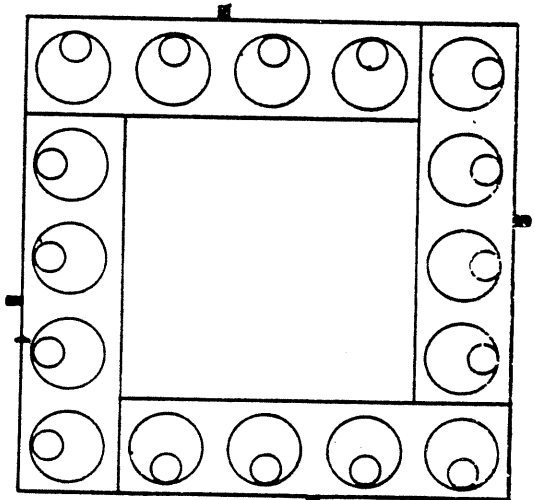


C O L U M N
L I N E
A N D
S Q U A R E

A GAME OF WAR SET IN THE
PERIOD OF NAPOLEON
(1808-1815)





INTRODUCTION

The 30mm Midwestern Napoleonic Wargamers Confederation present their rules; "COLUMN LINE AND SQUARE". We hope that they will prove to be a worthwhile and useful contribution to the hobby of wargaming.

Unlike most previously published rules, these rules are not general in scope. They are designed to apply only to European wars fought during the period 1808-1815. These rules are more detailed than is usual. This is because we have hoped to achieve a historical realism in their application and effect on the war-game table. If certain types of troops historically had certain capabilities or were normally employed in a certain manner, it has seemed to us that the rules should provide for such unique capabilities and employment on the war-game table. To the best of our combined knowledge, such is the case here.

Also, we hope that these rules have been sufficiently detailed to provide a uniformity which would allow war-gamers from different localities to meet and fight Napoleonic games with combined armies under a common set of rules. To achieve this uniformity, we have appended to these rules tables of organization and a suggested stand size list.

Adherence to this system of rules and organization of forces is historically accurate, convenient, and will provide a sound basis for combined war-games.

"COLUMN LINE AND SQUARE" basically provides for a simultaneous move game. Since we feel that the simultaneous move game is the more appropriate and interesting method of conducting a Napoleonic war-game. We present these rules with the hope that they will prove as useful and enjoyable to you as they have to us.

And now - TO ARMS!!!!

Preface to Second Edition

The above was the introduction to the first edition of "COLUMN LINE AND SQUARE". Since it was written we have added a great deal to the rules, refined them in many ways, worked out many compromises and taken suggestions from many different people. The result is, we hope, one of the most comprehensive and detailed set of rules for any wargame of this period. By learning these rules and the mechanics of play that go with them, you enable yourself to play with other wargamers all over the Midwest, and you join into a group which has its roots in the very beginnings of wargaming in this country. We are proud of these rules and the wargaming tradition they embody, but we know they are not perfect or even very nearly so. Like most rules, many of the things that make them playable are mutual understandings and mutual respect among the players. These rules are at best an elaborate guide-they will not, in and of themselves, guarantee you a successful game or a pleasurable experience-only you and your opponents can do that. In that light, let me re-iterate -- TO ARMS!!!!

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OPTIONAL RULES

A. Longer Ranged Artillery

B. Rapid Rules for Giant Napoleonic Games

ORGANIZATION OF FORCES



INFANTRY--CAVALRY SUMMARY SHEET



Unit Type	Line Move	Column Move	Road Column Move	Line Charge	Line Charge Increment
Line Inf.	6"	9"	12"	9"	0
Grenadiers	6"	9"	12"	9"	1
Light Inf.	6"	9"	18"	9"	0
Guard Inf.	6"	9"	18"	9"	2
Lt. Guard	6"	9"	18"	9"	1
Lt. Horse					
Hussars	24"	24"	36"	24"	2
Lancers***	18"	24"	36"	24"	2
Dragoons**	12"	18"	24"	18"	3
Armored*					
Cuirassiers	12"	18"	24"	18"	4

Unit Type	Column Charge	Column Charge Increment	Vulnerability Evaluation	Volley Fire Increment	Skirmisher Move
Line Inf.	12"	1	1	0	None
Grenadiers	12"	2	2	1	None
Light Inf.	12"	1	1	1	12"
Guard Inf.	12"	3	3	2	None
Lt. Guard	12"	2	2	1	12"
Lt. Horse					
Hussars	None	0	2	None	24"
Lancers***	None	0	2	None	None
Dragoons**	None	0	3	None	None
Armored*					
Cuirassiers	18"	4	4	None	None

* Unarmored cuirassiers are considered non-dismountable dragoons except that they may also charge in column as cuirassiers and receive a column charge increment of 4, but only 3 vulnerability evaluation.

** Dragoons may dismount and operate as lt. infantry or lt. Guard infantry, depending upon the particular unit.

*** Lancers receive an extra die on the initial onslaught and are the only cavalry which can break an infantry square, by continued melee.



ARTILLERY SUMMARY SHEET

Ordnance	Overland Move	Road Move	Total Actions	Ball Diameter	Ball Range	Ball Effect
Siege Gun	none	3"	2	1/2"	48"	10 hits
12 lb Field Gun or greater	6"#	12"#	2	1/2"	42"	2 hits
6-10 lb Field Gun	6"#	12"#	2	3/8"	36"	1 hit
2-6 lb Horse Gun	12"##	18"##	3	1/4"	30"	1 hit
2-4 lb Prolong Gun	6"#	9"#	3	1/4"	30"	1 hit
British Foot Howitzer	6"#	12"#	2	4" diam. Burst	36"	2 hits*
Foot Howitzer	6"#	12"#	2	3" " "	36"	2 hits*
Swedish Horse Howitzer	12"##	18"##	3	3" " "	30"	2 hits*
Unicorne Howitzer	6"#	12"#	2	2" " " & 1/2" Ball	42"	2 hits*
Siege Mortar	none	3"	2	4" diam. Burst	36"	2 hits*
Wagons	12"	18"	2	----	---	-----
Caissons, alone	12"	18"	2	----	---	-----



Ordnance	Canister Range	Canister Depth, ranks	Canister Width	Canister Effect	Vulnerability Evaluation
Siege Gun	24"	4	10"	4 dice	All ordnance is destroyed by a hit followed by a cast of 6; a 4 or 5 is a damage and takes two turns to repair. 1, 2, or 3 is a miss. Three damages before repair destroys. A damage on ordnance with ammunition destroys. A 5 or 6 destroys a wagon, a 4 damages.
12 lb Field Gun or greater	24"	4	10"	4 dice	
6-10 lb Field Gun	18"	3	8"	3 dice	
2-6 Horse or Prolong Gun	15"	2	6"	2 dice	
Foot or unicorne Howitzer	15"	5	12"	5 dice	
Horse Howitzer	15"	2	6"	2 dice	
Siege Mortar	none	-	---	-----	

Servers	Overland Move	Road Move	Melee Evaluation
Artillerymen	9"	12"	1
Train	9"	12"	1
Sappers	9"	12"	2 (armored 3)

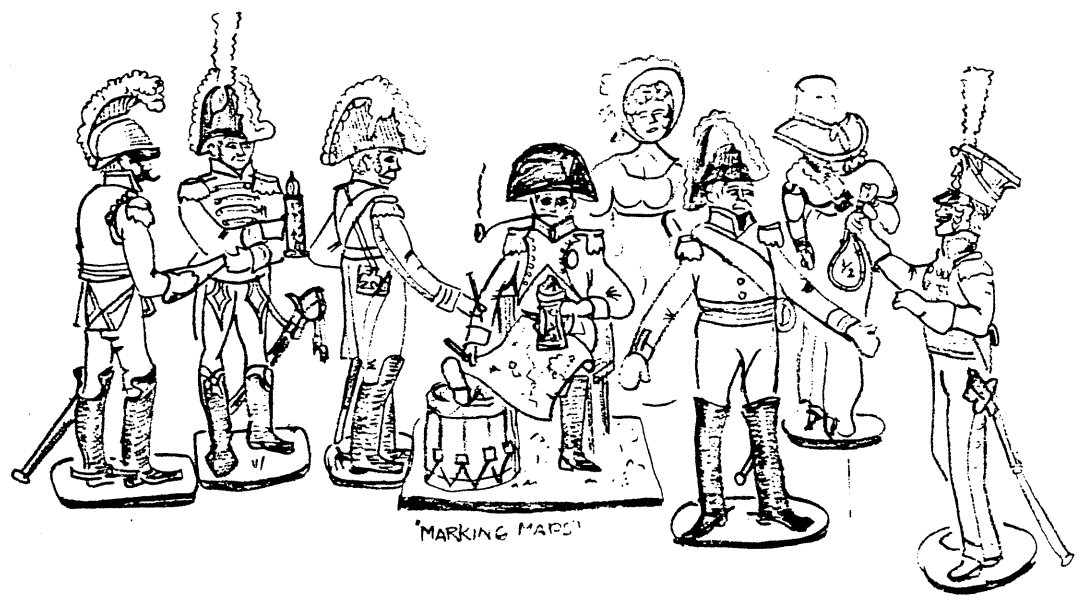
#plus 3" bonus on flat lowest level ##plus 6" bonus on flat lowest level

*two hits from any type of howitzer (not two ball effect hits) or a single rocket on a combustible target starts a fire.

HORSE ARTILLERY MAY MOVE AND FIRE, OTHER ARTILLERY MAY MOVE OR FIRE!!

ORDER OF OPERATIONS

1. Marking of Maps.
2. Movement of Horse Artillery (if before firing).
3. Artillery Fire (other than "hold canister").
4. Movement of Horse Artillery (if after firing).
5. General Movement and Other Operations Including "Fire and Charge" of "Fire and Fall Back".
6. Sapper Charges Explode.
7. Small Arms Fire and Held Canister Fire.
8. Melee (each melee is carried out to its first breakthrough).
9. Small Arms Fire and Held Canister Fire (of units uncovered by melee).
10. Melee (each melee is carried out to its next breakthrough).
11. Repeat 9 and 10 until no further melee or fire is possible.
12. End of Round. Mark Maps for Next Round.



MARKING OF MAPS

"COLUMN LINE AND SQUARE" is basically a simultaneous move game; each player's intentions are written down on a "map" before each turn and these intentions must then be followed as fairly and accurately as possible. A few conditional calls are permitted, but these are carefully explained elsewhere in the rules.

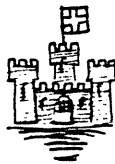
The map of the playing area should be as accurate as possible, although perfection is not required. The map must include all roads, rivers, houses, hedges, fences, bridges, and other important terrain features as well as hill contours.



Each unit is drawn on the map with an eraseable material in the position that it occupies during the interim between the Rounds of the battle. An arrow indicating the direction and path of movement is run from it to the position that it will occupy after movement--if any. It is particularly important that the arrow indicate the path in the case of long moves by cavalry. At the side of the arrow, or, if too crowded there, elsewhere on the map sheet, should be written the order that the unit will follow. For artillery, indicate its movement as above and also indicate hold canister--if any. Always be sure to include the process of limbering or unlimbering, since these are operations which might otherwise be overlooked. Orders of "Charge!" and "Break Through" must be given at this time, and a "Charge if Charged" must be listed for each unit for which such a call is intended on that move. It is a good idea to be as specific as possible as to your intentions for each unit on that move, in order to avoid unnecessary arguments.

There are certain actions which may take place which have not been shown on the map. After a breakthrough, the units which break through may change direction and move up to the full extent of their original move; this would have been indicated only as a "Charge and Break Through" in a certain initial direction on the map.


It should be emphasized that skill in quick and accurate map marking will make the war game played with these rules much more enjoyable. It is a courtesy to those you play with and a benefit to yourself to acquire this skill. Chess may go slowly between moves, but "COLUMN LINE AND SQUARE" should be a game which goes rapidly between moves and which takes time only in the enjoyable process of actually fighting the battle. Sloppy map marking will produce more battles off the game board than on it.



MILITARY MAP MARKING SYMBOLS

 SQUAD INFANTRY  COMPANY, TROOP CAVALRY

 SECTION INFANTRY  SQUADRON CAVALRY

 PLATOON OR
1/2 CO. INFANTRY  REGIMENT CAVALRY

 COMPANY INFANTRY  BRIGADE CAVALRY



 BATTALION INFANTRY  DIVISION CAVALRY

 REGIMENT INFANTRY

 BRIGADE INFANTRY  COMPANY, BATTERY
ARTILLERY

 DIVISION INFANTRY  COMPANY, HORSE
ARTILLERY

 CORPS INFANTRY  COMMANDER,
HEAD QUARTERS

 SQUAD ENGINEERS, SAPPERS,
PIONNERS, SAPEURS  WORKS

 COMPANY TRAIN  CANNON IN POSITION


○ SKIRMISHER UNIT  MEDICAL CORPS


SUGGESTED:

⊗ INFANTRY Ⓢ SAPPER

⊙ CAVALRY

TOTAL IDENTIFICATION
OF A UNIT (EXAMPLES)

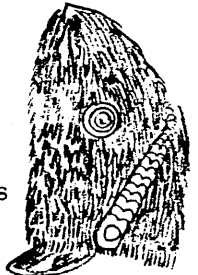
 2nd Bn, 3rd Prussian
Infantry Regiment

 Battery, 8 pounders,
French.

