Four Lost Battles

Quadrigame of the Dresden Campaign
August-September 1813

AN HISTORICAL SIMULATION GAME OF FOUR BATTLES OF AUTUMN, 1813

Grossbeeren
To the Gates of Berlin, 23 August

Katzbach
A Perilous Passage, 26 August

Kulm
Enfilade in the Mountains, 29-30 August

Dennewitz
Collapse in the North, 6 September

Rules of Play

OPERATIONAL STUDIES GROUP

Four Lost Battles

1.0 INTRODUCTION

Four Lost Battles *is a two-player simulation of battles at brigade level. You can play each game as an individual set-piece, or undertake a 'Campaign' consisting of the four battles played in sequential order. The Campaign game allows the outcome on* Grossbeeren *and* Katzbach *to influence the force structure at later battles.*
Cards are played at the beginning of each Player-Turn to set the Movement Allowance of all friendly units, and to call forth certain events.
The four maps provide the playing surfaces, depicting the area where the battles actually occurred. A hexagonal grid overlaying the maps divides the playing surface into "hexes."
The playing pieces (units and leaders) represent the military formations that fought the campaign.
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).
Leaders can place units in Command and can Reorganize eliminated units (at reduced strength).
The Players take turns moving their units and attacking enemy units. Units are hidden until in enemy units' Line of Sight. Combat is resolved by comparing the attacking unit's strength to the strength of the opposing unit (in an adjacent hex, if not a bombardment attack). This comparison is expressed in a simple odds-ratio(2:1, 3:1…). A die is rolled and the result is located on the Combat Results Table.

1.1 Game Components

Four Lost Battles contains the following components (you will need one six-sided die—not included).

- 2 map sheets, 22 x 34" (total of 4 game maps)
- 1 Rulebook (32 pages)
- 1 Scenario Folder (24 pages)
- 2 sheets each die-cut playing pieces (560 pieces)
- 2 decks of 50 cards (total of 100 cards).
- 4 Player Aid Cards, 8.5 x 11":
    - 1 Charts & Tables Card (CRT, etc.) "Rev 8"
    - 1 Turn Record Card (TRC)
    - 1 Casualty Record Card
    - 1 Reorganization Display Card
- 1 Victory Worksheet
- 1 Orders Slip sheet/Sequence of Play
- 1 game box

If any of these parts are missing, or if you have any questions concerning how the game is played write :

1.11 Game Charts & Tables: The following Charts, Tables & Tracks are consulted during play—
- Terrain Effects Chart (TEC) *(see back cover)*
- Combat Results Tables (CRT, Charge, Shock, Bombardment)
- Turn Record Chart (TRC, Weather Tables)
- Casualty Record Tracks (French, Coalition)
- Terrain Key (one per mapsheet)
- Formation color key (on the maps)
- Reorganization Display (French, Coalition):
    - Full Strength Holding box
    - Units Awaiting Reorganization box
    - Permanently Eliminated Units box

1.12 The Rulebook: The rules are divided into Major Sections—5.0 through 11.0 follow the Sequence of Play

1.13 The Study Folder: Contains Scenarios, Historical Commentary, and Design Notes.

1.2 The Map

The map scale is 1:30,000. Each 16mm hex is 480 meters from side to side (525 yards, 57 acres). Each hex has a four-digit code printed on it, used for setting up the units prior to play *(see Initial Set Up in the Scenario Information for the actual locations).*

On the maps, Slope hexsides represent a rise of 50 to 100 feet or more. Crests are under 50 feet.

1.3 The Playing Pieces

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

1.31 Combat Units: These are color-coded to represent the troops of various nations.
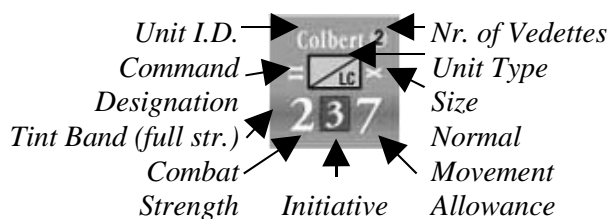
COALITION PLAYER FORCES:
- Russia (brown)
- Prussia (steel blue-gray)
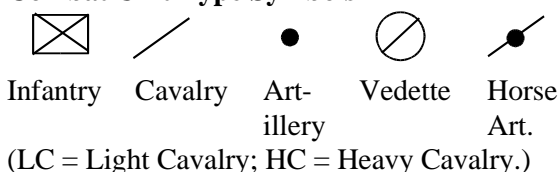- Austria (white with ochre stripe)
- Sweden (blue and yellow)

FRENCH PLAYER FORCES:
- French units (sky blue)
- French Old Guard (dark blue with yellow values)
- Young Guard (sky blue with black stripe)
- Saxons (chamois)
- Italians (white with green stripe)
- Württembergers (dark blue with red symbol)
- Polish (crimson)
- Bavarians (lt. blue)
- other Germans (cool gray—*see 17.1)*

The numbers and symbols printed on the units indicate their Command Designation, Combat Strength, Initiative Rating, Movement Allowance, Unit Type, Size, Unit I.D. and number of Vedettes they can deploy. All combat units have a Full Strength side (indicated by a "Tint Band" printed behind the strength and movement values); and a Reduced Strength side *(see 6.13).* EXCEPTION: *Vedettes and units with a Combat Strength of "one" have a Flag on their reverse side.*

Unit I.D. — Colbert 2 — Nr. of Vedettes
Command — Unit Type
Designation — Size
Tint Band (full str.) — Normal
Combat — Movement
Strength   Initiative   Allowance

Combat Unit Type Symbols

| Infantry | Cavalry | Art-illery | Vedette | Horse Art. |

(LC = Light Cavalry; HC = Heavy Cavalry.)

Combat Unit Size:

XX Division, X Brigade, III Regiment.

1.32 Leaders: Also color-coded for nationality, a Leader displays his Name, Command Designation, Movement Allowance, and Initiative Rating *or* Command Rating. Leader counters have a flag on their reverse side. Leaders come in two types: Commanders and Officers *(see 5.0).* The different capabilities of Commanders and Officers are explained under "Command" *(see 7.0).*

Commanders

Name   *Command Designation*
Command Rating [Bracket]
Movement Allowance

Officers

Name   *Command Designation*
Initiative Rating (Paren.)
Movement Allowance

1.33 Trains *(wheeled units):* Pontoon Trains have the unique ability to build Pontoon Bridges *(see 9.2);* Baggage Trains are important for Supply *(see 14.1B).* Trains move paying cavalry costs, doubled during mud and Thunderstorms—and have no ZOC. Artillery are treated as trains in mud.

| PONTOON TRAIN | BAGGAGE TRAIN |

1.34 Markers: Markers are placed on the map to indicate status of units or bridges; they are depicted throughout the rules where their use is explained.

1.4 Glossary

For a good overview, read this section and the Sequence of Play (2.0).

Artillery: Horse and Foot Art. move like Trains paying cavalry costs *(see 9.1)* and double the normal terrain movement costs during Thunderstorm and Mud.

Bombardment: Bombardment attacks are permitted for Artillery Units only. The Bombardment Table is used at 2-3 hex range *(see 11.6).*

Bridge: A *Bridge* crosses a river and has a special symbol. A *Stream Bridge* is a crossing over a stream. Bridges and Rivers pertain only to *Katzbach.*

Cavalry: Includes Regular, Heavy Cavalry (HC, *see 16.0),* Light Cavalry (LC, *see 13.0, 18.42),* Vedettes *(see 13.0),* and Cossacks *(see 13.31).*

Cavalry Charge: All Cavalry except Vedettes may make a cavalry charge, resolved on the Cavalry Charge Table *(see 16.4 and 16.5).*

Combat Strength: The total manpower of a Combat Unit quantified in Combat Strength Points (SPs). One SP equals between 350 and 800 men *(for further discussion of unit strengths see page 2 of the Study Folder).*

Combat Units: All playing pieces except Leaders, Pontoon and Bridge Trains and Markers. Only Combat Units may attack or defend against enemy Combat Units. EXCEPTION: Leader Escorts, *(see 5.2.)*

Combined Arms: An attacking force with infantry, cavalry and artillery 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 into a woods hex; or (b) the defending hex also contains infantry and at least one SP of cavalry and artillery *(see 16.1)*. NOTE: *The artillery has to be adjacent.*

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 *(see 5.11)*.

Command Designation: The designation has two parts (usually): a Corps's Roman Numeral, followed by a divisional designation. *(Langeron's formation is one exception—see 22.36).* The first part is shared by all the units of a formation. An Officer commands all Combat Units that have his (overall) Command Designation. The second part of the command designation is a subset within a formation. EXAMPLE: III/10th indicates III Corps/10th Div., comprising two brigades plus an artillery unit (Vandedem, Suden and 7th). They may all stack together *(see 3.11)*.

Command Range: The "radius of command," distance beyond which a Leader cannot place forces "In Command." It varies for Commanders and Officers *(see 7.2)*.

Command Rating: The number of Formations *and* individual Combat Units that a Commander may place "In Command" at one time *(see 7.11)*.

Division: Units of the same division get a stacking bonus *(see 3.11)*. Division i.d. is also used in the Setups *(21.0 et seq.)*, to specify alternate reinforcements *(see 3.11 and 17.3)*.

Engage: The act of entering an Enemy Zone of Control —this requires an attack upon the adjacent Enemy unit *(see 4.1)*. Artillery when bombarding are not "Engaged."

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

Formation (generally Corps): A group of Combat Units with a baggage train and an Officer that share the same command designation and linked by color *(see 5.12)*.

In Command: Within the Command Range of a Commander, or of an Officer who is in turn In Command *(see 7.0)*.

Initiative Rating: Used to determine whether or not Officers and units may move when they are not In Command *(see 7.1)*; and for Recovery *(see 6.13)*.

Leaders: Commanders and Officers, including their staffs, necessary to link all parts of the army to a Chain of Command *(see 5.0)*.

Line of Sight: Units on a Hilltop can observe enemy units at distances up to 12 hexes. Units in clear terrain have a line of sight of 3 hexes *(see 1.51)*.

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 normal amount of Movement Points a unit may expend during each friendly Movement Phase. Each clear terrain hex costs one Movement Point to enter *(see 8.1)*.

NOTE: The printed Movement Allowance on the unit counter represents the "normal" Movement Allowance for units of that type. However, the actual Movement Allowance will vary (see 18.3).

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 Recovered Section of the UAR box, while Officers may only Reorganize such Combat Units from their Formation *(see 6.0)*.

Repulse: When moving forces 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)*.

Retreat Before Combat (RBC): Cavalry and Vedettes may retreat prior to combat resolution as either attackers or defenders *(see 16.2)*

Road March: In order to benefit from road 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 **[10]** connected hexes (3 miles) from a Combat Unit to a Baggage Train, thence along road or trail hexes to a printed supply source. The segment made up of road and/or trail hexes may continue for any distance to a Friendly Supply Source. The

first **[10]** hexes of the Supply Line are termed the "Forward" Line and the remainder from the Baggage Train to the Supply Source are termed the "Trunk" Line *(see 14.1).*

Train Units: Pontoon Trains and Baggage Trains have no ZOCs and cannot stack with other units. Trains (and Artillery) pay cavalry costs *(see 9.1)* and double the normal terrain movement costs during Thunderstorm and Mud. Train Units do not require command or Initiative to move.

Unit I.D.: The name of the Brigade or Division General; or a Regiment's numerical designation.

