

# March into Battle

# Operations et Manoeuvres

## Mobile Actions - Fatigue Effects

Movement (6.0)	Up 1 Level
Combat (Attack) (7.0)	Consult CET (7.3)
Cav. Retreat Bef. Combat	Up 1 Level
Cavalry in Combat	Up 1 Level

## Stationary Actions - Fatigue Effects

Change Facing (6.6)	No change
Straggler Recovery (9.2)	No Change
Resupply (11.0)	No Change
Night Turn Resupply(13.0)	Down 2 Levels
Build/Destroy Bridge (6.10/11)	No Change

## Rest Actions - Fatigue Effects

Day Rest (4.1)	Down 1 Level
<b>Night Rest (13.0)*</b>	<b>Down 3 Levels</b>
Straggler Recovery (9.2)	No Change

## Terrain Effects

Defender's Terrain	Attacker	Defender	Inf/Cav Movement	Trn/BE Points
Main Road	-	-	1	1
Side Road	-	-	2	2
Clear, Track	-	-	2	3
Up Slope*	¾ strength	-	-	+1
Steep Slope* **	½ strength	-	+1	N/A
Forest**	-	-	3	5
Village**	¾ strength	no rear hexes	-	-
Town	½ strength	no rear hexes	-	-
River Bridge	½ strength	-	1	1
River, Mnt.	N/A	-	N/A	N/A
Swamp**	½ strength	-	3	N/A
Stream**	-	-	+1	N/A
Creek**	½ strength	-	+3	All

\* no artillery DRM

\*\* no charge into/across

## Other Combat Effects

Terrain	Attacker	Defender
Night, Spent	N/A	½ Strength, no charge
Tired	½ Str, no charge	½ Strength, no charge
Attack from rear NE		½ Strength
Out of Supply	N/A	½ Strength
Disorganised	N/A	½ Strength
Hasty Attack	-2 DR	NE (6.12)

## Other Movement Effects

Action	Inf/Cav	Train/Bridge Eng.
Unit turn after move	1 MP	N/A
Attack (after move)	2 MP	N/A
Leave EZOC	+2 MP*	+2 MP* *negated by friendly units
Tired/Out of Supply Spent	½ MP	N/A

## Combat Modifiers

Force Ratio	<1:2	1:2 <1	1:1 >1	2:1	3:1 >3:1
DRM	-3	-2 -1	0 +1 +2	+3	+4

+/- DRM according to morale difference of largest units

+1 DRM if a hex is attacked from at least 3 hexes.

+/- DRM based on artillery superiority and commanders

-1 DRM if the defender has HOLD orders

+1 DRM if the defender has RETREAT orders

## Combat Results Table

Dieroll	Attacker	Defender
<1	Engaged -3	Engaged +3
1	Engaged -2	Engaged +2
2	Engaged -1	Engaged +1
3	Engaged +0	Engaged +0
4	Engaged +1	Engaged -1
5	Advance 1 0	Retreat 1 0
6	Advance 2 +1	Retreat 2 -1
>6	Advance 3 +2	Retreat 3 -2

## Combat Results

### Result from CRT Effect

Advance (1, 2, 3) Units *may* advance the given number of hexes. Roll separately for each stack under Advance below.

Engaged Units stay in place. Roll separately for each stack under 'Engaged' on the CET below.

Retreat (1, 2, 3) Units must retreat indicated number of hexes. Roll separately for each stack under Retreat\* below. Check for artillery loss. \* **Exception:** Roll under 'Engaged' for defenders in a Charge.

## Combat Effects Table (Apply CRT DRM)

Dieroll	Advance	Dieroll	Engaged	Dieroll	Retreat	Dieroll
<1	-	<1	D 1c,2s,3F	<1	D 1c, 1s, 3F	<1
1	D 1c,1s,3F	1	D 1c, 1s, 3F	1	D 1s, 2F	1
2	D 1s, 2F	2	D4L 2s, 2F	2	D 1s, F	2
3	D5 2F	3	D4L 1s, 2F	3	D4 F	3
4	D4 F	4	D3L 1s, F	4	D3 F	4
5	D3 F	5	D3L F	5	D3 F	5
>5	D3 F	>5	F	>5	F	>5

When rolling, apply the dieroll modifier from the Combat Results Table

# March into Battle

## Order Checks

Modified Dieroll	Result
6 or less	Must follow orders
> 6	Drops orders if 1/3 losses or more

Add dieroll and Corps commander rating and check table above. Commanders with a rating of 3 or less that roll an unmodified 1 can only conduct Rest actions this turn.

## Order Ranges

Range	Placement of Marker
Leader within 10MP of HQ	in Orders Received Box
11-20MP to HQ	in Transit 1 Box
21-30MP to HQ	in Transit 2 Box
more than 30 MP	in Transit 3 Box
Add 5 MP to distance if formation has an order.	