GENERAL RULES

A. SIMPLIFIED POINT SYSTEM

For individual games, let the host determine the terrain, troop strengths and field problem. Let the guest pick the side of the combatants he wishes to play. Suggest map marking time 10 minutes per turn (modified in case of large number of sub-commanders or large number of troop game). The types of troops may be determined simply by establishing the numbers to be used, with each general then picking his forces by the following simplified point system:

Line infantry (center companies)-	1 point	
Elite infantry, light cavalry, separate general and staff officers-	2 points	
Other command personnel as their parent company's pointage	2 1/2 points	
Hussars-	3 points	
Cuirassiers, sappers, train, guard infantry and guard light cavalry-	4 points	
Guard heavy cavalry and guard sappers-		

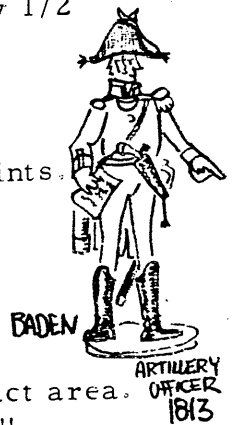
Militia troops are 1/2 point less than regular troops of the same type. A partial list of militia: Prussian Landwehr, Austrian Landwehr, Freiwilliger Jaeger, Frei Corps, Russian Militia, French National Guard and French Honor Guard (cavalry), Swiss Militia, Island of Skye Militia (Scottish), Cossacks except Guard Cossacks, etc. British Fencibles and Prussian National Regiments are not to be considered militia. Militia are weaker than regulars by one point in fire power, morale, combat effectiveness and melee. Militia Infantry that cost only 1/2 point count as only 1/2 a man in combat effectiveness.

Artillery may be determined by the following:

- 2-10 lb gun and rockets equal 6 lb or 75 points.
- 12 lb gun, howitzers (any type) & mortar equal 12 lb or 150 points.
- Siege gun equals 18 lb or 225 points.
- Guard guns are 25 points extra-even when poundage is used.

B. SUGGESTED GAME SETUP

1. A maximum of 50 troops on a side on the board per foot of contact area.
2. An objective that is attainable within six moves if "all goes well".
3. For point game, consider 200 simplified points per 100 troops desired, not counting artillery. Host may set troop ratios and speed of entry.
4. The attacking side should be one third stronger than the defender.
5. Since one troop casting equals 20 historical soldiers and one cannon equals 5 historical guns (average battery), there should be no more than 6 pounds of artillery to 125 troop castings or 250 troop simplified points. This does not apply to "all point" games, sieges, or special type games. For the purposes of comparison with historical battle effects, each volley and salvo is equivalent to 2 historical shots.
6. If it is the intention of one side to use more cavalry than a ratio of 1 cavalry to 4 infantry, the ratio to be used must be given to the opponents before they pick their army. Such a high ratio can be used only when adequate elite heavy horse are available to the opposition.



C. WEATHER

The influence of weather upon Napoleonic warfare was sometimes quite profound. The normal game has perfect weather as an assumption such as in most peninsular battles. They have almost unlimited visibility with active wind. The weather conditions of each game should be agreed upon before play. Chance weather may be resolved as follows:

1. The host casts one die. If 1-2-3-4 is cast, the weather is perfect.
2. If a 5-6 is cast adverse weather conditions may occur. A second die is cast with results:

Die Cast Weather

- 1 Bright, Windless Day
(Central European Battles)
Relatively windless day allowing no gunsmoke dispersion. Smoke from fire goes straight up.
- 2 Light Wind
(Friedland 1807)

Affect on Rules

No CiC, no pass through fire, no superior weapons fire, Charges must be continued until end of normal move (not stop at 6")
Map marking strictly enforced with no conditional moves.

Cast one die. A cast of 1-2 means that the wind is coming from the north, 3-4 from the west, 5 from the south, 6 from the east. From a smoky fire, the smoke (cotton) will drift 12" long and stay in place three full turns. In case of gunfire, the gunsmoke (cotton) stays in place until after end of next turn. Visibility through any smoke is nil, but the principle of instantaneous universal observation must be remembered, i.e., if any enemy unit is visible by any friendly unit, it is visible to all. Defenders always get to fire before melee. After nightfall, these rules are superceded by night rules. Forest fires are possible.

- 3 Dark Hazy Windy Day
(Eastern European Battles - Eylau 1887, Borodino 1812)
Dust (summer) or falling snow (winter) may also be assumed.
- 4 Rain
Albuera 1811, Dresden 1813, Katzbach 1813, Ligny 1815

Sighting distance for line hussars-36"
Sighting distance for all other troops-24"
Any line hussar skirmisher screen may screen troops behind them from visibility



Before each turn, the host will cast one die. If it is a 1-2-3-4-5 the weather is perfect; if a 6 it starts raining. It continues to rain until the second 6 is cast. During the rain muskets, rifles, etc. except in a roofed construction will not fire. Artillery fire is not impeded by the rain. After the rain, the weather is as soft ground #6 below plus all water is impassable until the third 6 is cast. Thereafter all restrictions are lifted.

5 Fog

(Austerlitz 1805,
Feuntes de Onoro, 1811)

Game starts in fog. Troops on the table can be seen if within 12" but troops in higher areas have normal visibility. Fog continues until host cast a 6, then perfect weather.

6 Soft Ground

(Retreat from Moscow 1812,
Waterloo 1815)

No cavalry charge move bonus or charge increments. Artillery reduced to 1/2 movement off roads. No breakthrough bonus.***

The sequence of determining weather conditions is as follows:

1. Determine the terrain and army.
2. Determine weather.
3. Mark maps for initial positions.

If no weather conditions were agreed before the game, it is assumed the rules are normal (as above).

D. NIGHT RULES

1. Similar to the weather rules, night actions-especially in town assaults-may be fought with the following:

No CiC, pass through fire, or superior weapons fire; visibility of only 6 inches. No cannon ball or bombshell fire due to lack of observation unless agreed upon before hand as in the case of bombardment of a town. Except on streets and roads, cavalry charges are not allowed.

OR

2. NIGHT MOVE (How to get lost rule).

For accelerated movement, one turn may be determined as a night move. In this move, the time concept is several turns pressed into one. All units may chance their position 36 inches during this turn. All units must check their positions at the end of the move by die cast unless they have a road to follow 50% of the way:

Cast Result

3-4 The unit is in its intended position.

2 The unit is two inches left of its intended position for each foot traveled.

5 The unit is two inches right, etc.

1 The unit is six inches left, etc.

6 The unit is six inches right, etc.

No unit may advance closer to the enemy than its own forward lines unless the die cast forces it. Weather must be cast for again at dawn. No deliberate attacks are allowed except in a night siege assault in which case the following occurs:

Ball artillery and bombshell may not be fired but cannister may be used.* Observation is only 6". Due to the lack of visibility, the concepts of CiC, superior weapons fire, and pass through fire will not be used at night, but the defenders are allowed to fire before melee. "Fire and Charge"* and "Fire"* are allowed. Except on streets and roads, cavalry charges will not be allowed at night. All town ground floor is considered a street.

* If target can be seen.

*** An artillery ball stops its second bounce. A howitzer shell's burst ring is reduced to 2" diameter.



BADEN
ARTILLERY
1813

E. MISCELLANEOUS

1. Troops Moving Off the Board. A unit moving off the board or forced off the playing board is presumed lost for the battle.

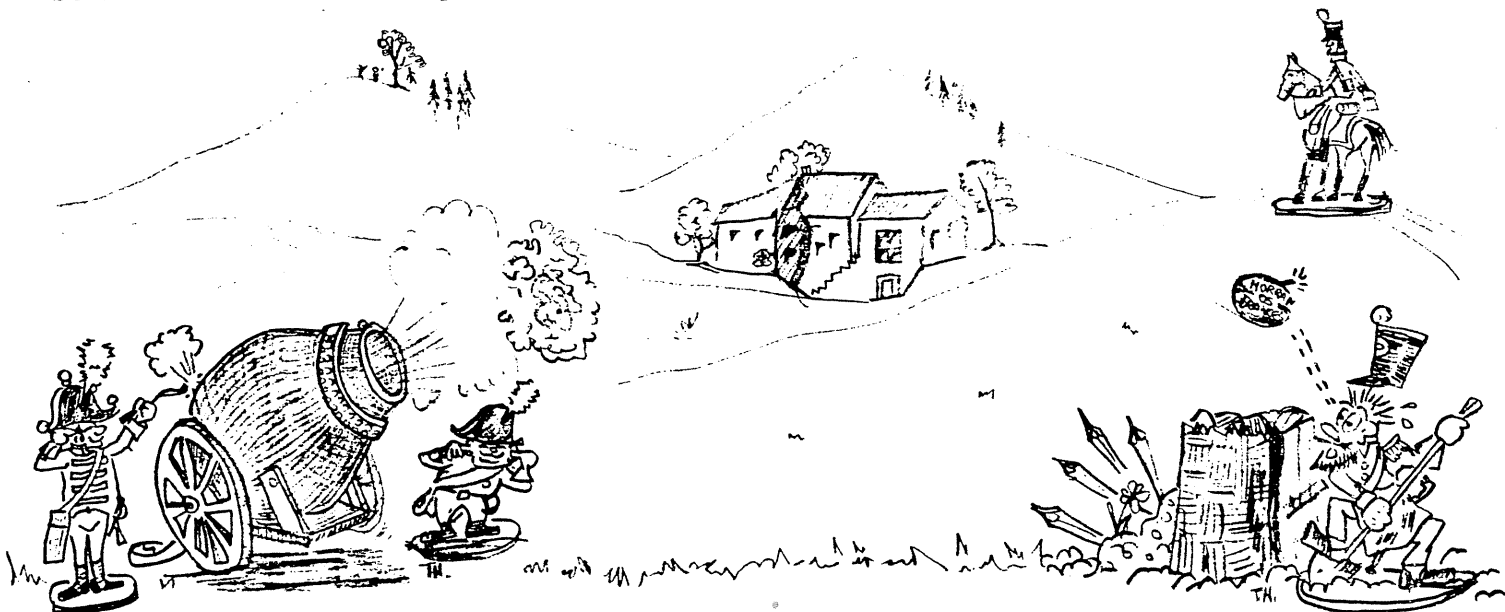
2. Troops Moving onto the Board. Units cannot charge onto the board. An observation force of one stand will prevent enemy troops from entering the board within one foot of that unit.

3. Observation. The limit of observation of detecting concealed units is 36 inches in open flat country. Units concealed in woods, houses, etc. require that the observer be within 6 inches before the concealed unit is detected. Two higher contours between units prevents observation also.

4. Odd Units. The players should be cautioned that unless it can be demonstrated that a massed unit of combined elites actually existed in a permanent type organization, the center companies of these elites should be present on the board if the elites are used. Sappers are excluded.

Also, since armored sappers were not used with their armor in the field-only during constructions-the use of such figures should be held to a minimum in open field battles.

5. Troops on the Board. The defender should have all of his troops on the board at the start of the game for single board games. The attacker should be allowed to enter troops when desired.



MOVEMENT: THE FIELD REGULATIONS



A. The basic unit for tactical maneuvers is the:

Infantry.....BATTALION

Cavalry.....SQUADRON or GROUP OF SQUADRONS

Artillery.....BATTERY (war games batteries are usually one piece).

B. FIRST REGULATION: Each basic unit must be in a UNIT FORMATION at all times. The possible unit formations are:

1. Infantry

a. LINE. A line consists of a stand, or stands touching side by side in a straight line. The figures may be one to three ranks deep.

b. COLUMN. A column consists of stands one behind the other in a straight line. The figures must be over three ranks deep and all stands must be touching.

c. DOUBLE COLUMN. A double column is two stands wide in column formation. The figures must be over three ranks deep with all stands touching.

d. OBLIQUE LINE. An oblique line must have all stands facing in the same direction, each stand having the relation to its neighbors that the squares on the long diagonal of a checkerboard have to each other. All stands must be touching, but only at the corners. An oblique line is treated as a regular line for movement, fire, and melee.

e. SQUARE. A square is a square or slightly rectangular formation with stands facing in four directions and with right-angled corners. There must be at least four figures facing in each direction. All stands must be touching. THIS FORMATION MAY NOT MOVE.

f. THE ORDRE MIXTE. This formation has all of its stands facing in the same direction in an open box or U-shape with the open end away from the enemy, with columns on the sides and a line in the middle. All stands must be touching. This formation may be made up of more than one basic unit, the only requirement being that the "line" infantry of each battalion must be kept together. The ordre mixte is considered a line for purposes of movement.