Unit Type: The combat arm, either infantry, cavalry, or artillery. Cavalry have separate terrain costs for some types of terrain *(see Terrain Effects Chart.)* Artillery units pay cavalry costs for movement purposes.

Units Awaiting Reorganization box [UAR box]: A holding area for combat units which have been eliminated in combat, including those currently recovered and eligible for reorganization *(see 6.12).*

Vedettes: Vedettes provide your scouting and screening abilities. Light Cavalry units can be broken-down into a number of Vedettes indicated by the number on the unit's counter.

Woods hexes: Cavalry pays **[4],** Infantry **[2]** MP to enter a woods hex. Cavalry attacking or defending a woods hex has its combat value halved (no effect on Infantry Combat Strength, attacking or defending).

Zone of Control: (ZOC) All six hexes adjacent to a Combat Unit. 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, obscuring friendly unit identity from the opposing player. From each stack of units, select one of the following, in order of preference: a) a Leader, b) a vedette, c) a unit with a strength of "one." If none of the above are present, use d) a Hidden Force Marker *(see 1.56)*— e) Road March, f) Demoralized, or g) Reorganizing Markers may also function as Hidden Force Markers. Place the selected counter on top of the stack. All forces remain hidden under it until revealed *(according to 1.51).*

1.51 Revealing Hidden Forces: A Hidden Force is revealed:

1. At the beginning of any Movement Phase if in an enemy ZOC—both sides are revealed. Both players reveal their own Hidden Forces involved.

2. During the Movement Phase if in a Repulse—both sides are revealed.

3. At the beginning of any Combat Phase if in an enemy ZOC—both sides reveal.

4. At the beginning of any Combat Phase—if the weather is *not* fog, dust storm, rain or thunderstorm —and a spotting force on a hilltop has a straight *Line of Sight* to an enemy force that is **[12]** or fewer hexes distant, with *no* blocking terrain *(see 1.53)* intervening. (The spotter might not be spotted in turn.)

5. Units in clear terrain have a LOS limited to three hexes, treated like an artillery unit's LOS (see 11.63).

1.52 Spotter Requirement: The spotter on the hilltop must be within its Movement Allowance of a friendly Leader, counting terrain costs at the spotting unit's rate (inf. or cav.). A unit is considered to be on a Hilltop if the line of sight goes downhill through a Slope Hex. *(See also "Alto" Terrain, 23.31).* If adjacent to a crest the unit's LOS may cross through the adjacent crest hexside.

1.53 Blocking Terrain: Hilltop, Crest, Woods, Towns, Slope Hexes and Slope Hexsides, or a hex occupied by units of either side *(see 11.63-A).* LOS can see into but not through Woods and Town hexes.

1.54 Current Strength is Face-Up: The visible face of a unit is its current strength. EXCEPTION: The top unit in a stack may be inverted if it has a flag on its reverse side.

1.55 Obscuring Hidden Forces: A Force remains revealed as long as it stays in an EZOC, or sighted by an enemy line of sight. As soon as units are no longer in EZOCs, or as soon as revealed units are no longer sighted by the enemy, they are re-hidden.

1.56 Hidden Force Markers: Some Hidden Force Markers say "In Command" or "Out of Command" on their reverse sides. Disregard that unless the "In Command" or "Out of Command" side is facing up. The marker acts as a Hidden Force in either facing.

1.6 Initial Set-up

Players first carefully punch out the units and sort them by formation. Then select a scenario. The Force Key on each map gives a quick overview of the forces present on each side *(see Scenario Information, 21.0, for details).* The units set up on the map according to the locations in the Initial Set-Up. The First Player always sets up his units (as Hidden Forces) on the map before the Second Player. The French Player is the First Player in all scenarios *(see 19.2 and 19.3).*

1.61 Reinforcements: Leaders and Combat Units that are not set up in the scenario may arrive later as Reinforcements *(see 19.4).*

1.62 Reduced Strength Units: Listed units are reduced (set-up with their reduced side facing up).

  GAME-TURN MARKER

1.63 Marker Placement: Once all At Start units have been set up, the Game-Turn marker is placed on the turn in which the scenario starts.

1.7 Weather

Prior to the first turn the die is rolled on the Weather Table to determine the initial Weather. Thereafter whenever the card played says "WEATHER" the Phasing Player immediately rolls to determine Weather again. This Weather condition remains in effect until the next time a Weather Determination card is played.

1.71 Combat Effects of Weather: During Thunderstorm Game-Turns, all infantry combat strengths are halved, and *asterisked*-"Ar*" results change to "Shock" *(see 11.4)*.

1.72 Movement Effects of Weather: Thunderstorm and Mud cause doubled terrain costs for Train units, including artillery. *(See also 22.31.)* Pontoons cannot be deployed during Thunderstorms.

1.73 Line of Sight Effects of Weather: During Fog, Duststorms, Rain, or Thunderstorms, units have no Line of Sight *(see 1.51, #4)*. They may see into adjacent hexes only.

1.74 Weather at Night: If the 20:00 Game-Turn was Thunderstorm or Mud, the night weather is Mud; otherwise Fair weather applies. Units have no LOS at night.

1.75 Thunderstorm: Thunderstorm weather goes into effect immediately when Card 8 is played, and lasts 1/2/3 turns counting the current turn. If the Second Player plays Thunderstorm, the current Player-Turn counts as "one turn."

2.0 SEQUENCE OF PLAY

Four Lost Battles *is played in a series of Game-Turns, each of which represents either 1 hour of daylight (14 per day), or 4-6 hours of night (2 per day).*

2.1 Day Game-Turns

Each Day Game-Turn is divided into two Player Turns subdivided into four Phases. The First Player resolves all four Phases of his Player Turn, then the Second Player does the same. After the Second Player Turn, the Game-Turn is complete and a new Game-Turn begins. (The French Player is the first player in every scenario.)

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.   Card Phase *(see 18.0):*

The Phasing Player draws one card from his deck and then plays one card to establish his infantry/cavalry Movement Allowance for the upcoming Movement Phase *(see 18.4)*. Vedettes and Leaders may always move up to their Normal Movement Allowance *every* turn. Either Player must roll for weather if so instructed on the card. Otherwise continue the same weather as last turn *(see 1.7)*.

First Turn Mode Cards. On the first turn of each battle game only, cards are drawn from a separate deck of Mode Cards *(see 18.5)*.

Second Turn Bonus Cards. On the second turn only, each player takes three or more Bonus Cards *(see 18.32)* from the Main Deck in addition to the regular card for that turn.

B. Command Phase:

1. Supply Segment (Recovery Turns only): If he Played a Recovery Card in the preceding Card Phase, the Phasing Player must check supply for all his forces *(see 14.0)*.

2. Recovery Segment (Recovery Turns only): If he Played a Recovery Card in the preceding Card Phase, the Phasing Player may attempt to move any eliminated Combat Units Awaiting Reorganization [UAR Box] to the recovered section *(see 6.13)*. This occurs only on Friendly "Recovery" Turns as determined by the play of cards, or during the 0100 hrs. Turn *(see 2.21)*. The Phasing Player determines the Supply status of each of his units.

3. Reorganization Segment: The Phasing Player may use eligible Leaders to bring units from the Recovered Section of the UAR box back into play. The units are placed in the hex with the Leader who Reorganized them, and the Casualty Tracks *(see 12.1)* are adjusted accordingly. Officers 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).

4. 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 (within the Commander's Command Range) "In Command." If an Officer is placed In Command then any combat units of his For-

mation (within his Command Range) are "In Command."

c. The Phasing Player may attempt to place each formation that did not receive a Command Point In Command by rolling against the formation Officer's Initiative Rating. If the die-roll is less than or equal to the Officer's Rating, the Officer and his units (within Command Range) are In Command for the remainder of the Player Turn *(see "Initiative Modifier" below)*.

d. "Out of Command" markers are placed on all forces not In Command.

e. Reconfiguration of Pontoon Bridges *(see 9.23)*.

C. Movement Phase:

1. Command Movement Segment: The Phasing Player may move all of his forces that are In Command *(or under a March Order, see 7.44)* up to the limit of their Movement Allowance. Reinforcements can enter at any time during the Movement Phase. Reinforcements are automatically In Command for their turn of entry. As units move across the map (during this or the following Individual Unit Movement Segment), units may attempt to force enemy units out of the way by Repulse *(see 10.0)*. Trains can move without requiring command.

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, then moves it if it passes (roll-move, roll-move). A die-roll equal to or less than this rating permits the unit to move up to its full Movement Allowance*;* 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.

NOTE: *Individual units within the Command Range of their Officers, whose officer previously this turn failed his Initiative check, may not themselves roll for initiative.*

EXAMPLE: *Two combat units are in range of their Officer who failed in his Initiative die roll. These combat units may not roll for Initiative. If the Player did not roll for the Officer, he could roll for the units in the Individual Unit Movement Segment. 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.*

NOTE: *Officers which successfully roll for Initiative are In Command—individual units which successfully roll for Initiative remain Out of Command (see 7.15).*

D. Combat Phase: Combat is resolved in a series of Steps as outlined below:

1. *LOS Step:* Both players simultaneously reveal all their Combat Units and Leaders that are within the Line of Sight *(see 1.51)* of the enemy.

2. *Cavalry Retreat Step:* Defending cavalry (including Vedettes) retreat before combat as desired by the owning player *(see 16.2)*. Attacking cavalry may retreat.

3. *Bombardment Step:* The Player executes the artillery bombardment procedure *(see 11.6)* using the Bombardment Table.

4. *Charge Step:* The Player executes the cavalry charge procedure, which allows cavalry to enter and possibly remain in enemy-occupied hexes *(see 16.41)*.

5. *Combat Step:* The Phasing Player conducts his Attacks *(see 11.3 and 11.6)*. 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.

6. If opposing forces remain engaged after the combat, they remain revealed—forces no longer in Enemy LOS 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. Card, Command, Movement and Combat Phases are resolved as described for the First Player.

A. Card Phase
B. Command Phase
C. Movement Phase
D. Combat Phase
E. 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 first and last Game-Turn of each 24-hour period is Night. Night turns have their own sequence of play: (1) the Second Player Turn is resolved before the First Player Turn; (2) the Command Phase comprises different activities; (3) Movement during the Movement Phase is only for units under March Orders *(see 7.46);* (4) there is a Night Disengagement Phase; (5) there is no Combat Phase. Also, the 01:00-04:00 turn has a Command Phase. There is no LOS at night.

2.21 Second Player Night Turn

A. Card Phase

During the 01:00 Night turn (if any) calculate net VPs gained or lost by each player on the first day, reshuffle the full Main Deck including the discards and the cards in your hand and cut. During each Night Turn, two cards are drawn—no cards are played at Night *(see 18.23)*.

B. Command Phase (01:00 Night turns only)

1. March Order Dispatch Segment: Any one friendly Force may be sent a March Order *(see 7.42)*. This March Order takes effect on the upcoming day.

2. Recovery Segment: All Friendly units still remaining in the Unrecovered Section of the Units Awaiting Reorganization box are shifted to the Recovered Section.

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). The Movement Allowance for units moving at night is 2/3. They have to move according to the rules on March Orders *(see 7.4)*

D. Disengagement Phase (2100 Night turns only)

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)*.

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 next 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 (see 3.2)*

3.1 Stacking Limits

The number of Units permitted in a hex is limited:

3.11 No Leader in Hex: If no Leader is in the hex, any two Combat Units (other than Vedettes) may stack, regardless of their size or type. They may be part of any formation. EXCEPTION: Units all belonging to the same *division*—or Russian Infantry Corps—may stack three to the hex without a leader present.

