have straggler steps missing as indicated on the force chart (in other words, not all of the unit's losses have been due to casualties). When this occurs, the unit is designated as "smashed" by placing a Smashed marker on top of its weakest (i.e., 1 step) side. No disorganized marker is needed on a Smashed unit. The owning player has the option of retreating the unit up to 2 hexes when it becomes Smashed.

The sole action of a unit that is Activated while Smashed is to attempt to recover by conducting a Straggler Recovery Check (10.1). If the check succeeds, the Smashed marker is removed. In addition, the marker on the unit's straggler track is moved down one box and there is no change in the unit's fatigue level. If the straggler is not recovered, the unit remains Smashed, increases its fatigue 1 level, and retreats 2 hexes.

If a Smashed unit is attacked by an enemy infantry or cavalry unit, the Smashed unit defends at 1 SP. A Smashed unit suffering any combat step losses due to stragglers or casualties is completely eliminated from the game, and any remaining straggler steps indicated on the chart are counted as permanent casualty step loses for the purposes of victory conditions (see 16.0 and 17.0). Exception: Straggler losses to a Smashed cavalry unit only have an effect if they were inflicted by cavalry charge (7.13) or bombardment (16.5).

A unit may not lose more steps from a given combat than it has currently on the map.

***Example**: Assume an attack occurs against a unit with 1 step on the map and 1 straggler step marked on the force chart. After the die is rolled for combat, the Combat Effects Table (CET) indicates that the unit loses 1 step to casualties and 1 step to stragglers from the attack. In this case, the unit loses 1 step to casualties (and becomes Smashed - see 10.2) BUT the straggler loss from the attack is ignored because the unit only had 1 step on the map. The straggler step loss that was on the force chart before the attack remains.*

10.3 Brigade/Regiment Detachments. Certain corps may detach a brigade or regiment from one of their divisions to act as an independent unit. There is no limit on the number of times a unit can be detached from a single corps, but there can be only one detached unit in existence from a single Corps at any one time.

Creation: In order to create a detachment, the owning player must reduce an existing division by 1 or 2 steps. These steps are then used to form a detachment - place the "detach" counter for that Corps on top of the parent division (in the same hex). There is a separate track on the force chart for detachments in each division. The detachment begins with the same fatigue (11.0) and supply (12.0) level as the parent division. When a detachment is created, the owning player should place a generic marker above the parent division's track to denote the source of the detachment.

A detachment may be created at any time during the parent division's movement. Once the detachment is split off from the parent division, the unit operates as

any other unit (for the purposes of fatigue, movement, combat, stragglers, etc.)

Rejoining: A detachment may rejoin its parent division at any time during the detachment's movement. The detachment and the parent division must be located in the same hex in order to reattach. If the fatigue or supply level of the parent division is different from that of the detachment, the division's resulting fatigue level is adjusted 1 level to account for the attachment's fatigue level. In other words, if the detachment's fatigue or supply level is greater, then the parent division's fatigue or supply level moves up 1 level (and vice versa). Any straggler steps associated with the detachment are assigned to the parent upon re-attachment.

11.0 FATIGUE

A unit's fatigue level is indicated by the unit's fatigue track on the Force Chart. As with stragglers (9.0), a generic marker is moved up and down the track to indicate the fatigue levels. There is no marker on the track of a unit that is at fully rested state. **The specific fatigue effects of particular actions are detailed on the Fatigue Effects Tables.** The fatigue rules do not apply to trains. If a unit marches and/or fights, the marker moves up the chart indicating increasing fatigue. If the unit is inactive and rests during a turn, the fatigue marker moves down the chart. Almost anything a infantry or cavalry unit does has some impact on its fatigue level. Combat can also increase the fatigue of a unit. The Combat Effects Table (7.5) determines whether an individual unit increases its fatigue as a result of combat.

A unit that is completely rested has no marker on its track. If the unit accumulates one step of fatigue, a generic marker is placed in the "Acted 1" box. It is moved up and down on the track until the unit, by resting, would shift it down off the track at which point it is removed.