An alternate formation is line-column-line.

g. ROAD COLUMN. A road column consists of a single stand, or two or more stands one behind another, with all stands touching, on a road. The column must start, remain, and end its move on a road to obtain the advantage of a road move. Curves and bends in the road must be followed without regard to direction or facing. The units must remain touching one behind the other, all facing in the direction that the "center line" of the road is traveling during the entire move. Any facing from this direction while still using the road column bonus requires a face portion of the turn. Units using the road column move may not receive a column



charge increment--they may attack however; and units on a road may make a column charge if the normal column charge move will suffice. A road column may be no more than 5 figures wide, but any number of figures deep.

h. SKIRMISHERS. Only certain troops are capable of operating as skirmishers. These are light infantry, light cavalry (other than most lancers), sappers, artillerymen and train. A skirmisher formation consists of stands one rank deep, not touching, in no particular formation or organization. Units in skirmisher formation may not charge. Foot soldiers in this formation have a zero melee evaluation and are automatically lost if involved in a melee in open terrain. Thus skirmishers hit by massed units are automatically killed but only after they have fired (if eligible to do so). The units behind are immediately unmasked and can (if desired) be engaged immediately without waiting for breakthrough. However, the attacker may claim the breakthrough privilege. In order to screen (see FIRE Ae) that which is behind them from hostile fire, the skirmisher stands may not be more than 1/4 inch apart.

2. Cavalry

a. LINE. A line consists of stands touching side by side in a straight line. It may be up to three ranks deep.

b. COLUMN. As an infantry column.

c. DOUBLE COLUMN. As an infantry double column.

d. OBLIQUE LINE. As an infantry oblique line.

e. ROAD COLUMN. As an infantry road column.

f. SKIRMISHERS. Only light (nonlancer) cavalry may operate as skirmishers (exception Cossacks, see below). Cavalry in this formation will melee as a line formation, but it may not charge, i.e., it will not receive the charge increment or charge move in attack. In all respects except melee, cavalry skirmishers are as the infantry skirmishers described above.

Since Cossacks generally fight in an irregular style, all Cossack units may fight as separate units as do hussars. Even the Cossack lancers may fight as separate units but retain their lancer capabilities and charge move even as skirmishers.

3. Artillery

An artillery battery, as used in war gaming, usually contains only one piece and hence cannot be said to remain "in formation". Such a battery is usually composed of a gun, a limber, four artillerymen, two artillery horses, and ammunition. A battery can be considered to have two "formations", one for firing and one for moving. The requirements for these "formations" are:



a. FIRING. The minimum required for firing is one gun, one round of ammunition, and two artillerymen.

b. MOVING. The minimum required for moving is one gun, one caisson, two artillerymen, and one artillery horse.

C. SECOND REGULATION: All orders are carried out by basic units and all maneuvers (with the few exceptions noted later) must be carried out by the basic unit AS A WHOLE. The possible maneuvers are:

1. Infantry and Cavalry, Non-Skirmishers

With the sole exceptions of massed light infantry (which has three operations) and of dragoons under the conditions given below, all such units may perform any TWO of the following THREE operations given below (no two operations may be duplicated in a turn):

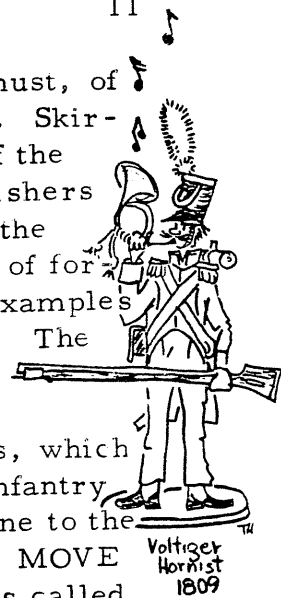
a. MOVE. Movement, up to the extent of the move allowance, by the entire basic unit formation, in the direction in which the basic unit formation is facing. Infantry is allowed a deviation from the direction of a facing of up to 45°; cavalry is allowed a deviation of up to 90° in a smooth curve. This prerogative of cavalry must be used with discretion and measurement of distance should be along the long arc of the curve. "Charge" must be part of the "Move" part of the turn, not face or change formation.

b. FIRE. This operation is described in the section on FIRE. It must be the last operation performed by a basic unit in a given Round, except under the special circumstance of a "Fire and Charge!" order described below. After the end of all action on any turn, all gaps in unit formations (Field Regulation #1) shall be closed up so that stands are again touching. This must be done without changing that formation and without moving the foremost stand of that formation closer to the enemy and without changing the facing of at least one and more often any stand, if possible. The only time the facing of stands may be changed is when a square is involved.

c. FACE and/or CHANGE FORMATION. This consists of the transition from one formation to another and/or a change in the direction the unit is facing. No part of the movement allowance is used up in these operations, but they must be carried out with a minimum of movement; in particular no movement of a massed unit in the direction of the enemy is allowed beyond the company or minor unit closest to the enemy during these operations. Changes in formation or facing may use any company of the massed unit as the unit upon which the maneuver hinges. Changing from a line facing north to another line facing north but 6 inches further east is not allowed as one operation-it violates the principle of minimum movement. One must "Right Face", move, "Left Face" for massed units. Since light infantry can change formation during the skirmisher move it can make such a line shift in one turn, but only by using the move portion of its turn. Emphasis



must be placed on minimum movement-though the resulting formation must, of course, be legal (as would not be the case in very rectangular squares). Skirmisher changes in formation actually do not occur but really are part of the skirmisher move portion of the turn or as deploying or recalling skirmishers during the move portion of the turn. Detached units beyond 6 inches of the nearest part of the basic unit may not be part of the basic unit's change of formation or facing, without assistance of the movement part of a turn. Examples of almost every legal formation change are given on the next two pages. The dotted line is a fixed-position reference line.

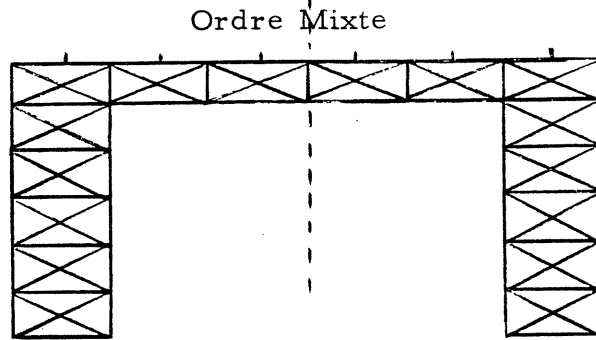
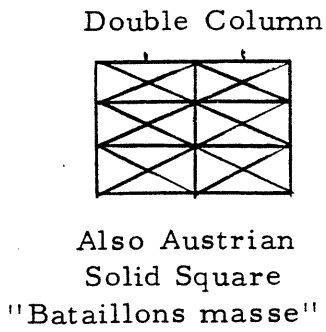
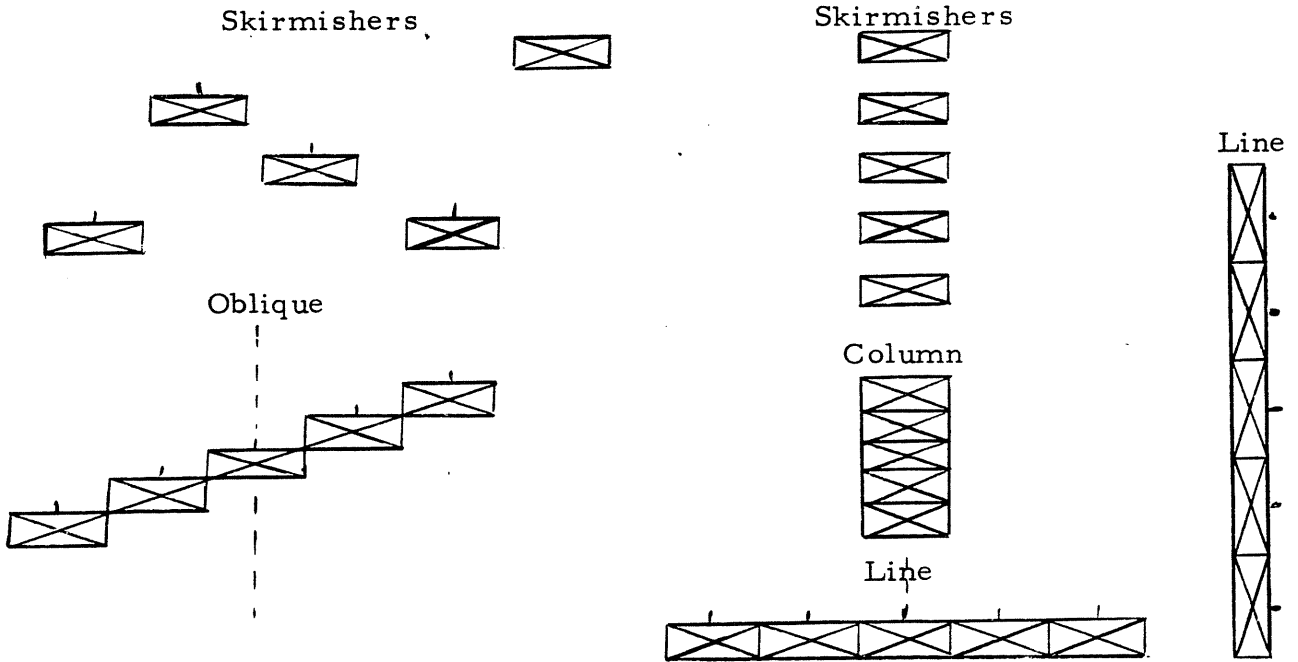
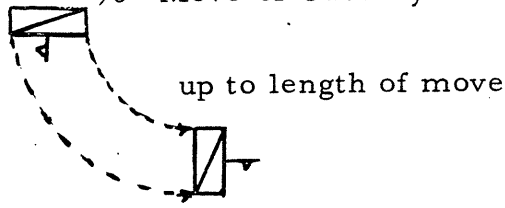


d. DRAGOONS. The normal field regulations apply to dragoons, which are the only cavalry which can dismount, when they operate as either infantry or cavalry throughout an entire Round. When they are changing from one to the other, they may perform any THREE of the following FIVE operations: MOVE (on horseback), MOVE (on foot), MOUNT, DISMOUNT, FIRE. If fire is called for, the dragoons must be dismounted and the firing must be their last operation for that Round. One man per company must be used to hold the horses and thus he does not fire. Dismounted Dragoons are considered light infantry. Dismounted dragoons can only be used if actual castings of the foot soldiers are available.

e. LIGHT INFANTRY. Where cavalry and infantry in non-skirmisher formation may perform two operations per turn, light infantry may perform three. Starting from a column, for example, the light infantry may move forward 9", deploy into line and fire. Of course, an alternate move would be to move forward as skirmishers 12", ending in a line formation, and still firing, the latter sequence does, however, run the risk of being meleed while moving forward as skirmishers with the resulting disaster.

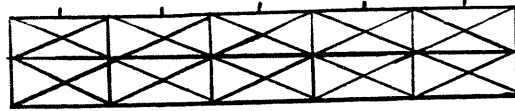
f. CHARGING. A charging move can be made if and only if a melee can result from the move; otherwise normal movement must take place. After a unit has made 6 inches of its charge, if it has not reached melee by that time, it must request statement of the opponent's intention. If the opponent has withdrawn or moved out of charge range, the attacker may either continue the move (not a charge since no contact is made) or may stop moving. Rocketeers, artilleryman and train crew may not charge.

g. CHARGE IF CHARGED. If any unit is given this order and either that unit or any unit which it can be considered to be supporting is charged by any enemy unit, the unit so ordered will charge the charging enemy unit. This call is provisional and another full set of operations (1, 2 or 3) should always be given with it in case the enemy makes no charge on that move. While the "Charge if Charged" call is not a normal operation and does not use up one of those allowed a unit, it is considered that this response takes a certain amount of time. Therefore if the attacker is close (within 6 inches)-see rule on frozen units in MELEE-the CiC order is not allowed and the attacked is caught without the charge increment, i.e., the CiC responds to the attack and starts to move but does not have time enough to gain enough speed to claim the charge increment. If a change of formation is followed by a CiC order, then the attacker must be 12 inches away for the defender to get the charge increment. The unit which is under the CiC order

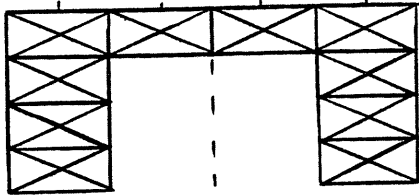


Also can be line-column-line

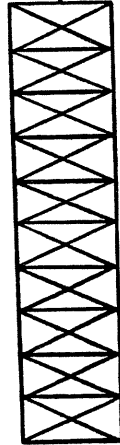
Line



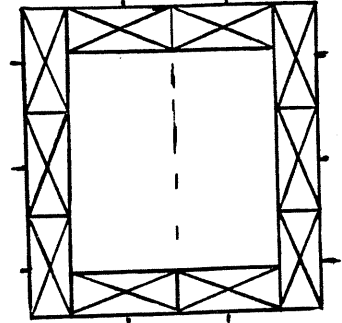
(Ordre Mixte
(smallest possible))



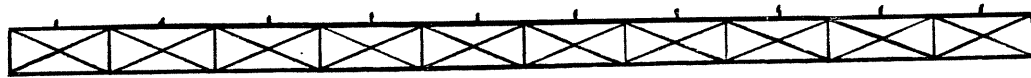
Column



Square



Line



Line



Line



Line



= STAND WITH ONE RANK OF TROOPS

must be able to move straight forward (I/-45°) and intersect the attacker's path. If the CiC order is after a change of face or formation, then the I/-45° is after the change has occurred. The I/-45° applies if the CiC unit itself is attacked. In the case of the CiC counterattacking some unit that is attacking a unit the CiC is supporting, the normal smooth 90° curve is allowed for the CiC attack. For cases where a charge is not allowed, the order AiA (attack if attacked) may be substituted-though there is no penalty for using the more normal but less accurate CiC.