3.12 Leader in Hex: A hex with a Leader may contain up to [two] infantry units, plus three cavalry and/or artillery units. These units need not belong to the same formation. (If the Leader leaves the hex then the over-stacked units must leave too.)

EXAMPLE: Leader plus 2x infantry, 1x cavalry, 2x artillery *(and 3x vedettes, see 3.14)*.

3.13 Free Stacking Units: Leaders, 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.

3.14 Vedettes: Limit each hex to 3 vedettes.

3.15 Trains: Pontoon and baggage trains may *not* stack and if displaced they are destroyed *(see 11.45)*.

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. There is no extra MP cost to move through a friendly-occupied hex.

4.0 ZONES OF CONTROL

The six hexes immediately surrounding a Combat Unit are in its Zone of Control. EXCEPTION: If a River hexside intervenes (bridged or unbridged), the hex is not in a unit's ZOC. 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 an Enemy unit's ZOC (EZOC). Pontoon and Baggage Train Units have no 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 EZOC effect. EXCEPTION: (see 7.22).
Each ZOC hex represents
a battalion of infantry or a regiment of cavalry detached to harass the approaching enemy.

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 *(see 7.33)*, or (4) after a successful *Repulse (see 10.0)*.

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

4.2 Night Disengagement

Units must exit EZOCs during their Friendly Night Disengagement Phase (2100-2400), but may only move a maximum of two hexes upon disengaging, and cannot enter another EZOC in doing so. If there is no such hex available the unit remains engaged.

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. EXCEPTION: *(see Bombardment).* Every enemy Combat Unit that is in a Phasing Combat Unit's ZOC must be attacked. EXCEPTION 1: *(see 13.26).* EXCEPTION 2: *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,") "Ar," 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 *(see 6.11).* Victorious Combat Units may advance into the vacated enemy hex even if they 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 Coalition unit. The Coalition 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 represents the named person as well as his accompanying staff and escort. Leaders perform five important functions:
• *They place Combat Units* In Command *(see 7.0) so that they may be moved as a formation and not individually.*
• *They* Reorganize *eliminated Units (see 6.0)*
• *They facilitate the* Advance After Combat *of more than one victorious Combat Unit (see 11.46).*
• *They facilitate* Stacking *(see 3.12).*
• *They enable the sighting of enemy units by friendly units within range (see 1.52).*

5.1 Types of Leaders

Leaders are of two types: Commanders and Officers.

5.11 Commanders: Commanders stand at the top of the "chain of command." A Commander may Reorganize **and** place In Command any friendly Officers and Combat Units 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: *Ney, with a Command Rating of [1] may place one Officer and one Combat Unit In Command each 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: *Vandamme commands the I Corps. All French Combat Units that bear the I Corps designation and dark green stripe are part of Vandamme's Formation, and may be placed In Command only by him or by a Commander. No other Corps Officer may place these Combat Units In Command. (NOTE: see 5.15).*

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 2.11 B4).*

5.14 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 $1\frac{1}{2}$:1. If Napoleon is defending and the odds are three to one, reduce to two-to-one.*

5.15 Corps Commanders: The French I and XI Corps, and Russian XI Corps have Commander-Officers. These Commanders are also officers of their particular formations. Their units are always In Command if within command range of their leader. These Commanders may also Command any one unit not of their corps. Commander/Officers may command no other formation than their own; plus any single combat unit of another formation. NOTE: Commanders always have a Movement Al-

lowance of "10." NOTE: Commanders trace Command Range of up to 4 hexes to their units *(see 7.2).*

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 not voluntarily enter an Enemy ZOC. EXCEPTION: A Leader may enter an EZOC —and may *retreat* after combat from EZOC to EZOC — if *each* hex is occupied by Friendly Combat Units.

5.22 Capture: A leader may be captured when not stacked with Friendly combat units if adjacent to enemy combat units *(see 11.42 and 5.32),* not including vedettes. If the owning Player rolls a **6** the leader (and escort) is captured and immediately removed from play. On a **1–5** the leader may retreat 1,2 or 3 hexes (not through enemy units and/or unoccupied EZOCs—*see 5.21 and 6.31).* Roll for leader capture on AE or DE results also.

5.23 Replacement Officer: If a Corps officer is captured, return the officer counter into play after one complete turn without him, but have him operate at one point less than the original initiative (a "1" stays a "1").

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 *(see 5.2).*

5.4 Marshal Ney

During any French Player Turn following an attack(s) by any Coalition infantry unit upon any French unit within four hexes of Marshal Ney, his Command Range includes only those units in his LOS.

5.5 Leaders and Cards

Leaders are not affected by Card Instructions, unless specifically mentioned *(see 18.0).*

6.0 REORGANIZATION

Reorganization allows combat units that have been eliminated in combat to return to play at reduced strength. Officers Reorganize units of their Formation.

6.1 Eligibility for Reorganization

An eliminated unit must be eligible for reorganization and must be "recovered*" (see 6.13)* before it can be reorganized.

6.11 Permanently Eliminated Units

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 Fully: A unit (including vedettes) unable to retreat the full distance specified in its "Retreat" Result is liable to be placed in the PEU box on a (modified) die roll of 4,5 or 6 *(see 11.44).*

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

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

6.12 Recovered Units: When they are eliminated, Combat units that are eligible for Reorganization are placed in the Unrecovered Section of the Units Awaiting Reorganization box [UAR box].

UNITS AWAITING REORGANIZATION

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

6.13 Recovery: If a "Recovery" Card is played, that Player-Turn will be a Recovery Turn for Friendly Forces (only). During every Recovery Segment *(see 2.11),* the Phasing Player may make an Initiative Check for each unit in the Unrecovered Section of the UAR Box. The Initiative die roll is successful if less than or

equal to the Initiative Rating. On a successful die roll, the unit counter is flipped over to its Reduced side and moved into the Recovered Section of the UAR *(see 6.14)*. EXCEPTION: *This occurs automatically on the 0100 hrs turn.* Only the Combat Units in the Recovered Section of the UAR box are Eligible for Reorganization.

6.14 Recovery Unsuccessful: If the unit fails its Initiative check it remains in the unrecovered section of the UAR box. At the beginning of the Friendly Reorganization Segment of the 0100 Night Turn, the Phasing Player transfers all Combat Units still remaining in the Unrecovered Section to the Recovered Section.

6.15 Leader Requirements: To reorganize, Leaders must not have a Line of Sight to any enemy cavalry Units, *not* including Vedettes *(see 6.24)*. 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 of any Friendly Formation. Officers that reorganize may not be part of the Chain of Command for the remainder of that turn *(but see 6.34)*.

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 Recovered Section of the UAR box and places them beneath the Leader who Reorganized them (at Reduced strength). *(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.

6.23 Out of Command Markers: Each Officer that attempted Reorganization this Segment (successful or not) is marked with an Out of Command marker until the next friendly Command Segment. 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.

6.24 LOS Effects: The reorganization of non-vedette units is possible provided that the leader has no Line of Sight of any enemy cavalry unit *(see 1.51, 1.73)*. Friendly units, woods, towns, slopes and crests block the LOS to enemy units, as do Dust Storms, Thunderstorms, Rain

and Fog. It is forbidden to reorganize units which have an LOS to enemy cavalry units.

6.3 Reorganizing Vedettes

Unlike regular Combat Units, a reorganized Vedette may be returned to play at full strength. Reorganization of vedettes does not affect a Leader's command abilities and he may reorganize them even within the Line of Sight of the enemy.

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 goes immediately into the 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 without an Officer may only be Reorganized by a Commander.

Commander [bracket]   *Officer* (parenthesis)
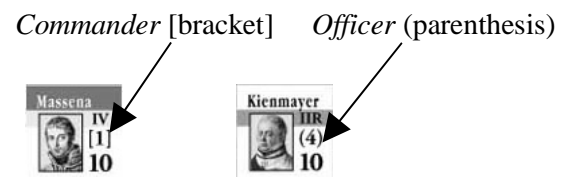
7.0 COMMAND

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. At the top are the Commanders.

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 (see 7.15) 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)*. If a Command Point is allocated to place an Officer In Command, then all Units of his Formation within his Command Range are automatically In Command.

7.12 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.

7.13 Officer Initiative Checks: The Phasing Player conducts an Initiative check for each of his Officers not yet in Command: 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 Officer is In Command. 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 place an Out of Command marker on the Officer.

7.14 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 who has failed his Initiative roll. 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.

7.15 Combat Unit Initiative Checks: During the Individual Unit Movement Segment, all Out of Command units may check for Initiative. EXCEPTION: units within the command range of their Officer who has failed his Initiative die roll. If the OOC 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 (if cavalry it may charge).

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

7.2 Command Range

An Officer (or individual Combat Unit) may be placed In Command by a Commander within Command Range. Command Range varies depending on whether it is traced by an Officer or a Commander. An officer is in command if within the Command Range of a Friendly Commander whose Command Rating is not exceeded. A unit can be placed in command if it is within four (4) hexes of a Commander whose Command Rating is not exceeded; or if it is within three (3)

hexes of its own Officer, who is also in command (see 7.23).

7.21 Road March Command Range: Units of a single formation in a Road March column are considered In Command if:
A. in Road March and
B. within (2) hexes of any other unit of its formation, on a connected road or trail, that is itself already in command (this unit need not be in Road March).

7.22 Command Range Restrictions: The Command Range from Commander to Officer (or unit) is (4) hexes. The range in hexes is counted exclusive of the Commander's hex into the hex occupied by the Officer or Combat Unit being Commanded. When counting radius, all hexes count as "one" regardless of terrain. Command Range may not be traced *into or through*

A. an Enemy controlled hex which is unoccupied by Friendly Combat Units, **B.** Enemy occupied hexes, or

C. an unbridged River or Lake Hexside.

EXAMPLE: Bertrand (IV) is in command; Reynier (VII) is out of command (the ZOC of the Prussian unit blocks the line of command). Bertrand transmits Command to Bde. Hulot. Bde. Belair is in direct Command of Ney. Bde. Devaux is out of Command.

7.3 Out of Command

If an Officer or Combat Unit is Out of Command at the end of a Friendly Command Phase, it remains so until the next Friendly Command Segment, when all Out of Command markers are removed. An Officer or Combat Unit In Command at the end of the Friendly Command Phase is In Command until the next Friendly Command Segment. EXCEPTION: *see 5.42*.

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).* They may not destroy or repair bridges *(see 8.34, 8.35 and 8.37)*

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

Orders were carried by officers mounted on fast horses. A March Order allows a Force to move during each Friendly Command Movement Segment that the order is in effect (and also during Night March Phases) 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 at night *(7.42).* A March Order persists from turn to turn until the first infantry unit in the Force reaches its destination *(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)* may be placed under a March Order during the 0100 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 moment an infantry unit reaches its objective. The objective may be any 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. In a multi-hex town any hex in the town can be the objective.

7.44 Movement of Forces under a March Order:
The force must move in each subsequent turn, starting with the 0700 turn (or its turn of entry) 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 given the March Order must move at its maxi-

mum Movement Allowance each turn. The Force is *not* required to use road march.

