Game Rules

1806

Rossbach Avenged

Revised and Expanded Version 1.06 (16 IV 2005)

1.0 INTRODUCTION

1806: Rossbach Avenged is a two player simulation of Napoleonic warfare at the divisional level. The map is the playing surface, depicting the area where the battles actually occurred, while the playing pieces (hereafter referred to as units) represent the military formations that fought the campaign. This is a Hidden Movement game, and Vedettes*(see 13.0)* must be employed to scout enemy positions.

The Players take turns moving their units and attacking enemy units in an attempt to fulfill the Victory Conditions. A hexagonal grid overlaying the map divides the playing surface into discrete locations termed hexes. A unit pays a variable number of Movement Points to move from one hex to another, and must stop moving when it has expended Movement Points equal to its Movement Allowance, or when it enters an Enemy Zone of Control. Combat comparison is expressed in a simple odds ratio. A die is rolled and the result located on the Combat Results Table. Leader units can "Reorganize" eliminated combat units (at reduced strength) and place them In Command.

1.1 Rules Features

The 1806: Rossbach Avenged revised & expanded rulebook has the following features:

Modified Rules
Modified Combat Table
Modified Terrain Chart

Most new text is printed in blue.
See Text Color Key and copyright on page 20 of this booklet

1.12 The Rulebook: This book contains Rules, Scenarios, Historical Commentary, Designer's Notes, Player's Notes and the Charts & Tables.

1.2 The Map

Each 16mm hex is about one mile from side to side (1.1 miles, 1936 yards, 1770 meters). Each hex has a four-digit code printed on it, used for setting up the units prior to play *(see March Tables for the actual locations).* Each hex number specified is preceded by a code to indicate North map (N) or South map (S) section. The maps should be placed together with the print reading the right way on each, and with section N above section S. There is one hexrow of overlap: row N0100 is identical to row S3900.
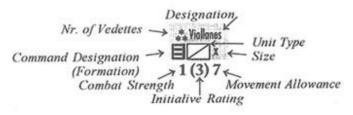
On the map, Slope hexsides represent a rise of 60 meters or so (200 feet). As an example of the valleys represented by a River hexside, the floodplain of the Saale near Jena lies at 140m above sea-level, while the Landgrafenberg is over 300m. Stream Valleys might be 40 meters deep (130 feet).
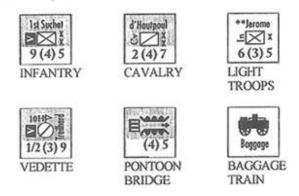
1.3 The Playing Pieces

The playing pieces are of four types: Combat Units, Trains, Leaders, and Markers.

1.31 Combat Units: These are color-coded to represent

the troops of various nations. French units are blue. Prussians are darker blue; Saxons are white; and the French Imperial Guard are a very dark blue. The numbers and symbols printed on the units indicate their Combat Strength, Initiative Rating, Movement Allowance, Unit Type, Size, Unit I.D. and number of Vedettes they can deploy. Most units have one Full Strength and one Reduced Strength counter *(see 6.2).*

Combat Unit Symbols

INFANTRY   CAVALRY   LIGHT TROOPS

VEDETTE   PONTOON BRIDGE   BAGGAGE TRAIN

Combat Unit Size: Interpret the Unit Size Symbols as follows: X - Brigade, XX – Division.

1.32 Leaders: Also color coded for nationality, the numbers displayed on a Leader counter record his Name, Formation Designation. Movement Allowance, and Initiative or Command Rating. Leaders come in two types; *Commanders* and *Officers.* Commanders have Command Ratings; Officers have Initiative Ratings. The different capabilities of Commanders and Officers are thoroughly explained in the Command Rule (see 7.0).

1.33 Trains: Bridge Trains have the unique ability to build Pontoon Bridges *(see 9.2);* Baggage Trains are important for Supply *(see 14.1B).* Trains move like cavalry, paying cavalry costs, and have no ZOC.

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PONTOON TRAIN   BAGGAGE TRAIN

1.34 Markers: Markers are placed on the map to indicate important information during play; they are depicted in the rules where their use is explained.

1.4 Glossary

The following are important concepts:

Combat Strength: The total manpower of a Combat Unit quantified in Combat Strength Points (SPs). One SP equals between 800 and 1,000 men.

Combat Unit: All playing pieces (except Leaders, Trains, and Markers). Only Combat Units may attack or defend against enemy Combat Units.

Combined Arms: An attacking force with infantry and cavalry gains a combat odds shift of one column to the right. The cavalry may include vedettes *(see 16.1)* **but must have a strength of at least one** after all modifications. Combined Arms Attacks are not possible when (a) any cavalry of the force is attacking through a woods hexside; (b) attacking into a fortified town, or (c) the defending hex also contains infantry and at least one SP of cavalry, (d) through river bridge.

Commanders: Leaders at the highest level who may place their subordinates (Officers and Combat Units) "In Command" so that they may move automatically during their turn.

Command Designation: The designation (usually a Corps's Roman Numeral) shared by an Officer and the units of his command. An Officer commands all Combat Units that share his Command Designation.

Command Range: The "radius of command" beyond which the Commander cannot place units and officers "In Command."

Command Rating: The number of Formations and individual Combat Units that a Commander may place "In Command" at one time.

Engage: The act of entering an Enemy Zone of Control - this requires an attack upon the adjacent Enemy unit.

Force: (a) a single stack, or (b) a Formation, excluding any out of command units.

Formation: (generally Corps) A group of Combat Units and an Officer that share the same command designation.

Fortified Towns hex: Naumburg, Gera, Erfurt and Weimar only.

In Command: Within the Command Range of a Commander, or of an Officer who is in turn In Command.

Initiative Rating: Used to determine whether or not Officers and Combat Units may move when they are not In Command; (see 2.11) and for Recovery (see 6.13).

Leaders: Commanders and Officers, including their staffs, necessary to link all parts of the army to its Chain of Command.

Mixed Type (Light troops) : An infantry unit with its own vedettes. Mixed type units are identified by an empty unit type symbol and pay only 1/2 MP additional for Woods hexsides. They are counted as cavalry for *stacking* purposes (only). Mixed Type are considered infantry for Combined Arms. Their Vedettes, if deployed on the map, can be counted toward the minimum one SP of cavalry needed for Combined Arms *(see 16.4).*

March Order: A March Order allows a Force to move during the Friendly Command Movement Segment regardless of Command Range *(see 7.4).*

Movement Allowance: The total of Movement Points a unit may expend during each friendly Movement Phase. Each clear terrain hex costs one Movement Point to enter. Thus, an infantry unit may move up to 5 clear terrain hexes each turn.

Officers: Leaders (of a Corps or 'Formation') who are in charge of all units that share their Command Designation. They are the second link in the chain of command, between Commanders and Combat Units.

Phasing Player: The Player whose Player-Turn is in progress *(see 2.11).*

Reorganization: To return units previously eliminated in combat back into play. Commanders may Reorganize any Combat Unit in the Night Half Section of the UAR box Section of the UAR box, while Officers may only Reorganize such Combat Units from their Formation.

Repulse: Moving forces may attempt to displace enemy units out of their path. In order for a Repulse to succeed the moving force must have 5-1 odds *(see 10.0).*

Road March: In order to benefit from road and bridge terrain costs a unit must be in "Road March." This can be declared freely by the player, but units in Road March may not stack and have other limits on their movement *(see 8.22).*

Supply Line: A Line of up to 14 connected hexes from a Combat Unit to a Baggage Train, thence up to 27 MPs along road or trail hexes to a printed supply source. The first 14 hexes of the Supply Line are termed the "Forward" Line and the remainder from the Baggage Train to the Supply Source is termed the "Trunk" Line *(see 14.1).*

Train Units: Bridge Trains and Baggage Trains, which pay cavalry costs, and have no ZOC *(see 9.1).*

Unit I.D.: The name of the Corps or Division General;

Unit Type: The combat arm, either infantry or cavalry. Cavalry have separate terrain costs for some types of terrain *(see Terrain Effects on Movement.)*

Units Awaiting Reorganization box [UAR box]: A holding area on the map for combat units which have been eliminated in combat, including those currently eligible for reorganization. This box is divided into sections labeled "Day Half" and "Night Half."

Vedettes: Vedettes provide your scouting and screening abilities. Light Cavalry units can be broken-down into a number of Vedettes indicated by the small number printed inside its light cavalry symbol.

Woods Hexsides: Cavalry pays 3, Infantry 1 additional MP to cross a hexside completely covered by the woods pattern. Mixed Type pay 1/2 MP additional to cross *(see 16.4).*Cavalry attacking or defending across a woods hexside has its combat value halved (no effect on Infantry Combat Strength, attacking or defending). Combined Arms Attacks are not possible when any portion of the attack goes through a woods *hexside.*

Zone of Control: (ZOC) All six hexes adjacent to a Combat Unit, unless blocked. A River on the hexside blocks ZOCs - units exert no ZOC across River hexsides (bridged or unbridged) *(see 4.0).*

1.5 Hidden Forces

At the beginning of each scenario, units are placed on the map as Hidden Forces, flag side up, obscuring the unit's identity from the opposing player. The owning player may examine his own forces at any time. All units remain obscured until revealed *(according to 1.51).*

1.51 Revealing Hidden Forces: A Hidden Force is revealed and turned face-up:

1. At the beginning of any Movement Phase if in an enemy ZOC - both the moving and non-moving force are revealed.
2. During the Movement Phase if involved in a Repulse - both the moving and target force are revealed. Both players reveal their own Hidden Forces involved.
3. At the beginning of any Combat Phase if in an enemy ZOC - both the attacker and defender reveal.
4. At the beginning of any Combat Phase if the weather is **not** rain and a force on a hilltop has a straight **Line of Sight** to an enemy force in a slope hex or clear terrain hex that is four (4) or fewer hexes distant, with **no** terrain, or any occupied hexes, intervening. The observer on the hilltop must be within four hexes of any friendly leader.

NOTE*: The dust and smoke from any unit, friendly or enemy, blocks the LOS.*

(Optional) Allow a unit with a Line of Sight as defined in 1.51 to discover only the rounded strength of the hex (to nearest 10 SPs)—instead of turning all those units face up.

For Line-of-Sight purposes, a unit is considered to be on a Hilltop if the line of sight goes downhill through a Slope Hex. The Terrain Key on the map shows this.

1.52 Obscuring Hidden Forces: A Force remains revealed as long as it stays in an EZOC. As soon as units are no longer in EZOCs, or the Repulse or Combat Phase has been resolved, they are once again hidden.

1.6 Set-up

Players first select a scenario and carefully punch out the units. The units set up on the map according to the locations in the Set Up & Reinforcement Tables. Units may be reduced (set-up their reduced strength counter). The First Player always sets up his units (Hidden Forces) on the map before the Second Player. *(see Scenario Information, 19.3).*

1.61 Reinforcements: Leaders and Combat Units that are not set up in the scenario arrive later as Reinforcements. These units should be placed directly on the Turn Record Track, as Hidden Forces, in the space corresponding to the turn in which they enter play.

1.62 Eliminated Units: Eliminated units at start are placed in the PEU *(see 6.1).* PEU in 1806 is game box .

1.63 Marker Placement: Once all units have been set up, the Game-Turn marker is placed on the turn in which the scenario starts, and any Damaged Bridges called for in the Scenario Instructions are placed on the map on the hexsides specified. All Casualty Level markers are placed in their appropriate boxes on the Casualty Tracks (also found on the game map).

1.64 Overstacked: When the setup at the beginning of a scenario has a hex overstacked, the overstacked units should be displaced at the owning player's choice.

2.0 SEQUENCE OF PLAY

1806 *is played in a series of sequenced Game-Turns, each of which represents either 6 hours of daylight (3 per day), or 6 hours of darkness (1 per day).*

2.1 Day Game-Turns

Each Day turn is divided into two Player Turns, each of which is further subdivided into three Phases. The First Player resolves all three Phases of his Player Turn, then the Second Player does the same. After the Second Player has completed his Player Turn, the Game-Turn is complete and a new Game-Turn begins.

2.11 First Player Turn: Each of the following Phases must be resolved in the exact order given. Any action that is out of sequence is in violation of the rules.

A. Command and Reorganization Phase: This phase is resolved in two segments as outlined below.

1. *Reorganization Segment.* The Phasing Player may attempt to move any eliminated Combat Units Awaiting Reorganization in Day Half Section (unrecovered section) [UAR Box] to the Night Half section (recovered section) *(see 6.13).* The Phasing Player may then use eligible Leaders to bring units from the Night Half of UAR box (recovered section) back into play. The units are placed in the hex accompanying the Leader who Reorganized them, and the Casualty Tracks *(see 12.1)* adjusted accordingly. Leaders that Reorganize combat units may not be part of the "chain of command" during the immediately following Command Segment (they may not put units In Command).

2. *Command Segment*:

a) The Phasing Player removes all "Out of Command'' markers from his forces.
b) The player allocates his Command Points, placing Officers and Combat Units "In Command" (they must be within the Commander's Command Range). If an Officer is placed In Command then any combat units of his Formation within his Command Range are automatically "In Command."
c) The Phasing Player may attempt to remove Out of Command markers from Officers by rolling against the Officer's Initiative Rating. If the die-roll is less than or equal to the Officer's Rating, the marker is removed and the Officer and his units within Command Range are considered In Command for the remainder of the Player Turn. A unit does not require an In Command marker to be in command. (see the Initiative Modifier below) 1809 "In Command" counters are needed.
d) "Out of Command" markers are placed on all forces not placed In Command during this segment.
e) Reconfiguration of Pontoon Bridges *(see 9.23).*

B. Movement Phase:

1. *Command Movement Segment:* The Phasing Player may move all of his forces that are In Command up to the limit of their Movement Allowance. Reinforcements that enter the map at this time are automatically In Command for their turn of entry. As units move across the map, they may attempt to force enemy units out of the way by Repulsing them *(see 10.0).*

2. *Individual Unit Movement Segment:* The Phasing Player can attempt to move Combat units that are marked "Out of Command." For each Out of Command unit he wishes to move he rolls against its Initiative Rating. A die-roll equal to or less than this rating permits the unit to move up to its full Movement Allowance *(see also 7.31);* however, the unit is still considered Out of Command and keeps its Out of Command marker. If the die roll is **greater** than its Initiative Rating, the unit may not move.

Initiative Modifier: *The Sound of Guns:* If within 5 hexes of any engaged units, subtract one from the Initiative Die roll. The unit that succeeds using this modifier must march by the quickest route possible to engage in the nearest battle or draw as near as possible to the nearest battle.