During the MOVE portion of the turn, after the maps are marked, all movement is theoretically completed even though not a single figure on the board has been physically moved. Umpires (if any) must judge actions and movement from the map marking. Map markings take precedence over board physical movement. An incorrect board move must be changed to conform with the map marking. It remains only to actually compare maps (this may be impossible due to secret information on the maps, but a player can be referred to his map to make sure his board move corresponded to it) and move the units to where they were so ordered by their commander.

The units ordered "CiC" cannot move until the enemy declares if the CiC unit or those units it is supporting is being charged. If no unit is charged, then the second move order of the CiC unit becomes its primary move and normal movement occurs. A unit given a CiC order and nothing else is presumed to just stand unless charged. Since the breakthrough order is allowed on normal charges, a CiC order may be given with an auxilliary BREAKTHROUGH order.

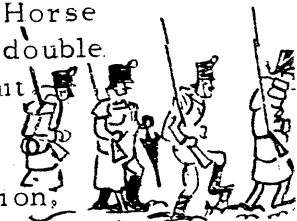
h. FORCED MARCHES. Guard units and certain other units were selected for their stamina, being able to make tremendous forced marches.

All guard units including artillery, British rifles, British Royal Horse Artillery, and Hungarian Grenadiers allowed to make one forced march double move per day. Pass through fire will be allowed at the forced march unit. Battalion Neuchatel will be allowed force march.

Guard artillery will cost 25 points extra. Movement is by battalion, squadron, battery, or regiment in road column-including overland, i.e., in column one stand wide. Parallel non-touching columns are permitted. No detachment or attachment is allowed to the forced marching units during the movement operation.

A free limbering, change of formation or facing or both is granted to initially form the column. The unit then makes two moves and halts in road column formation. It may not fire. Any unit making a forced march may not fire at any part of its turn, but all artillery may unlimber.

Forced marches may not be used to initiate an attack or charge into melee. A force march unit may not move into a location where an enemy unit is placed on the board at the start map marking.



The eligibility for the artillery bonus move (see MOVEMENT C3c) is determined separately for each of the two moves.

In normal charging, after comparison of maps if necessary, each attacker need only move six inches of its charge. It may then elect to halt the charge if the charge can not be completed, thus reacting upon the intentions of the enemy. (See e. CHARGING).

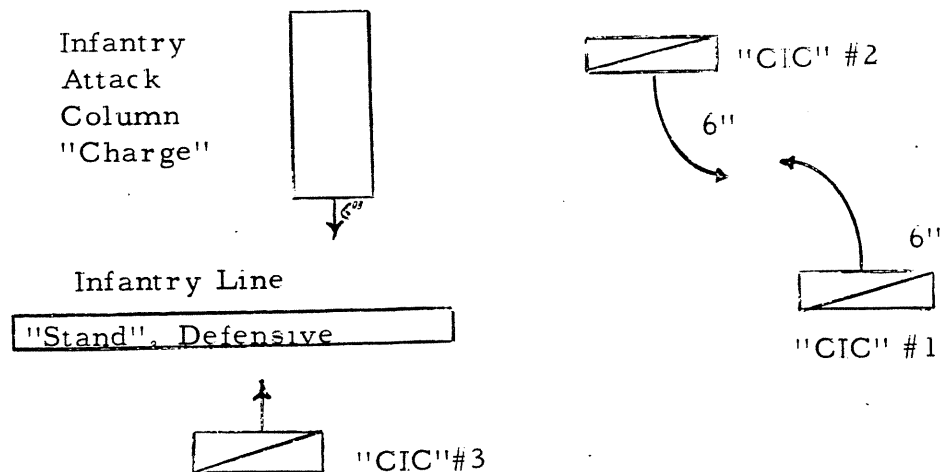
Both of the above orders allow for battlefield decisions of subordinates as do the following. The move arrows marked on the maps must be generally held to but with a little liberality to allow for completion of the intent of the map order.

It is also similarly possible to give orders such as "charge and pursue the enemy in whatever direction he may go," etc. but this type of order should be used with discretion.

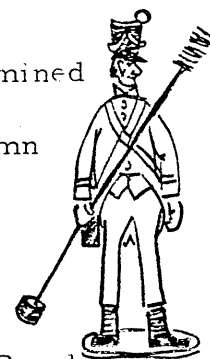
After the first six inches of a charge or move are established, further movement of units that will ultimately come in conflict are resolved by proportionately moving inch by inch (example: hussar charge 2" increments, infantry column charge 1") until the action is completed. Such detailed movement should be used only when very close decisions are necessary.

For further deliberations, a change of formation or a facing will be considered to take equal time as a 6" move. For all cases of checking the attitude or position of one unit with respect to another when they are both operating at the same time, six inches of move shall be considered equal to any change of formation or facing or response to that move just as in CiC.

An example of simultaneity with primary attacks, CiC and counter CiC, see following:



1. All CIC units stand fast.
2. Column moves 6".
3. CIC #1 may now move 6" to charge the attack column only if it is determined the column can strike home.
4. The CIC #3 must also charge (attack) but can enter melee with the column only by supporting the line.
5. CIC #2 may now counter-attack 6" the CIC #1 only.
6. Farther moves are made on the basis of 1", 1 1/2", or 2" increment respectively until melee halts movement.
7. Infantry fires.
8. CIC #3 could have been ordered: "CIC the enemy breakthrough only. Breakthrough". In this case CIC #3 would only move (local counter attack) after breakthrough by column, if it occurs. If no breakthrough move is taken, then no "CIC the enemy breakthrough only" is allowed even though the original attacker uses his bonus facings or formation changes.



2. Skirmishers. Any unit which has the ability to act as skirmishers may be detached to do so at any time during the movement period. When so used, these units may carry out all three of the above possible operations. Deploying or recalling skirmishers does not count as a change of formation.

3. Artillery. An artillery battery is capable of the following four operations: LIMBER, MOVE, UNLIMBER, FIRE. A gun must be limbered to move and unlimbered to fire. Two artillerymen must be present to carry out any operation; train or sappers may be used to replace the artillerymen. Two artillery horses are required to move the piece its full move allowance; if one horse is present, the movement allowance is halved. Two cavalry horses may also be used, but again the movement allowance is halved. In addition to these operations, a piece may be manhandled one inch by its crew. When artillery is moved and unlimbered, the unlimbering is a "Change of Formation" not allowing the gun to be moved forward any closer to the enemy than the forward end of the part of the artillery closest to the enemy. Similarly, limbering is essentially a "Change of Formation". Movement is made from the front of the horse stand for the move portion of the turn with a skirmisher type move. The one inch "hand push" is part of the fire portion of the artillery's turn. A field gun may not fire and move in the same turn so may not move and hand push during the same turn. Horse artillery, however, may fire (with hand push), limber and move in the same turn. In the hand push part of the turn, the gun may be rotated up to 180° to aim the gun in addition to moving.

For the prolonge drawn guns of the Prussian grenadiers the case is unique. As these guns are not ordinarily horse drawn by limbers, they may be "prolonge moved" and fired or fired and "prolonge moved" 6 inches overland or 9 inches on a road. Such a gun, although using the horse gun fire pattern, is a foot artillery gun and is operated as a foot artillery gun if limbered with horses with two actions. When limbered with horses it must be unlimbered the previous turn to fire in the current turn.

a. Field Artillery. Field artillery may perform any combination of TWO operations per turn. Note that artillery fire takes place before movement of field artillery; hence the combination UNLIMBER, FIRE is illegal, as the operation of unlimbering must take place at the time of general movement.

b. Horse Artillery. Horse artillery may perform any combination of THREE different operations per Round. Note that horse artillery may move either at special times or at the time of general movement, but that it can fire (with the exception of "hold canister") only at the time of artillery fire. The most common sets of operations for horse artillery are MOVE, UNLIMBER, FIRE AND FIRE, LIMBER, MOVE.

c. Artillery Bonus Move. Horse artillery may move an additional six inches per turn if the entire movement is on open, flat ground (bottom level of battlefield).



Open ground is defined as ground over which the artillery movement does not pass a river or stream, through a swamp, broken ground or contour line. A similar bonus is given for foot artillery of three inches. A hand push bonus of 1" is similarly given.

4. Supply Wagons. A supply wagon is capable of the following three operations: LOAD, MOVE, UNLOAD. It may perform any TWO different operations per round. Supply wagons are usually served by train, but may also be served by sappers.



5. Assault Boats.

a. Movement on water-6".

b. Loading and unloading as with wagons-two movements per turn: wagon moves to water, unload, load troops in boats, move boat, unload troops on bank, move troops or fire.

c. Any cannon hit on boat will sink the boat and the troops are lost.

d. The boat may hold up to 10 men plus a sapper, train, marine or sailor to operate the craft. No firing from boat.

6. Exceptions. There are a few special circumstances under which the First and Second Field Regulations do not apply or apply only in part. These modifications are:

a. Grenadiers and/or sappers may be removed from the line infantry units to which they are attached and set up as separate battalions or even single stands. Light infantry may also do this in skirmisher or volley lines.

b. Grenadiers and/or sappers may be placed behind an infantry line to shield them from enemy fire, but if they are still to be considered part of the battalion they must touch the line infantry stands. Attached light infantry may also do this.

c. Guard infantry may be attached to line infantry units and if so it is operated under the same regulations as attached grenadiers. Certain Guard infantry is also capable of acting as light infantry, and if it is attached to a line infantry unit it is treated as attached light infantry.

d. Non-skirmisher infantry stands may be detached to occupy buildings, constructions, etc., which are too small to contain an entire battalion (no formation change is involved) if the detached stand is within one move of the building at the beginning of its move. If so, they must then be treated as a completely separate unit. The rest of the formation may operate normally on that move.

e. Cavalry may be operated in formations of several squadrons in which the different squadrons need not be in the same or a single formation. However, these combined formations must be built up of squadrons, each squadron must be in a legal cavalry formation, and the stands of a squadron must be touching in the formation. Cavalry squadrons which begin a move in a multiple squadron formation may breakdown into squadrons for the move (if the player wishes) and then may (if the player desires) reform into the formation again at the end of the move - if this reformation involves no further shifting of troops - that is, if the squadrons end their move with their stands touching (no change of formation is involved in this).

f. Command stands need not be touching the units to which they are assigned, but should be fairly close to them - within 6 inches.

g. Elite units in a battalion may advance or refuse a wing of the battalion (even at 90°). These units may also detach from a battalion formation to attack in line or column. Massed infantry in a block may wheel only 45° during the move portion of the turn except in the case of the flank (elite) companies attached to a battalion which can wheel 90° . Cavalry may wheel 90° in a smooth curve during the move portion of the turn; this may be done either as a whole multisquadron unit - in which case the movement allowance used up is for that stand which moves furthest during the wheel - or by squadrons. In the latter case, the pivot squadrons may Face (and charge, move, CiC, etc.), the second moves by itself (see rule C6e above), etc. Detachable infantry companies may also move thusly.

D. THIRD REGULATION: No unit may pass through another unit under any circumstances, unless a hole for that unit has been left in the previous Round or can be created at the time of general movement. Thus, at the time of general movement, infantry can move aside to open a hole so that cavalry may charge through it, or can close a hole left for cavalry on the previous Round, only if the infantry can actually so be moved under the First and Second Regulations.



FRENCH INF LT
PENINSULA
1809



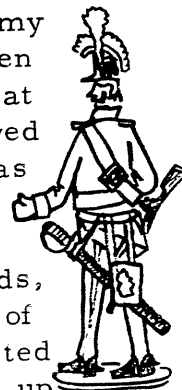
EXCEPTIONS: Skirmishers and command stands can move through any formation regardless of type or unit at any time, And although skirmishers may move through formed units, the opposite is not true. Also, formed units may not pass over artillery batteries. If skirmishers are in front of a formed unit, the skirmishers may be ordered to fall back or away prior (simultaneous) to the massed unit move.

E. MISCELLANEOUS REGULATIONS. There are certain special rules which do not fit properly under any of the other headings of COLUMN, LINE AND SQUARE, and hence are included here although they do not bear on the Field Regulations as such.