11.1. Fatigue Effects. Fatigue can affect both strength and movement capabilities of a unit. However, fatigue only has adverse effects at the Tired and Spent levels:

"*Tired*": A unit with its fatigue marker in one of the tired boxes has ½ its strength and movement points. Tired cavalry cannot charge. ***Note***: There are 2 "Tired" boxes on a unit's fatigue track. Both boxes have the same effects.

"*Spent*": A unit with its fatigue marker in the "Spent" box has only 1 movement point and 1 strength point, and cannot attack. If cavalry it cannot retreat before combat.

12.0 SUPPLY

In order to move and conduct combat at full strength, an infantry or cavalry unit must have adequate supply on hand. During night time activation, supplies are normally used to replenish the unit. If this does not occur, the unit is marked out of supply until supply replenishment takes place. In addition, this use of supply during a night turn allows the unit to recover additional fatigue levels (see also 13.0).

12.1 Night Turn- Subsistence Supply: A unit that is resupplied during a night turn and conducts "rest" actions (see 4.1), recovers 3 levels of fatigue. A unit that is resupplied and conducts stationary actions (4.1) recovers 2 levels of fatigue. If the unit does not use supply (by choice or necessity), it suffers normal fatigue effects for the actions it takes. If a unit does not resupply (12.3) during the night turn, it has a Supply marker placed in the Spent box of its Fatigue Track to indicate it is Out of Supply.

Optional but recommended: Apply the Out of Supply marker only to units that participated in combat during the previous day.

Delayed replenishment: An Out of Supply marker is removed by having the unit consume supplies during any later turn where it conducts a Rest Action.

12.2 Out of Supply Effects. A unit that is out of supply has ½ MP's, may not attack, defends at ½ strength, may not conduct a forced march (6.9), may not enter an EZOC (6.1) and may not recover stragglers. An out of supply unit may, however, recover fatigue and attempt to recover from Smashed (10.2) state.

12.3. Supply Delivery (Resupply). Supply allotments are delivered to infantry and cavalry units via supply wagon units during the activation of the units that are receiving the supply. In other words, supply wagon units do not deliver supply during their own activation. Each supply wagon unit has 2 steps and, as such, 2 sides (a "Full" side, and a "Half" side). Each step of a supply wagon unit can replenish two divisions. A player may split a full supply wagon unit into two half units during the supply unit's activation.

Units may replenish supply from any supply wagon unit that is within 3 hexes (none of which may be an EZOC). Supply may only be delivered to a unit conducting stationary or rest actions (see 4.1). Supply may not be delivered across rivers except via a bridge. During a single formation's activation, supply wagon units may resupply up to 2 units at the same time provided all receiving units are within 3 hexes of the supply wagon unit. A supply unit on its full side may allocate both of its steps (i.e., supply 4 units) during a single formation's activation.

12.4 Supply Unit Removal, Supply Sources and Depots. After a supply unit delivers its second and final step of supply it is removed from the map. New supply units are placed on the map at times and locations designated in the scenario instructions. Supply

units appear on the map at, or on roads leading from, supply sources (i.e., "depots").

If an entry hex for a supply unit is blocked, the supply unit cannot enter during that turn and must wait until the hex is unblocked at a subsequent turn.

12.5 Supply Units and Movement (see also 6.5)

12.6 Supply Units and Combat (see also 7.5)

13.0 NIGHT TURNS

A single night turn represents 8 actual hours on the battlefield. At night, all functions (movement, combat, etc.) are conducted just as they are during normal day turns with the following exceptions:

13.1 Night and Fatigue (see also 12.1). A unit which uses one level of supply during a night turn and conducts "rest" actions (see 4.1), recovers 3 levels of fatigue. Similarly, a unit which uses one level of supply and conducts stationary actions recovers 2 levels of fatigue. If the unit does not use a supply level (by choice or necessity), it suffers normal fatigue effects for the actions it takes, and (optional, see 12.0) is placed out of supply if it took part in combat during the day.

13.2 Night and Stragglers. A unit that conducts rest or stationary actions during the night turn gets a +2 DRM in its attempt to regain stragglers (9.0) or recover from Smashed status (10.2).

13.3 Night Attacks (see also 7.8). Units attacking at night do so at ½ strength.

14.0 TRENCHES

Field entrenchments are subject to game-specific rules.