NOTE: *Individual units* within the Command Radius *of their Officers, whose officer previously this turn failed his Initiative check, may not themselves roll for initiative.*
You can bypass your Corps Officers and rely upon the initiative of individual units.
However if you roll *first* for an officer's initiative, then any of his units that are in command range cannot roll.
EXAMPLE: *Two combat units are in range of their Out of Command Officer who failed in his Initiative die roll. These combat units may not roll for Initiative.*

NOTE: *Officers which successfully roll for Initiative remove their Out of Command markers while individual units which successfully roll for Initiative do not (see 7.12).*

C. Combat Phase: Combat is resolved in a series of segments as outlined below:
1. Both players simultaneously reveal the identity of all their Combat Units and Leaders that are in an enemy ZOC *(see "Zones of Control," 4.0).*
2. Defending cavalry (including Vedettes) retreat before combat as desired by the owning player *(see 16.2).*
3. The Phasing Player conducts a series of Attacks using the procedures outlined in the Combat Rules *(see 11.3).* He must attack all enemy Combat Units in whose Zones of Control his units find themselves, and every Friendly unit in an enemy ZOC must attack.
4. If opposing forces remain engaged after the combat, they remain revealed - otherwise forces are again hidden.

2.12 Second Player Turn: The Second Player Turn is identical to the First Player Turn except the Phasing Player's identity. Command, Movement and Combat Phases are resolved exactly as described for the First Player.

A. Command and Reorganization Phase
B. Movement Phase
C. Combat Phase
D. Game-Turn Marker Advancement Phase

The Game-Turn Marker is moved into the next space on the Turn Record Track, and a new Game-Turn begins.

2.2 Night Game-Turns

The third Game-Turn of each 24-hour period is Night. Night Turns are resolved exactly like Day Turns except that 1) there is no Combat Phase; 2) there is an additional Supply Segment; 3) there is a limited Reorganization segment; 4) the Second Player Turn is resolved before the First Player Turn; 5) and, the only movement permissible is restricted to units having March orders.
2.21 Second Player Night Turn
A. Command Phase
No *Command Segment* takes place during Night Turns.
1. March Order Dispatch Segment: During night turns only, any one friendly Force may be sent a March Order *(see 7.42).* This March Order takes effect on the upcoming day.
2. Reorganization Segment: All Friendly units still remaining in the Unrecovered Section of the Units Awaiting Reorganization box are shifted to the Recovered Section. During Night no actual Reorganization of units onto the map takes place.
B. Supply Phase

The Phasing Player removes all Out of Command markers from Friendly Combat Units and Leaders. He then determines the Supply and Demoralization status of each of his units.
C. Night March Phase
The only units which may move during night are those which have a current March Order in effect (not those who were just sent them in the Command Phase). They have to move according to the rules on March Orders *(see 7.4)*
D. Disengagement Phase
The Phasing Player moves all of his units that are in an enemy ZOC out of the enemy ZOC one or two hexes, but may not enter another enemy ZOC. If no hex is available, the units remain in place, engaged *(see 4.2).*
NOTE: *The only other time that units may voluntarily exit an EZOC is when Cavalry retreats before combat.*
If there is no hex available for disengagement the unit remains engaged. If an in-command unit starts the Movement Phase in an EZOC, it can move out of that EZOC as its first movement (not directly into another ZOC).

2.22 First Player Night Turn: The First Player Night Turn is comprised of the same four phases as the Second Player Night Turn, A–D.

E. Game-Turn Marker Advancement Phase
The Game-Turn Marker is moved into the next space on the Turn Record Track indicating the beginning of the morning turn.

3.0 STACKING

*Players may Stack more than one Friendly Combat unit in a hex at the end of the Movement Phase. It costs **one** Movement Point to stack one combat unit with another. You can move **through** a unit's hex at no extra cost. EXCEPTION: Road March (3.2)*

3.1 Stacking Limits
The number of Units permitted in a hex is limited:
3.11 Leader in Hex: A hex with a Leader may contain up to two infantry and/or Train units and three cavalry and/or Mixed Type *(see 16.4 and 13.14).* These units need not belong to the same formation.
EXAMPLE: Leader plus 1x inf., 1x Train, 1x cav., 1x mixed, 3x vedettes.
3.12 No Leader in Hex: If no Leader is in the hex, any two Combat Units may stack, regardless of their size or type. They may be part of any formation, but may not include trains.
3.14 Free Stacking Units: Leaders, Vedettes, Deployed Pontoon Bridges and all other Markers do not count against the stacking limit, do not pay the stacking MP, and other units do not have to pay to stack with them.
3.15 Vedettes: Limit each hex to 3 vedettes.

3.2 Road March

Units in Road March may not stack *(see 8.22C).* Units not in Road March may move **through** other Friendly units **not** in Road March, and vice-versa. There is no extra MP cost to move through a friendly-occupied hex.

4.0 ZONES OF CONTROL

Each ZOC hex represents a battalion of infantry or a regiment of cavalry detached to harass the approaching

enemy. The six hexes immediately surrounding a Combat Unit are its Zone of Control.

EXCEPTION: If a River hexside intervenes, or if the adjacent hex is a Ffortified Town hex then it is not in a unit's ZOC. ZOCs do not extend across river bridges.

All combat units exert a ZOC at all times regardless of the Phase or Player Turn, even if the hex is occupied by an enemy unit, or in the ZOC of an enemy unit (EZOC). Train Units do not have ZOCs.

If a Friendly Combat Unit is in an EZOC, the opposing units are equally and mutually affected by the other's ZOC.

The presence of a Friendly unit in an EZOC does not negate the effect of the EZOC *(see 7.22B).*

4.1 Engagement

Entering an EZOC is termed "Engagement."

4.11 Combat Units may freely enter EZOCs but may not continue moving until (1) they Retreat **Before** or After Combat, (2) the **enemy** retreats or is eliminated, (3) they **Disengage** during a Night Turn, or (4) after a successful **Repulse** *(see 10.0).*

4.12 Leaders and Trains may not enter EZOCs voluntarily unless a Friendly Combat Unit also occupies the hex *(see 8.14F).*

4.2 Night Disengagement

Units must exit EZOCs during their Friendly Night Disengagement Phase, but may only move a maximum of two hexes upon disengaging, and cannot enter another EZOC at Night. If there is no such hex available the unit remains engaged.

(This is not the same as Retreat AfterCombat, 11.4.)
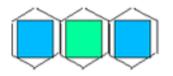
4.3 ZOCs in the Combat Phase

4.31 Engaged Units Must Attack: During the Combat Phase every Phasing Combat Unit that is in an enemy ZOC **must** attack. Every enemy Combat Unit that is in a Phasing Combat Unit's ZOC must be attacked.

*EXCEPTION: Attacking or Defending Cavalry or Vedettes may retreat before combat, as long as they are not in the ZOC of a **cavalry** unit with equal or greater Movement Allowance (see 16.2).*

4.32 Retreat and Advance into ZOCs: Upon a Combat result of "Dr" (or "Dr2," etc.) Combat Units must retreat out of an enemy ZOC. However, they may never retreat into an EZOC (even if there is a Friendly unit occupying the hex). *EXCEPTION: (See 4.4.)* They are eliminated if no hex free of EZOCs is available for their retreat. Victorious Combat Units may advance into the vacated enemy hex even if that hex is in an EZOC, and may even advance from one EZOC to another.

4.4 Vedettes' ZOCs

Vedettes have flexible ZOCs through which enemy combat units may retreat. *(See 10.0 and 13.0.)* Combat Units may retreat into the ZOC of an enemy Vedette, **but not if making a retreat before combat.**

EXAMPLE: Two French units surround the Russian unit - the latter may retreat - only as a result of combat - through the ZOC of either French unit only if the French unit retreated past is a Vedette.

5.0 LEADERS

Each Leader unit represents the named person as well as his accompanying staff and escort. Leaders perform five important functions:

A. They place Combat Units In Command *(see 7.0)* so that they may be moved as a formation and not individually.

B. They Reorganize eliminated Combat Units *(see 6.0)*

C. They facilitate the Advance After Combat of more than one victorious Combat Unit *(see 11.46).*

D. They facilitate stacking *(see 3.11)*

E. they enable uncovering hidden forces by units in range *(see 1.51.4)*

5.1 Types of Leaders

Leaders come in two distinct types: Commanders and Officers.

5.11 Commanders: Commanders stand at the top of the "chain of command." A Commander may Reorganize or place In Command any Officers and Combat Units that belong to his Army regardless of Formation. Each Commander has a Command Rating which is the number of Command Points he may execute in a given Command Phase. With each Command Point he can place In Command one Officer **plus** one Combat Unit.

EXAMPLE: A Commander with a Command Rating of 3 may place three Officers and three Combat Units In Command that turn.

5.12 Officers: Officers are the second link in the "chain of command." They are in charge of specific Formations. An Officer commands all Combat Units that share his Command Designation.

EXAMPLE: Ney commands the VI Corps of the French Army. All Combat Units of the French Army that bear the VIth Corps designation on their unit are thus part of Ney's Formation, and may be placed "In Command" only by him, or by the Army Commander (Napoleon). No other Corps Officer may link these Combat Units to the chain of command, or place these Combat Units In Command through his own initiative.

5.13 Officer Initiative: Each Officer has his own Initiative Rating which is used to determine if he will move if not linked to the "chain of command." If the Officer obtains a die roll equal to or less than his Initiative Rating, he is In Command *(see 2.11A2).*

5.14 Replacement Officers: Each side has a number of replacement officers who come into play if (and only if) a corps officer is captured. A replacement automatically enters play at the beginning of the next Friendly Command Phase in *Command Segment* (so he can't make reorganization in this turn) stacked with any Friendly Combat Unit of that Formation. He can perform just like the Officer he replaced for that officer's formation *(*EXCEPTION: *5.16).* Replacement Leaders are selected at random.

5.15 Napoleon: If Napoleon is stacked with an engaged force, the odds column for the ensuing combat is shifted one column in his favor at the French Player's discretion.

EXAMPLE: *Napoleon is part of a one-to-one attack, the odds shift to 1 1/2 :1. If Napoleon is defending and the odds are three to one, reduce to two-to-one.*

5.16 Davout, Lannes, & Murat; Hohenlohe & Brunswick: These Commanders are also officers of their particular

formations. Their units are always In Command if within command range of their leader. These leaders may also Command any one unit not of their corps. In the event any of these commanders are eliminated they will be replaced by a replacement officer.

5.17 Kalkreuth: The Prussian Reserve Corps may be treated as part of I Corps for Command purposes. The Reserve Corps will thus be automatically In Command as long as it is within Command Radius of Brunswick. However, all or any part of the Reserve Corps may operate independently under Kalkreuth, a regular Officer.

5.18 Heads of State: The Allied monarchs rode with their armies during the campaign. Unlike Napoleon, these Leaders have no effect on Command. They have no Initiative or Command Capacity. They have a Movement Allowance of 10 Movement Points, and pay cavalry Movement Point costs.

Heads of State may reorganize eliminated units of any Friendly formation (in this, they function like any other commander) and may cause their entire stack to advance after combat. Heads of state may be captured.

5.19 Officer Initiative (Optional Rule)
Each Officer has his own Initiative Rating which is used to determine if he will move if not linked to the "chain of command." If the Officer obtains a die roll equal to or less than his Initiative Rating, he is In Command *(see 2.11A2)*. If the die roll exactly *equals* the Force Leader's Initiative Rating, subtract 1 MP from the maximum Movement Allowance of his force for the current march. If the die roll *exceeds* the Initiative Rating by *one* or *two*, the force can *still* expend one MP. If the next hex costs more than one MP, the force will not be able to move. If the die roll **exceeds** the Initiative Rating by **more than two** the officer is not In Command.

5.2 Leader Escorts

When **not** stacked with a friendly combat unit (and only then), a Leader is considered a Vedette with a Combat Strength of **1/2** and all abilities of Vedettes *(see 13.0)* - except as follows:

5.21 ZOCs: A Leader *may* move and *retreat* from EZOC to EZOC if each hex is occupied by Friendly Combat Units.

5.22 Capture: A leader may be captured in a retreat after Combat or Repulse *(see 11.42 and 5.32)*. If the enemy Player rolls a **6** the leader (and his escort) is captured and removed from play. On a **1–5** the leader may retreat with his stack. *(See 5.14, Replacement Officers.)*

5.23 Capture May Occur After Ae or De Result
A Leader may be captured in a "De" (if defending) or "Ae" (if attacking) Combat Result, using the same procedure as defined in 5.22. If he is not captured, the leader must displace to the nearest friendly unit. If there is no friendly unit within the Leader's Movement Allowance, he may move to any hex within his MA (according to 8.0, Movement).

5.3 Advance and Retreat

Leaders stacked with friendly combat units can always *engage* and *advance* with their stack.

5.31 Leaders and Advance After Combat: Leaders along with *all* (undemoralized) units of their stack may advance one hex into a hex vacated by the enemy as a result of combat.

5.32 Leaders and Retreat After Combat: Before Leaders may accompany Combat Units they are stacked with in a retreat after Combat or Repulse, every Leader in the retreating stack is subject to a separate die-roll to determine capture.

6.0 REORGANIZATION

Reorganization allows combat units that have been eliminated in combat to return to play. Officers perform Reorganization for the units of their Formation.

Addenda:
A full-strength holding box must be created for the game. The "recovered section" stands for the "night turn half" of the UAR box. The "unrecovered section" stands for the "day turn half."

6.1 Eligibility for Reorganization
6.11 Permanently Eliminated Units
HISTORICAL NOTE: *Units termed "Permanently Eliminated" would have been able to reorganize, it is true, but not within the time-span of this game.*

Permanently Eliminated Units may not be Reorganized. The following Combat Units are ineligible for Reorganization, and are placed in the Permanently Eliminated Units box ["PEU box"] when lost in combat.

A. Already Reduced: A unit already at its Reduced Strength when it was eliminated.

B. Surrounded: A unit eliminated in combat by an **Ae, A1/2, De, D1/2, or Ex** result while surrounded by any combination of enemy Combat Units, EZOCs, or River Hexsides.

C. Unable to Retreat: A unit unable to retreat the full distance specified in its "Retreat" Result is liable to be placed in the PEU box on a die roll of 4,5 or 6 *(see 11.44).*
Vedettes are also PEU if unable to retreat.