1. Fire and Charge. This double order requires certain specific clarifications. The fire will be allowed only if the unit being attacked is within range both at the beginning and end of the Round, and the fire is returned simultaneously. This order may be used by either line or column infantry formations and is the normal form of line charge, although the line may charge without firing if it so chooses. For Columns, it has the disadvantage that the charge move is shorter (by three inches) than the normal column charge move. In the "Move" sequence the mover announces, "Fire and Charge", moves his men, and the fire is resolved during the "Fire" portion of the turn.

2. Fire and Fall-back. All infantry may fire and fall-back from the enemy (I/-45°) a full 3 inches ending facing towards the enemy, except of course when this is impossible due to terrain or structures. The target must be in range at both before and after movement. A simple fall-back of 3 inches is also allowed for infantry. The fire of "Fire and Fall-back" occurs in the same sequence as "Fire and Charge".

3. The Infantry Square. A square may be formed by no less than 4 stands, and no less than 4 men on each side of the square. Because of the odd sizes of some of the stands, the "right-angled corners" requirement is to be interpreted with liberality. A square once formed may be added to just by bringing units up to the square and forming them into it. A square is considered broken when the number of men in it falls below sixteen (16).* The player whose troops have formed a square is required to keep the formation as nearly square as possible (no movement of the center of the square is allowed, but the units in the square may be shuffled), but regardless of the physical shape the square may be forced to assume, it is not considered broken while it contains sixteen men or more. However, once a square is broken, either forcibly or voluntarily, the original requirements must be met to reform a square. Note that small squares may become torn up to the point at which they no longer have four stands (this may not be done voluntarily) but so long, and only so long, as they contain sixteen men or more they are not considered broken. The square may not move except in case of a morale retreat.



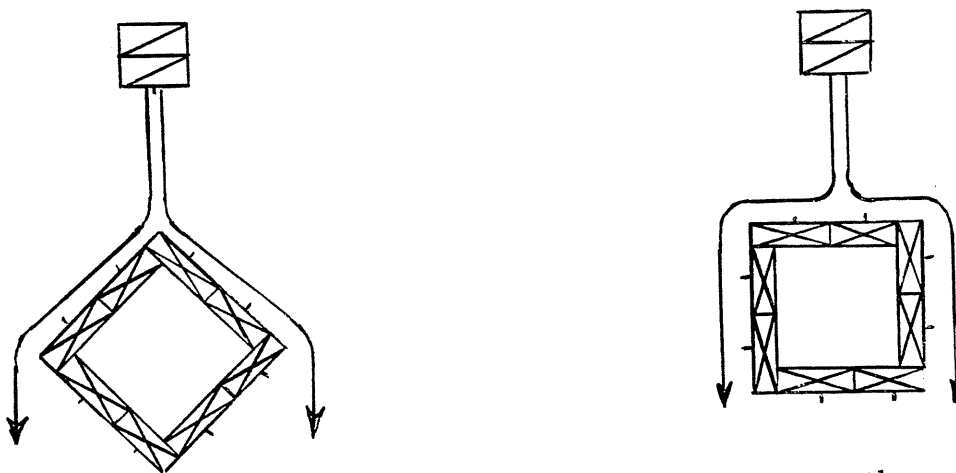
* This sentence also applies to the Austrian solid square. Solid squares only fire forward.

A broken square may be defined as being reduced to less than 16 men in the case of battalion squares, but in the case of larger squares, the number 16 is multiplied by the number of full battalions or equivalent in the square. Once the square has been reduced to 16 men or less, the square must be considered "frozen", and the men are not permitted to be reshuffled. Also in the case of the meleed side of the square being reduced to less than 4 men, the attackers may have breakthrough with rear attack against the inner side of the other companies in the square, after that entire side has been destroyed.

Lancers can charge and melee hollow and solid squares normally, but all squares may also be attacked by non-lancer cavalry as follows: (1) The cavalry charges and the infantry fires-if eligible to do so (it wouldn't be if it had already fired that turn or if it was green rifles on their unloaded turn). (2) After one melee cast if the square isn't broken or doesn't retreat, then one die is thrown for each attacking unit by its commander:

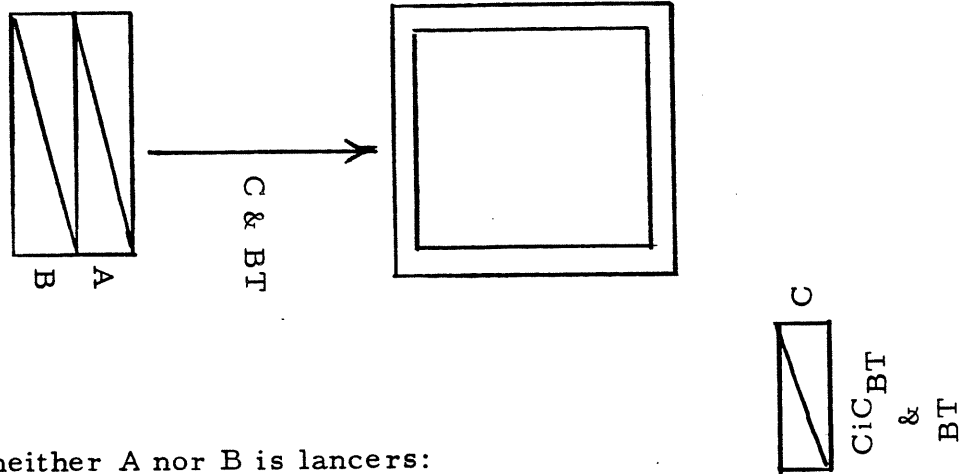
DIE CAST	RESULT
1-2	Cavalry swerves left.
3-4	Cavalry falls back one move and is then in a fall back one involuntary retreat state.
5-6	Cavalry swerves right.

In the case of swerves, the cavalry continues on around the square as shown:



The cavalry lose the charge increment (in case it runs into another melee). From the other sides of the square, even though pass through fire would not normally be allowed against a unit running away, it is allowed in this case if the cavalry does indeed pass through such a zone of fire. The distance moved after the swerve (unless the unit enters another melee or is blocked) is that which completes the full charge movement allowance for that type of cavalry though no breakthrough bonus distance is allowed even if the horse hit another unit and melee successfully with it. If the movement ordered by the die throw is impossible due to blocking by friendly units or impassible terrain, throw the die again until a possible move is obtained. If there is no possible move, then the unit is routed and must retreat in that state as best it can.

CAVALRY SWERVE RULE EXPLANATION SHEETS



Example 1-neither A nor B is lancers:

1. Square fires from its front face (s).
2. Pre-melee morale check with the cavalry counting both A&B.
3. First meke toss with A getting its charge increment.
if the square is till there and unbroken -
4. Unit A must now swerve (it cannot fall back because of B). The square gets an opposed throw, though A is not in a "fall back" state.
5. The side of the square (and maybe the back if A gets that far) gets to fire (most likely enfilade) on A.
if A swerves right, C countercharges with increment whereas A has lost his.
if A swerves left, he just keeps going to the limit of his charge move.
6. B and the square now fight for one melee round, B has a charge increment.
if the square is still there and unbroken -
7. B may either swerve or fall back (die determines), and the square gets an opposed throw (if B falls back, he will be in a "fall back" state).
if B swerves right, C may countercharge if he didn't above or breakthrough against B if C won the melee with A.

Example 2-B is lancers: Same as Ex. 1 until:

6. B and the square fight out a melee to a normal conclusion-B has a charge increment and an extra die on the first cast.

Example 3-A is lancers and B is not. Same as Ex. 1 until:

3. A fights with the square until A is lost or the square is broken or driven back.
If A is lost, go to 6 in Ex. 1.

Example 4-After 3 in Ex. 1, A cannot fall back or swerve due to being blocked by his own troops or impassable terrain.

4. A routs back. B loses his charge increment. Squares gets unopposed throw.

Example 5-A or b have not charge move left over when the time comes to swerve. 4 or 7. The unit is backed off about 1/2 inch and the melee is over.

4. Command Stands. Each regiment of cavalry and infantry shall have a command stand, on which will be the flagbearer, an officer, and a musician. Exceptions to this command stand organization are found historically, as shown in the Tables of Organization which follow these rules, and should be used where they in fact existed. When a regiment on the field contains more than one battalion, the regimental command stand should be kept with the first battalion.

a. Any unit which is routed has no power to fire, melee, or rally unless they have a flag or can get to one. See MORALE.

b. Command stands have no special place in any formation and may be screened from hostile fire by other units. However, if a command stand is exposed fire may be concentrated upon it.

c. When men on a command stand are killed, the flagbearer must be the last man to be killed, and the flag is removed with him. In melee, the owner of the troops chooses those which are to be lost and need not remove men from the command stand proportionately--these may be the last men killed. The melee evaluation of the men on the command stand is that of the best melee evaluation organic to that battalion or squadron.

d. Separate Regimental Command Stands may not fire.

e. In advancing, the command stand must be within 4 ranks of the front of a solid formation. In the case of skirmishers or of defending formation, this rule does not apply. Since a command stand can pass through massed units just as skirmishers, (Third Regulation, D) in melees a command stand will be exempt from the requirement that casualties be picked from the stand(s) in direct physical contact with the enemy. Troops from other stands in the formation adjacent to and touching the command stand will be casualties until expended. If the command stand is used to claim superior charge increment or melee evaluation, then casualties must be taken from the command stand.

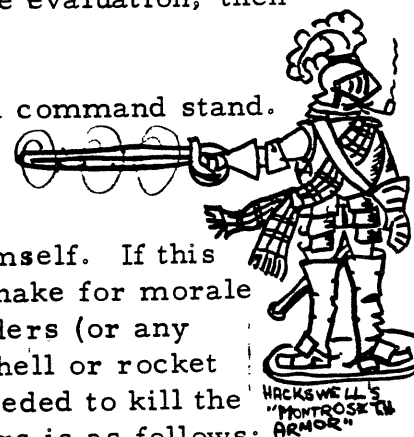
f. A general officer or staff officer may substitute for a command stand.

5. Commanders of Armies.

a. Each player will pick one casting as representing himself. If this casting becomes a casualty, all units under his command will shake for morale immediately with immediate compliance. If these unit commanders (or any player represented by a figure) are hit by a cannon ball, bombshell or rocket projectile, a die must be cast by the firer--a cast of 5 or 6 is needed to kill the commander's figure. The melee vulnerability of separate officers is as follows:

Mounted with cuirass	-4 points
Mounted without cuirass	-3 points
Dismounted with cuirass*	-3 points
Dismounted without cuirass	-2 points

*also armored infantry sappers



Commanders-in-chief of groups of players are removed from this post upon becoming casualty and reduced to minor rank or may retire from play. Even though single figures representing players would normally be considered skirmishers and automatically wiped out in an open field melee (see MELEE), tradition and practice allow that they be allowed to try to defend themselves. While they may not charge with increment (unless attached to another unit), they may fight offensive or defensive melees with the melee vulnerabilities given above. Their morale will be assumed to be guard morale (altered, of course, if they are attached to another unit). Their speed is:

Dismounted	as infantry sappers
Mounted without cuirass	as hussars
Mounted with cuirass	as cuirassier column

b. If the personal casting representing a player of at least field grade rank who is commanding more than one basic tactical unit (squadron, battery or battalion) accompanies (touching at least one stand of the unit in question or within close proximity of the bulk of skirmishers) a battalion, squadron or group of squadrons, these units are raised one point in combat effectiveness (see COMBAT EFFECTIVENESS). When the combat effectiveness cast is made, the officer must be present but may withdraw thereafter. In addition, all guard units are raised one point as long as the original commander-in-chief (must be at least a general officer) is present on the board. No unit may be raised more than one point total. The personal casting suffers the fate of the unit to which it is attached at the time of the combat effectiveness cast is made. And if this fate causes the loss of the command figure, then all troops under his command must check for morale (see E4a).

6. Capture of Artillery Pieces. When the last crew member is killed or retreats or is routed away from an artillery piece, the owner of the piece may declare it spiked and remove it from the board. If he does not choose to do so at that time, it may be captured by the enemy or retaken by himself. Possession of an artillery piece is defined as the player having last undisputed control of the cannon. In the same manner, artillery ammunition may be destroyed or not, a caisson destroyed or not, horses killed or not. Artillery horses may also be killed by fire or melee, and have a zero evaluation in melee. Since there is this possibility of artillery capture, the ammunition of a gun must be located in some specific area. It may be in the caisson, with the unlimbered gun, or carried by artillerymen or other troops, (at the rate of one round per man), but it must be located and your opponent must be informed of the location. Guns are unspiked overnight. In a campaign or agreed series of battles, any undamaged guns that are captured may be used by the opposition in the following game or day (or the equivalent poundage may be used). A spiked gun is not considered a damaged gun. Guns cannot be captured in army combat effectiveness results unless specifically so stated (see COMBAT EFFECTIVENESS).

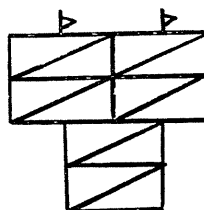
7. Miscellaneous. A note on formations should be added here. Situations will arise in any war game in which it is difficult to define the difference between lines and columns. This is particularly true when battalions have been greatly reduced in combat and have only a few stands left. The following discussion



spells out the principles to apply as well as possible.