15.0 COMMAND

15.1 Command Range. Divisions must be within 3 MPs from their Corps commander to be in command. A division beyond that range must pass a Morale Check to conduct anything other than rest actions.

The Army HQ and commander can activate with any corps, once per turn. The HQ has no rating, does not participate in combat, and cannot be captured or destroyed (if overrun by enemy units, the army HQ is placed with the nearest friendly infantry division). The only function of the Army HQ is the issuance of orders.

For all movement distances related to command (Command Range, Order Placement (15.4), leader and HQ movement), use infantry terrain costs except that all types of roads have a cost of 1/2 MP.

15.2 Corps Commanders. Corps Commanders activate with their Corps and must always stack with one of their units at the end of the Corps' activation (disregard MPs for the commander). They have one rating which is relevant only for the mandatory Command Roll (see below). Normally, corps commanders do not participate in combat, and cannot lend their rating to a division. Their only function is the receipt of orders. Certain commanders have a second rating which is applied as a CRT dieroll modifier to combats they participate in (positive if they attack, negative if they defend).

A corps leader stacked with a division that takes a loss or retreats must check for loss. On a roll of 10-12 (on two dice) the leader is incapacitated and flipped to his reverse (replacement) side.

15.3 Orders. Orders can be issued at the beginning of each turn from the HQ to the Corps Commanders:

Players must keep track of orders on each Corps' Orders track. Orders are moved down the track one box each turn during the Orders Phase, until they eventually move into the "Current Orders" box of the Corps commander. New orders, represented by Order Chits, are placed on the Orders track depending on the current distance between the HQ and the respective Corps commanders. As such, orders issued on a particular turn may take anywhere from 0 to 3 turns to reach a Corps commander. New orders placed in the "Current order" box replace any existing orders there. Once in place in the "Current order" box, an order remains until it is either superseded by a new order or is removed through a failed Orders Check (see below).

When a Corps' chit is drawn during random selection, the player must check the Corps orders AND must perform a mandatory Orders Check (see 15.5). The types of orders a Leader can give are limited to the following:

ADVANCE, ATTACK, HOLD, RETREAT, MARCH

MARCH orders (and others in game specific rules) involve Target markers placed on the map. This happens the moment the order is placed on the orders track. An order with a Target marker can only be given if the Target marker is not already on the map.

15.4 Sending out Orders. The following rules govern the placement of new orders on the orders chart when new orders are issued.

Corps within 10 Movement Points of HQ: The new orders chit is put directly in the "Orders Received" box. In this case, there is no delay; the Corps receives the new orders immediately.

Corps Leader is 11-20 MPs away: The new orders chit must be placed in the "Orders in Transit 1" box on the orders chart. This means the order will take 1 turn to reach the Corps Commander.

Corps Leader is 21-30 MPs Away: The new orders chit is placed in the "Orders in Transit 2" box. Such orders will take 2 turns to arrive.

Corps Leader is more than 30 MPs Away: In this case the new orders chit is placed in the "Orders in Transit 3" box and will take 3 turns to arrive.

The path calculated from the HQ to the Corps Commander must be free of EZOC's. Add 5 MP to the distance if the unit in question has a current order.

DESIGN NOTE: The lag time (up to 3 turns) for the delivery of orders largely reflects the delay caused by transporting a written or verbal order from the HQ to the receiving Corps Commander by way of courier (usually via headquarters). This delay means players must plan ahead. Orders that are appropriate for the current turn may be utterly disastrous when adhered to in the next turn.

15.5 Mandatory Orders Check. Upon activation, a Corps commander with orders must perform a mandatory Command Roll. For a leader with a rating of 3 or less, a roll of 1 means that the Corps' divisions cannot do anything that Activation except REST actions. Otherwise, add the leader's rating to the dieroll.

- If the result is 6 or more and 1/3 or more of the Corps' divisions (not detachments) are Smashed or eliminated, the unit *fails* and discards its orders.
- Otherwise, the Corps commander MUST follow the orders issued.
- If this is the first Orders Check for a new order, the total result is also this turn's maximum number of movement points available to any unit in the Corps.