D. No Reduced Strength: A unit with no reduced strength counter. EXCEPTION: *Vedettes (see 6.3).*

E. Retreat Across Bridges: Each unit retreating across the same River bridge in the same Combat Phase risks elimination and must roll the die *(see 11.43).*

6.12 Combat Units Eligible for Reorganization: Eliminated Combat units that are eligible for Reorganization are placed directly in the Reorganization box [UAR box] on the map, in the Day Half Section (unrecovered section).

UNITS AWAITING REORGANIZATION

Unrecovered	⟶	Recovered (Eligible for Reorg.)
Full Str. Holding		PEU

6.13 Recovery: At the beginning of *each* Friendly Reorganization Segment, the Phasing Player may make an Initiative die roll for each unit in the Day Half Section of the UAR Box (unrecovered section). On a successful die roll (equal or less), the unit (in the reduced strength version) is moved into the Night Half Section of the UAR (recovered section).

Initiative conversions for 1806
The following modifiers apply to the Initiative Ratings printed on the unit counters when recovering units during daylight turns:
Prussian Infantry -1 Initiative
Saxon Infantry -2 Initiative
French Guard Infantry +2 Initiative
All Other Units (No Modifier)

6.14 Recovery Unsuccessful: If the unit fails its Initiative check it remains in the Day Section of the UAR box (unrecovered section). At the beginning of each Friendly Reorganization Segment of the Night Turn, the Phasing Player transfers all Combat Units still remaining in the Unrecovered

Section to the Full Strength Holding Box and places their reduced strength version in the Recovered Section.

6.15 Leader Requirements: To reorganize, Leaders must be at least 4 hexes away from the nearest enemy Combat Unit, Vedettes included (3 intervening hexes without an enemy Combat Unit). An Officer does not have to be In Command in order to Reorganize Combat Units. Officers may only Reorganize Combat Units that belong to their Formation. A Commander may Reorganize Combat Units that belong to any Friendly Formation. Officers that reorganize may not be part of the Chain of Command for the remainder or that turn.
EXCEPTIONS: *Reorganization of vedettes does not affect a Leader's command abilities;* **and** *there is no minimum distance to the enemy (see 6.3 and 13.13).*

6.2 Reorganization Procedure

6.21 Reorganizing Undemoralized Units: An eligible Leader may automatically Reorganize up to two Combat Units per Friendly Reorganization Segment. The Phasing Player simply removes the Combat Units from the Night Half section of the UAR box (recovered section)and places their reduced strength counter beneath the Leader who Reorganized them. *(For Demoralized units, see 12.24)*

6.22 Reorganizing Leader's Hex: Reorganization can take place in any type of terrain. If placing reorganized Combat Units in the Leader's hex would violate the Stacking Limit, the Combat Units already there may be Displaced.
EXCEPTION: *See 12.24, "Reorganizing Units of a Demoralized Formation."*

6.23 Out of Command Markers: Each Officer that attempted Reorganization this Segment (successful or not) is marked with an Out of Command marker.
EXCEPTION: *Reorganizing vedettes does not require an Out of Command Marker.*
Officers so marked may not be placed In Command during the immediately following Command Segment.

6.3 Reorganizing Vedettes

Unlike regular Combat Units, a reorganized Vedette may be returned to play at full strength.

6.31 Surrounded Vedettes: A vedette surrounded at the time of its elimination may ***not*** be reorganized and is placed immediately in the PEU box.

6.32 Elimination Results: A Vedette eliminated in combat result goes immediately into the Night Half section (recovered section), unless surrounded when eliminated.

6.33 Who can Reorganize: Vedettes belong to specific Formations and must be Reorganized by that Formation's Officer (or by commanders). Vedettes that belong to a Formation without an Officer may only be Reorganized by a Commander.

7.0 COMMAND

Each army has a "chain of command" that represents how orders are passed down through the headquarters echelons. The lowest links in the chain are the individual Combat Units. The middle links in the chain are the Formation (Corps) Officers.

During each Command Segment, the Phasing Player determines which of his forces are within the chain of command and which are Out of Command. Out of Command

Units have to check for Initiative before they can move, and cannot Advance After Combat.

7.1 Command Sequence

During the Friendly Command Segment, the Phasing Player uses the following procedure to determine which of his Officers (and Forces) are In Command.

7.11 Command Point Allocation: Commanders possess a number of Command Points equal to their Command Rating. The Command Rating is the number of Officers **and** individual units the Commander may place In Command. The Phasing Player allocates these to Forces (Officers and individual units) within the Command Range of the Commander *(see 7.2). Napoleon with a 3 rating, may place three officers plus three combat units in command.* If a Command Point is allocated to place an Officer In Command, then all Combat Units of his Formation within his Command Range are automatically In Command.

7.12 Out of Command Markers: After all Command Points have been allocated, the Phasing Player places Out of Command (OOC) markers on top of each Officer (or stack) not In Command. If an entire corps is out of command, place the OOC marker on the corps officer. If individual units of a corps are in command, while the rest of the corps is OOC, place In Command Markers on the units in command, and place the OOC marker on the corps officer.

7.13 Individual Unit Command: Each commander may use his Command Rating to place individual units In Command *(see 7.11)*. In order to be placed In Command a unit must be within the Command Range of the Commander *(see 7.2)*.

7.14 Officer Initiative Checks: The Phasing Player conducts an Initiative check for each of his Officers that has an Out of Command marker: Roll the die and compare the result to the Officer's Initiative Rating. If the die is equal to or less than this rating, ***the Out of Command marker is removed*** from the Officer. Any Combat Units in his Formation that are within his Command Range are In Command. If the die roll was greater than the Initiative Rating then his Out of Command marker remains in place.

7.15 Combat Unit Initiative Checks: During the Individual Movement Segment Initiative checks may be performed for all Out of Command Combat Units except those within the command range of their Officer. If the Combat Unit passes this check it ***may move***, but ***its Out of Command marker is not removed*** and, therefore, it may not advance after combat.

7.16. Combat Unit Initiative Checks (Optional Rule) Same as 5.16 for Officer Initiative Check.

7.17 Demoralization Effects: If the Formation is Demoralized add one (+1) to the Initiative check die-rolls of the Officer and Combat Units.

7.2 Command Range

An Officer or Combat Unit may only be placed In Command by a Commander within Command Range. Command Range varies depending on whether it is traced through roads or trails. Command Range is the same for Officers and Commanders. Command Range is:
A. 2 Hexes if neither hex (or only one) is road or trail.
B. 3 Hexes if the first two or last two hexes are connected by roads or trails.
C. 4 Hexes if traced exclusively through road or trail.
7.21 Road March Command Range: Units of a single formation in a Road March column can be a part of the "chain of command." A unit is considered In Command if it is:
A. in Road March and

B. within two hexes of another unit of its formation, on a connected road, that is itself already in command.

7.22 Command Range Restrictions: Command Range may not be traced through:

A. A hex occupied by an enemy Combat Unit.

B. A hexside that a Combat Unit may not cross.

NOTE: Command range can be traced through EZOC.

7.3 Out of Command

If an Officer or Combat Unit is Out of Command at the end of a Friendly Command and Reorganization Phase, it remains so until the next Friendly Command Segment, when all Out of Command markers are removed. An Officer or Combat Unit that is In Command at the end of the Friendly Command and Reorganization Phase is In Command until the next Friendly Command Segment.

7.31 Out of Command Effects on Movement: Combat Units that are Out of Command may expend their full Movement Allowance during the Individual Movement Segment, *only* if they pass an individual *Initiative* check *(see 7.15).*

7.32 Out of Command Effects on Combat: Combat Units that are Out of Command may not *Advance After Combat.* Combat Units do not have to be In Command in order to attack. (Any unit in an enemy ZOC at the start of the Combat Phase must attack.)

7.4 March Orders

A March Order allows a Force to move during each Friendly Command Movement Segment that the order is in effect (and also during Night Turns) regardless of Command Range *(see 7.2).* A Force *(see Glossary)* may receive a March Order if it is a Reinforcement, or if it is the *one* force selected under 7.42. A March Order persists from turn to turn until the first unit in the Force reaches its destination *(EXCEPTION: see 7.45).*

7.41 Reinforcements: A Reinforcement Force may only be placed under a March Order on the turn of its map entry, though its arrival may be delayed indefinitely by the Player. The number of reinforcement units or reinforcement formations that may be placed under a march order on any given turn is limited only by the number of reinforcement forces arriving on that turn.

7.42 Any One Force: Any one on-map Force *(see Glossary)* within 27 MPs of road *(traced like a Trunk Line—see 14.1)* of the on-map Army Commander, (Brunswick or Napoleon), may be placed under a March Order during each Night Command Phase, and prior to the Start of Play *(see 19.5),* regardless of command *(see the Sequence of Play, 2.2).*

7.43 Specify Objective Hex: The Player must secretly specify the Objective Hex on an Orders Slip when the March Order is issued. This objective must be revealed to the Enemy Player at the end of the game. The objective may be any village, town, Fortified Town on the map. For each Force under a March Order, the Player must write down the name of the Officer or the designation of the individual unit(s) in question. A force may be assigned only one objective at a time.

7.44 Movement of Forces under a March Order:
The force must move in each subsequent turn, starting with the next morning turn, as quickly as possible, until it reaches its objective. The units under a March Order must take the shortest possible route (in terms of Movement Points) toward their Objective Hex. A Force may not enter an EZOC while under a March Order. If its path would bring it into an EZOC, the Force must stop outside the EZOC. A Force given the

March Order must move at its maximum Movement Allowance each turn. The Force is *not* required to use road march.

7.45 Forces Removed from March Orders: When the Force reaches its objective, the March Order is removed and is no longer in effect. For the remainder of that turn, the force is Demoralized *(see 12.0).* A Force is removed from the March Order at the end of any phase in which:

A. an infantry (or mixed) unit in the force reaches its objective hex.

B. it moves *adjacent* to an EZOC, or

C. at the Player's option, if it is *in command* during the friendly Command Phase.

D. If the force bumps into a friendly Road March column *(see 8.22D).*

NOTE: The march order ends the TURN that the first infantry/mixed unit reaches the destination hex (or enters an EZOC, etc.) All of the units of the Force (if multi unit Force) yet to move may move freely for the remainder of the turn.

7.46 March Orders at Night: A Force under a March Order may expend its full Movement Allowance at Night (subject to provisions of 7.43 and 7.44). At the Player's option, during his Night Command Phase the objective hex in the March Order of any of his forces *in command* may be changed. This changed objective counts as the "one" March Order issued.

8.0 MOVEMENT

During the Movement Phase, the Phasing Player may move all, some, or none of his Units and Leaders up to their full Movement Allowance in any direction, subject to their Command status, Initiative, terrain restrictions, and the presence of Enemy units and EZOCs. A unit must be In Command, or must pass an Initiative check, to be able to move *(see 7.1 and 7.31).*

8.1 Movement Procedure

The Phasing Player may move units individually or as a stack *(EXCEPTION: see Road March, 8.2).* Whether moving individually or by stack, the move must be completed prior to moving the next individual unit or stack.

Units may only move from hex to contiguous hex paying MPs for each hex along the way.

8.11 Terrain and Movement: Each hex costs a number of Movement Points. This number of Movement Points varies depending on the terrain in the hex and on the hexside crossed to enter the hex. A "Woods Hexside" is one completely covered by the woods pattern.

8.12 Movement Point Costs: The MP costs are deducted from the Movement Allowance of the unit as it moves from hex to hex. All Movement Point costs are cumulative. When the unit has insufficient Movement Points left to pay the cost of the next hex, that unit must cease moving *(see 8.14).*

EXAMPLE: *Moving from one clear hex to another costs one Movement Point. If a stream hexside intervened between the hexes the stream hexside would add an additional one MP. An Infantry Combat Unit moving across a woods hexside pays* **one** *additional Movement Point. Crossing a hexside which is surrounded by woods on both sides of the stream costs an additional Movement Point for a total of four.*

8.13 Cavalry Costs: Trains, Leaders, Cavalry and Vedettes pay the cavalry costs for all terrain types.

8.14 Movement Restrictions:

A. A unit may never expend more Movement Points than its Movement Allowance in a single Movement Phase.

EXCEPTION: If the cost of terrain in the hex and hexside exceeds the printed Movement Allowance of the unit, the unit may move **one hex** *per turn.*

B. Unused Movement Points may not be saved up from turn to turn. When a unit ceases movement, all unused Movement Points are forfeit. Movement Points may not be given or loaned to other units that have not yet moved.

C. Once the Phasing Player has removed his hand from the playing piece he is moving he may not return to moving that piece without the consent of his opponent.

D. A maximum of two Combat Units may end a Movement Phase stacked in a single hex, unless a Leader is present *(see 3.11).*

E. A Combat Unit must stop the moment it enters an EZOC. *EXCEPTION: See 10.0, Repulse.*

F. A Unit cannot enter a hex occupied by an opposing combat unit *(see 5.32 and 14.3).* A Leader or train may enter an enemy ZOC only if the hex is also occupied by a Friendly Combat Unit. A Leader (but not a unit) *may* move from enemy ZOC to enemy ZOC if each of these hexes are occupied by Friendly Combat Units.

G. Units must be In Command or pass an Initiative check to be able to move *(see 2.11B)* or under a March Order *(see 7.4).*

8.2 Road March

Europeans introduced the first paved post roads only during the half-century between the Seven Years War and the Napoleonic wars. The Grande Armée knew how to take advantage of the greater mobility they afforded. In order to benefit fully from the road, a unit would have to make a long narrow column: transport in the middle, infantrymen marching on the shoulder.

All units (including Trains) may use road march.

8.21 Road March Procedure: As the Phasing Player begins to move a unit on the road, he declares that it will use the road advantage and is marked with a "Road March" marker. Such a unit is "In Road March" until declared otherwise.

NOTE: *There is no cost to declare Road March, and no cost to rotate the directional arrow on the Marker.*

The player may declare the unit in Road March at any point in the unit's movement, but does not pay Road March movement rates until it is declared. Each hex from Road to contiguous Road (not trail) costs one-half (1/2) Movement Point in Road March, and there is no extra cost for bridges (a cavalry unit with 6 Movement Points could move a maximum of 12 hexes along a road). A unit in Road March need not remain on road hexes, but is in Road March until the Road March marker is removed *(see 8.23).*

8.22 Restrictions: The restrictions (A-J below) apply to combat units and trains. (Vedettes and Leaders ignore Road March restrictions and are ignored by units in Road March.) A unit in Road March:

A. May **not** make a regular attack during the Combat Phase. If a unit enters an EZOC, it must attempt a repulse (except against a Fortified Town). If the repulse is successful, it is no longer in the EZOC and therefore has no attack in the following Combat Phase. If unsuccessful, it removes the Road March Marker and may not attack.