For infantry: Two road columns may not operate side by side on the same road. A single stand must move across country as if it were a line formation; two or three lines deep with stands touching one behind the other must move as a line. Any formation four or more ranks deep must operate as a column.

For cavalry: Formations one to three lines deep with stands touching move and fight as a line. A formation four lines deep is a column. The formation below:



is an irregular formation and cannot be used as a line unless the rear two units are cuirassiers--in which case the front four are in line and the cuirassiers are also, which makes no difference in a charge since cuirassiers receive a charge increment in line or in column.

Basically, the system is as follows: for infantry, if any part of the formation is a line, the whole formation must move and charge as a line. For cavalry without cuirassiers, if a mixed formation is used it must move as a line but does not receive line charge increment. When cuirassiers are present, they may be attached in a columnlike formation to a basically line formation of other cavalry and not penalize it.

However, in the case of infantry when intact or nearly intact battalions are involved, they must operate in one and only one basic formation with no messing around. If you want your troops in column get them into a column. If the troops you have are inadequate for this, then a column melee increment cannot be obtained. If troops start out in a full, legitimate column formation but fall to too small a depth due to enemy fire during the Round, they may still have the column move allowance but not the column charge increment. A column must be four lines deep to receive a column charge increment.

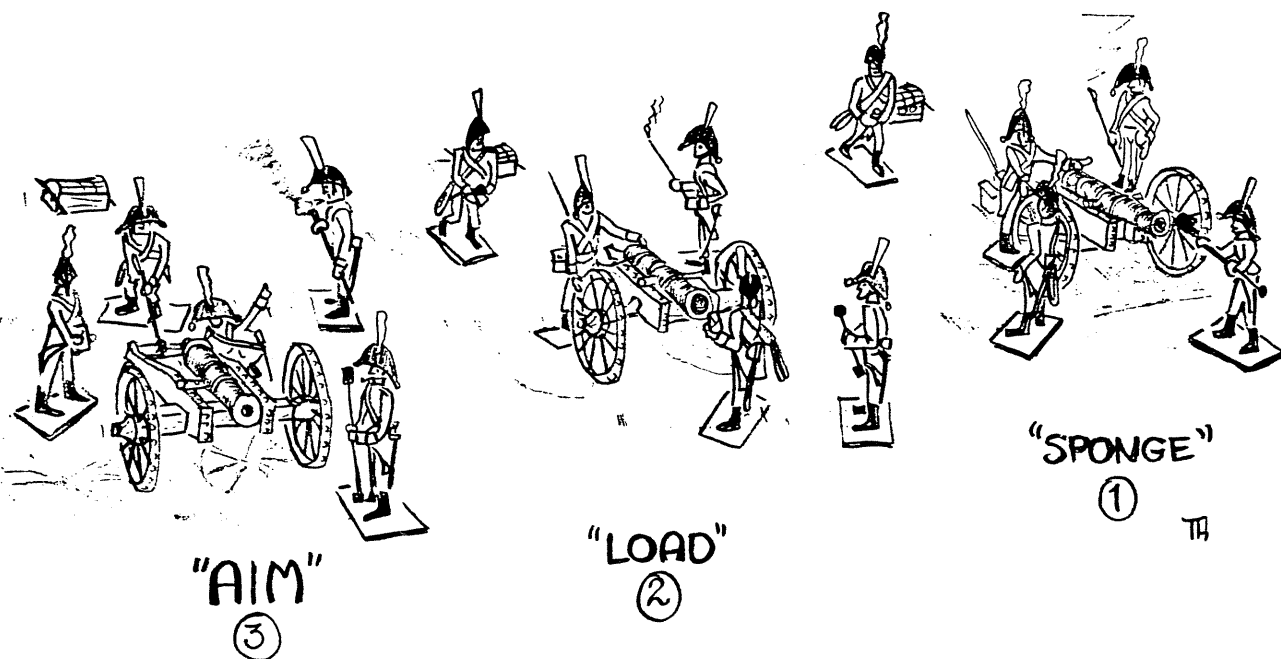
The last remaining company of cavalry or "line" infantry of each nationality may maneuver alone.

The charge increment held by a formation at the start of the melee is retained throughout the melee.

A formation of two or less soldiers may not receive the charge increment or charge move in attack.

A column (4 ranks deep) which is shot down into a line formation (1-3 ranks deep) receives the column move and line charge increment for that round only. A line (especially considering massed lights) would receive the line move-perhaps fire and charge-and the line charge increment and vulnerability evaluation if it started as a massed line or column and was subsequently shot down into a single stand of lights. Such a single stand of lights which originally was formed as a massed unit is not penalized by being shot into a single stand. The zero melee here does not apply but attack by remnants does. The following turn, however, such a single stand of lights is considered skirmishers.

It should be emphasized again here that the Second Field Regulation **MUST NOT** be disregarded. With the rare exceptions already noted, **ALL BASIC UNITS MUST BE KEPT TOGETHER!!**



SIMULTANEITY SUMMARY

Introduction-Our rules are very complex in regard to simultaneity. No rules are totally realistic, but since rulings must be made, they must of necessity take precedence over realism, once stated.

During the first operational sequence (not the first operation necessarily)-

- | If a unit is ordered to: | Then it does: |
|--------------------------|--|
| 1. move - | move up to 6" or less if so ordered or until melee contact is made. |
| 2. change formation- | change formation unless melee contact is made by an opponents 6" or less move. |
| 3. fire and charge- | fire and move 6" or until melee contact. |
| 4. CiC plus move order- | move up to 6" (less if so ordered) unless <ol style="list-style-type: none"> a. it is hit by the opponents initial 6" charge or attack move, in which case it doesn't move at all. b. move until it does hit into melee contact (but 6" or less) |

This involves the first phase of movement and the first application of the "6 inch" rule. Also, only if a unit stops or is stopped at the end of this sequence is pass thru fire allowed (See the Pass Thru Fire rule). Next comes movement at varying speeds. The following speeds are considered identical:

1. The first 6" of anyone's move.
2. After 6"-
 - 1" of infantry column move, light infantry skirmisher move or heavy cavalry line non-charge move.
 - 1 1/2" of guard or light infantry road column move, heavy cavalry column move or line charge move, or lancer line non-charge move.
 - 2" of heavy cavalry road move, lancer column move, light horse move or lancer charge move.
 - 2 1/2" of British Staff Officer move.
 - 3" of light horse or lancer road column move.

This is all well and good, but it is modified by the following:

1. CiC-if a CiC order is given after a change of formation or facing, then the attacker gets another 6" in which to reach the unit before the CiC is activated. If no melee contact is reached by then, then the above operational sequences and speeds are used.
2. Skirmishers-since skirmishers change formation as part of their move, they are considered in their ordered formation only when their move is completely over.
3. Changes of Formation after Moves-these are allowed only if the attacker or other enemy contactor is more than 6" away when the change begins. In other words, a change of face or formation takes 6" and only 6" of the opponents move, whatever his speed.
4. Guard Double Moves-This move does not mean that the guards are moving twice as fast, rather they are moving twice as long. Therefore, their speed is computed just as if it were a normal move but extended to twice the length.

5. Fire Before Movement-in the cases of Fire and Charge or Fire and Fall Back, this fire takes up no time in movement allowance, but it is restricted by many other things given in the rules. For the purposes of these rules, the necessity that the unit be in range both before and after movement in application to horse guns, is interpreted to mean before the horse gun move as well as before the firing unit moves.
6. Terrain features that slow down movement will modify the above speeds.

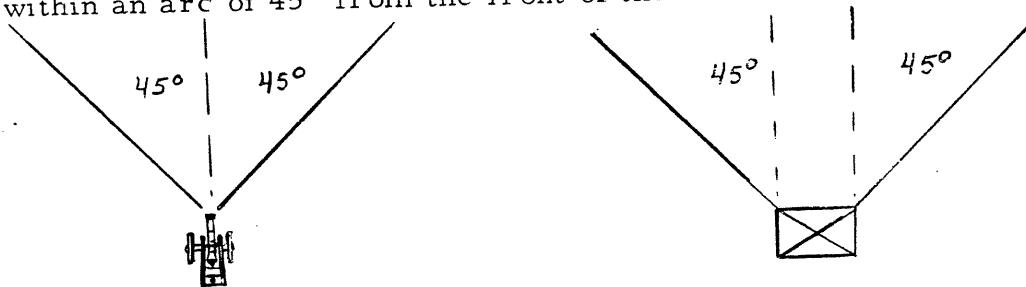
Clarifying Examples:

- A. 1 An infantry column moves 9" and changes formation into a square-it is being charged by hussars. The infantry move 6" then 3" then change formation. During the first 6", the hussars travel at the same speed, therefore they go 6" too. Then during the 3" move by the infantry, the hussars move 6" since they are moving twice as fast (see 2 above under identical speeds). Then during the infantry formation change, the hussars move another 6". Thus only if the hussars move more than 18" will the infantry be in square when the hussars hit.
- A. 2 Same as above, but the hussars change formation before charging. This time they will change formation during the infantry's 6" move. move 3" while the infantry are moving 3" and then 6" during the formation change. This time they must move 9" or less to hit before the square is formed.
- A. 3 If the hussars (as in A. 1) start in line formation, but attack as skirmishers, they still move 18" before the square is formed since the breakdown into skirmisher formation is part of the move.
- B. One side (A) has two units, one ordered Charge, the other CiC, the other side (B) has a CiC unit. First A's charge unit goes 6", then B's CiC unit goes 6", then A's CiC unit goes 6", then they converge at their proper speeds.

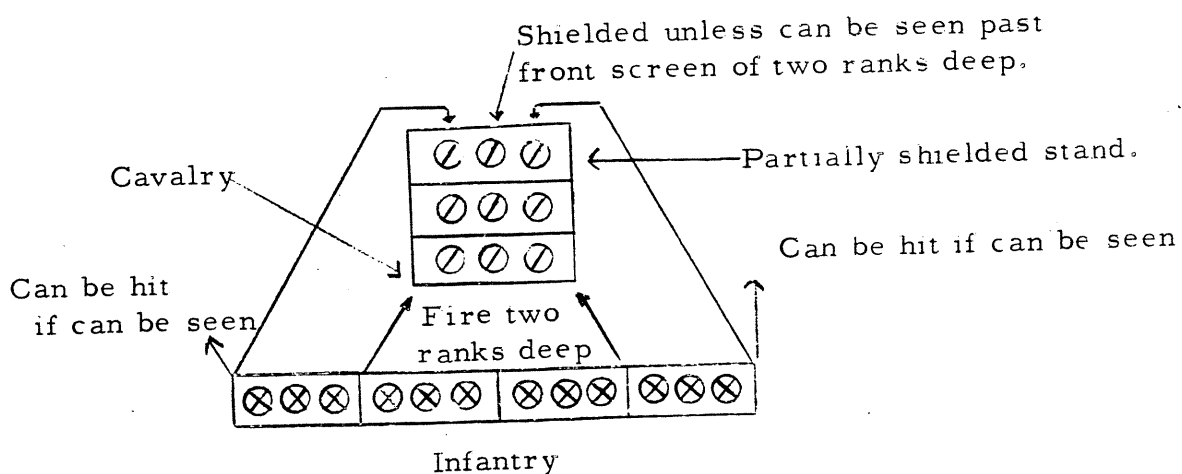
FIRE

A. GENERAL FIRE RULES

1. All fire--artillery ball, bombshell, canister, and small arms--must be directed within an arc of 45° from the front of the stand or muzzle of the gun:



2. With either canister or volley small arms fire, the person firing chooses which of the available targets he will shoot at. The target may be any platoon, company, battalion or squadron, etc., with stands physically touching. For example, he may choose to kill grenadiers in preference to line infantry if both are in range. Either side may request that all targets for canister or volley fire be selected before any firing is done, and fire may not be directed at one unit "until it disappears" and then at another; these stipulations arise from the assumption that all such fire is simultaneous. Targets for skirmisher fire may be selected before each individual dice cast. In the case of normal unshielded fire, if any portion of the stand or group of touching stands can be hit, all of the stand or stands can be hit up to two ranks deep. But in the case of a partially shielded target stand, only the figures that can be seen can be hit.



In determining musket fire (or held canister) penetration and eligibility, all fire (of this type) is determined after movement is completed (exception is "Fire and Charge" which has its own eligibility rules). Thus, although a cavalry charge in two or more waves is possible, fire is computed after all movement is finished. The waves combine as each hits the defender and the fire penetrates as many ranks as is normally allowed for fire under the existing conditions (two ranks for normal musket fire, but held canister and fire from second stories extends this). However, with the exception of upper story fire or third rank fire from a hill, the entire first rank of a formation must be shot away before casualties can be inflicted on the second rank (that is all of the first rank that is within range of the firer). This principle also applies when skirmishers form the first rank of an attack. Once the skirmishers are in actual contact with units behind them-after movement has ceased-then they are no longer skirmishers and do not screen.