Corps commanders that have no current orders (for whatever reason) must pass a Morale Check before they can take any actions. Only HQs may issue new orders (and may do so only during the Orders Phase of each turn). If a Corps commander has no current orders and fails a Morale Check, his individual divisions that are in command range may not conduct Mobile Actions (they may conduct Stationary or Rest actions however). Those out of command range may conduct actions if they pass a Morale Check. Cavalry units add 2 to their morale for this dieroll.

Note: If a division is conducting no actions, it's also not conducting any Rest actions.

Note also 15.11 (Bivouacking).

15.6 Interpreting the Orders. These orders are considered strict. This will no doubt create the occasional situation that may feel strange to the player, but overall it will create a reasonable facsimile of the difficulty of controlling units moving over ground possibly not even visible to the historical commander while having to interpret his orders. Some order impose dieroll modifiers on combat. If multiple units in a stack have different orders, use the one most adverse to the attacke.

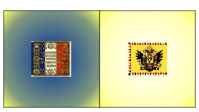
ATTACK: The formation Commander must use at least one of his units to attack enemy units within the battle line movement range for a Deployed Attack (i.e., 6 MP's plus 2 for the attack) of any of his units regardless of the odds. (Exception: in a formation containing infantry and cavalry units; this requirement only holds for infantry.) If this means that only one unit can attack a heavily defended ridge, so be it - the player must attack, even if it is piecemeal (chalk it up to bad planning). If several enemy units are within range, the commander may choose which units to attack. If there are no enemy units within movement range of the enemy for a Deployed Attack, all units must reduce their distance to the enemy by at least half their full movement rate. Units whose path to the enemy is blocked due to stacking or terrain only have to move as close as possible.

ADVANCE: The formation Commander must move all his infantry units at least 1 hex towards the enemy HQ or the enemy's side of the map. The commander's infantry units may not enter any enemy zones of control (EZOC). Units already in an EZOC (7.7) at the beginning of their turn must stay in the EZOC but may attack. The Corps commander does not have to advance his units in a straight line at the enemy. *E.g., the units may conduct a flanking movement as long as they move at least one hex toward the enemy side of the map (or the enemy HQ).* Infantry units already adjacent to an EZOC, or that cannot get closer to the enemy due to stacking or blocked terrain, do not have to move.

HOLD: Units must spend all MPs to move 1 hex, and if they move into an EZOC, may not attack. However, a unit already in an EZOC at the beginning of its turn may remain in the hex, conduct combat, or withdraw 1 hex. An attack where at least one defender has HOLD orders gets a -1 DRM. A non-Smashed unit with HOLD or ATTACK orders defending in a village or town can reduce the retreat/advance distance by 1 hex, in exchange for raising both attacker and defender combat effects (total) by **1c.** If not Smashed after the first loss, it can reduce the retreat by another hex by applying **1s** to both sides**.** A detachment with HOLD orders in a chateau hex can reduce the retreat/advance by 2 (without further effects).

RETREAT: The Corps Commander must move all his infantry divisions at least 1 hex towards the friendly edge of the map. An attack on a unit with RETREAT orders gains a +1 DRM.

MARCH: The formation's Target counter is placed on the map inverted. A Dummy Target counter can be placed at the same time. The formation must move all infantry units at full speed towards the target counter along the shortest route. The units cannot enter EZOCs, cannot attack, and have



only rear hexsides. Units under MARCH orders spend ½ MP per hex when moving on any road and half the normal cost (round up) in any other terrain. The March counter can be combined with an ATTACK, ADVANCE, or HOLD counter. Upon receipt, the second counter is placed under the MARCH counter.

15.7 March Column. Units under MARCH orders move in March Columns. To indicate this, as the current counter of a division starts marching, successively place all lower step strength counters of the formation on the map. So, a 10 strength unit will have the '10', '8', and '4' counters on the map. an 8 or 6 strength unit will the '4' counter. The extra counters move directly behind the current strength counter. Unless moving on a major road, the '8' and '4' counters are assumed to occupy two hexes. This is indicated by placing the counter across a hexside facing into the front hex (see example below). Spend movement points as if the counter were in the hex containing its top edge. For combat it is assumed the counter is in both hexes; for stacking it counts as 2SP in each hex.

Design note: the main difference of a major road is its width; with more troops marching abreast the column takes up less space on the road, therefore each counter only takes up one hex. The restriction also holds offroad since it is assumed a column would use whatever minor tracks are available.