7.45 Forces Removed from March Orders: When any infantry unit of the Force reaches its objective, the March Order is removed and no longer in effect. For the remainder of the Friendly Player 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 unit in the Force reaches its objective;
B. any unit in the Force moves within 3 hexes of an Enemy unit.
C. at the Player's option, if the force is *in command* during the friendly Command Phase.
D. If any unit in the force bumps into a friendly Road March column *(see 8.22D).*

7.46 March Orders at Night: The Movement Allowance of a Force under a March Order at night is 2/3 (inf/cav), subject to provisions of 7.43, 7.44 and 7.45. Forces under a March Order are the only forces which can move during the Night March Phases. At the Player's option, during his Night Command Phase the objective hex in the March Order of any one of his forces may be changed. This changed objective counts as the "one" March Order issued.

7.47 General Retreat March Order:
When you play Game Card 9 *(see 23.33 and 24.32)* you issue the General Retreat March order. This differs from a regular March Order in that (1) *all* friendly leaders and units are considered to have the order—including out of command forces; (2) the Objective Hex for a given unit is the closest friendly Supply Source under friendly control, tracing the line as allowed by the rules of supply *(14.12),* or may be a hex specified in the Scenario Instructions; (3) the order may be issued during the Card Phase of any turn and takes effect immediately. *(It may be cancelled per 7.45A-C.)* (4) You add one to the die roll for Reorganization of Demoralized forces on the turn the General Retreat card is played. Reinforcements enter normally.

7.48 Exiting the Map: *(see 20.4)* When your units actually reach the mapedge hexes that are the objective(s) of the order, you can exit all, some or none. For units that have reached the objective, that you decide to retain on the map, the order is cancelled.

8.0 MOVEMENT

During the Movement Phase, the Phasing Player may move all, some, or none of his Units, Trains and Leaders up to their full Movement Allowance—as

determined by the card played by that player this turn —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, under a March Order, or must pass an Initiative check, to be able to move (see 7.1 and 7.4).

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. EXAMPLE: An infantry unit may normally move up to 4 Clear Terrain hexes.

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.

8.12 Movement Point Costs: (*See the Terrain Effects Chart printed on the charts & tables card).* 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-A).*

EXAMPLE: *Moving from one clear hex to another costs one Movement Point. An Infantry Combat Unit moving across a stream hexside pays* **one** *additional Movement Point.*

8.13 Cavalry Costs: For purposes of computing movement point costs all Artillery, Horse Artillery, 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 (3 if from the same division or Rus. Inf. Corps) may end a Movement

Phase stacked in a single hex, unless a Leader is present *(see 3.12).*

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. Trains may not enter an enemy ZOC. 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 under a March Order *(see 7.4),* or pass an Initiative check to be able to move *(see 2.11 C)*

8.2 Road March

In order to benefit fully from the road, a unit would have to make a long narrow column: trains in the middle, infantrymen marching off to either side.

8.21 Road March Procedure: All units (including Trains) may use Road March. 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 and stream bridges (a cavalry unit with 6 Movement Points could move a maximum of 12 hexes along a road). A unit in Road March needs not remain on road hexes, but is in Road March until the Road March marker is removed *(see 8.22-I).*

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

A. May **not** make a regular attack nor bombard during the Combat Phase.

B. Must attempt a repulse if it enters an EZOC.

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 the 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 *(see 7.21)*.

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: If a friendly unit in Road March enters an EZOC, it must attempt a Repulse *(see "B' above)*. It costs one Movement Point to remove a Road March marker from a Train or Combat Unit voluntarily during the Movement Phase *(see also 8.22.H and 10.22)* Unaccompanied Leaders and vedettes do not need Road March Markers—they always pay road movement rates.

EXAMPLE: *A Combat Unit with a Movement Allowance of 4 could 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 Trail and Track/Defile Costs: A unit that is moving along a road or trail pays one Movement Point per hex if moving from trail/road to connected trail/road hexes, when not in Road March. A unit needn't be in Road March to obtain the Trail benefit. Track/Defile hexes (Kulm only) also cost 1 MPs for units moving from one Track-Defile to another across a Track/Defile hexside (regardless of other terrain) but Artillery may not use the Track/Defile and must pay the cost of other terrain.

8.3 Bridges and Stream Bridges

A *Bridge* spans a *River* and is depicted by a symbol][on the map. *Stream Bridges* have no symbol to denote them. Stream Bridges are considered to exist wherever a Road or Trail crosses a Stream hexside.

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 or Stream Bridge. It costs two extra Movement Points [+2 MPs] to cross a Pontoon Bridge or a damaged bridge *(but see 9.2)*.

EXCEPTION: *Units in Road March, Leaders, and Vedettes never pay extra MPs to cross a Bridge, Stream Bridge or Pontoon. Artillery and Pontoon Trains must use Bridges or Stream Bridges to cross a River (or Stream) hexside; they pay no extra MP cost for crossing bridges or stream bridges. Baggage Trains and Supply Lines may not cross pontoon bridges.*

8.32 Bridges and Combat: Combat Units may only attack across Rivers at Bridges. If all Combat Units are attacking across a Bridge, the Combat Strength of the defending unit is doubled. Zones of Control do not extend across Bridges. Units are never required to attack across Bridges. NOTE*: The above applies to Bridges, only in Katzbach, not **Stream Bridges** (see also 16.12).*

DAMAGED BRIDGE MARKER

8.33 Damaging and Repairing Bridges

All Bridges can be damaged by player action. Bridges span rivers and have a bridge][symbol. (Rivers, and bridges, exist only in *Katzbach.)* One bridge on that map may also be washed-out *(see 22.3)*. Bridges may be repaired by Combat Units of either side. Damaged bridges **may be crossed** by infantry or cavalry (or leaders) at a cost of +2 MPs.

8.34 Damaging Stream Bridges: Any Combat Unit (excluding Vedettes) in Command may 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 (mark it with a "Burnt Bridge" marker).

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

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

8.35 Damaging Bridges: Damaging Bridges works the same as damaging Stream Bridges Except as follows:

A. Only Infantry units In Command may damage Bridges.

B. It costs 2 Movement Points to damage a Bridge.

C. A damaged bridge may be crossed at a cost of 2 MPs. *(Bridges were usually built at the site of fords.)*

D. Units may not attack across damaged bridges.

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 Bridge. Infantry units in command, only, may repair a Bridge. However, players must also observe the following:

A. The player must roll a 4 or less to repair a stream bridge or 3 or less for a bridge.

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

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

8.37 Crossing a Repaired Bridge: A bridge may be crossed by any units the moment it is repaired.

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

9.0 TRAINS & PONTOONS

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)*. Baggage and Pontoon Trains may not stack.

9.11 Movement: Pontoon and Baggage 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** or Thunderstorm turns, their Movement Costs are doubled for all types of terrain.

9.12 Restricted Terrain: Train Units have restrictions on their movement. Trains may not enter Slope hexes except by Road or Trail. Baggage Trains may not cross streams except via Bridges and Stream Bridges.

9.13 Trains and EZOCs: Trains may not enter an enemy ZOC.

9.14 Non-Combatant: Trains do not have a Combat Strength and cannot defend or attack. They may not make a retreat before combat.

9.15 Eliminated Trains: If a Train is placed in an EZOC it is immediately abandoned. For Pontoon Trains (whether deployed or not) the owning player immediately rolls the die. A Pontoon Train may be captured intact on a 1, 2 or 3, and is destroyed on a 4, 5 or 6. Baggage Trains are automatically destroyed, but at the same time they can assist the supply status of the adjacent enemy unit *(see 14.33.)* Destroyed Trains are removed from play (to the PEU box). They may not be reorganized. *Two* Victory Points are awarded to the side that captures a Baggage Train *(see 20.14).*

9.16 Trains and Displacement: Trains may not be displaced to make way for retreating friendly units. If the train unit's hex is the only one available for the retreating unit, the train is destroyed.

9.17 Initiative of Pontoon Trains: Pontoon Trains move automatically without requiring command, *nor* do they have to roll for Initiative. Their Movement Allowance is 4.

9.18 Formations: Unlike Baggage Trains, Pontoon Trains do not belong to a Formation *(see 19.24).*

9.2 Pontoon Bridges

Combat Units must pay 2 Movement Points additional to cross a Pontoon Bridge *(see 8.31),* 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.

9.21 Deploying Pontoon Bridges: If the Pontoon Train is adjacent to any River or Stream hexside during the Friendly Movement Phase, the Phasing Player may deploy a Pontoon Bridge there by simply flipping the counter over 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. If either end of the bridge is in a slope hex there must be a road or trail in the hex *(see 9.12).*

9.23 Reconfiguring a Pontoon Train: A Pontoon Bridge may be reconfigured into a Pontoon Train during the Friendly Command Segment 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 train at one end if the other end is in an EZOC). Pontoon Trains must be reconfigured at Step "e." of the Command Segment. (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: No Friendly or Enemy units may cross a Pontoon Bridge until the next Friendly Player turn after it is deployed.

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.

9.26 Crossing an Enemy Pontoon Bridge: Leaders and Combat Units may freely Move, Advance After Combat, and Retreat across enemy Pontoon Bridges. EXCEPTION: *(see 9.24).* A Pontoon Bridge *may* be re-configured into a Pontoon Train by the enemy Player and may be captured or destroyed *(see 9.15).* The enemy can deploy a captured pontoon bridge.

9.27 Enhance Existing Bridge: The pontoon may be used to enhance an existing bridge, and takes away the entire bridge cost for that hexside. If built on a hexside containing an existing bridge the normal cost of +1 MP for the existing bridge no longer applies, nor would the +2 MP cost for crossing the Pontoon Bridge.

9.3 Weather and Pontoons

Pontoon bridges cannot be deployed during a Thunderstorm. If already deployed they may be crossed.

10.0 REPULSE

During the Movement Phase (only) the Phasing Player may attempt to displace enemy units in the 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. A moving force must simultaneously Repulse all enemy Combat Units that project a ZOC into its hex.

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. Retreating units may not 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. A given Combat Unit could be Repulsed any number of times in a single turn.

10.22 Effects of a Failed Repulse: If the Repulse attempt is unsuccessful, the Repulsing stack immediately ceases movement. This stack 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 may Repulse and be Repulsed like 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 (EXCEPTION: Bombardment). The attacker conducts a series of Attacks in the order he desires. Attacks are resolved one at a time, and their results fully applied before proceeding with the next attack.

11.1 Combat Sequence
Each Combat is resolved in a series of steps which must be played through in their exact order. The Phasing Player is referred to as the Attacker, the non-Phasing Player is the Defender.

1. *Reveal Hidden Forces:* Both players simultaneously reveal all their Combat Units and Leaders that are within the Line of Sight *(see 1.51)* or in a ZOC *(see "Zones of Control," 4.0)* of the enemy.

2. *Retreat Before Combat:* If the defending stack is composed entirely of cavalry, the defender may make a Retreat Before Combat with all of his cavalry (including Vedettes) at his option *(see 13.22 and 16.2).* The at-

tacker may have all of his cavalry (including Vedettes) make a Retreat Before Combat. If stacked with infantry and/or foot artillery they may not Retreat Before Combat.

3. *Bombardment:* The Player executes the Artillery Bombardment Procedure *(see 11.6)* using the Bombardment Table.

4. *Charge:* The Player executes the cavalry charge procedure, which allows cavalry to enter and possibly remain in enemy-occupied hexes *(see 16.41).*

5. *Define Attack:* Define which units will attack which defenders *(see 11.2).* The Phasing Player 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. EXCEPTION: *(see 13.26).*

6. *Odds:* Determine the odds including effects of Terrain.