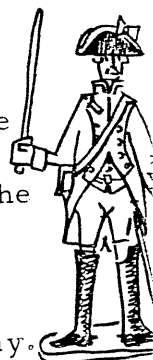
3. Screening of Troops. Screening of troops with other troops prevents the unit screened from firing or from being fired upon if there is a screen between that unit and an enemy unit. A friendly unit may be screened from one unit of the enemy but not from another and thus may exchange fire with the second but not with the first. The effect of screening lasts all through any Round of firing, since it is assumed that all fire is simultaneous; targets behind a screen may not be shot at until the next Round of fire even if the screen is entirely shot away. However, if a screen is shot away during the time of artillery fire of a Round, the screening effect is not present during the time of small arms fire of the same Round. Screening is done as follows: light infantry and light cavalry in skirmish order will screen any unit behind them, provided that there is no gap larger than one-fourth inch between the screening stands through which fire can penetrate; also, infantry or cavalry in solid formations will screen any unit behind them whose stands do not touch those of the screening units. In this rule, "behind" screening means with screening units between the unit referred to and hostile units. Screening will stop only small arms fire and canister.

4. All firing is done at the end of each round. Any unscreened unit within range of a firer at that time may be fired upon.

5. All units will fire only at the end of a Round with these exceptions: A unit moving past and out of range of a particular firer either due to distance or due to ineligibility such as entering a melee or going behind a mountain or house may still be fired upon "in passing" but may not return fire.

A unit moving out of range--directly ($\pm 45^\circ$) away from the enemy and being out of range at the end of the turn--or a unit becoming screened from fire by units during the turn may not be fired upon during that turn.

Units entering or leaving constructions or cover may be fired upon in the open "in passing" if within range except for retreating units as in paragraph above, retreating ($\pm 45^\circ$ directly away from the enemy during the entire move--even leaving the door. No return fire is allowed. The only units that may claim



Regt
Villaviciosa



SPANISH
DRAGOON

pass through fire are those that only changed formation, faced or moved 6" or less. The latter must be in position to fire before target units become ineligible (see rule FIRE B8c and MELEE E).

6. Superior Weapons. All weapons of superior fire range firing against inferior ranged weapons takes place first with instant casualties and no return fire until the shorter ranged unit comes into range--less its casualties. This applies only to the volley fire Round: carbines, muskets, rifles, and held canister.

7. Any fire may be directed at horses as well as men. Artillery fire may also be directed against other targets.

8. Light infantry in constructions other than works may fire either skirmisher fire or volley fire regardless of actual formation.

9. When a measuring stick is used to determine range of gunfire, it is assumed that at least one round has been fired.

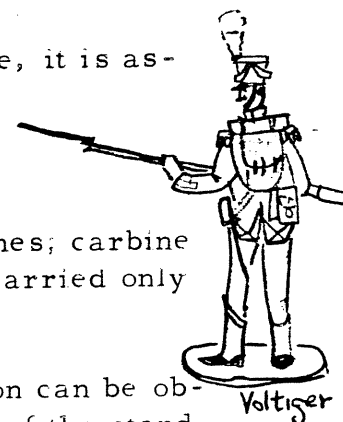
B. SMALL ARMS FIRE

1. The range of fire of small arms is: musket, twelve (12) inches; carbine (carried by hussars and other light cavalry), nine (9) inches; rifle (carried only by British Rifles), eighteen (18) inches.

2. Small arms fire is much more effective if an enfilade position can be obtained. An enfilade position is obtained when a line from the center of the stand which is firing to the stand at which it is firing runs completely across the stand which is being fired upon. When troops are fired upon from an enfilade position the number of die being used is doubled. The penetration depth is unlimited up to the extreme range of the weapon being fired. The effect of skirmisher fire, which is man-to-man fire, is not increased by enfilade. Fire from houses or roofed buildings through windows, loopholes, etc. cannot be used for enfilade fire, however, firing from a top of a tower, a wall, etc. where a volley line can actually be formed may be so used.

3. Small arms fire will penetrate only two ranks if the stands of the units involved are touching, and only one rank if the stands are not touching. Screening prevents the screened unit from being fired upon and from firing at the troops they are screened from.

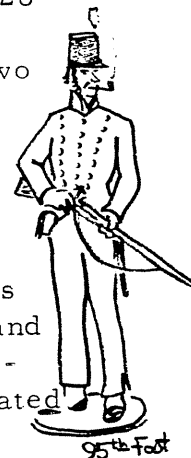
4. On flat terrain, only the first two ranks of any unit may fire. Since troops are only two contours high, raising the third rank up one terrain contour will allow the third rank to fire. The third rank will be considered a separate unit for purposes of aiming and measurement of distance and giving or receiving fire, but the fourth or deeper rank on a hill cannot give or receive small arms fire. The third rank on the hill may fire down behind the enemy's first two ranks and hit the following stands. In the case of the upper story of a house or structure, all fire is on a stand to stand basis regardless of the depth of formation on the ground. More than



two ranks deep on the ground may fire at the upper story of a house but only two ranks may fire at the lower story.

5. Types of Small Arms Fire

a. Skirmisher Fire. Skirmisher fire can be used only by light horse, light infantry, and sappers when these are acting as skirmishers and is always used by artillerymen and train. Skirmisher fire is aimed man-to-man fire, and is carried out one man at a time. Two dice are thrown, and from the total obtained the appropriate number is subtracted for the opponent's position as stated in the POSITION section. The corrected total is then applied to the scale: 2 through 6, miss; 7 through 12, hit.



b. Volley Fire. Volley fire is used by all units in formation. For each group (platoon, company or battalion option) firing, throw one die, add volley fire increments (if any), subtract the appropriate values if the opponent is protected (see POSITION), multiply by the number of men firing on that stand, divide by 10-the result is the number of hits. In volley fire, all fractions one-half or greater are considered hits. The first two ranks of any formation may fire.

c. British Rifle Firepower. Because of the Baker rifle's slowness in reloading, if a company of green rifles fires on one turn, it may not fire the next. If only a small number of rifles are involved and it is agreeable to both sides, this principle may be applied on the figure rather than company basis.

6. Hussar/Light Horse Fire. Hussar-Light Horse in skirmisher formation may elect to fire carbines with skirmisher fire. However, if the Hussar/Light Horse are subsequently meleed on that turn they have the skirmisher vulnerability evaluation of zero and are treated as light infantry skirmishers in melee.

Hussars in formation may fire carbines in volley but if they are subsequently meleed on that turn they must fall back one move as in morale loss and they receive one opposed throw. They are then in the involuntary retreat category. When hussars/light horse fire from within woods in skirmisher formation and are subsequently meleed they have a vulnerability evaluation of zero. Skirmisher cavalry in open terrain melee normally with other troops but may not fire and melee in the same turn without penalty.

MELEE SUMMARY FOR UNITS WITH SKIRMISHER ABILITY

Unit	Formation	Fire	Woods	Melee Eval. vs. Mass	Melee Eval. vs. Skirmishers
Lt. Inf.	Mass	Yes or No	No	Normal 1	Normal 1
" "	"	" " "	Yes	" "	" "
" "	Skir	" " "	No	Zero	" "
" "	"	" " "	Yes	Normal 1	" "
Lt. Cav.	Mass	" " "	Yes	Illegal for massed horse to be in woods	



Unit	Formation	Fire	Woods	Melee Eval. vs. Mass	Melee Eval. vs. Skirmishers
Lt. Cav.	Mass	No	No	Normal 2	Normal 2
" "	"	Yes	No	Automatic Fall Back	Fall Back except vs. Lt. Inf. Skir.
" "	Skir	No	No	Normal 2	Normal 2
" "	"	Yes	No	Zero	Normal 2 vs. Lt. Inf. Skir.
" "	"	No	Yes	Normal 2	Zero vs. non-Firing Lt. Cav. Skir.
" "	"	Yes	Yes	Zero	Normal 2

**Unit in woods



7. Artillery Crews Firing Small Arms. Whenever an artillery gun is not fired, its crew may fire muskets.

8. Correlation between Fire and Simultaneity

a. Any unit which is charged or attacked and which is itself not charging or attacking, which is faced towards the attacker and which has carried out one or less operations at that time (even though it was ordered to carry out another in the future, as in move and change formation, if the meleer hits before the formation change begins, it shoots), may fire at the attacker irregardless of other considerations (green rifles must, however, be loaded). Since skirmishers have three operations per turn, read two or less operations before melee.



b. Pass thru fire shall be interpreted most liberally, with the concept "entering a melee" to include units which simply sit still and are meleed-with the proviso that this unit may fire, whereas under fire A5 other such units may not return fire at that time. In other words, unless there is a specific reason why the unit may not be fired on, it may be. At the same time the unit which is being attacked may fire at other units which are attacking it, even if they have not done so at the time the first attacking unit hits them, unless the first unit obscures the shot. This keeps a unit which is contacted by small sized attackers from being denied its shot at the real and large attackers which are coming in on the same move but from further away.

c. Melees are presumed to begin after all movement is completed and all special fire is completed, so if two units are sitting together in what will be a melee, it is judged not to be one until all other operations are over. Thus if your own unit is not blocking the shot, and you get your troops into position before contact is made, you may shoot at the units as they are moving into melee but before the melee starts.

d. Allow fire at what can be fired at when the turn is over, superior range weapons getting to fire first if their targets moved in from outside range.

e. All fire takes place after movement for convenience, this includes "fire and fall back" and "fire and charge" which have special eligibility requirements, but casualties are taken as if fire were simultaneous with the exception of pass thru fire initial artillery fire and superior weapons fire where there is an order of firing with casualties being assessed before the inferior side gets to fire. (The inferior side being the one with the shorter ranged weapons or which did the passing thru.)

C. ARTILLERY FIRE

1. All horse, field, or siege guns fire either solid ball or canister. Howitzers fire either bombshell or canister.

2. With the sole exception of held canister, which is fired at the time of small arms fire, all artillery fire of a given Round is considered simultaneous even though of necessity players may have to alternate in effecting fire.

3. Four-pounder horse guns can fire ball or canister only two (2) contours higher than their own level; eight-pounder field guns, four (4) contours; twelve-pounder field guns, six (6) contours; howitzers, any number of contours.

4. Certain features of artillery fire need not be specified at the marking of maps--the range, the target, or the color of stick to be used. Limbering or unlimbering of guns must be noted.

5. Note that according to the field regulations horse artillery can both move and fire on the same move but that field artillery can not. Also, horse artillery may move before the time of artillery fire on a particular Round regardless of whether or not the horse artillery itself will fire on that Round.

6. Historically, cannons did not fire ball over the heads of friendly troops unless the cannons were on an elevation. Therefore, since troops are two contours high a cannon cannot fire ball over friendly troops as the gun can only clear one contour at "close" range. However, all that is required is a fire lane wherein a cast of three or four on the drift stick will clear friendly troops. Howitzers are not restricted by this concept. By placing a cannon up one contour, it may fire over any friendly troops. Cannister and low ball (white section hits) may not be fired over friendly troops.



7. Prolonge Drawn Battalion Guns. Prolonge Drawn Battalion Guns, such as those attached to Prussian grenadier battalions, may be hand pushed or pulled by prblongs (6" overland or 9" on roads) and still fire horse artillery type fire in the artillery Round. Hold canister is also allowed with same move options as horse artillery.



8. Placement of Artillerymen. To fire a gun, two artillerymen must be within 1" of the barrel (or mounted on the artillery stand). One man must be within 1" of the muzzle. If gunners are killed, the gun may still be fired if two men are

within 4" of the barrel. However, the gunners must move up to their firing position (or move the adjacent stands to touching the gun stand in the case of mounted train drivers or sappers) before the gun may be fired. This movement of gunners is considered to be part of the artillery fire and not part of the general movement.

9. Types of Artillery Fire



a. Solid Round Shot (Ball). Ball is fired with a bicolored stick painted according to the plan given on page 18. These sticks will vary depending upon the type of gun being used. The standard colors are red and white. If red is called for, a windage bar (also shown on page 18) is placed within range of the gun and perpendicular to the muzzle of the gun. The center, marked 3-4, is lined up with the gun muzzle and the target chosen. One die is cast and the end of the stick is then placed at the muzzle of the gun and the stick lined up over the appropriate number on the windage bar. Any additional range gained from a superior position must be added; see POSITION. If white is called for, no windage bar is used; the stick is simply placed in the proper position with one end at the muzzle of the gun (with any range gained by a superior position added). Hits are obtained on that which is within the first white section of the stick only; white sections in the second half of the stick are not locations of hits.* Note that the windage bar, if used, may be placed up to but not further than the length of the firing stick away from the gun in order to minimize the firing angle; in other words, it may be behind the target with the 3-4 position being in line with the gun muzzle and the target.



The effect of artillery ball is as follows: any horse or man whose figure falls under the firing stick, in whole or in part, is killed. Any cannon or caisson or wagon which lies in this region, in whole or in part, is considered possibly hit (this is the casting itself, not the stand); the amount of damage, if any, is determined as follows:

1-2-3 : miss

4-5 : damage, one crew man killed

6 : destroy, all crew men killed.