B. Must attempt a repulse if it enters an EZOC. Unit is not allowed to enter the EZOC if they do not have enough MPs left to enter the hex occupied by the other.

C. May **not** stack or move as part of a stack.

D. May **not** move through a hex containing other units in Road March.

E. May **not** enter a hex connected by road to an adjacent Friendly unit which is in Road March.

F. **May** end the Movement Phase adjacent to Friendly units which are **not** in Road March.

G. **May** move through units that are *not* in Road March; however, the latter may *not* move through a unit in Road March.

H. Is **not** penalized for being in Road March if attacked, but immediately removes its Road March marker.

I. May leave the road and remain under a Road March Marker.

J. Is In Command if within two hexes of another unit of its formation that is already In Command.

DESIGN VIEWPOINT: *A unit in Road March is considered to be marching for five hours, and resting for one hour out of six. A unit in Road March must Repulse (in 'B' above), because only its avant garde (probably a reinforced light infantry regiment) would be able to attack from the march. However, should that repulse fail, the unit would begin to concentrate and change to a battle formation. It's unusual for an enemy attack to catch a unit in Road March because it would have time to pull back into linear formation.*

8.23 Removing Road March Markers: You may not remove a Road March Marker from a unit in an EZOC. It costs one Movement Point to remove a Road March marker from a Train or Combat Unit voluntarily during the Movement Phase. *Unaccompanied Leaders and vedettes do not need Road March Markers - they always pay road movement rates.* *(see also 8.22.H and 10.22)*

EXAMPLE: *A Combat Unit with a Movement Allowance of 5 could move onto a road hex (1 MP), declare Road March and move two hexes along a road (1 MP), leave the road hex and move into a clear hex (1 MP), expend a Movement Point to remove the Road March marker (1 MP), and then move one more hex into an enemy ZOC (attacking the enemy Combat unit in the following Combat Phase).*

8.24 Paying Trail Costs on Roads: A unit that is moving along a road (or trail) pays one Movement Point per hex if moving from trail or road to connected trail/road hexes, whether in Road March or not. A unit needn't be in Road March to obtain the Trail benefit.

8.3 Bridges

Only River Bridges are depicted on the map. There is no special bridge symbol to denote stream bridges. Bridges are considered to exist wherever a Road or Trail crosses a River or Stream hexside. Fords exist wherever trail cross a stream or river hexside unless indicated by a bridge on the map. Bridges can be destroyed, Fords cannot. The Allied Player also has limited ability to build temporary Bridges (Pontoons).

8.31 Bridges and Movement: Units may only cross a River hexside by moving over a bridge. It costs an extra Movement Point (+ 1 MP) to cross a bridge. It costs two extra Movement Points (+2 MPs) to cross a Pontoon Bridge *(but see 9.2).*

EXCEPTION: Units in Road March, Leaders, and Vedettes never pay extra MPs to cross a Bridge. Train Units must use Bridges to cross a River or Stream hexside (at no extra MP cost).

NOTE: *Baggage Trains may not cross pontoon.*

8.32 River Bridges and Combat: Combat Units may only attack across

Rivers at undamaged Bridges. If all Combat Units are attacking across a River Bridge, the Combat Strength of the defending unit is doubled *(see the TEC).* Zones of Control do not extend

across River Bridges. Units are never required to attack across River Bridges.

8.33 Damaging and Repairing Bridges: Bridges can be damaged. Bridges may be repaired by Combat Units of either side. *(Pontoon Bridges may be destroyed or captured - see 9.17.)*

8.34 Damaging Stream Bridges: Any Combat Unit (excluding Vedettes) in Command may attempt to damage a stream bridge by expending one Movement Point in either hex adjoining the bridged hexside. The player must declare why this point is being expended

NOTE: *Units in an enemy ZOC may not expend the Movement Point necessary to cause the damage.*

After expending the Movement Point the Phasing Player rolls a die. The attempt succeeds on a 4 or less (mark it with a "Damaged (burnt) Bridge" marker). The number of damage attempts a Combat Unit may make in a single turn is limited only by its remaining Movement Points. (A unit with a movement allowance of 5 could make up to five damage attempts in a single turn.)

Damaged Stream Bridges do not exist for purposes of movement or tracing supply.

8.35 Damaging River Bridges: Except where specified below, the procedure for damaging River Bridges is identical to damaging Stream Bridges.

A. Infantry Units in Command, only, may damage River Bridges.

B. It costs 2 Movement Points for each attempt to damage a River Bridge.

C. An attempt to damage a River Bridge succeeds on a roll of 3 or less.

8.36 Repairing Bridges: Repairing a damaged bridge is almost the opposite of the procedure for damaging it. It costs 1 Movement Point to repair a Stream Bridge; and 2 MPs to repair a River Bridge. Infantry (and Mixed) units in command, only, may repair a River Bridge. However, players must also observe the following:

A. If either end of the bridge is occupied by an enemy Combat Unit, the repair die roll is increased by +2.

B. The player must roll a 4 or less.

C. If either end of the bridge is in an EZOC, the repair die roll is increased by +1.

D. If Napoleon is with the Combat Unit attempting to repair the bridge the repair die-roll is decreased by -2.

8.38 Crossing a Repaired Bridge: A bridge may be used the moment it is repaired. However, the cost to cross this bridge, for this Movement Phase only, is equal to the cost in Movement Points that were required to repair it. Every Combat Unit that crosses the bridge this movement phase must pay this movement penalty.

8.39 Tracing Supply on a Repaired Bridge: A bridge may be used for tracing Supply starting on the turn following its repair.

9.0 TRAINS & PONTOON BRIDGES

Both Players may construct Pontoon Bridges.

9.1 Train Units

Pontoon Trains have the unique ability to build Bridges *(see 9.2);* Baggage Trains are important for Supply *(see 14.1B).* Train Units have restrictions on their movement.

9.11 Movement: All trains have a Movement Allowance of 5 MPs. Train units pay cavalry costs for movement. They may use Road March like any other unit. During **Mud** Turns, their Movement Costs are doubled for all types of terrain.

9.12 Restricted Terrain: Trains may not enter Slope hexes or cross streams *except* via roads and trails *(see also 9.23).*

9.13 Trains and EZOCs: Trains may not enter an enemy ZOC unless the hex is occupied by a Friendly Combat Unit.

9.14 Combat Restrictions: Trains do not have a Combat Strength and cannot defend or attack.

9.15 Eliminated Trains: Trains that are removed from play are placed in the Permanently Eliminated Units box [PEU box]. They may not be reorganized.

9.16 Retreat of Pontoon Trains: Pontoon Trains must roll prior to retreating if the Combat Result calls for their retreat. On a 5 or 6, the Pontoon Train is abandoned and the owning player rolls again *(see 9.17).* Any other result and the Pontoon Train must retreat to the same hex that the accompanying Combat Unit retreated to.

9.17 Destruction of Pontoon Trains: A Pontoon Train may be captured intact on a 1, 2 or 3, and is destroyed on a 4, 5 or 6. The owning Player must roll if it is in an enemy ZOC and not accompanied by a Friendly Combat Unit. (Baggage Trains can also be captured - *see 14.3)*

9.18 Initiative of Pontoon Trains: Pontoon Trains have an Initiative Rating of 3. To move Pontoon Trains you must either roll for Initiative or spend a Command Point. *(Baggage Trains move automatically, see 14.32).*

9.19 Formations: Unlike Baggage Trains, Pontoon Trains do not belong to a Formation.

9.2 Pontoon Bridges

Combat Units must pay 2 Movement Points additional (*see also 8.31 and TEC)* to cross a Pontoon Bridge, unless the units are using Road March, (or unless another bridge is on the same hexside). Pontoon Bridges may be deployed across Rivers or streams. A Pontoon Bridge can be built on a hexside containing an existing bridge. In this case the normal cost of +1 MP for the existing bridge no longer applies, nor would the +2 MP cost for crossing the Pontoon Bridge.

9.21 Deploying Pontoon Bridges: If the Pontoon Train is adjacent to a River hexside during the Friendly Movement Phase, the Phasing Player may deploy a Pontoon Bridge there by simply sliding the counter onto the hexside so that it is no longer in either hex. It costs no Movement Points to deploy a Pontoon Bridge; however, Pontoon Trains that have a "Road March" marker on them may not deploy a Pontoon Bridge.

9.22 Deployment Restrictions: If the hex into which the Pontoon Bridge is to extend is occupied by an enemy Combat Unit, the Pontoon Bridge may not be deployed. Pontoon Bridges may be deployed into an EZOC. For either end to be in a slope hex there must be a road or trail *(see 9.12)* in the hex.

9.23 Reconfiguring a Pontoon Train: A Pontoon Bridge may be reconfigured into a Pontoon Train during the Friendly Movement Phase simply by flipping the unit over to its Flag side. The Pontoon Train can be reconfigured in either of the two hexes adjacent (you can reform a pontoon at one end if the other end is in an EZOC). Pontoon Trains must be reconfigured at the start of the Movement Phase. (Nothing may cross a Pontoon Bridge in the turn it is reconfigured into a Pontoon Train.) A Pontoon Train may move in the same turn that it is reconfigured but may not deploy into a Pontoon Bridge.

9.24 Turn of Deployment: If the Phasing Player wishes to cross Combat Units over a Pontoon Bridge in the same turn it is deployed he rolls a die immediately prior to the first unit's crossing (it must move up to the Bridge before rolling the die). The result indicates the number of Movement Points that it will cost any unit to cross the bridge this turn. Die roll of 1, 2 = 2 MPs; 3, 4 = 3 MPs; 5, 6= 4 MPs.

EXCEPTION: see 8.14 A. If on an existing bridge there is no extra cost (see 9.2)

Modifier: If Napoleon is adjacent to the pontoon bridge Subtract - 2 from the die roll.

9.25 Combat Effects of Pontoon Bridges: Pontoon Bridges do not have a Combat Strength, Movement Allowance, or a ZOC. Once deployed they are fixed in position like all other bridges. *(See 11.31F.)*

9.26 Crossing an Enemy Pontoon Bridge: Leaders and Combat Units may freely Move, Advance After Combat, and Retreat across enemy Pontoon Bridges. A Pontoon Bridge *may* be reconfigured into a Pontoon Train by the enemy Player and may be captured or destroyed *(see 9.17)*. The enemy can deploy a captured bridge.

The pontoon bridge counters are marked with a bridge icon symbol and two ratings- (4) 5. The (4) is its Initiative and the 5 its Movement Allowance - as a train!

10.0 REPULSE

During the Movement Phase (only) the Phasing Player may attempt to displace enemy units out of way of his units. This process is called Repulse. In order for a Repulse to succeed the units must have 5-1 odds.

NOTE: *A Repulse is not Combat - it is part of Movement.*

10.1 Repulse Procedure
Combat Units that start in (or enter) an enemy ZOC may Repulse the enemy unit projecting it. The Combat Units attempting Repulse must first expend the Movement Points to enter the contested hex.

10.11 Resolving a Repulse Attempt: The Phasing player reveals the identity of the Combat Units attempting Repulse as well as the enemy unit. The Repulse succeeds if the odds are five-to-one (5:1) or greater. Combat Strengths on both sides may be modified by Terrain *(see Terrain Effects on Combat);* other Combat modifiers do not apply.

10.12 Terrain Effects on Repulse
A. Combat Strengths on both sides may be modified by Terrain *(see Terrain Effects on Combat);* other Combat modifiers do not apply. The Repulsing stack pays the highest Movement Point cost of all the hexes occupied by the enemy units.
B. A Repulse against a Fortified Town is not allowed.
C. Retreating units may not enter or pass through River Hexsides *(see 11.43)*

10.2 Repulse Effects
10.21 Effects of a Successful Repulse: If the Repulse succeeds then the Repulsed enemy units immediately retreat two (2) hexes. The Repulsing stack must enter the vacated hex (it has already paid the Movement Point cost). If there is more than one vacated hex, the Repulsing Player chooses one. After a successful Repulse the units may continue moving to the limit of their Movement Allowance, and may even attempt subsequent Repulses. There is no limit to the number of times a Combat Unit could be Repulsed in a single turn.
10.22 Effects of a Failed Repulse: If the Repulse attempt is unsuccessful, the Repulsing unit immediately ceases movement. This unit must attack the unit it attempted to Repulse in the following Combat Phase. Other Friendly units may join this attack. This attack is conducted at two odds columns less than the actual odds. NO other column shifts apply.
NOTE: *If in Road March the Repulsing stack immediately*

removes its Road March marker.
EXAMPLE: *14 Strength Points attacking 3 would normally resolve at (4:1); after a two column shift, the combat is resolved at (2:1).*

10.23 Repulse of Vedettes. Vedettes are Repulsed as any other combat units *(Leader Repulse, see 5.22)*.

11.0 COMBAT

All Combat between opposing units occurs during the Combat Phase. Only adjacent Combat Units may be attacked.

11.1 Combat Phase Sequence
A Combat Phase is resolved in a series of steps which must be played through in their exact order. Throughout the following sequence the Phasing Player is referred to as the Attacker, the non-Phasing Player is the Defender.
1. Both the attacker and defender reveal their Hidden Forces in enemy ZOC.
2. Designate which units are to attack which defending units.
3. The defender may have any or all of his cavalry (including Vedettes) make a Retreat Before Combat at his option *(see 13.22 and 16.2)*. If stacked with infantry they may not Retreat Before Combat.
4. The attacker may have any or all of his cavalry (including Vedettes) make a Retreat Before Combat.
5. The attacker conducts a series of Attacks. Each is resolved separately, and in the order the attacker desires. Attacks are resolved one at a time, and their results fully applied before proceeding with the next attack. This ends the Combat Phase.
6. Adjust Casualty Level Markers to reflect results. After all attacks are resolved, all stacks that are not in EZOCs are once again hidden

11.2 Defining Combat
The Phasing Player must define all his attacks before resolving them.

OR [optional rule] reveal only one combat at a time. This increases uncertainty and reduces attacker control over allocating his resources once his forces are engaged.