7. *Results:* Roll the die and apply the results *(see 11.4)*

8. *Morale:* Adjust Casualty Level Markers *(see 12.13)* to reflect results.

Repeat steps five through eight above for each combat. After all attacks are resolved, all stacks that are not in EZOCs are once again hidden. This ends the Combat Phase.

11.2 Defining Combat

The Phasing Player must define all his combats before resolving them.

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 *(see 11.61 C).*

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 River) may be attacked, except across an unbridged River hexside. 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 Attack: 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. EXCEPTION: Bombardment *(see 11.62 D).* All attackers must combine into one single attack strength if they are to attack the same enemy stack.

11.24 Multi-Hex Defense: Two or more defending hexes may be attacked as a single force if the Attacker is adjacent to all defenders. 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 Determining Combat Odds

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 (2.33:1). 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 1.5:1 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 5.14).

11.31 Terrain Effects on Combat: The terrain in the defending force's hex, or on the hexside separating the defending force from the attacker, may affect their respective Combat Strengths. *(Terrain Effects on Bombardment are different—see 11.66)*

A. Towns: Defending **Infantry** Combat Units have their Combat Strengths increased by 50%. Change "Ar*" results to "Shock" *(see 11.4).* EXCEPTION: *Units with an Initiative of "1" obtain no defensive benefit from Town (untrained).*

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%. Defender only gets the slope benefit if defending in a hilltop and attacked from the slope hex *(see Terrain Key on map).*

C. Woods hexes: Cavalry attacking or defending in a woods hex has its combat value halved. For units defending in Woods, change "Ar*" results to "Shock" *(see 11.4).*

D. Bridges: If all Combat Units attack across a bridged river hexside, the defender is doubled.

E. *Crests:* Change "Ar*" results to "Shock" *(see 11.4).*
NOTE: *Combat modifiers **for one side** are not cumulative. Always use the one best modifier available to the defender.*

11.32 Weather Effects on Combat: *(see 1.71)*

11.4 Applying Combat Results

Combat Results are applied as follows:

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

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

Ar*: During Thunderstorm, or if attacking through Crest or into Woods or Town hex, treat as Shock Result.

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

Sk (Shock): If you obtain a "Sk" Result, proceed to compare the Initiative Ratings of the best units (the "lead" unit) on either side, and apply the Result given on the Shock Combat Table. (Demoralized units resolve Shock normally.) MODIFIER EXAMPLE: 3:1 odds, Attacker's lead unit is "1," Defender is "3." Result is "Ar." NOTE: Artillery Shock Value is always "1." When Artillery is alone in the hex, disregard its Initiative rating and use "1" instead.

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.
EXAMPLE: *The weaker side has 11 SPs 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.*
COMMENT: *The Shock Table is based on 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. These close combats occur more frequently in woods or towns and across crests.*

11.41 Reorganization Eligibility: Any time a full-strength Combat Unit is eliminated the owning Player must determine if it could have retreated 1 hex (even though the result does not specify a retreat). If able to retreat it is placed in the Unrecovered Section of the UAR box. If unable to retreat, the unit must be placed in the Permanently Eliminated Units box. Combat Units that are already at their reduced strength, or that do not have a reduced strength counter, are automatically placed in the PEU box. EXCEPTION: *Eliminated Vedettes (see 13.13).*

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 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 must retreat across a Bridge (not a Stream Bridge or a pontoon bridge crossing a stream) each unit retreating across the same 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 (place in PEU box). Retreating across a pontoon over a river is the same as retreating across a bridge.

11.44 Units Unable to Retreat Fully: Units which are forced to retreat off the map are eliminated and placed in the UAR box (unrecovered). If a Combat Unit can retreat only part of the way because of a prohibited hexside, EZOC and/or enemy Combat Units, it is eliminated and is liable to be placed in the PEU box. Roll one die. On a die roll of 1, 2 or 3 place the unit in the UAR Box. It will enter the PEU on a result of 4, 5 or 6.

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 (not trains) 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 and will roll to determine PEU entry *(see 11.44).* If the retreating force is cavalry the displacing unit must make an Initiative check: if it fails it is eliminated instead—place in the UAR.

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, if the Vedettes are not stacked with 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 attack may advance if no leader is present, (or he doesn't advance).

B. All undemoralized Combat Units in command may advance, if a leader is in the stack and advances along with them. EXCEPTION*: Cavalry Impetus (see 18.61).*

C. Artillery may never advance after combat. If the defenders vacate the hex as a result of bombardment, any infantry or cavalry that was slated to attack that hex may advance after combat normally.

If the enemy force occupied two or more hexes before retreating, attacking cavalry (only) may advance into the second of the vacated hexes. Combat Units and Leaders 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).

11.5 Artillery Units

In addition to their regular attack ability against adjacent enemy units, artillery units (only) may make bombardment attacks *(see 11.6)*. Artillery units are treated as Train units for movement purposes during mud.

11.51 Artillery Losses: Artillery that have not attacked or bombarded, but are stacked with infantry or cavalry *(see 11.61 C)* that have been forced to retreat, or are eliminated as a result of combat, must conform to the result suffered by those friendly units stacked with them. If the units they are stacked with suffer an Ex result they may be used to satisfy the required losses.

11.52 Adjacent Attacks: Artillery uses the regular Combat Results Table when attacking an adjacent enemy unit, and may combine its strength with attacking infantry and cavalry. When alone in an EZOC, artillery units must attack an adjacent unit and may not bombard. *EXCEPTION: See 11.61-C.* Artillery units attacking an adjacent hex suffer all Combat Results of their attacks and may attack as many units as they are adjacent to. Artillery units do not need a LOS to make adjacent attacks. *(See 11.62.)*

11.53 Mud: During Mud Game-Turns, artillery units may not bombard. Artillery units attack and defend at one-half their normal strength (to the nearest 1/2 Strength Point) during Mud only.

11.54 Defense: When Artillery units are attacked they suffer all Combat Results in the same manner as other units. *(But see artillery shock value note 11.4 under "Shock.")*

11.6 Bombardment Procedure

Artillery units may bombard during the Bombardment Step, if within range of a target they can see. Bombardment attacks are permitted for Artillery Units only. The Bombardment Table is only used by artillery at 2-3 hexes distance from its target *(but see 11.66 F)*. A unit that bombards cannot participate in regular combat that turn; may not combine with infantry and cavalry; and cannot take part in a Combined Arms attack.

1. Designate the Bombarding Hex *(see 11.61)*
2. Designate the Target Hex *(see 11.62)*
3. Determine the Line of Sight—if blocked, bombardment is prohibited *(see 11.63)*.
4. Determine the Bombardment Strength (modified for range—*see 11.64)*
5. Determine the Modifiers (for Mud and for units about to be charged—*see 11.65)*.
6. Calculate the Effects of Terrain *(see 11.66)*.
7. Resolve on the Bombardment Table *(see 11.67)*.
8. Execute the Combat Results *(see 11.68)*

11.61 Designate the Bombarding Hex:
A. Artillery may Bombard or it may make a Regular Attack in a given Combat Phase. It may not do both.

B. Any number of artillery units may bombard a single hex as long as all artillery units are within range and LOS of the target hex, and the weather is not fog, dust storm, rain or thunderstorm.

C. If stacked with a friendly infantry or cavalry unit the artillery unit may bombard a hex different from the one the other units attack. Artillery units need not attack adjacent enemy units as long as some other unit in the hex

does so. Artillery stacked together that bombard, may bombard different target hexes.

D. An Artillery unit may not bombard several enemy occupied hexes. It may not split its strength. An artillery unit may attack more than a single hex only if making an adjacent regular attack *(see 11.52).*

E. Artillery in a woods hex may *not* bombard but may make adjacent attacks.

11.62 Designate the Target Hex: The Target hex must be within three hexes of a bombarding artillery unit (one or two hexes intervening between bombarding artillery and target) with an unblocked Line of Sight on the target.

A. All enemy units in a hex under bombardment are bombarded as one target. A hex may not be subject to bombardment more than once in a combat phase.

B. Enemy Combat Units on the opposite side of a bridged or unbridged river hexside may be bombarded *(see 11.52).*

C. When an Artillery unit conducts a bombardment upon an enemy Target Unit adjacent to friendly units, the bombardment satisfies the obligation of all units in an EZOC to attack *(see 11.21). NOTE: These bombardments may save the Phasing Player the risk of attacking at very low odds, in that Bombardments do not incur any loss to the bombarding unit (see 11.68).*

D. An enemy force may be the target of a bombardment and then a regular attack during the same Combat Phase. The bombardment must be resolved and results applied prior to the regular attack.

E. Artillery may not bombard a unit in a woods hex.

F. Artillery units may never add their strength to another hex's defensive value by bombardment.

11.63 Determine the Line of Sight:

A. Blocking Hexes: Blocking terrain consists of Woods, Towns, Crest Hexsides, Occupied hexes (friendly or enemy units), Slope Hexes and Slope Hexsides. EXCEPTIONS: *(see "C" and "D" below).* If any hex or hexside between the bombarding artillery and the target is Blocking terrain, the Line of Sight is blocked and the target may not be bombarded by that artillery unit.

B. Blocking Hexsides: Blocking hexsides block all bombardment attacks, even if the blocking hexside forms part of the bombarding or target units' hex. EXCEPTION: *(see 11.63 C-D).* The Line of Sight is blocked if:
• a straight line between the centers of the bombarding and target hexes crosses a Crest.
• the Line of Sight passes through the juncture of two or more blocked hexsides or the juncture of a blocking terrain hexside and a blocking terrain hex.
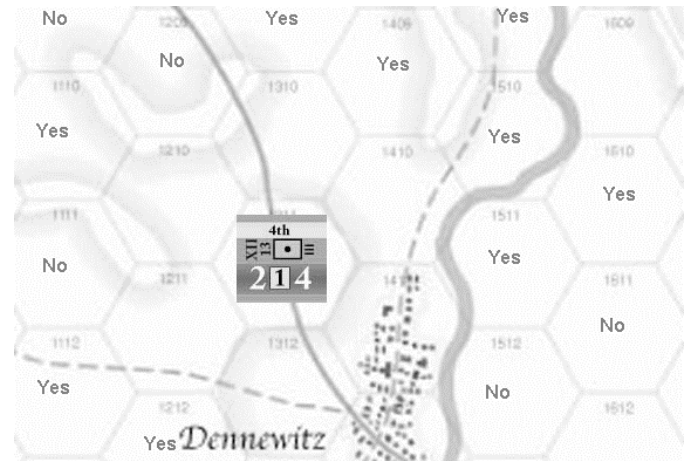
EXAMPLE: Each hex is labeled as to whether artillery bombardment into that hex from the artillery unit's hex is possible (may the artillery unit fire into the hex).

C. Hilltop Hexes and Slope Hexsides: Slope hexsides delineate the demarcation between Sloping and Hilltop terrain *(see 1.51).* The Slope is always on the downhill side of the hexside. A Slope hex intervening between a bombarding artillery unit and its target blocks the Line of Sight. EXCEPTIONS: 1) the artillery unit is on the hilltop and firing downslope through the Slope hexside. 2) an artillery unit on a hilltop with a Line of Sight to an enemy unit in a slope hex with *no* blocking hexes intervening. The target units have no reciprocal LOS.

D. Crest Hexsides: Crest terrain is drawn on both sides of a given crest hexside. Artillery LOS is not blocked by a crest adjacent to the bombarding unit.