A unit in March Column has no ZOC and each counter defends with a value of 1 (the rear attack modifier is included) and artillery strength 0. (*The artillery is limbered inside the column.*)

A unit in March Column can move normally through friendly units not in March Column (*they are assumed to be positioned besides the road*), but cannot enter a hex containing another unit in March Column. When the first counter (a) reaches the Target counter, (b) is stopped by an EZOC, or (c) is attacked, it Deploys.

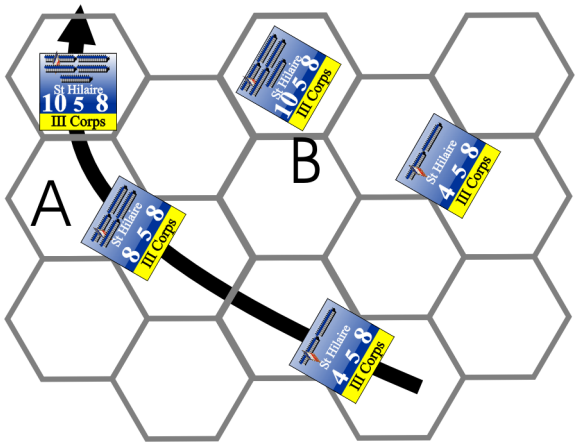
Deploying. In cases (a) or (b), the current counter stops, paying the non-road movement cost to enter the hex. Each subsequent counter deploying in that hex adds that cost again. In addition, add the cost for the last counter to move adjacent to the deployment hex. Once there is only one counter left, a unit can continue to move if permitted by its new orders and remaining MPs.

Example: An 8-strength infantry division deploys on a clear hex from a minor road, having spent 4MP already to get there. The first counter enters the hex, paying 2MP. Removing the second counter would expend another 2MP plus 0.5MP since it is one road hex away. This would mean a total expenditure of 8.5 MP so the second counter cannot join; the division remains undeployed and ends its move. If the division had only spent 1MP to reach the deployment hex, the cost including deployment would be 5.5MP and the division could continue to move, having 2.5MP left to spend.

In case (c), simply replace the attacked counter by the full strength one and remove all others of the same division but resolve the attack with the column defensive strength of 1.

When the first division of a corps Deploys, remove the MARCH marker from the order display. If there is an order underneath the MARCH marker. it remains. However, if there is more than one unit in the corps, the MARCH marker is not out of play yet. Place it on the top Supply track space of the closest unit to the one that triggered the removal of the marker. This and all units further away continue to move and fight under MARCH orders. Every time the unit with the MARCH marker meets any of (a) to (c) above or (d) moves adjacent to a unit that has met these conditions, it Deploys as well. Move the MARCH marker on to the next closest unit's supply track. The target marker is removed from the map when the last unit of the corps has Deployed.

***Example**: Diagram 'A' shows St Hilaire's division (current strength 10, therefore three counters) in March Column moving along the line indicated by the black arrow (this could be a minor road or offroad but not a major road). 'B' shows the division in the process of Deploying: the '8' strength counter has already moved into the hex of the '10' strength counter and been removed, so the division has spent twice the non-road cost to enter the hex. The '4' strength counter still needs to enter and after that, the division will have spent three times the non-road cost.*



***Example continued**: If the division were marching on a major road, the '8' counter would be in hex 'A' and the '4' counter directly behind it, so the column would take up 3 hexes instead of 5.*

Multiple deployment. If multiple divisions deploy in the same hex in one activation, the later units must pay MPs according to all the steps that have deployed in this activation.

Example: An 8-strength infantry division deploys into a clear hex from a minor road. If another division was following behind, it would have to pay the road cost to move adjacent and then pay 6MP to deploy in the hex (the entry cost plus 2 MP for each counter that already entered).

15.8 Trains on Roads. Trains are always assumed to be in March Column when on a road hex and therefore always pay the ½ MP cost when moving along roads (remember that trains do not have to follow

orders). A train on a road counts as a full strength counter for stacking, and must be placed across a hexside at the end of a move where it has moved on a minor road.