11.21 All Engaged Units Must Attack: The attacker may define his attacks freely - provided all enemy units in his ZOCs are attacked, and all of his engaged Combat Units attack. All of the defending Combat Units in a stack must be attacked as a single combined combat strength. They may not be attacked separately. All attacking Combat Units in a single stack must attack as one combined Combat strength.
NOTE: *Phasing Cavalry that retreats before combat does* **not** *count as attacking that unit.*
11.22 Adjacent units not in ZOCs: Adjacent units that are not in a Zone of Control (because of Primary River or Fortified Town) may be attacked so long as there isn't a River hexside between the opposing units. However, all of the enemy units that exert a ZOC into the attacking unit's hex must be attacked in the same Combat Phase by this unit or some other unit.
11.23 Multi-Hex Defense: A defending stack may be attacked by up to six enemy stacks (one in each adjacent hex). However, a single stack may only be attacked once per Combat Phase. All attackers must combine their various attacks into one single attack strength if they are to attack the same enemy stack.
11.24 Multi-Hex Attack: An attacking stack may attack up to six adjacent stacks (assuming it is surrounded). If an attacking stack is located in the ZOC of several enemy stacks,

and no other Friendly stack is adjacent to the enemy stacks, it must attack all of the enemy stacks as one attack (and the defender may choose the one applicable terrain modifier that is most beneficial to him).

11.3 Resolving Combat

To resolve each attack the attacking Player divides the total Combat Strength of his Combat Units by the total Combat Strength of the defending stack. This is expressed as an odds ratio.

EXAMPLE: *14 Attacking Strength Points divided by 6 defending Strength Points reduces to two and one-third to one (2 1/3 to 1). The remaining fraction is rounded off in the favor of the defender, to two-to-one (2:1). 15 SPs attacking 10 would be resolved at 1.5-to-1 odds.*

Having calculated the combat odds ratio, the attacking player locates the appropriate column on the Combat Results Table and rolls the die. Cross referencing the die roll with the odds column gives the Combat Result, which is applied immediately (before another combat may be resolved).

NOTE. The combat odds column may be modified by terrain and other factors (see 10.22, 16.0) or by Napoleon (see 5.15).

11.31 Terrain Effects on Combat: The terrain in the defending force's hex, or the hexside separating the defending force from the attacker, may affect their respective Combat Strengths.

A. Towns: Defending Combat Units have their Combat Strengths increased by 50%.

B. Slopes, Streams & Stream Bridges: If all of the attacking stacks are attacking across Streams, and/or uphill across Slope hexsides, the defending force has its combat strength increased by 50%. A defender only gets the slope benefit if defending in a hilltop and attacked from the slope hex *(see Terrain Key on the map).*

C. Fortified Town: (see 11.5)

D. Woods Hexsides: Cavalry attacking or defending across a woods hexside has its combat value halved.

E. River Bridges: If all Combat Units are attacking across a bridged river hexside, the defender is doubled.

NOTE: *Combat modifiers **for one side** are not cumulative.*
In other words, a Combat Unit defending in a town, and being attacked from across a stream is not doubled and then increased by half. Always use the one best modifier available to the defender.

EXAMPLE: *Cavalry attacking across a Woods Hexside into a town occupied by the enemy is halved while the defender (in the town) is increased by 50%.*

11.32. Odds Determination (optional)
At odds less than 1 to 5 add one to the die roll for each ratio less than 1 to 5. At odds greater than 6 to 1 subtract one from the die roll for each ratio greater than 6 to 1. No die roll result, however, can be greater than 6 or less than one.

11.4 Applying Combat Results

Combat Results are applied as follows:

Ae (De): All attacking (defending) Combat Units are eliminated.

A1/2 (**D1/2**): *At least* 1/2 of the attacking (defending) Combat Strength Points are eliminated (owning player's choice of units). **Other remains engaged,** which means they remain in EZOCs at the end of turn.

Ex (Exchange): All Combat units on the weaker side are eliminated; the stronger side eliminates units which total at least 50% of the Combat Strength of the weaker side.

EXCEPTION: *If one side (not both) is an all-vedette force, the other side loses 0%.*

If both sides are exactly equal in strength points then both sides lose at least 50% of their Combat Strength.

Compare (unmodified) face-value SPs of all units.

Ar (Ar2, 3, 4): All attacking Combat Units must retreat 1 (2, 3, or 4) hexes.

Dr (Dr2, 3, 4): All Defending Units must retreat 1 (2, 3, or 4) hexes.

HISTORICAL NOTE: EXAMPLE: **Ex** (Exchange). *The weaker side has 11SPs and the other side has four units, with 2, 3, 8, and 10 SPs. Half of 11 is 5.5 and he must lose more, so he removes the '8.' If the weaker side had 16 SPs instead, the other force would still lose the 8.*

Napoleonic battles often swung back and forth -one side then the other gaining a temporary advantage. After six hours of this constant swing both sides are bloodied to very little effect. That is why there are so many Exchange results. In play with Hidden Forces - which is recommended once the basics are mastered - both sides can make the Exchange work to their advantage. Large units need small units to protect their flanks. In general deploy small and large forces side by side, and use your Vedettes to prevent surprises. The changes to the Combat Results Table (new with Seven Days of 1809), are designed to remove some imbalance in Exchange losses.

When a unit is eliminated, that means it has lost its cohesion and is disordered. In Napoleonic battles, a disordered unit has no combat value. This usually means the unit has sustained 30% to 40% casualties. If the unit's formation is disordered it loses its capacity to attack and defend. Units relied for their effectiveness upon hundreds of muskets firing in the same direction, or the physical presence of a line of men to receive a charge.

11.41 Reorganization Eligibility: If a full-strength Combat Unit is eliminated the owning Player must determine if it could have retreated 1 hex. If able to retreat (even though the result does not specify a retreat), it is placed in the Day Half Section of the UAR box. If not, the unit will be placed in the PEU box *(see 11.44)*. Combat Units that are already at their reduced strength, or do not have a reduced strength counter, are automatically placed in the Permanently Eliminated Units box. *EXCEPTION. Eliminated Vedettes (see 13.2).*

11.42 Retreat After Combat: On a Result of "Retreat," the owning Player must move his units 1 or more hexes (as specified by the result) from the hex they occupied at the moment of combat. A retreating Combat Unit may not cross a prohibited hexside, enter an enemy ZOC, enter hexes occupied by enemy Combat Units, or exceed stacking limits. A leader or train unit that is stacked with Combat Units that are forced to retreat must roll for capture.

EXCEPTION: Combat Units may retreat into the ZOCs of an enemy Vedette, or even into a hex currently occupied by an enemy Vedette if no other path of retreat is available (the enemy Vedette is Displaced; see 11.45).

11.43 Retreat Across Bridges: If units or stacks must retreat across a River Bridge, each unit retreating across the same River bridge in the same Combat Phase risks elimination and must roll the die: the first unit to cross is permanently eliminated on a 6; the second is eliminated on a roll of 5 or 6, etc. The owning player chooses the order of retreat. Such units are not eligible for reorganization.

11.44 Units Unable to Retreat: Units which are forced to retreat off the map are eliminated and placed in the Day Half section of the UAR box (unrecovered section). If a Combat

Unit cannot retreat the specified number of hexes because of a prohibited hexside, EZOC and/or enemy Combat Units, it is eliminated and is liable to be placed in the PEU box whether it was at its reduced strength or not. Roll one die. On a roll of 1, 2 or 3 place the unit in the Day Half section of the UAR Box. It will enter the PEU box on a result of 4, 5 or 6.

Modifiers:

A. For each odds column below 1:1 in the combat which caused the unit's elimination, add one to the die roll above. If the unit was defending, add one to the die roll for each odds column above 1:1.

EXAMPLE: A unit attacking at 1:1.5 (or defending at 1.5:1) will add one when determining whether to enter the PEU.

B. Subtract the unit's Initiative.

11.45 Displacement: If the only path available to a retreating force would cause it to exceed the stacking limits for the hex, then one or more Combat Units in the hex must be displaced to make room for it. Displaced Combat Units retreat one hex, observing all restrictions governing retreat after combat. However, if the Combat Units to be Displaced cannot themselves retreat, the originally retreated force is eliminated instead *(see 11.44).*

NOTE: *A force that is displaced may displace other Combat Units if no other path of retreat is available. Displaced units may not enter Enemy ZOCs.*

Enemy Vedettes may be Displaced if no other legal path of retreat is available to the retreating force, and if the Vedettes are not accompanied by other Combat Units.

11.46 Advance After Combat:

Whenever an enemy stack is eliminated or forced to retreat after combat, one or more friendly units that participated in the combat - whether as attacker or defender - may advance and occupy the vacated hex.

A. One (1) Infantry Unit plus all cavalry in a given stack may advance if no leader is present (or he doesn't advance).

B. All Combat Units may advance if a leader is in the stack and advances along with them.

EXCEPTIONS: *No Demoralized or Out of Command units may advance after Combat.*

If the enemy force occupied two or more hexes before retreating, the attacking units may advance into only one of the vacated hexes. Combat Units may choose not to advance. The option to advance must be exercised immediately. A unit may never be attacked, or attack again, after it has Advanced After Combat (even if it advances into an EZOC that has yet to have its Combat resolved).

11.47 Optional Cavalry Impetus and Control

In any Advance After Combat, where cavalry is included in the advancing force (not demoralized), and there is no leader in the stack, roll the die. On a roll of "1" or "2," no advance of any kind may take place by any unit type. On a roll of "3" or "4," the Player maintains control and may advance any unit type, or not advance, freely. On a "5" or "6," **all** cavalry **must** advance after combat.

11.48 French Guard and the Ex Result: Attacking and Defending French Guard Infantry never suffer an Exchange result. If all parts of an attacking or defending force are exclusively French Guard Infantry (not YG) then the combat result is automatically changed to a De if the Guard is attacking, or an Ae if the Guard is defending. If the attacking or defending force contains Combat Units that are both Guard Infantry and other Combat Units of the French Army, then the Ex result only applies to the non - Guard - Infantry portion of the force (that portion of the force that is not Guard Infantry is removed to satisfy the result, any further losses required to

satisfy the result are ignored). In other words, if a stack of Guard Infantry and one other Combat Unit are defending a hex and the attacker rolled an Ex result, the defending non Guard Infantry Combat unit would be removed from the defending stack, while all attacking Combat Units would be removed also. *NOTE: "The Guard dies but does not Exchange."*

11.5 Fortified Towns

Fortified Towns include: Naumburg, Gera, Erfurt and Weimar only.

The defender in fortified town hexes is considered to be "a Garrison" inside the fortification. The defensive benefits apply to all Infantry (only).

11.51 Stacking in Fortified Towns: There are no additional stacking limits in Fortified towns.

11.52 ZOCs and Fortified Towns: The ZOCs of enemy units do not project into Fortified Towns. Fortified Towns *do* exert a ZOC at all times and must be attacked if enemy combat units are in their ZOC.

11.53 Attacks by Units in Fortified Towns: Units inside a Fortified Town are not forced to attack. If they choose to attack out of the Fortified Town hex, all of the enemy units in their ZOC must be attacked

11.54 Attacks upon Units in Fortified Towns: When Infantry unit(s) in a Fortified Town are attacked:

A. Regardless of the number of attacking SPs involved, the combat odds may not be higher than 1 to 1.

B. All **Dr** (and **Dr2,** etc.) results are ignored, unless the defender wishes to accept them.

C. D$^1/_2$ results are treated as **Ex** results.

D. The attacker may not receive a Combined Arms odds shift, but may receive one for Napoleon *(5.15).*

11.55 Supply in Fortified Towns: Combat units occupying a Fortress hex are not demoralized for being Out of Supply *(see 14.0).* However, Out of Supply Garrisons may run out of ammunition *(see 11.56).*

11.56 Surrender of Units in Fortified Towns:

Troops carried 50 rounds—enough for 2 or 3 turns of combat. Without ammunition they had to surrender.

On any turn after a Night they are judged Out of Supply, friendly units in a Fortified Town may not attack; and when defending, must enter the PEU box on a Combat Result of "S" (Surrender).

NOTE: *All units other than Out of Supply units in Fortified Towns ignore "S" results.*

11.57 Repulse Against Fortified Towns: Repulsing a Garrison is not permitted.

12.0 DEMORALIZATION

Units become demoralized either of two ways - if their formation reaches its Demoralization Level due to Combat losses *(12.11),* or if the unit is out of supply *(14.0).* Demoralized units may not Advance After Combat; they may end up in the PEU box as they attempt to Reorganize; and their Initiative Die Rolls are increased by one *(see 12.2).*

12.1 Demoralization Levels

Each player has a Casualty Track which he uses to record Friendly losses. The Scenario Information (21.0) and/or the March Tables will indicate which units (if any) have been lost prior to the start date. When the first Friendly Combat Unit of a Formation is eliminated, this unit becomes the "Casualty Level Marker" for its Formation. Individual units which have been

eliminated prior to the start date must be placed on the Casualty Track to record the strength already lost. As further units are eliminated, the Owning Player adjusts this marker to reflect strength points lost by moving it a number of spaces on the track equal to the unit's full Combat Strength.

NOTE: *Vedettes, train, Independent Units (see 17.2) and Leaders do not count toward Demoralization.*

12.11 Becoming Demoralized: A Formation becomes Demoralized at the instant its Casualty Level marker reaches or exceeds its Demoralization Level (where its Command Designation is printed on the Casualty Track). Place a "Demoralized" marker on the Officer commanding the formation.

EXAMPLE: The French VI Corps "breaks" at 9. When the Casualty Level marker reaches or passes the Roman numeral-VI on the French Casualty Track, this corps becomes Demoralized.

12.12 Rallying From Demoralization: When an eliminated Combat Unit is Reorganized, that Formation's Casualty Level marker is reduced by an amount equal to the unit's full (not reduced) Combat Strength. The moment the casualty Marker for that Formation moves below its Demoralization Level, the Formation is rallied from Demoralization and the Demoralized Marker is removed.

If an eliminated unit is reorganized, the Casualty Level Marker of that Formation should be reduced by an amount equal to the unit's full Combat Strength. If the reduced Strength Counter will be eliminated later then the Casualty Level Marker should be reduced by an amount equal to the reduced Combat Strength.

12.13 Demoralization of Individual Combat Units: Combat Units can also become Demoralized if out of supply *(see 14.0).* However, in this case the out-of-supply Combat Unit receives the Out of Supply Marker, and the unit rallies from Demoralization during the next Supply Phase in which its Supply Line is reestablished.

12.2 Demoralization Effects

12.21 Initiative: One is added (+ 1) to all Initiative die rolls checked by Demoralized Officers and Combat Units.

12.22 Road March: Demoralized Leaders and Combat Units *may* Road March normally. They may be given March Orders.

12.23 Advance After Combat: Demoralized Combat Units may not Advance after Combat.

12.24 Reorganization: Reorganization of a Combat Unit that belongs to a Demoralized Formation does not automatically succeed *(per 6.21).* Instead, the Phasing Player must roll a die for each Combat Unit of that Formation he attempts to Reorganize. If this die-roll is a "5" or "6" the reorganization attempt fails and the unit is permanently eliminated and placed in the PEU box.