11.64 Determine the Bombardment Strength: The strength of all Artillery units bombarding a given target are totaled (this may include bombarding units in different hexes). Strength of artillery units bombarding at three-hex range is reduced by 50% (round fractions down). EXAMPLE: If bombarding at three-hex range, an artillery unit with 4 SPs would be reduced to 2 SPs (not cumulative with other combat strength reductions).

11.65 Determine the Bombardment Modifiers: Mud provides a bombardment die roll modifier of "-2" *(see the Bombardment Table).* If the target hex will be charged by cavalry this turn, add one to the die roll.

11.66 Calculate the Effects of Terrain: The effects of terrain on bombardment are as follows, for target units occupying the specified terrain type.

A. Towns: Bombardment is resolved one column to the right. EXAMPLE: 4-5 SPs bombarding into a town would resolve on the 2-3 column.

B. Slopes, Rivers, Bridges, Streams & Stream Bridges: No effect.

C. Woods hexes: May not bombard into.

D. Bridges: No effect

E. Crests: Blocks LOS *(except if adjacent to artillery).*

F. Rivers: No Effect. Artillery units may make bombardment attacks against adjacent units, across an unbridged River hexside, at half strength.

11.67 Resolve on the Bombardment Table: A Bombardment may result in a "1E" (eliminate one target unit), a "Dr" *(see 11.4),* or no effect. Cross reference the Bombardment Strength with the die roll—modify for Cavalry Charge and Mud.

11.68 Execute the Combat Results: Retreat Results are applied in the same way as explained in 11.4. There is no "De" result. If a defending stack loses one unit in bombardment, the Phasing Player rolls the die, selecting unit A on 1 or 2, unit B on 3 or 4, or unit C on 5, 6. The surviving target unit(s) may make a "Dr" or they may remain in the hex, at the owning player's choice. EXCEPTION: Vedettes may not be used to satisfy the loss.

DEMORALIZED MARKER

12.0 DEMORALIZATION

Units become demoralized in two ways—if their formation reaches its Demoralization Level due to Combat losses (12.11), or if the unit is Out of Supply (see 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 Record Track on which to record Friendly losses. The Scenario Information will indicate which units (if any) set-up at reduced strength *(see 19.35).* When the first Friendly Combat Unit of a Formation is eliminated, this unit becomes the "Casualty Level Marker" for its Formation *(see 12.13).* 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, Trains, Leaders and formations with fewer than [3] units present at the battle 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 (the space where its Command Designation is printed on the Casu-

alty Track). Place a "Demoralized" marker on the Officer commanding the formation *(see also 7.45).*

EXAMPLE: *The French VI Corps Demoralization Level is [21]. When the French VI Corps Casualty Level marker equals or exceeds the "VI" the Corps is 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. If the unit is eliminated again later then the Casualty Level Marker should be reduced by an amount equal to the unit's Full Combat Strength. The moment the Casualty Marker for that Formation moves below its Demoralization Level, the Formation is recovered from Demoralization and the Demoralized Marker is removed from play.

PLAYERS NOTE: *As long as the unit survives at Reduced Strength, the difference between its full and reduced Strength does not count for Demoralization purposes or Victory Points. A reduced strength unit can later take on replacements, but if the cadres of a unit are lost, then nothing can be reconstructed.*

12.13 Casualty Level Marker: Normally a unit which is not permanently eliminated goes to the Unrecovered Section of the UAR Box. But if such a unit is the *first* unit of a Formation it will be placed on the Casualty Track as Casualty Level Marker for the formation. This unit can be reorganized in the same way as other units of its Formation.

12.2 Demoralization Effects

12.21 Initiative: One (+ 1) is added 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 Combat: Demoralized Units may not Advance after Combat. Demoralized cavalry may not charge.

12.24 Reorganization Procedure: Reorganization of a Demoralized Combat Unit does not automatically succeed *(per 6.21).* Instead, the Phasing Player must roll a die for each Combat Unit of a Demoralized 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. EXCEPTION: *Bavarian, Saxon, and other German demoralized units must pass an Initiative check, at +1 to the die (12.21). If this fails the unit is permanently eliminated and placed in the PEU box.*

12.3 Demoralization and Supply

Combat Units that are Out of Supply suffer the effects of Demoralization *(see 14.0)*. The out-of-supply Combat Unit(s) receive an Out of Supply Marker, and rally from Demoralization during the next Recovery Segment in which their Supply Line is reëstablished.

12.31 Units Already Out of Supply: There is no additional effect on out-of-supply units that become demoralized (or vice-versa).

13.0 VEDETTES

Light Cavalry ("LC") units can generate a number of Vedette units. Each Vedette is roughly a regiment—between 250 and 500 men. These fast-moving patrols were used to screen an army against enemy reconnaissance, to perform reconnaissance, and to protect the flanks of the larger units. The less-efficient Vedettes have a Movement Allowance of 5. Vedettes function exactly like other cavalry units except as explained below, and Leaders are treated like Vedettes except as explained in 5.2 and 5.3.

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: *Montbrun's light cavalry brigade of the French XI Corps has a "2" in a circle. The two Vedettes in the French Army designated XI correspond to the regiments in Montbrun's brigade (the 4th Italian Chasseurs and the 2nd Neapolitan 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 Full Strength Holding Box. Vedettes may move in the turn they are deployed. Reduced-strength parent units may not put their Vedettes into play

13.12 Reassembling the Unit: The light cavalry unit may return to the map. To Reassemble the unit, the correct number of Vedettes from that corps 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.

NOTE: *Vedettes may not reassemble in an enemy ZOC. Vedettes of the same corps may reassemble into any brigade of their formation regardless of their original parent unit.*

13.13 Vedettes and Reorganization: Vedettes that are eliminated as a result of combat are placed directly in the Recovered box (instead of waiting for the next Recovery Turn) 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)*.

13.14 Vedettes and Stacking: No more than 3 vedettes may occupy the same hex at any one time.

13.2 Vedettes in Combat

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. EXCEPTION (see 4.4). Vedettes may be displaced *(see 11.45)*.

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 and/or foot artillery 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. EXCEPTION: *(see 16.24)*.

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.

13.24 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.*

13.25 Vedettes and Repulse: If a vedette makes a repulse attempt, the target of the repulse is revealed, followed by a regular combat with a column shift due to Repulse *(see 10.0)*.

13.26 Attack on Vedettes-only hexes: Attacks are not required upon hexes containing only Vedettes. Once the enemy player discovers that he is looking at only a vedette, he may allocate units adjacent to the vedette to another attack. Unless the attacking stack advances or retreats after combat, they simply remain adjacent to the vedette *(see 2.11–D-5)*. The adjacent vedette in its turn will have to attack or retreat before combat.

13.3 Vedette-only Attacks

Attacks by vedettes and/or Cossacks exclusively must be resolved before any other attacks. If vedettes (and Cossacks) cannot achieve at least 1:5 odds (after all modifications) they *must* retreat before combat (despite having the slower horses—*see 16.2*). If unable to retreat before combat the vedettes and Cossacks are eliminated.

13.31 Cossacks: *Good scouts but poor soldiers, Cossacks are liable to retreat before combat unless supported by regular cavalry units.* Roll a die for each Cossack unit that attacks during the Coalition turn. (At odds of worse than 1-5 Cossacks must RBC.)

13.32 Cossack Attack Table:

Die	Result
1-2	Retreat Before Combat
3-5	Attack at half-strength
6-8	Attack at full strength

MODIFIER: +2 if attacking with non-Cossack, Russian cavalry.

13.4 Vedettes and Cards

Vedettes are not affected by Card instructions unless specifically mentioned *(see 18.38)*. NOTE: "Instructions" refers to the body text *(see 18.0)*. Vedettes may always move up to their normal Movement Allowance.

13.5 Vedettes of Prussian Infantry Brigades

Three Prussian Infantry Brigades (those with (1) in a circle) can form Vedettes during the Movement Phase. When setting out Vedettes of these infantry units, do not remove the parent unit; it continues to function normally, with no reduction in strength.
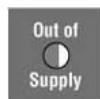
14.0 SUPPLY

The Phasing Player must determine the supply status of each Friendly Combat Unit during each Friendly Recovery Segment. Out of Supply units are marked "Out of Supply" and suffer the effects of Demoralization (12.0). When a unit is judged Out of Supply it remains Out of Supply until the next Friendly Recovery Segment (see 12.3). Recovery means your refreshed troops have gathered new strength.

14.1 Tracing Supply Lines

A Combat Unit is in supply if it can trace a Forward Supply Line *(see Glossary),* no more than **[10]** 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 own **Corps Baggage Train.** If the Corps Baggage Train is not on a *road* hex, with a "Trunk" Line *(see Glossary)* of any length to a Friendly Supply Source, units may *not* trace a Supply Line to it. A Trunk Line may comprise any number of connected road and/or trail hexes.

C. To another **Friendly Baggage Train.** No more than one unit of a different formation (the nearest one) may trace to each Friendly Baggage Train. EXCEPTION: *Any number of units of the French III Cavalry Corps and Russian II Corps may trace to **any** friendly Baggage Train (see 14.41 and 17.1).*

14.11 Forward Line: The Forward Supply Line (only) may traverse any type of passable terrain. Each counts as one hex.

14.12 Trunk Line: Trunk Lines may not run through impassible terrain nor across Pontoon Bridges, Stream Hexsides, or an Enemy occupied hex (including Vedettes). Supply Lines are blocked by the physical presence of enemy combat units. EZOCs do **not** block Supply Lines.

14.2 Supply Source Hexes

Each side has Supply Source hexes which are indicated on the map by a circle ⊖ labeled "C" or "F."

14.3 Baggage Trains

Each French Corps had one transport company per division, each of 36-40 wagons. Baggage Trains belong to specific formations as shown by their Command Designation. A Baggage Train serves to extend a unit's supply line *(see 14.1)*. Each Corps Baggage Train can provide supply to all units in its Corps within range. A unit may only trace to the Baggage Train of its own Corps. EXCEPTION: Units of the French III Cavalry Corps and Russian II and XI Corps *(see 14.41)*.

14.31 How Baggage Trains Move: *(see 9.1)*. 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 **[4]**.

14.33 Capturing Baggage Trains: Captured Baggage Trains may not be used by the capturing player. EX-

CEPTION: 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 an attacking force of more than one unit, all friendly out-of-supply forces which participated in the capture remove their OOS Markers.

14.34 One Friendly Unit: One unit of another friendly formation may trace to each friendly Baggage Train *(see 14.1C).*

14.4 Formations Without Baggage Trains

14.41 Three Corps have no baggage counter: French III Cavalry Corps, Russian II and XI Infantry Corps. Units of these corps can trace supply to any Friendly baggage train or S/S within reach.

14.42 Langeron: Langeron's baggage train supplies three Russian Infantry Corps: VI, IX and X.

14.43 Austrian: The Austrian baggage train supplies all Austrian units.

14.44 Lost Baggage: If their Corps baggage is captured by the enemy, units may not trace supply to another friendly baggage train.

15.0 REINFORCEMENTS

Reinforcements enter play on the turn and hex specified in the Initial Set Up, as modified by the Cards in play. Reinforcements always enter at any time 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 engage 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).*

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 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.* Excess

stacks (those without sufficient Movement Points to enter the map) enter on the following turn.

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.

15.2 Changing Reinforcement Entry

15.21 Blocked Entry Hexes: If the entry hex is occupied by an enemy or friendly 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 units and EZOC on either side.