## Morale Check

Modified Dieroll	Result
≤ <b>Morale</b>	Passed
> <b>Morale</b>	Failed

## Sequence of Play

- I. **Reinforcement Phase**
- II. **Orders Phase**
- III. **Operations Phase**
  - A. Pull Selection Chit from Pool
  - B. Selected Formations perform Order Check if necessary and Conduct Actions
  - C. Repeat Steps III.A. and III.B

### RULE REMINDERS:

**Stacking (6.8):** No more than 10 SP; Full Train = 4 SP.

**ZOCs (6.1):** Infantry has a ZOC into clear only with artillery; these do not extend up slopes. Cavalry causing step loss to units retreating through ZOC adds 1 fatigue.

**Forced March (6.9):** Increase fatigue 1 level; subtract additional MP's from morale rating (2xMR for Cavalry); check morale to determine straggler loss

**Retreats (7.3):** Through EZOC - disorganized and lose 1s for each EZOC (1c if cavalry); Through friendly unit-D; blocked by enemy units - lose 2c, become D, stay in place; Over creeks -D and lose 1s; Over river hexsides or swamp - D, lose 2c. Out of Field of Fire - add 1F.

**Artillery (7.9):** projects Field of Fire (7.10). Difference of FoF strengths is a combat DRM; DRM doubled if all defending stacks with inferior artillery in this combat are in the ZOC of an enemy cavalry unit. Check for loss when retreating, -1 for Smashed units.

**Cavalry Retreat Before Combat (7.6):** Retreat 1-4 hexes; increase fatigue 1 level and be disorganized; if already disorganized 1 straggler loss (see also 7.3)

**Out of Supply Effects (11.2):** Unit fights at ½ strength, moves at ½ MP's; and cannot recover any stragglers.

**Cavalry Charge (7.12):** Defender must be in terrain that does not modify combat; non-disorganized infantry conducts morale check to see if Cav halved. If the defenders are disorganized, the cavalry is doubled. The

# Operations et Manoeuvres

cavalry gains one additional F. In case of a Retreat, the defender rolls on the Engaged column on the CET.

**Countercharge:** Non-disorganized cavalry in a hex attacked by a charge must make a Morale Check; if successful, it is doubled. It also gains one fatigue.

**Organic cavalry (7.13):** charges if the enemy retreats after combat. Enemy strength 1 except if has organic cavalry. Attacker losses are taken by organic cavalry. When the division is charged, the organic cavalry's strength is added. It also attempts a countercharge (see 7.12) and strength is doubled in case of success. Casualties first from the org.cav., then from the infantry.

**Attack Supply Wagons (7.5):** Combat unit enters hex at nonroad cost; destroys wagon(s); pays 2 MP to leave; if wagon w/in 1 hex of friendly unit, retreats 1 hex

**Disorganized Effects (8.0):** Unit defends at ½ SP's; cannot attack, moves at ½ MP's, cannot enter EZOC, and may not conduct a forced march.

**Smashed Units (9.2):** Conduct Straggler Check when activated; if pass, remove Smashed marker (and do nothing); if failed, retain Smashed marker, retreat 2 hexes, increase fatigue 1 level. Defends at 1 SP; remove if combat causes straggler or casualty step loss.

### Fatigue Effects (10.1):

**Tired:** ½ SP's, ½ MP's. Cavalry may not charge, no organic cavalry effect.

**Spent:** 1 SP, 1 MP, may not attack, cavalry cannot retreat before combat.

**Army Morale** changes under the following conditions:

- +1 Each time a corps implements an ATTACK or ADVANCE order, unless it already had such an order, and if a target marker is placed on an enemy held hex. When a unit reaches marker, player can change order to HOLD, ADVANCE, or remove it.
- +1 for each enemy corps that has an ATTACK order discarded or replaced by a non-ATTACK order while its target marker is on the map or one of its units is in an enemy ZOC.
- 1 for each corps that has an ATTACK order discarded or replaced except at the moment when its target marker is removed from the map.
- 1 each time a formation implements a RETREAT order or a MARCH order towards the friendly mapedge.
- 1 each time a commander with HOLD orders leaves his hex by retreat, or discards his orders due to a Mandatory Orders Check. At these points the order can be set to RETREAT without further penalty.
- 1 Each Smashed or eliminated division\*.
- 2 each Smashed Imperial Guard infantry division.
- 1 for each five gun losses.
- 1 each time the HQ is overrun.
- 2 for the Austrians if Karl becomes a casualty
- 3 for the French if Napoleon becomes a casualty
- 1 for the French if the bridge is broken (Aspern only)

\* or 2 Smashed or eliminated small divisions