13.0 VEDETTES

Light Cavalry have the ability to generate a number of Vedette units *(each Vedette is roughly a regiment in size - between 250 and 500 men). These fast-moving patrols were used to screen an army against enemy reconnaissance, to perform reconnaissance themselves, and to protect the flanks of the larger units.* Vedettes function exactly like other cavalry units except as explained below.

13.1 Vedette Breakdown and Reassembly

Each unit with vedettes has a number printed on its counter, to indicate the number of Vedette units provided for that unit.

EXAMPLE: Colbert's light cavalry brigade of the French VI Corps has two asterisks printed on the counter. There are also two Vedette units in the French unit mix with "Colbert" printed on them, corresponding to the two regiments in that brigade, the 3rd Hussars and the 10th Chasseurs.

13.11 Creating Vedettes: Prior to moving, any light cavalry unit may break-down into its corresponding Vedette units. It may only do this during its own Movement Phase. The Phasing Player simply removes the unit from the map and replaces it with the Vedettes. The unit is then placed in the Vedette Box. Vedettes may move in the same turn in which they are deployed.

13.12 Reassembling the Unit: The light cavalry unit may return to the map. To Reassemble the unit, all of the Vedettes from that unit still on the map must end their movement phase in the same hex, and they must arrive with one MP remaining to expend as the cost of Reassembling. Then, simply remove the Vedette units and replace them with the parent unit. All the remaining Vedettes belonging to the parent unit must be present in order for Reassembly to occur.

NOTE: *Vedettes may not reassemble in an enemy ZOC (see 6.3).*

Vedettes can`t breakdown and reform in the same turn.

13.13 Vedettes and Reorganization: Vedettes that are eliminated as a result of combat are placed *immediately* in the Night Half Section (recovered section) (instead of rolling for Initiative) unless they were surrounded by enemy units and/or EZOCs and River Hexsides at the moment of combat. In this case they are placed in the PEU Box *(see 6.3).*

Reorganized (reduced-strength) parent units may not put their Vedettes into play for the remainder of the game.

13.14 Vedettes and Stacking: Vedettes do not count against the stacking limit. However, no more than 3 vedettes may occupy the same hex at any one time.

13.2 Vedettes in Combat

Vedettes that suffer an adverse combat result are automatically eliminated (not retreated). Vedettes are placed *immediately* in the Recovered box (instead of rolling for Initiative) unless they were surrounded by units and/or ZOCs and River Hexsides at the moment of combat. In this case they are permanently eliminated.

13.21 Vedettes and Retreat: Vedettes's ZOCs do not block enemy retreats. Enemy Combat Units may retreat into the ZOC of a Friendly Vedette. Vedettes may be displaced *(see 11.45).* Exception see 4.4.

13.22 Retreat Before Combat: Vedettes may voluntarily Retreat Before Combat. *(Cavalry can also retreat before combat - see 16.2.)* After an attack has been declared and the Hidden Forces of both sides have been revealed, some or all of the Vedettes, on both sides, may retreat up to two (2) hexes prior to the odds calculation. The defending player executes this retreat before the attacking player. Vedettes may not retreat if they are stacked with Friendly infantry units. Vedettes stacked with Friendly cavalry may retreat before combat if the cavalry also retreat. Attacking units may not advance into the hex vacated by Vedettes that retreat before combat.

13.23 Vedettes and Combined Arms: Vedettes do count as cavalry for Combined Arms *(see 16.1)* if the combined strength of the Vedettes is at least one SP after all modifications.

13.24 Vedettes and Supply: Supply Lines may not be traced through hexes containing enemy Vedettes, but may be traced through any EZOCs.

13.25 Vedettes and Movement: Vedettes, with their Movement Allowance of 9, move like Leaders.
Vedettes ignore road march restrictions and are ignored by other units in road march.

13.26 Vedettes and Exchange: In any Exchange result involving an all-vedette force, all the vedettes are eliminated and the stronger side is not affected (no units are lost by the stronger side). EXCEPTION: *This does not apply if both sides comprise only vedettes.*

13.3 Vedettes of Mixed Type Units

"Mixed Type" *(see 1.31)* can form Vedettes during the Movement Phase. When setting out Vedettes of Mixed Type, do not remove the parent unit; it continues to function normally, with no reduction in strength.

13.4 Vedette Scouting (Repulse)

When Vedettes attempt a "Repulse," this is not an attempt to push through an enemy concentration. Rather, it is merely an attempt to "scout." This "Scouting attempt" is executed exactly like a Repulse, with the exception that there is no enemy retreat. Instead, information may be obtained by the owner of the Scouting Vedette *(Step 3 below).*

13.41 In order to declare a scouting attempt, the vedette must be in an EZOC at the end of its Movement, and within 4 hexes of any friendly leader (counted without regard to prohibited terrain and/or EZOCs). A Vedette may declare *one* hex as its target. Additional vedettes may *not* make separate scouting attempts on that same hex this turn.

13.42 Procedure:
Both sides will check Initiative to determine whether the vedette gets through the enemy screen to catch a good look at other units there. If the scout doesn't get through the screen he finds no information; on the other hand the Scout may find out the unit types in the target hex (i.e., specifying infantry, cavalry, vedette, and train) and leaving the units themselves hidden; or, the scout may discover the units and leaders (face-up). *(To discover leaders they would have to capture an enemy soldier.)*

Step 1: The target player reveals whether he has at least one light cavalry or vedette unit in the target hex. If he has none, he will not check Initiative in Step 2.

Step 2: Each Player may make an Initiative check *(exception: see step 1)* by rolling the die —success means rolling equal or less than its Initiative Rating. Check Initiative for the scouting vedette and the highest-rated vedette or light cavalry target.

Step 3: Scouting Results
1. Target (only) passes Initiative Check— Scouts Driven Off (no information).
2. Both sides fail their Initiative check— (no information)
3. Both sides pass their Initiative check— Scouts Have a View (reveal unit types).
4. Scout (only) passes initiative check—Scout Gets Through (actual units are shown, face-up).

Step 4: Displace the Scouting Vedette two hexes. It cannot participate in combat (its mission for the turn is to scout and report back). The Vedette may not attack in the Combat Phase, unless it has no displacement hex free of EZOCs.

13.43 Vedette Loss: Any die roll result of "one" in the initiative check eliminates one opposing Vedette.

14.0 SUPPLY

The Phasing Player must determine the supply status of each Friendly Combat Unit during the Supply Segment of each Friendly Night Player Turn. Out-of-supply units are marked "Out of Supply" and suffer the effects of Demoralization *(12.0).* When a unit is judged to be out of supply in a night turn it stays out of supply until the next night turn. The marker is removed at the next Supply Phase if its Supply Line is reestablished. If already Demoralized, there is no further effect for being out of supply *(see 12.12).*

14.1 Tracing Supply Lines
A Combat Unit is in supply if it can trace a Forward Supply Line, no more than 14 hexes long (not counting the unit's hex), through any type of terrain, either:
A. Directly to a Friendly **Supply Source,** or
B. To its **Baggage Train.** If the Baggage Train is not on a *road* hex, with a "Trunk" Line of 27MPs or less to a Friendly Supply Source, units may not trace a Supply Line to it. A Trunk Line may comprise up to 27MPs of connected road and/or trail hexes including the Baggage Train and a Friendly Supply Source (inclusive).
14.11 Passable Terrain: The Forward Supply Line (only) may traverse any type of passable terrain. Each counts as one hex.
14.12 Impassible Terrain: Supply Lines may not run across Pontoon Bridges nor through unbridged River Hexsides, Stream Hexsides, nor through a hex occupied by an enemy Combat Unit or Vedette. Supply Lines are blocked by the physical presence of enemy units. EZOCs do **not** block Supply Lines.
NOTE: *Supply Lines may not run across Pontoon Bridges cause Baggage Trains may not cross pontoon bridge.*

14.2 Supply Sources
14.21 Supply Source Hexes: Each side has Supply Source hexes which are indicated on the map by the half-circle.
French: S0901, S2701, N0401
French Alternates: N 1801, N2301 (see 21.75).
Prussian: S0554, S2653, N1453, N2053, N3853, and N3916.
Use Only: Only those Supply Sources at which one or more French force has entered play may be used by the French Player.

14.3 Baggage Trains
There are three Baggage Train units in the game; the Prussians and Saxons have two, the French one.
14.31 How Baggage Trains Move: Baggage Trains move like trains *(see 9.1).* However, Baggage Trains may not cross a pontoon bridge.
14.32 Automatic: Baggage Trains move automatically without requiring command, *nor* do they have to roll for Initiative. Their Movement Allowance is 5.
14.33 Capturing Baggage Trains: In Combat, Baggage trains retreat like trains *(see 9.14).* A Baggage Train is captured when an enemy Combat Unit comes adjacent to it, if the Baggage Train is not accompanied in its hex by a friendly Combat Unit. Captured Baggage Trains are removed from play and do not reorganize. One Victory Point is awarded to the side that

captures a Baggage Train *(see 20).* Captured Baggage Trains may not be used by the capturing player.

14.34 Out of Supply: If an out of supply unit captures an enemy baggage train the unit's OOS marker is removed.

If the enemy baggage is captured by a larger force, all friendly out-of-supply forces which participated in the capture remove their OOS Markers.

14.4 Fortified Towns

Units defending in a Fortified Town are never considered demoralized; however, if Out of Supply they will surrender on an "S" Combat Result *(see 11.56).*

15.0 REINFORCEMENTS

Both sides receive reinforcement Leaders and Combat Units through the course of play. Reinforcements enter play on the turn and hex specified on the Reinforcement Track and on the March Tables. Reinforcements always enter during the Friendly Command Movement Segment of the indicated Game-Turn *(unless delayed, see 15.22).*

15.1 How Reinforcements Enter the Map

Reinforcements may move (In Command) and attack freely on their turn of entry. Reinforcements may be placed under a "March Order" on the turn of entry at the Player's discretion *(see 7.41).*

If entering forces have commander to put those forces under command, they are consider to be in command.

15.11 Stacking: When more than one Combat Unit is scheduled to arrive at the same entry hex in the same turn, they may arrive stacked as long as they do not violate the stacking limit.

15.12 Additional Stacks: Reinforcements pay the Movement Point cost for the first hex entered on the map. If that hex has a road leading off the map the Force pays the road cost for the hex entered. Each subsequent stack stack to enter at the same hex that turn pays one more Movement Point. EXAMPLE: The second stack to enter will pay one extra Movement Point; the third stack enters at two additional Movement Points.

15.13 Road March: Reinforcements may enter the map using Road March (unstacked). In this case the first unit pays only the road value of the first hex, and each subsequent unit to enter pays one additional MP.

15.14 Entry Hexes: These are specified on the TR/RC. "Less Div. Blücher" means all of "Blücher"-plus Brigade Winning-must be set aside from Rüchel's IV Corps for later entry.

15.2 Changing Reinforcement Entry

15.21 Blocked Entry Hexes: If the entry hex is occupied by an enemy combat unit, or EZOC (except Vedette ZOC), the Reinforcement may instead enter along that map-edge in the nearest hex to the entry hex clear of enemy units and EZOCs.

15.22 Delayed Entry: Players may delay the entry of Reinforcements indefinitely. However, no other scheduled Reinforcement may enter at this entry hex until the delayed Reinforcements have been brought onto the map (the follow-on reinforcements may enter in the same or subsequent turns). No one portion of a Reinforcement force may be delayed. Either all the units scheduled to arrive at that hex are brought onto the map, or none.

16.0 SPECIAL UNIT ABILITIES

16.1 Combined Arms

If an attacking force includes infantry/Mixed type unit and at least one SP of cavalry the combat odds for the attack are shifted one column to the right before the dice are rolled (a 1 to 1 attack becomes a 1.5 to 1).

NOTE: *The cavalry in this attack must have a strength of at least one after all modifications.*

EXCEPTION: *If the defending hex also contains infantry and cavalry the Combined Arms is negated.*

NOTE: *There is never an odds shift because of defender's Combined Arms.*

16.11 Woods Hexside: Combined Arms Attacks are not possible when the cavalry portion of the attack goes through a woods hexside.

16.12 Fortified Town: Combined Arms Attacks are not possible against Fortified Town.

16.13 Bridge: Combined Arms Attacks are not possible through Bridges.

NOTE: *Combined Arms are permitted against Stream Bridges.*

16.14 Mixed Type: Attacking Mixed Type units may count their Vedettes toward the one SP needed for Combined Arms, only if deployed on the map. Deployed Vedette must take part in the attack.

16.2 Cavalry Retreat Before Combat

Attacking or Defending Cavalry and Vedettes (plus any accompanying leaders) may elect to retreat one or two hexes out of an EZOC prior to combat, as long as they are not in the EZOC of a *unit with equal or greater Movement Allowance.* During this retreat units may not enter an EZOC.

EXCEPTION: Vedette EZOCs. The enemy units may not advance into the hex vacated by cavalry retreating before combat. A unit can take only one retreat before combat per turn.

NOTE: *Cavalry and Vedettes may not retreat before combat if stacked with infantry or non-retreating cavalry, or if they are surrounded.*

16.21 Vedette Reconnaissance: Vedettes and regular cavalry can engage without any intention of attacking, just to discover the enemy force during the Combat Phase and then retreat before combat *(see 11.1.)*

16.22 Supply and Morale: Supply and Morale do not affect a cavalry unit's ability to retreat before combat.

16.23 Leaders: Leaders retreating before combat must roll for capture *(see 5.22).*

16.3 French Guard Infantry

The Imperial Guard Infantry were the ultimate reserve, to be used only in direst necessity. Though their impact on the battlefield remained profound, their use also entailed a certain degree of risk. Because they were believed unstoppable by their comrades in the line regiments any untoward result they experienced could be interpreted with calamitous effects for the army's morale as a whole.

16.31 La Garde Recule: If the infantry division of the Imperial Guard is involved in an attack resulting in an Ae or Ar, the Demoralization Levels of all French formations are immediately reduced by one-third (1/3), rounding fractions up, until end of turn.

16.32 La Garde Irrésistible: If the Guard infantry Unit is in an attacking force, the combat odds for that attack will shift one to the right (a two to one attack becoming a three to one attack).

NOTE: See also 11.48 French Guard and the Ex Result.

16.4 Mixed (Infantry and Cavalry) Unit Type (Light Troops)
Mixed type units have an empty unit type symbol and pay 1/2 MP additional for Woods hexsides. They are counted with cavalry for stacking purposes, but are considered infantry for Combined Arms. Their Vedettes can be counted toward the one SP of cavalry needed for Combined Arms.