15.22 Delayed Entry: Excess stacks (those without sufficient Movement Points to enter the map) enter on the following turn. In addition, Players may voluntarily 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. (Forces may also be subject to "Delay—March Confusion" card).

15.23 Delayed Entry of Road Column: The excess stacks of a formation that takes more than one turn to enter the map still enter In Command when they arrive.

15.3 Second Day Reinforcements

Battles that can continue onto the Second Day have second day reinforcements listed separately.

15.4 Alternate Reinforcements

If provided in the Scenario Information, one numbered group of Alternate Reinforcements is allowed to appear in order of priority in the list, by each play of the appropriate Arrival Card. The first numbered group is received upon your first play of an Alternate Reinforcements card, etc.

16.0 SPECIAL UNIT ABILITIES

16.1 Combined Arms

If an attacking force includes all three arms—infantry, cavalry, and artillery—the combat odds for the attack are shifted one column to the right before the dice are rolled (a 1:1 attack becomes a 1.5:1). If the defending hex contains infantry, cavalry and artillery the Combined Arms benefit is cancelled. EXCEPTION: *If the*

attacker has Heavy Cavalry (HC) and the defender has only Light Cavalry (LC). NOTE: *There is never an odds shift because of defender's Combined Arms.*

16.11 Terrain Effects on Combined Arms: Combined Arms Attacks are not possible: (1) when cavalry attacks into a woods hex; (2) against Bridges. EXCEPTION: *Combined Arms attacks are permitted against a bridge hexside if any Heavy Cavalry (HC) is present in the attack.* NOTE*: Combined Arms are permitted against Stream Bridges with just Light Cavalry in the attack.*

16.12 Minimum Cavalry Strength: The cavalry in this attack must have a strength of at least one after all modifications.

16.13 Bombarding Artillery: Bombarding artillery may not be included in a Combined Arms attack.

16.2 Cavalry Retreat Before Combat

Attacking or Defending Cavalry and Vedettes (plus any accompanying leaders and Horse artillery stacked with cavalry) 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 *cavalry unit with equal or greater Movement Allowance.* EXCEPTION: *Vedettes.* During this retreat units may not enter an EZOC, including *Vedette EZOCs (see 4.4).* 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 and/or non-retreating cavalry and/or Horse Artillery, or if 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 that Retreat Before Combat do **not** roll for capture *(see 5.22).*

16.24 Bridges: Cavalry defending a bridge that retreats **before** combat may be followed-up by enemy attackers across the bridge. Because of the importance of the bridge they would certainly seize it if it was left undefended even if only for less than a whole turn. This forms an exception to 16.2 which prohibits advance into the vacated hex.

16.3 Heavy Cavalry

Much of the French "Heavy Cavalry" in 1813 composed dragoons, including many veterans from Spain.

16.31 Attacks on Light Cavalry: Heavy cavalry units ("HC") may **subtract one** from the die when attacking Light Cavalry. 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.

16.32 Combined Arms: Light Cavalry does not negate a Combined Arms that includes Heavy Cavalry *(see 16.1).* Heavy Cavalry attacking a bridge may achieve a Combined Arms *(see 16.11).*

16.4 Cavalry Charge

In a successful Cavalry charge, the cavalry unit(s) move through an Enemy ZOC directly into the enemy-occupied hex, thereby cutting the retreat route of the overrun unit in the following Combat Step.

16.41 Which Units May Charge: All cavalry *except Light Cavalry* (LC) that has not moved during the previous Movement Phase may make a charge, resolved on the Special Cavalry Charge CRT during the Cavalry Charge Step. A cavalry unit that has not moved during the previous Movement Phase may now expend the current Movement Allowance in the charge *(see 16.45).*

16.42 Charge and Conventional (Regular) Attacks: If charged, a hex must also be subjected to a regular attack by some other friendly unit during the same Combat Phase. A cavalry unit may not make charge and conventional attacks during the same Player-Turn. During the Charge step, a charging Cavalry unit may **16.43 The Charge CRT:** During the Charge step the charge is resolved using the Charge CRT. Combat odds are figured according to 11.3. Cavalry Charges against a given hex must be followed during the Combat Step by a conventional attack on the same hex by other units.

16.44 Charge Limitations: Only one charge may be made by a single stack against a given hex in one Combat Phase. Cavalry may not charge units in woods or town. Cavalry may not charge uphill through Slope, or through a stream or bridge hexside. Do not count enemy units for stacking purposes.

16.45 Charge Movement: Charging cavalry does not move during the Movement Phase, rather during the Charge Step, expending up to its MA in the process. Light Cavalry and Vedettes may not charge. It costs one extra MP to enter the Enemy unit's hex. *This MP cost reflects the shorter range of cavalry when at charge speeds.*

16.46 Units Not Allowed To Charge: Demoralized cavalry may **not** charge. (Infantry and artillery may never participate in charges.)

16.5 Cavalry Charge Results

The possible results of a Charge are Overrun, Attacker Eliminated, or Attacker Elim with the target limited in its following Movement Phase to zero or 1 Movement Points. Results are applied according to 11.4 or as stated below. On an "Ae" result, the cavalry units are eliminated.

16.51 Overrun: In an Overrun, the cavalry unit(s) move into the enemy-occupied hex. The charging unit's ZOC extends out into all surrounding hexes. In the upcoming conventional attack during the Combat Step, the retreat route of the unit being overrun is cut off. The cavalry units making the charge may not add their Attack Strength to the subsequent combat.

16.52 Subsequent Combat Result: The subsequent attack is credited with cavalry for purposes of Combined Arms. (1) If the subsequent Combat Result is Dr or De, all enemy units are eliminated *(because of 11.42),* and the charging cavalry unit(s) remain in the hex, and one of the attacking units may advance into the hex as usual. (2) If the subsequent Combat Result is other than Dr, De, Sk, or Ex, the cavalry unit(s) are eliminated. Opposing units may never end the Combat Phase stacked together. (3) If the subsequent Combat Result is an Ex, the charging cavalry unit is the first to be counted toward the exchange. (4) If the subsequent Combat Result is a Sk, the charging Cavalry unit is the lead unit. If the Result on the Shock CRT is other than Dr or De, the Cavalry unit is eliminated.

17.0 COMMAND STRUCTURE

17.1 French Army Nationalities

In addition to French troops, the French Player controls Polish, Italian (15th and 31st Divs.), and German-speaking forces: Saxons (VII), Bavarians (29th Div), Württembergers (38th Div., 25th cav.), Westphalian (31st Div.), Hessian and Baden forces (39th Div), as well as some mixed units. These forces are Friendly to the French Player and behave like French units for all purposes, including command. EXCEPTION: *Demoralized German-speaking units must pass an Initiative check before reorganization (see 12.24).*

17.2 Coalition Nationalities

The Coalition Player controls all Russian, Prussian, Austrian and Swedish forces *(see 1.31).*

17.3 Russian Infantry Corps

A Russian Infantry Corps of 3 divisions is equivalent to a 3-brigade division for Stacking purposes *(see 3.11).*

18.0 CARDS

Due to the chaotic conditions of war the actions of units and leaders were always uncertain. The chance nature of arrivals heavily influenced the outcomes of these four battles. There were more surprises than usual due to a failure of scouting and proper planning by the French.

Movement Allowance (infantry / cavalry)
VPs

Type of Card → | ← Quantity in Game
Card No. → | ← Card Title
Instructions →
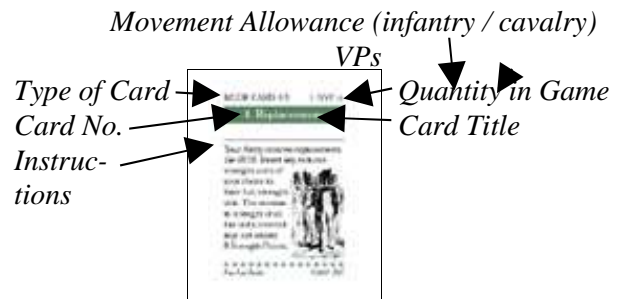
18.1 Types of Cards

Take out the cards and refer to them while reading the following. There are two identical player-decks of 49 cards—one for each player. Each card has a Movement Allowance (infantry/cavalry), a number indicating the VPs lost or added by the player of that card, a circled number indicating the quantity of that type included in each deck, a title, and instructions. With duplicate cards all data are identical.

18.11 Mode cards: Mode cards are used to add randomness to the Set-up *(see 18.5)*, and must be kept together in a separate deck. Mode Cards are played on the first turn only *(see 18.31).*

18.12 Main Card Deck: After separating the Mode Cards (and the Card Manifest) the remaining cards comprise the Main Deck:

• **Game Cards** impose changes on the terms of the game itself *(see 18.6).*

• **Status Cards** determine whether a Corps Officer or Commander is tired, etc. *(see 18.6).*

• **Arrival Cards** determine the Order of Appearance of Reinforcements *(see 18.7).*

18.2 Card Decks

The Main Card Deck will be tailored to each battle, according to the Scenario Information. EXAMPLE: the Scenario Information calls for the Coalition player to remove "1x Sick and Tired," etc., from his deck in the Grossbeeren Scenario *(see 21.14).*

18.21 Shuffle: Shuffle each deck well; ask the enemy player to cut the decks.

18.22 Hide Cards: Place your cards face-down on the table, always concealed from the enemy player, until you are ready to play them.

18.23 Discards: Once played, keep your discards in a pile face-up where both players can inspect them. You will tally the VP value of each discard at the end of each day and at the end of the game. Cards that remain in your hand at the conclusion of play have no effect on VP totals. During the 01:00 Night turn (if any) each player must total the VPs printed on all his cards played on the first day, write down the net VPs gained or lost, reshuffle the full Main Deck for that game and cut *(EXCEPTIONS: see 18.35 and 18.37)*. Then draw two night cards so that each player has only two base cards starting into the second day of battle, not three as in the first day. That represents the extra pressure of continuing a battle onto a second day.

18.3 Card Procedure

Draw from the top of the deck. Examine your own cards. Cards are drawn and played in the Friendly Card Phase.

18.31 First Turn Mode Cards: On the first turn of the battle each player will draw a number of Mode Cards. In the Scenario Information, "Mode Cards At Start" specifies the quantity of Mode Cards each player will draw. EXAMPLE: *The Scenario may call for a player to draw 3 Mode Cards.* Mode cards drawn take effect on the first turn *(see 18.5)*. You get VPs for Mode Cards Played, so keep the Mode Cards drawn on turn one with the other discards until reshuffling. The last Mode Card played *(see 18.53)* determines the friendly Movement Allowance for the first turn. After the first turn all Mode Cards are out of play.

18.32: Second Turn Bonus Cards: On the second turn, each player will draw a number of "Bonus Cards" from the Main Deck, plus one card. If playing one of the Battle Games, draw the number listed in the Scenario Information ("Bonus Cards, Turn 2"). If playing the Campaign Game, the number drawn depends upon the level of victory of prior battles *(see 19.12 and 25.15)*. NOTE: the *minimum* Bonus Card draw is 3 per player.

18.33 Third Turn and On: Each player will draw one card from the Main deck. He *must* play one card during each Day Game-Turn to establish the Movement Allowance of his combat units. Leaders and vedettes always move their printed Movement Allowance.

18.34 Night Turns: During Night Turns, cards are drawn but none are played *(see 18.23)*. The Movement Allowance for units moving at night is **[2/3]** *(see 18.41)*.