Exception: If a train counter is adjacent to a unit moving in March Column, then that train counter can move when that unit is activated (instead of when the Supply counter is drawn), as long as the unit moves on roads and the train moves exactly the same path behind the unit. This also applies to other train counters that are adjacent to the first train counter along the road. Use a Fatigue marker to mark train counters that have moved in this fashion and remove the marker at the end of the turn.

15.9 Waypoint counters. When placing a Corps Target marker, the player can also place a Waypoint marker, in which case the corps moves first to the Waypoint marker and then to the Target marker. This permits having multiple formations use different roads to closely located goals. The waypoint marker is removed from the map once all units have passed it, or once the Corps implements a new order.

15.10 Dummy Target counters. Each side receives three dummy target markers that can be placed and removed entirely as desired.

15.11 Bivouacking. On night turns, a corps commander can ignore his orders and let any units conduct Rest actions instead of any other action, at the owning player's choice. This does not remove the orders marker.

15.12 The Army Commander. The army commander's rating is the number of orders he can give per turn and has no other effect on play. If the commander is not in the same hex as the HQ he can only give orders to leaders he is next to or stacked with.

15.13 Reinforcements. Formations entering the map on a given turn are given orders (ignore distance to the army HQ) and have to execute a Mandatory Order Check like everyone else. Units enter the map as movement, paying the cost for the entry hex normally. If they have MARCH orders and enter in March Column, this can lead to parts of the formation staying off map until the next turn if the path forward for the unit is blocked close to the entry point. They enter normally on the next turn as if the road continued off the map. If a unit can only execute Rest actions, it just stays off the map for another turn.

15.14 Forced March. If a formation contains Tired or Spent units, the player can choose to let the commander attempt a Forced March. The effect of forced marching is that troops move as if they were one fatigue effect lower than they are (i.e., Tired units move at normal speed, Spent units move at Tired speed). To be able to conduct a Forced March, the commander has to pass a Morale Check.

Each unit that is Force Marching must conduct a Morale Check (5.0) at the end of the forced march. If the check passes, there is no effect. If the check fails, the unit is reduced one step and the unit's straggler track (on the Force Chart) is increased one level (see 10.0). Place any straggler marker on the track inverted. A unit cannot use its artillery for a modifier (and does not roll for artillery loss in retreat) until it has recovered all stragglers caused by the Forced March.

15.15 You Are in Command (Optional Rule). If players wish, they can ignore the printed Army commander rating and assume any equal fixed rating for both sides. This option is only recommended when playing with the full fog of war rules.

16.0 OPTIONAL RULES

16.1 Initiative. If a modified combat die roll result yields a 3 or less on the Combat Results Table (CRT), the defending player receives an initiative bonus and the marker on the initiative track is moved one box in that player's direction. Conversely, if the modified combat die roll result yields a 5 or more on the CRT, the attacking player receives an initiative bonus and the marker on the Initiative Track is moved one box toward that player's side. (These results are marked as "I D" and "I A" on the CRT.)

If the marker is on one end (or the other) of the Initiative Track at the beginning of a turn, the player owning that end of the Track has Initiative for that turn. The player with the initiative may choose 2 selection chits out of the cup at the beginning of the turn and activate the units from those two formations at the same time. Once the activation for units in those 2 formations has finished, the turn is completed normally through the random draw of the remaining selection chits.

On a turn where no fighting occurs, the Initiative marker shifts back into the middle box if it is not already there.

16.2 Capturing Supply. In lieu of destroying a full enemy supply unit (7.5), the attacking unit may replace it by a half strength (one step) friendly supply unit instead.

16.3 PBEM Play. When playing by email, do not use the chits. Instead, all units of one player move and attack at the same time. However, units of different formations cannot join in one attack; they must attack separately even if they attack the same units. At the start of the turn, the player with the initiative marker on his side of the track can decide whether he wants to move first or second. If it is in any other space, initiative remains with the player who had it before.

16.4 Positioning Artillery. It is possible to take artillery strength points off a combat unit's display and place them on the map. Treat battery markers as "change", i.e., they can be broken down and recombined up to a strength of 2 (but no more). Positioned artillery cannot attack, but projects a Field of Fire, and will contribute its artillery modifier to units stacked with it. The artillery can be taken off the map again and placed on the artillery display of any combat unit. This can happen during the movement of that combat unit. While positioned alone, artillery has 8 MP, morale 4, defends with strength 1, and is eliminated if it retreats. Note: no agreement from the other player is required if you want to use this rule; just do it.