16.5 Heavy Cavalry
Heavy cavalry units ("HC" any cavalry unit with a Movement Allowance of 6 MPs) may *subtract one* from the die when attacking Light Cavalry (Movement Allowance of 7 MPs). This effect is cancelled if there is any other type of unit in the defending force besides Light Cavalry. Remember that all cavalry may retreat before combat if attacked by slower units.
16.51 Combined Arms: Light Cavalry does not negate a Combined Arms that includes Heavy Cavalry. Heavy Cavalry attacking a bridge may achieve a Combined Arms.

17.0 COMMAND STRUCTURE

17.1 Prussian Army Command Structure
The Prussian Player controls both Prussian (blue) and Saxon (white) forces.
The Saxon forces are considered "Friendly" to the Prussians and behave like Prussian units for all game purposes, including command (see also 5.16, Reserve Corps; 5.17, Heads of State).

17.2 French Independent Combat Units
Unlike Coalition Independent Units (see 17.1 above), French Independent Combat Units may rely on their own initiative to move; etc., or may be placed "in command" directly by any Friendly Commanders.

17.3 Independent Units and Casualties
Casualties incurred by Independent Units are not tallied on the Casualty Track as if they are a part of some formation. They are tallied, however, in the Overall Casualty Level for that Army and must be kept track of therein. Independent Combat Units do not have a "Corps" morale. As such their losses do not effect the morale of other Independent Combat Units but will effect the overall morale of the army to which they belong.

18.0 TEAM PLAY
Command of the Prussian forces may be split between two players. One player controls Brunswick's I Corps and Reserve (and potentially Württemberg's VI Corps), while the other commands all other formations of the Prussian army. Even the French may be split up between a Napoleon player, who then delegates which of the various French Leaders and their formations the second player controls. The Prussian Players thus represent Brunswick or Hohenlohe; the French Players represent Napoleon and delegated commanders.

18.1 Communication Among Players
Players on the same side may not discuss the game with one another unless the leaders they represent are in the same or adjacent hexes. Players may exchange written messages carried by aides de camp.
18.11 Aide -de-Camp Messengers
Originating in the hex of the commander sending them, written notes may be passed among team players. They are carried by

aides-de-camp who have a Movement Allowance of 14 MPs per turn.
18.12 Messengers move paying cavalry Movement Point costs for all terrain. Messengers may not cross Prohibited Terrain. Messengers do not physically appear on the map; their route is plotted on the Orders Slip instead. (Have your opponent(s) step away from the map while this is figured.)
18.13 Content: A written message may be of any length but may not reference hex numbers. A message may reference geographic locations such as, "Move Zeschwitz to guard the bridge over the Saale at Jena;" " establish a roadblock four miles south of Jena". With the exception of hex numbers, subject matter in these messages is unrestricted.
18.14 Reading Messages: A message may be read during the Command Phase in the turn it arrives. Opposing players may not examine these messages.
EXCEPTION: *If a Leader is captured, the capturing player may examine all messages so far received. At the end of the game opposing players may examine all messages.*

19.0 SCENARIOS

1806 includes Nine Scenarios: Five Battle Scenarios and Four Campaign Scenarios. The Campaign Scenarios have alternate start-dates. Players must first decide which they intend to play. Once their choice is made all Exclusive Rules unique to that scenario are in effect.

19.1 Variable Campaign Start Dates
Players may agree to commence the Campaign Scenarios at the start of any day between October 8th and 13th, inclusive. If your playing time is limited, you can select your start date depending upon the time available. Except for the first playing, allow 20 minutes per turn. The following timings assume play reaches a conclusive result by the end of day on the 14th.
19.11

Playing Time	Start date
3 hours	October 13th
4 hours	October 12th
5 hours	October 11th
6 hours	October 10th
7 hours	October 9th
8 hours	October 8th
9 hours	October 7th

19.2 Setting Up the Scenarios
The Game-Turn marker is placed in the appropriate space on the Turn Record/Reinforcement Track. All forces set-up on the map flag-up so that only their nationality is revealed. Reorganized units must set-up their reduced-strength substitute counter. Each scenario includes the turns listed under duration as starting and ending turns.
19.21 Set-Up Tables: Each Player has a Set-Up Table that contains horizontal rows and vertical columns. Each row corresponds to a particular Game-Turn. The vertical columns intersecting these rows list hex numbers where units and leaders (listed at the top) are located at the start of that particular Day. If this space is blank (or if it has a town named in Italic) the unit or leader in question is not available in the theater of operations at that time. Some units start some scenarios at their reduced strength.

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When the setup at the beginning of a scenario has a hex overstacked, the overstacked units should be displaced at the owning player's choice.

The mention of town names on the set-up charts are for historical context and don't relate directly to unit entry onto the map. For that, we should stick to the reinforcement tables.

19.22 Morning Positions: The Prussian and French Set-up Tables show the location of each force at the end of each day's march.
EXCEPTION: (See below.) The line labelled "10" indicates positions at end of day on 9 October. These positions would be used for a scenario beginning on the Morning of 10 October.
19.23 Start Time: Each Scenario starts on the morning turn.
EXCEPTION: Set-ups for 8 Oct. show Afternoon positions. All scenarios must start on the Game-Turn specified.
EXCEPTION: Campaign Scenario 5 can start at the beginning of any day, at the players mutual agreement.
Once the start date is determined, Players will find the starting locations of all units and leaders involved in the scenario by locating the Game-Turn on their Set-Up Table. Each Scenario also has an End Turn. Any units and leaders that appear on the Set-Up Table after the Start Turn and before the End Turn will enter the game as Reinforcements.
19.24 Bridge and Baggage Trains: Prussian Bridge Trains must be set-up as follows: one arrives morning Oct. 12th at Weissenfels (N1353). This Bridge Train is considered captured on set-ups commencing 13 and 14 October.
In addition, one Bridge Train sets up within 5 hexes of Hohenlohe, and one within 5 hexes of Brunswick. The French Bridge Train enters on the evening of Oct. 9th, and sets up within 5 hexes of Davout. Baggage Trains set-up freely as to time and place of entry or may begin on the map. On 12, 13 and 14 October, the Prussians have only one Baggage Train.

The rule stating that the Prussians have only one train on 12, 13, and 14 October applies only to scenarios that start on those dates. The Prussians don't have to give a way a baggage train if they are playing an earlier start date. They just don't get two if they start on 12, 13, or 14.

19.25 Army Commanders: Brunswick and Napoleon may set-up with any Friendly forces, or may use their historical location at the Owning Player's option.
19.26 Cavalry and Vedettes: Vedettes may be deployed at the beginning of a scenario, at the owning player's option.
Vedettes may set-up anywhere within two hexes of their parent unit (not in EZOCs); the cavalry parent unit for such vedettes is placed in the Full-Strength Units Holding box. The first player deploys all his Vedettes first, then the second player deploys his.
Cavalry Brigades may set-up anywhere within two hexes of their Corps (not in Enemy ZOCs) officer unless a specific hex is listed for them.
19.27 Units in Road March columns at start: If the 4-digit hex code for a combat unit or leader is followed by the notation "m," they begin the scenario with proper Road Column spacing (see 8.2).
NOTE: Orient the "head of the column" closest to the enemy.
19.28 Reduced Strength Units: The table specifies which units in which dates set-up in a reduced state (choose the separate reduced-state unit containing the letter "R."). This indicates that the unit has already been reorganized.
19.29 Heads of State: Prussian Heads of State either set-up or enter as reinforcements with Brunswick.

19.3 Reinforcements
All Reinforcement entries are shown on the Turn Record/Reinforcement Track. Reinforcement combat units and leaders enter the game at the hex specified, arriving on the map edge from territory beyond.
NOTE: In order to ease play, while setting up a scenario players may wish to set up units and leaders that will arrive as reinforcements stacked on the Turn Record/Reinforcement Track in the box of the turn in which they enter.
19.31 Entry of Württemberg: Württemberg must pass an Initiative check to enter. He may only roll on the morning of the 10th and 11th (when he will enter, if successful, at N3853). If he fails both attempts, he never enters.
NOTE: Historically, Württemberg stopped marching at Halle (off map) to await orders. Apparently he was forgotten; the Player needn't be quite so careless.

19.4 Optional Rules
In the Battle Scenarios-Scenarios One, Two, Three, Four and Nine-Supply and Vedette Rules are optional.

20.0 VICTORY CONDITIONS

Refer to the following to determine your Victory Objectives. An Automatic Victory may occur prior to the specified end of a scenario.

20.1 Victory Points
Victory is awarded to the side that has accumulated the highest number of Victory Points. This is determined at the end of the game. The Victory Conditions below apply to all scenarios (except Scenario Nine). Victory Points are awarded as follows:
20.11 Ratio of Total Combat Losses

Prussian : French	1:2	1:1	2:1	3:1+
French Victory Points	-3	-2	0	+3

Depending on the Ratio of Total Prussian-to-French Combat Strength lost during play, the French Player gains or loses Victory Points. Eliminated Vedettes do not grant victory points. Do not count combat losses accrued before the start date being used.
"Lost during play" means total strength points of reduced side of lost units.
20.12 Controlled Friendly Supply Source: @ 1 Victory Pt
Each Player receives one point for each Friendly Supply Source not controlled by the Enemy. To be considered in control of Enemy Supply Sources, Friendly units must have been the last to enter them in supply (see 20.16).
20.13 Demoralized Enemy Corps: @ 1 Victory Pt
Each Player receives one point for each Enemy Corps Demoralized at the end of play.
VP's are not awarded for enemy corps demoralized through being out of supply range in the last supply turn.
20.14 Total Prussian Losses

Strength Points Lost	0-10	11-24	25-40	40-50	50+
Prussian Victory Pts	5	4	3	2	1

The Prussian Player receives up to five points depending upon the total Strength Points lost by his army.
In the Introductory Scenario and Scenario Two, *subtract* 2 points from the award specified in 20.14. (In Scenario Nine, no need to deduct 3 as you do not use standard victory conditions.)
20.15 Capturing Baggage Trains: The Enemy Player receives one Victory Points for capturing each enemy Baggage Train.

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20.16 Control: Victory Points will be awarded for control of strategically important hexes. To be considered as "controlling" one of these hexes, the player's Combat Unit must physically occupy the hex, in supply, or be the last Combat Unit to have occupied or moved through it. The unit must be in the supply at the moment it occupies the hex. Supply sources are strategic hexes.

20.17 Head of Stare

Award *one* Victory point for head of state captured .

20.2 Levels of Victory

The Player with the most points wins. The total of points achieved by either player is expressing as a ratio.

Ratio of Victory Points (French : Prussian)	
1 : 2	Prussian Decisive Victory
up to and including 1 : 1	Prussian Victory
between 1 : 1 and 2 : 1	French Marginal Victory
2 : 1+ but less than 3 : 1	French Victory
3 : 1+ but less than 4 : 1	French Decisive Victory
4 : 1	French Crushing Victory

20.3 Automatic Victory

A Scenario immediately ends in a Prussian Victory the moment the Napoleon unit is captured.

21.0 THE SCENARIOS

There are nine scenarios, all of which employ the historical set-up positions of the armies on a given date. Some scenarios, by beginning early, give the Prussian Player the benefit of insights not shared by his historical counterpart. Three battle scenarios, representing the set-piece battles of Saalfeld, Jena and Auerstädt, employ only portions of the North map section. The latter two scenarios are combined in Scenarios Three and Four employing all the map area of the North map.

Scenario Overview

21.1 Auerstadt Battle Scenario (3 Turns)
21.2 Jena Battle Scenario (3 Turns)
21.3 Jena-Auerstadt Battle Scenario (3 Turns)
21.4 Massenbach Overruled (Prussians attack Lannes: 7 Turns)
21.5 Campaign (Five Start dates: see below)
21.6 Early Warning (46 Turns)
21.7 French Attack Toward Erfurt (Alternate Turn Record)
21.8 French Free Entry (Mixed Alternate and Regular Entry)
21.9 Saalfeld Battle Scenario (3 Turns)

21.1 Introductory Scenario: The Battle Of Auerstadt

21.11 Introduction: In this scenario, the French player directs only a single corps, the III Corps of Davout. Many of the best soldiers in the French Army were in this corps, and it was commanded by the best of the Marshals.
21.12 Map Area in Play: North of the Ilm-Saale River line, North map section only.
21.13 First Player: French
21.14 Duration: Morning of 14 Oct. - Evening of 14 Oct.
21.15 Unit Set-Up: Rüchel and Pletz are not in play. [They're in the Jena Scenario.]

21.16 Prussian Reinforcement Schedule: The following Prussian Reinforcements arrive over the Ilm River bridge at N2234: Arnim and Irving with the Morning Turn.
21.17 French Reinforcement Schedule: The following French Reinforcements arrive over the Saale River bridge at N1942: Davout, Gudin, Viallanes with the Morning Turn Friant and Morand with the Afternoon Turn.

21.2 Scenario Two: The Battle Of Jena

21.21 Introduction: Both army commanders were deceived as to the actual enemy they faced at Jena. Whereas the Prussians believed the French in Jena represented a flank guard of a French march on Naumburg, Napoleon believed he was opposed by the entire Prussian Army and not just Hohenlohe's flank guard.
21.22 Map Area in Play: South of the Ilm-Saale River line, North map section only.
21.23 First Player: French
21.24 Duration: Morning of 14 Oct. - Evening of 14 Oct.
21.25 Unit Set-Up: Do not include reinforcement units listed above for the Auerstädt Scenario. Ignore units setting up on the South map section. Bernadotte's Corps is not available.
EXCEPTION: Set up I Corps normally as an opt. "what if?"

21.3 Scenario Three: Battle Of Jena-Auerstadt

21.31 Introduction: In this scenario, the set-ups of Scenarios one and two are combined. Four Players work well, two on each side, one working each battle's area-in-play.
21.32 Map Area in Play: North map section only.
21.33 First Player: French
21.34 Duration: Morning of 14 Oct. — Evening of 14 Oct.

Optional Rule:

Unless the Duke of Brunswick dies early in the scenario the French run into trouble in the Auerstadt sector. If you want a more historical outcome, use this rule: After any combat in which the Duke of Brunswick is involved, roll the die: If the French were eliminated in that combat, there is no effect. If the French retreated, Brunswick dies on a one; if an exchange, on a 1, 2, or 3. If the Prussians retreated, on a 1 - 4.