18.35 Card Play: Once you have drawn a card, you must either keep it in your hand or play it. The cards in your hand must be played at the rate of one card per Friendly Card Phase. When you play a card, you (or your opponent) have to execute the text instruction on that card at the appropriate phase *within the next complete turn (see exception 18.36)* In the event of something inapplicable or no longer possible, ignore the inapplicable instruction *and* any VPs for playing that card. Return the inapplicable card to the bottom of the main deck (not the discard pile).

EXAMPLE: Arrival Card "Delay—March Confusion," would be played during the scheduled arrival turn. EXAMPLE 2: *The way to affect Alt. Reinforcements is to play "Cancel One Enemy Formation" or "Delay—March Confusion" during the scheduled arrival turn (per the arrival die roll). If Alternate Reinforcements are cancelled, the VPs lost for Alternate Reinforcements are also cancelled. Return the card to the bottom of the deck.*

18.36 Turn of Effect: All cards take effect with the Card Phase they are played and last until the next friendly Card Phase. EXCEPTIONS: Cards affecting the enemy take effect in the following Enemy Player-Turn. Weather can change during the Enemy Player-Turn; and some cards have "Enduring Effects," often determined by die roll per Card Instructions *(see 18.35 and 18.37)*.

18.37 Enduring Effect: Enduring Effects may last until the end of the game, until spotted by LOS, for a number of turns determined by die roll, etc. Enduring Effect Cards have a star in the title block. When played they are placed face-up along the owning player's side of the map. When the card's effect is over, discard. Enduring Effect cards may overlap in their effects *(see "Card Intersections," 18.76)*. Enduring Effect cards that are still in effect at the 0100 Night turn are scored for VPs and re-shuffled with the discards.

18.38 Vedettes and Leaders: Vedettes and Leaders may ignore Card instructions unless they are specifically mentioned. Vedettes and Leaders may always move up to their normal Movement Allowance. "Vedettes out in front" (Card 3) means you may set-up vedettes a maximum of five hexes from the front of the column. This applies to Card 1, "Road Column" as well *(see 19.26)*. Leaders ignore Mode Cards except Card 2, "Late Start."

18.4 Movement Allowance

The Movement Allowance printed on the card you play determines the pace of your army's movement for that turn (never the enemy army). The Movement Allowance of each combat unit in your army is determined by the

values on the Card played. The Movement values consist of a pair of numbers at the top of the card.

18.41 Movement Allowances:

Card 2/3 (17% of all cards)

Inf & art. move 2, cav. & HA move 3, LC move 4

Card 3/3 (2%)

Inf & art. move 3, cav. & HA move 3, LC move 4

Card 3/4 (29%)

Inf & art. move 3, cav. & HA move 4, LC move 5

Card 4/6   Normal Movement (50%)

Inf & art. move 4, cav. & HA move 6, LC move 7

Card 5/6 (2%)

Inf & art. move 5, cav. & HA move 6, LC move 7

18.42 Light Cavalry: Light Cavalry (LC) with a normal Movement Allowance of 7, always have a Movement Allowance one point greater than regular and heavy cavalry. Cavalry with a printed MA of 6 are limited to the cavalry MPs shown on the card.

18.43 Leaders and Vedettes: Leaders and vedettes can always move at their normal Movement Allowance regardless of card played.

18.44 Artillery: All artillery pay cavalry costs for terrain. The first number shows the Movement Allowance for regular artillery.

18.45 Horse Artillery: The second number shown on the card is the Movement Allowance for horse artillery (HA) and they pay cavalry costs.

18.5 Mode Cards

Mode Cards include 1. "Road Column," 2. "Late Start." 3. "Secure Column," 4. "Replacements," 5. "Early Start," and 6. "Formation Scattered."

18.51 Mode Card Deck: The six Mode Cards must be kept together in a separate deck. The cards drawn during the Card Phase of the first turn are all Mode Cards. The specified quantity of mode cards are drawn and then played by the first player, immediately after which the 2nd player plays his mode cards. The unplayed Mode Cards are then set aside (out of play).

18.52 Mode Card Effect: All Mode Cards are drawn, examined, and then played in Card Number order. The instruction on each Mode Card *must* be performed when the card is played, including redeployment. The last Mode card will govern friendly Movement Allowances for that Player-Turn.

18.53 Mode Card Order of Play: Draw all the allotted Mode Cards, then play them in card number order (lowest to highest). EXAMPLE: *The Player draws Card 6. Formation Scattered; Card 1. Road Column; and Card 3. Secure Column. First he plays Road Column, and redeploys in a Road March Column according to the card instructions. After this he follows the instructions on*

Card 3, redeploying into stacks as desired (Road Column meets the definition of Secure Column, so no changes are actually required). Then the player would roll the scatter die roll for each stack, per card 6. His Movement Allowance for the first turn will be 2/3. EXAMPLE 2: *If you play Late Start (Card 2) and then Early Start (Card 5), all your commanders awaken, and your Movement Allowance will be 4/6.* EXAMPLE 3: *Road Column (Card 1) & Formation Scattered (Card 6). First redeploy into Road Column and then roll for scatter.* NOTE: *Mode Cards do not apply to Reinforcements, only to At Start units on map.*

18.54: Redeploy: "Road Column" and "Secure Column" Cards require friendly units to redeploy along the *nearest* road or trail. All units of the selected force may move to a nearby road/trail hex in a column (or columns) as described on the card. Use as many different roads and/or trails as necessary to accommodate the whole force on the map. The units in the column must be as close as possible to their starting hex. NOTE: Because units are stacked, a "Secure Column" does not obtain Road March movement rates. Vedettes always deploy according to 19.26. The "front" of a column is the end that is farther from the friendly Supply Source(s).

18.55 Pick One Force: Mode Cards (and other card types) will require the Player to "Pick one Force." You *must* choose the strongest single force or formation *(see Glossary)* *that is not disqualified* (or exempt from the Instruction). "Force" can be either a single stack or a formation. You must interpret as "formation" if possible.

EXAMPLE: *Card 19. Semi-Active: pick the largest force that currently has no units within LOS of the enemy, if any.* If a Corps has a group of units out of command, this group would be considered a separate force. EXAMPLE: *If III Corps had a stack of two units out of command, the two units would be a separate force.*

18.56 Pick 1/2/3 Forces: Roll the die—on a 1 or 2, you *must* pick the largest single force, on a 3/4, the largest and next largest, on a 5/6, the three largest forces. NOTE: On most cards the die-roll results are in the form 1,2 = n, 3,4 = n+1, 5,6 = n+2. *See also 18.75*

18.57 Formation Scattered: There are two columns to use depending upon map Compass type. Compass type depends upon the alignment of hexrows on the map. Hexrows run E-W in *Grossbeeren* and *Dennewitz*—use the first column. Hexrows run N-S in *Katzbach* and *Kulm*—use the second column. Scattered units must move in a straight line in the specified direction (or as near as possible if hexes are occupied). If you encounter impassable terrain or an EZOC you must stop before entering. Baggage trains are excluded from scatter.

18.58 Secure Column: This is similar to a Road March column, except that units are stacked and, therefore, the road movement benefit doesn't apply. Place any Vedettes out in front within five hexes of the lead unit, in an arc.

18.59 Late Start: Roll to awaken at the start of every Command Phase. DIE ROLL MODIFIER: Apply the following modifier to the die roll: on the second turn subtract 1 from the die, on the third turn subtract 2, etc. Commanders who enter during the course of the game are not subject to Late Start.

18.6 Game Cards and Status Cards

Game Cards change the rules of the game in a limited way; for example, allowing you to see one enemy-held card. The action prescribed on the Status Cards must be performed during the Phase appropriate to the action involved, either in the same turn in which they are drawn, or, if applicable, in the immediately following Enemy Player-Turn. (In the event of something completely inapplicable, such as a Surprise Card being played after all forces are in LOS of the enemy, just ignore the inapplicable instruction *and* VPs for that card.)

18.61 Cavalry Impetus: All cavalry that is eligible to advance after combat *must* advance, unless a leader is stacked with them. Their advance is heedless of all restrictions on advance—morale, command and stacking restrictions—this turn.

18.62 Hesitant Advance: If they are to move, units in Road March must first pay a MP to remove Road March Marker.

18.7 Arrival Cards

Reinforcement schedules are subject to Arrival Cards.

18.71 Force Structure: Each player will receive (1) the forces assigned to him by the Initial Set Up; (2) Regular and second day reinforcements; and (3) Alternate Reinforcements; subject to the Arrival Cards played by both players. Arrival Cards may Cancel, Accelerate, Divert, or Postpone any reinforcement force.

18.72 Alternate Reinforcements: For each Alternate Reinforcement card played you will receive one group of Alternate Reinforcements. The identity of the units in each group is specified under "Alternate Reinforcements" in the Scenario Information *(see 21.0 et seq.)*. The groups must arrive in the order listed. (If the Alt. Reinforcement Card is played after all groups have entered the game, ignore the inapplicable instruction and associated VP loss for the card.) Alt. Reinforcements are subject to delay: roll to determine the turn of arrival.

18.73 Commander Arrives: The "Commander Arrives" Card allows Ney or Napoleon for the French, Pahlen, Wittgenstein or Bernadotte for the Coalition, to arrive on the battlefield. See the Scenario Information for the specific Commander to choose. In the campaign game, Napoleon may *not* appear in consecutive battles. If Napoleon appears at *Katzbach,* he may not appear at *Kulm;* if he appears at *Kulm,* he may not appear at *Dennewitz.* EXAMPLE: *If you roll a 1-2, Commander arrives this turn; on a 3-4, in two turns; 5-6, four turns from now.*

18.74 Reinf. Takes Other Route / Random Entry: Pick the nearest road and/or trail in either direction along the same mapedge. If there is none in that direction, you can use the nearest road on another side of the map.

18.75 Delay—March Confusion: Roll the die. On a result of 1 or 2, postpone entry for 1 turn; on a 3/4, 2 turns, etc. NOTE: *If the Enemy Player voluntarily delays his own Reinforcement Force, it may be further delayed by the play of this card.* EXAMPLE: If 2nd Player plays this card, the First Player's reinforcements have already entered this turn. If they were involved in combat, inflicting losses on 2nd Player's units, take the forces that entered out of play, reversing all the effects of the phantom combat(s) that they participated in.

18.76 Card Intersections: Two different cards may have a combined effect on the same event. EXAMPLE: Several arrival cards may all affect a single group of reinforcements. *The French Player would like to get the Young Guard into play, so he plays "Alternate Reinforcements." He rolls a 6, meaning the formation arrives in 3 turns. Unfortunately, his opponent is ready, and on the scheduled arrival turn, plays "Delay—March Confusion." He rolls a 5 and delays Mortier for three turns. The French Player then plays "Alternate Reinforcements," again, for the same group (groups have to arrive in order). Then in his turn the Coalition Player plays "Cancel One Formation," and Mortier is permanently out of play.*

On his next opportunity the French Player plays another "Alternate Reinforcement" card, dropping down to the No. 2 group, and calls for the Old Guard division. He rolls a 6, and must wait another 3 turns. But the Coalition has no more arrival cards, and on the following turn the French Player plays "Reinforcement Arrives Early," so it arrives immediately.

18.77 The Law of Change: Cards do not modify instructions on other cards. If there is a conflict between an Enduring Effect Card played earlier and the card just played, the last-played card prevails.

RULES CONTENTS ◇ = not in *Napoleon at Leipzig*

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