16.5 Grand Batteries. Individual games will identify leaders who can establish a Grand Battery. In this case, multiple artillery markers within command range to the leader can move to his hex, or to a hex connected to his hex by contiguous hexes containing detached artillery markers. To be detached from a unit in this way, the unit must be in supply, not Smashed, and not Tired or Spent. Up to 10 artillery strength points can stack in one hex. Such a grand battery counts as one formation (it will have an individual chit). At the end of any one impulse per turn after it has been established (including the impulse in which it was established), it can attack units in front hexes within two hexes except if a town, woods or higher ground hex is in between, and ignores attacker losses. Always apply odds as if the target has strength 10. The only other modifiers applied are terrain-based. Attacker (Grand Battery) losses are ignored. The first F result on the defender is counted as a 1c result. The target stack can change each hex of retreat into an additional 1c if desired.

Since bombardment is combat, cavalry can retreat before combat. The battery can then bombard any other target in range instead.

Once established, the Grand Battery's units cannot move that day, retreat, or even change facing. An the next day, artillery strength points can be moved or reintegrated to combat units up to the original limit. When attacked from the front, the number of batteries is doubled to compute combat strength in a hex.

This rule requires the use of the optional Initiative rule (16.1). This might become a game-specific rule.

Note: for obvious reasons it is highly beneficial to establish a Grand Battery on turns where you have the Initiative.

16.6 Detailed Supply Tracking. Instead of making supply status solely dependent on resupply, supply can also be tracked in terms of combat use as in the ACW version of the rules.

This might become a game-specific rule.

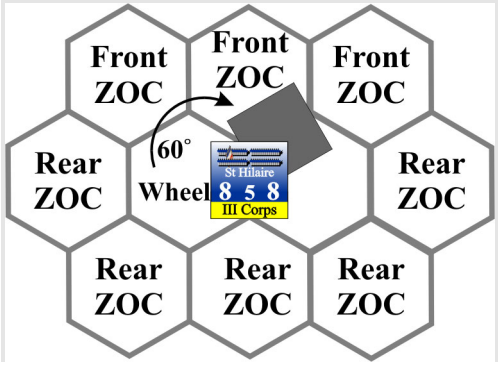
Measuring Supply. Supply is measured in the form of generic supply allotments. The number of supply allotments that a unit has used up at any one time is indicated on its Fatigue track on the force chart. A unit is in full supply if it has 4 supply allotments - this is shown by it not having an Out of Supply marker on the Fatigue track. As the unit uses supply allotments through combat and during night turns (13.0), a marker is first placed in the "Acted 4" box and then moved up the track until it eventually reaches the Spent or "out of supply" box.

Supply Use. Each time a unit participates in combat as attacker or defender, its supply level moves up 1 box.

Replenishment. Each step of a supply unit delivers 4 supply allotments. Supply must be delivered in the form of whole steps (i.e., a set of 4 supply allotments). In addition, during a single formation's activation, supply wagon units may resupply (i.e., transfer supply allotments to) 1 or more units at the same time provided all receiving units are within 3 hexes of the supply wagon unit. A supply unit on its full side may allocate both of its steps (i.e., all 8 of its supply allotments) during a single formation's activation.

16.7 Extended Line. It is possible to place a division (not a detachment) in extended line formation (at least two brigades side by side in line formation). In this situation it is placed so as to lie across a hex boundary. It has three front and five flank/rear hexes (see image below). To establish extended line, the division chooses an empty, adjacent hex that it extends into during movement, pay the non-road cost for the hex. Neither its current nor the new second hex can be in an EZOC. To move, a division in extended line can either move into two of its front hexes (paying the higher non-road cost of the two), two of its rear hexes, move sideways, or wheel (turning 60 degrees backwards or forward so that it is placed on an adjacent hex boundary), paying the cost for the new hex. To leave Extended Line, move the unit fully back into either of the hexes it occupies and pay the non-road movement cost for the hex.

In combat, each hex is considered a separate combat unit with half the division's actual strength (round up). If one hex is forced to retreat, the whole unit immediately collapses into the retreating hex and retreats normally. Any units that would have attacked the now empty hex in a separate combat can advance into that hex.