21.4 Scenario Four: Massenbach Overruled

21.41 Introduction: This scenario is identical to Scenario Three, except for the starting turn. Napoleon might well have suffered a defeat had Hohenlohe's planned early attack on Lannes been carried out. The French crossing at Jena was not taken seriously; the main battle was anticipated on the approaches to Leipzig. What if the Prussians had realized on the 13th that the battle was going to be at Jena, and attacked Lannes promptly?
21.42 Map Area in Play: North map section only.
21.43 First Player: Prussian
21.44 Duration: Morning of 13 Oct. - Evening of 14 Oct.

21.5 Scenario Five: Campaign Scenario

21.51 Introduction: The historical version begins with the entry of the French forces into Thüringia. At this moment the Prussian ultimatum has expired, and the Prussians have just discovered the whereabouts of the French army. Five alternate start dates are possible.
21.52 Map Area in Play: All
21.53 First Player: French
21.54 Duration: Afternoon of Oct. 8 through Aftn. of Oct. 18. Alternatively, the scenario may begin on any date between 10

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Oct. and 14 Oct., beginning with the Morning of that day. *NOTE:* The Prussian situation becomes more and more difficult the later the set-up chosen. Unlike all other start dates, this one is for the Afternoon.

21.6 Scenario Six: Early Warning
21.61 Introduction: What if the Prussians had early moved to guard the passes leading onto the map? In this scenario, the French arrival is historical as to location and time, though the French Player may delay the entry of any or all of his forces, and simply 'pass' if he has no forces on the map. As the Prussians take advantage of these turns to occupy the best ground, by judicious use of Vedettes, the whereabouts of their main force can be obscured.

21.62 Map Area in Play: All; however Prussians may not enter map area comprising the first five hexes on the SW mapedge inclusive until French units enter the same.

21.63 First Player: French

21.64 Duration: Morning of Oct. 7 through Aftn. of Oct. 18.

21.7 Scenario Seven: Attack Toward Erfurt
21.71 Introduction: Some of the Prussian Leadership expected the French entry via Eisenach. In this scenario the French use the Alternate reinforcement schedule showing the order in which they might have arrived, based on their concentration off-map around Bamberg. A more balanced situation for the Prussians than Scenario Five.

21.72 Map Area in Play: North map section only. Prussians may not enter map area comprising the first five hexes on the SW mapedge inclusive until French units enter the same.

21.73 First Player: French

21.74 Duration: Morning of Oct. 7 through Aftn. of Oct. 18.

21.75 French Altenate Supply Sources: The French Alternate Supply Sources printed lightly in hexes 1801N and 2301N, along with the Supply Source in hex 0401N, are the only ones in play in this scenario.

21.75 Prussian Reinforcement Schedule: The following Prussian Reinforcements arrive on the map edge at N0125:
Bila with the Afternoon of October 9th.
Tauenzien with the Morning of October 10th.

21.8 Scenario Eight: French Free Entry
21.81 Introduction: The French player designs his own reinforcement schedule before play begins. For any given Force, he may use either the entry hex and time shown on the regular Turn Record/ Reinforcement Track or the Alternate TR/RT. Although he may delay reinforcement entry, he must in all other respects enter his reinforcements as pre-designed. In designing his reinforcement schedule he may not advance the turn of entry of a unit, except by changing its entry hex.

21.82 Map Area in Play: All; however Prussians may not enter map area comprising the first five hexes on the SW mapedge inclusive until French units enter the same.

21.83 First Player: French

21.84 Duration: Morning of Oct. 7 through Aftn. of Oct. 18.

21.85 Special Rules: The French Player must write down (secretly) which Corps will use which entries. Then the Prussians deploy freely. The entry memo must be sealed and remains untouched until all French Leaders have entered.

21.9 Scenario Nine: The Battle Of Saalfeld
21.91 Introduction: In this quick, three-turn scenario both players direct a single corps. This battle, an important though limited affair, might have ended without the shattering impact on Prussian/Saxon morale.

21.92 Map Area in Play: North map section only, south of hexrow 1300 inclusive.

21.93 First Player: French

21.94 Duration: Morning of 10 Oct. - Evening of 10 Oct.

21.95 Unit Set-Up: Set up only the forces listed for Lannes (French V Corps) and Hohenlohe (Prussian III Corps). Holzendorf is a Turn 2 reinforcement entering at 1321.

21.96 Victory Conditions: Since this scenario is limited to the Saalfeld battlefield the regular Victory Conditions are replaced by the following. Victory Points:
One VP per enemy Strength Point eliminated.
Prussian Automatic Victory: Control Saalfeld (0809) at the end of the game.
French Automatic Victory: Exit to 1409 or control 1211 in supply at the end of the game.

22.0 SET-UP & MAP UPDATES

COUNTERS
• Bila—his strength numbers on the "R" counter are correct for full strength and vice-versa.
• Bogulsawski—subtract "one" from both his strength and initiative values on his reduced strength counter.
• Jerome—his reduced strength counter should have 5 SPs.
• Rudorff—Light troops (not cavalry)
• Grouchy—2(5)7 reduced values.
• Change Sahuguet's Movement Allowance to 5.
• Milhaud's light cavalry brigade has only one regiment and therefore only one vedette.
• Sahuguet's dragoon division actually walked on foot behind the Guard. (They were nicknamed "*l'épée de bois."*)

GAME TURN RECORD TRACK
• "Tilly" refers to the I Corps cavalry brigade.
• Pelet arrives on the evening of 8th October, in hex N1801; 24 hours sooner if using the Alternate Turn Track.

SET-UP CHARTS
• Dupont's set-up for the 9th should read S2701.
• Ney's set up on the 12th should read S2623.
• In a couple of instances, Bernadotte's set-up hex may be shifted one hex to place him on the road.
• Where the word "reduced" appears, it denotes that all the units depicted below set-up at reduced strength.
• The setup sheet shows four Vedettes for Blücher, while the asterisks on the units and the counter mix show only three. The counters are correct.
• In Scenarios 3 & 4, Weimar's V Corps are too far away to reach the battle before the end of the day. You could play the same situation as a "Campaign," extending it until the 18th.

THE GAME MAP
• Where trails cross rivers are always bridges, unless blown.
• Woods Hexside (e.g.) 2540/2539 is a woods hexside.

23.0 CREDITS

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Optional Rules (rules taken from CNS) by Mikolaj
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TERRAIN EFFECTS CHART	TERRAIN EFFECTS: MOVEMENT	TERRAIN EFFECTS: COMBAT
	The basic cost to enter a Hex is one Movement Point (MP). The actual cost to enter a given Hex may be more or less, depending upon the terrain in the Hex, on the Hexside being crossed, and the unit type. For units in Road March the cost of connected Road hexes is one-half Movement Point.	Defending units may have their strength doubled, increased by 50% or halved, depending on the character of the terrain. Attacking units may have their strength halved, depending on the terrain of the Hex under attack or of the Hexside through which they are attacking - when halving strengths, round fractions up.
Terrain Type	**MPs to Enter or Cross**	**Effect on Combat**
Clear Hex	1MP	No Effect
Slope Hex	No additional MPs to enter. Trains may enter Slope Hexes only via Roads or Trails	No Effect.
Slope Hexside	1 additional MP to cross moving up hill.	Defender's strength increased by 50% when attacked exclusively through Slope Hexsides.
Fortified Towns	1MP No Repulse Allowed (see 10.12 B)	The combat odds may not be higher than 1 to 1 - no Combined Arms odds shift. All Dr and Dr2 results are ignored, and D1/2 results are treated as Ex results (see 11.5)
Woods Hex	No additional MPs to enter. Cav. & Art.: 4MPs ; Inf.: 2MPs (see p.2)	No effect. Cav. Strength Halved when attacking into or being attacked in Woods Hex. (see p.2)
Woods Hexside (covered by woods)	Cavalry: 3 additional MPs Infantry: 1 additional MP	Cav. Strength Halved when attacking or being attacked across Woods Hexside. Inf. no effect. Combined Arms not allowed if Cavalry attacks through Woods Hexside.
Road Hex	1/2 MP if entered through road Hexside in Road March; otherwise same as Trail. 1/2 MP for leaders and vedettes	Depends on other terrain in Hex.
Trail Hex	1 MP if entered through trail Hexside.	Depends on other terrain in Hex.
Town Hex	1MP	Defender increased by 50%.
Village	No additional MPs to enter.	No effect.
River Hexside	Prohibited. May only cross at Bridges.	May only attack across Bridges.
Stream Hexside	1 MP additional to cross. Wheeled units must use Bridge or Ford. Supply lines may not cross.	Defender increased by 50% when attacked exclusively through Stream Hexsides.
Ford Hexside	1 MP additional to cross	Same as Stream.
Stream Bridge Hexside	1 MP additional No additional in Road March or Vedettes or Leader.	Defender increased by 50% when attacked exclusively through Stream Bridge.
River Bridge Hexside	1 MP additional No additional in Road March or for Vedettes or Leader.	Defender doubled when attacked exclusively through River Bridge.
Pontoon Bridge	2 MPs additional (see 9.24). No additional in Road March or Leader. Baggage trains and Supply lines may not cross (however see under 8.31 & 14.12)	Defender doubled when attacked exclusively through Pontoon Bridge.
Marsh Hex	May only enter on road or trail.	No Effect.
Stacking	1 MP to stack, no extra cost to move through friendly unit.	No Effect.

COMBAT RESULTS TABLE

Die Roll	1-5	1-4	1-3	1-2	1-1½	1-1	1½-1	2-1	3-1	4-1	5-1	6-1	Die Roll
1	Ar2	Ar	Dr	Dr	Dr/S	Dr/S	Dr2/S	D1/2	De	De	De	De	1
2	Ar3	Ar2	Ex	Dr	Dr	Dr	Dr	Dr2/S	D1/2	D1/2	D1/2	De	2
3	A1/2	Ar3	Ar	Ex	Ex	Ex	Dr	Dr	Dr2	Dr2	Dr2	D1/2	3
4	Ae	Ar4	Ar2	Ar	Ar	Ex	Ex	Ex	Dr	Dr3	Dr3	Dr2	4
5	Ae	A1/2	A1/2	Ar2	Ar	Ar	Ex	Ex	Ex	Ex	Dr4	Dr3	5
6	Ae	Ae	Ae	A1/2	A1/2	Ar2	Ar2	Ar	Ar	Ex	Ex	Ex	6

Probability Ratio (Odds) Attacker : Defender

EXPLANATION OF COMBAT RESULTS

11.4 Applying Combat Results

Combat Results are applied as follows:

Ae (De): All attacking (defending) Combat Units are eliminated.

A$^1/_2$ (D$^1/_2$): *At least* half of the attacking (defending) Combat Strength Points are eliminated (owning player's choice of units). Other remains engaged, which means they remain in EZOCs at the end of turn.
Example: *The French Player's unit Deroy (8SP) is defending against 24 Austrians SPs. Austrian rolls a 2 (D1/2). Deroy is eliminated. If Deroy had been stacked with Wrede (8SP) a result D1/2 would mean that just one division would have been eliminated.*

Ex (Exchange): All Combat units on the weaker side are eliminated; the stronger side eliminates units which total at least half of the Combat Strength of the weaker side. Compare (unmodified) face-value SPs of all units.
EXAMPLE: **Ex (Exchange).** *The weaker side has 11 SPs and the friendly side has four units, with 2, 3, 8, and 10 SPs. Half of 11 is 5.5 and he must lose more, so he removes the '8.' If the weaker side had 16 SPs instead, the friendly force would still lose the 8 (16 x 0.5 = 8).*

Ar (Ar2, 3, 4): All attacking Combat Units must retreat 1 (2, 3, or 4) hexes.

Dr (Dr2, 3, 4): All Defending Units must retreat 1 (2, 3, or 4) hexes.

S (Surrender): Applies only to Out of Supply units in Fortified Towns (see 11.56).

COMBAT RATIO SHIFTS and DIE ROLL MODIFIERS

Napoleon: If Napoleon is stacked with an attacking or defending force the odds column for the ensuing combat is shifted one column in his favor.

Combined Arms: If an attacking force includes both infantry and at least one SP of cavalry, the combat odds for the attack are shifted one column to the right before the dice are rolled (a 1 to 1 attack becomes a 1.5 to 1).

Odds: At odds less than 1 to 5 add one to the die roll for each ratio less than 1 to 5. At odds greater than 6 to 1 subtract one from the die roll for each ratio greater than 6 to 1. No die roll result can be greater than 6 or less than one.

Capture of Leaders

Die Roll

1-5   Retreat O.K.

6   Leader Captured

Die Roll Modifier:

Add 1 to the die roll for each odds column on the 'bad' side of 1:1.

Command Range Summary

Command Range for Commanders and Officers: 2 Hexes

Cost of Terrain When Tracing Command in Hexes

Road / Trail $^1/_2$ Hex

All Other Terrain except (impassable)   1 Hex

Road March Command Range *(see 7.21):*

A unit is in Command if it is in (1) Road March and (2) within 2 hexes of another unit of its formation, on a connected road, that is itself already in Command.

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Optional Rule: Shock Combat
The table below introduces the impact of individual unit Initiative on Combat.
11.4 Applying Combat Results
Re-define "Exchange" Results as follows:
Ex (Exchange): Compare the Initiative Ratings of the best units on either side on the Matrix below, and apply the Combat Result.

Highest Initiative Unit:		Attacker				
		1	**2**	**3**	**4**	**5**
Defender	**1**	Ex	D1/$_2$	D1/$_2$	De	De
	2	A1/$_2$	Ex	Dr2	D1/$_2$	D1/$_2$
	3	A1/$_2$	Ar2	Ex	Dr2	D1/$_2$
	4	Ae	A1/$_2$	Ar2	Ex	Dr2
	5	Ae	A1/$_2$	A1/$_2$	Ar2	Ex

KEY: The combat result is interpreted according to (existing) 11.4.

This table is based a situation where the men on both sides are able to see each others' faces. Here is where the look of fear on one side could swing the balance. Troops with high Initiative are good troops with an experienced cadre. Everyone is watching the older troops in the front ranks. As Dave has pointed out in the article on Antietam, these close combats occur more frequently in woods and across crests. Therefore we could change the effect of Crest and Woods Hexsides on Combat as follows:

Woods Hexside   Inf: Change "Dr" and "Ar" results (not Ar2/Dr2 etc) to "Ex" and implement as above.

Initiative conversions for 1806

The following modifiers apply to the Initiative Ratings printed on the unit counters when using the optional Exchange table.

Prussian Infantry -1 Initiative
Saxon Infantry -2 Initiative
French Guard Infantry +2 Initiative
All Other Units (No Modifier)