Note: No agreement from the other player is needed to use this rule. Just do it if it seems convenient. (This may eventually become a game-specific rule.)

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Design Notes

I don't really have much to say here. The core of the rules is derived from Hampton Newsome's At All Hazards system, which I thought did an unparalleled job at showing how to run a campaign of a few days to a couple of weeks with an American Civil War army and yet provides enough detail so a battle is fought over multiple turns, with reasonable grand battle tactics and deployments, without requiring a huge time commitment. Short or small scenarios fit in an evening.

Though weapons had evolved by the time of the ACW and correspondingly so did lower level tactics, Napoleonic armies used the same technologies for movement (feet or horses) and command control (riders with orders). Therefore, apart from adapting the CRT, changes were limited. The main differences to the ACW version lie in the removal of the detailed supply rules (since Napoleonic units rarely ran out of ammo during a day's fighting) and, in exchange, tracking of artillery strength (since artillery played a much more tactical role) and cavalry (since it was much more powerful, relatively speaking, against the infantry of the days with its shorter ranged, slower firing muskets. The Mandatory Orders Check works differently, since commanders in Napoleonic times generally would have felt much less latitude to change their orders than would have been the case in later periods. This was still the age of absolute monarchs, or Wellington as an absolutist army commander in the British case, and more often than not the monarch was travelling with the Army HQ.

There is an interesting relationship between the morale shifts and division sizes. Detachments do not count for morale; a player could therefore be tempted to detach a brigade or large regiment (because that's what a Detachment represents), and keep the Division itself out of harm's way so it will not be Smashed. This may seem gamey but is an acceptable tactic. One could argue that the Austrians practiced it all the time, in all their campaigns, leaving large bodies of troops to guard their flanks, their rear, and their retreat routes. Of course the price of this was that they often lacked sufficient troops at the point of decision.

Cavalry is assumed to be conducting charges whenever it participates in combat, and so suffers extra fatigue.

The nonlinear structure of the order delays comes from the fact that we assume 1 hour (1/4 turn) to write them up and 1 hour (1/4 turn) to implement them, regardless how good the people behind it are.

The reduced retreat in a town reflects (possibly multiple) counterattacks in the space of a turn. Note that the unit refusing to retreat cannot be Smashed before the fight, but the extra loss could result in Smashing or destruction of units on both sides.

Unlike the appearance given by many other games, forced marching at the time did not involve units jogging down the road. Instead it represented the ability of a commander to reduce or omit the rest periods normally granted the troops to reach a goal faster. Other game systems handle this by just slowing down the troops so as to include the rest periods, but in this one the scale is just right to show what is actually happening. So at some point I thought, wait, why not do Forced Marching in those terms? So I rewrote the rule. Then I thought, how do I gauge whether the effects are correct? So I dug out the details of probably the most famous forced march in Napoleonic history - Davout's march from Austerlitz to Vienna. He started out with 10,500 men (10,000 in game terms) in excellent condition, marching for 35 hours to cover 110km.

Since this is the depth of winter, there are only four daylight turns (let us assume 6:00, 9:30, 13:00, 16:30). On the second turn of the first day (9:30) they start marching normally, managing 48 hexes (48 km – 16 km per turn spending 8 MP at ½ mp per 1km hex) during the three remaining daylight turns, now at Acted 3 status. They continue to march through the night and have covered 64km in the morning, now in Tired 1 status. The next day they Force March two turns while Tired (32km, now at a total of 96) and then Force March two turns in Spent status (a total of 16 hexes because they now move as if Tired) to have covered a total of 112km after nightfall (the turn ends at about 20:00, 34.5 hours after setting out from Vienna). So the distance fits.

This required Davout (rating 5) to pass four Morale Checks (not unlikely) and his troops (two infantry divisions with 10,500 men, morale 5) to conduct four straggler checks each. Of this total of 8 straggler checks, on average 1.3 will fail. If we assume that two failed, we see two steps (4,000 men) lost to stragglers, and Davout arrives with 6,000 men. Historically, he got there with 6,600. So in time, distance, and stragglers, the outcome corresponds quite closely to the historical performance.