In the case of a miss with a ball, it is assumed that the ball continues on its trajectory. For a wagon, a 5 is a destroy instead of a damage. Any such unit which is damaged may not move or otherwise function for two turns, at the end of which time it is considered to be repaired provided that a crew has been present to effect the repairs. If any such unit is damaged 3 times before being repaired, it is destroyed. However, any hit (a cast of 4-5-6) on a limber, caisson, or wagon containing ammunition destroys it and causes the ammunition to explode with the same effect as a sapper charge exploding there.



Artillery ball may be fired over one contour, except as specified in the POSITION section for certain firing from hills. If any hedges or fences lie in any part of the firing stick which is not a region of hits, the ball is considered to go over them. If houses, buildings, trees, or other high obstacles lie totally in the non-hit region, the ball is considered stopped at that point with no damage.

*Hits gained against personnel cannot exceed the value obtained by then casting normal canister dice--a round of ball, not canister is theoretically used up.

If anything classified as cover or construction (see POSITION) lies in the hit region of the stick it is considered hit, but anything beyond it is undamaged.

When assessing damage of units behind a fence or wall from cannon ball fire, it is assumed that no units may be hit until the wall or fence is destroyed. On the turn when the wall or fence is leveled, the formerly protected immediately sustains casualties.



b. Howitzer Bombshell. Howitzer bombshell is fired by estimating the range from the muzzle of the howitzer to the target, placing the windage bar at approximately that range perpendicular to the barrel of the gun and with the center 3-4 at the target. One die is cast and the estimated distance is then measured in a straight line from the muzzle of the howitzer to the appropriate line on the windage bar. This determines the left-right point of hit. Then an additional windage stick is used which is placed at right angles to the normal windage stick. The end of the stick closest to the gun is #1. Two separate single die casts are used. The proper burst circle is centered on the burst point, and all that is in the circle is hit. A die is cast for each object or man or horse hit, and any man or horse for which a 1 (one) is not thrown is considered killed. Damage or destruction of other artillery is discussed above under Round Shot. Two hits by an explosive howitzer shell on anything combustible has the effect of an incendiary rocket--within two inches of impact. Smoke effect would be determined at play. See Siege Rule and Weather Rule.

All non-British howitzers will have a 3 inch burst pattern (this is regular field howitzers, not the special Unicorn howitzer discussed below). Because of the greater effectiveness of the British howitzer shrapnel shell, that weapon will have a four inch burst circle.

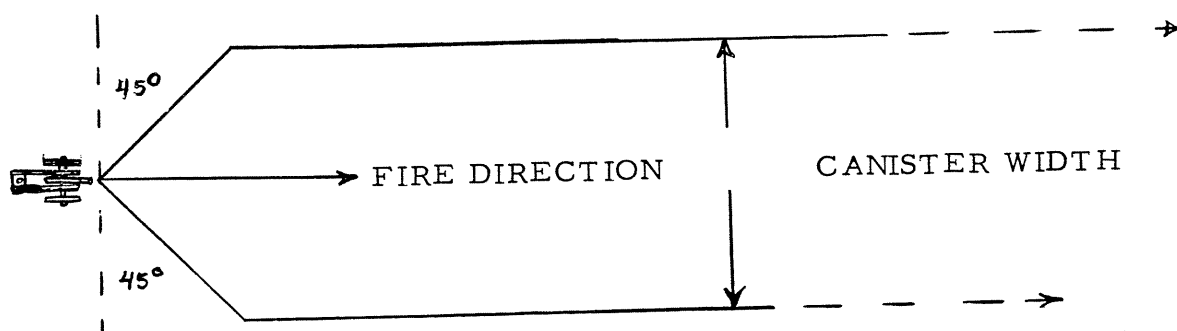
The Russians had an artillery piece called a unicorn (licorne in French), which was not used in the Spanish Peninsula. It was a howitzer which fired an explosive shell but in flight the shell more approximated a cannon ball. It had a range greater than normal field artillery. The unicorn will have a range of 42" using the 12 lb stick with bounces, and with left-right windage only. Its burst circle is two inches in diameter. Otherwise, its rules are as for other howitzers. The range is measured on the 12 lb stick and the ball explodes at the end of the range estimate.

The Swedish horse artillery howtizer (also not used in the Spanish Peninsula) operates as a horse gun but has the usual 5 bombshells (3" burst circle) and one canister (2 dice). All ranges as for horse artillery. For poundage and point evaluation, it is as for all howitzers.

c. Canister. Canister is fired by designating the target, which may have width up to the maximum for the piece firing, and casting the number of dice listed for the particular piece. Casualties begin with the stand nearest the gun and an entire stand must be removed before anything behind it may be hit. The depth and range of canister are: gun, 12 pounder or greater, depth 4 ranks, range 24 inches,

width 10 inches, dice 4; gun, 8 to 10 pounder, depth 3 ranks, range 18 inches, width 8 inches, dice 3; horse gun, 2 to 6 pounder, depth 2 ranks, range 15 inches, width 6 inches, dice 2; howitzer, depth 5 ranks, range 15 inches, width 12 inches, dice 5. Superior elevation (see POSITION) adds to the range of canister just as to ball or bombshell, and lessening of effect due to elevation, cover, or construction (see POSITION) are subtracted from each die thrown. For example, a 12-pounder gun firing into woods would have two subtracted from each of the four dice thrown. The rules for enfilade hold for canister as well as small arms except that the number of dice is not doubled for the canister.

Basically speaking, the canister pattern is a five sided polygon shaped as follows:



The canister range is measured from the muzzle of the cannon. If the cannon is firing through an embrasure (not a narrow opening of troops) the canister pattern is reduced by the thickness of the embrasure or shield.

d. Hold Canister. When maps are being marked for a Round, it may be indicated that it is a person's intention that certain pieces be loaded with "Hold Canister" and that it will be fired during any fire sequence (see 9 and 10, Order of Operations) before the guns themselves are actually involved in a melee. The guns need not fire the held canister at all during that Round. The type of charge loaded on one Round and not fired is ignored the following Round with the assumption that the unwanted type of charges could have been extracted.

10. Artillery Ammunition. All field and horse guns will have seven ball and two canister. All howitzers will have five bombshell and one canister.

All limbers are considered to be restocked overnight unless other supply rules are mentioned before the game.

Ammunition of odd sizes are not interchangeable in guns, but horse gun ammunition is interchangeable, as is medium field gun, 12 pounder and howitzer.

Artillery ammunition is considered to be in the limbers unless otherwise stated. If the ammunition is with the gun in the trail chest, and a hit is made on the gun, it suffers the same destruction as a limber loaded with ammunition.

11. Explanation of Casualty Marking. The castings on a stand are a strength indicating artifact. The castings which were previously marked hit in the fire are ignored in a new round of fire, i. e., if any castings (previously marked hit or not) are vulnerable to the new fire. Customarily the castings are divided by toothpicks

counting from the left. The paper recording "roster system" method may be used as an optional method of recording if so announced before the game.

12. Rules for Rocket Troop. These rules reflect the particular characteristics of: high mobility, high rate of fire, low accuracy.

a. Rocket troop included 80 men able to put 24 tubes into action in a matter of minutes. The scale rocket troop is composed of 4 mounted figures and a pack horse, mounted on two stands. To deploy for action two of the amounted figures are removed and two gunners with the tube are substituted.

b. MOVEMENT: Since the troop is mounted with ammunition carried on pack horses, the move shall be that of dragoons.

c. INTO AND OUT OF ACTION: Same as horse artillery. The three men teams dismount, carry forward the rocket tube and set it up, assemble the rockets for firing in less time than horse artillery would take to unlimber and load.

d. RATE OF FIRE: Since they had no sponging, ramming etc. the rocket teams were able to achieve a high rate of fire with 24 tubes to the equivalent of a battery of 6-lbr. guns. The only limit would be the ammunition supply. Ammunition is limited to seven rounds. Rocket effect is limited to solid and incendiary. They may fire up to three "sheafs" on any one turn. Each round represents a "sheaf" of 24 rockets.

e. EFFECT OF FIRE: Factors include range, accuracy, physical effect on enemy, morale effect on enemy, effect on structures, cannon, wagons, etc. METHOD: Throw two dice and refer to the table below. Range is 6" for each point on dice measured from end of tube. Six inches from the mouth of the rocket tube, place a 12" ruler at right angle to the axis of the rocket. Measure path of rocket in straight line drawn from mouth of rocket tube to proper deflection point on the 12" ruler.

DICE THROW	DIRECTION	RANGE
2	Rocket explodes in tube, tube destroyed, within 2" circle.	throw to save all
3, 11	Deflection 6" left grazing low	3x6" = 18"; 11x6" = 66"
4, 10	Deflection 6" right low	4x6" = 24"; 10x6" = 60"
5, 9	Deflection 3" right high arc	5x6" = 30"; 9x6" = 54"
6, 8	Deflection 3" left high arc	6x6" = 36"; 8x6" = 48"
7	Rocket on target low grazing	7x6" = 42"
12	Rocket reverses. Measure from other end. Shake again until 3 to 11 occurs.	



Since the fire represents a sheaf of 24 rockets, a 2" swath or 2" dia. template is used when rocket passes through or lands among troops, respectively. Throw dice to save troops 1=casualty, 2, 3, 4, 5, 6, = "save".

DOUBLES: WHEN DOUBLES ARE THROWN check for morale of any unit when rockets pass over (high) or through (low) or are within the area of the final hit.

ROCKETS will start a fire on combustible structures within 1" of hit. Troops must leave a burning house on the following move. On non-combustible targets-not troops, artillery, or vehicles-hit has same effect as 6 pd. cannon ball; with hit on artillery, must cast for counter-battery fire. If grazing fire hits a structure, elevation, etc., a hit is scored and the rocket stops.



The construction of the firing sticks and windage bar are shown in the sketches on the following page.

D. HISTORICAL BACKGROUND:

Originally, most war games employed the concept of casting to casting conflict. The individual casting was the actual physical representation of each player's troops on the board. If any part of the casting was hit, the casting was eliminated. With the desire to have more troops on the playing board than could be conveniently handled individually and the wish to duplicate more accurately the tactics of formed troops, the roster concept was introduced.

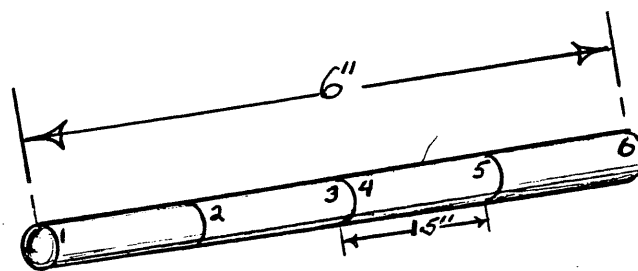
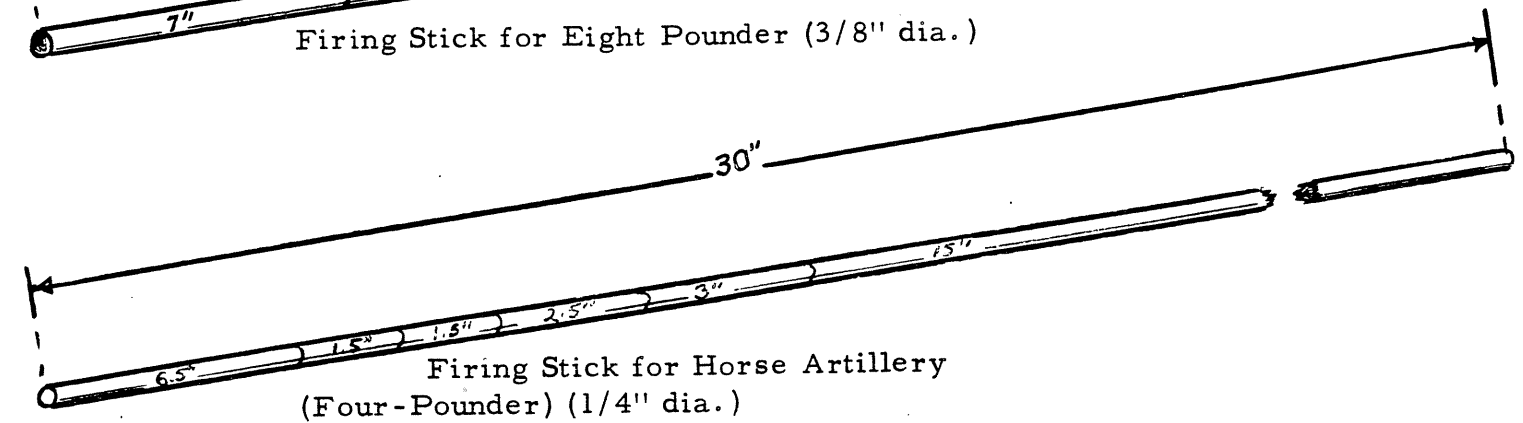
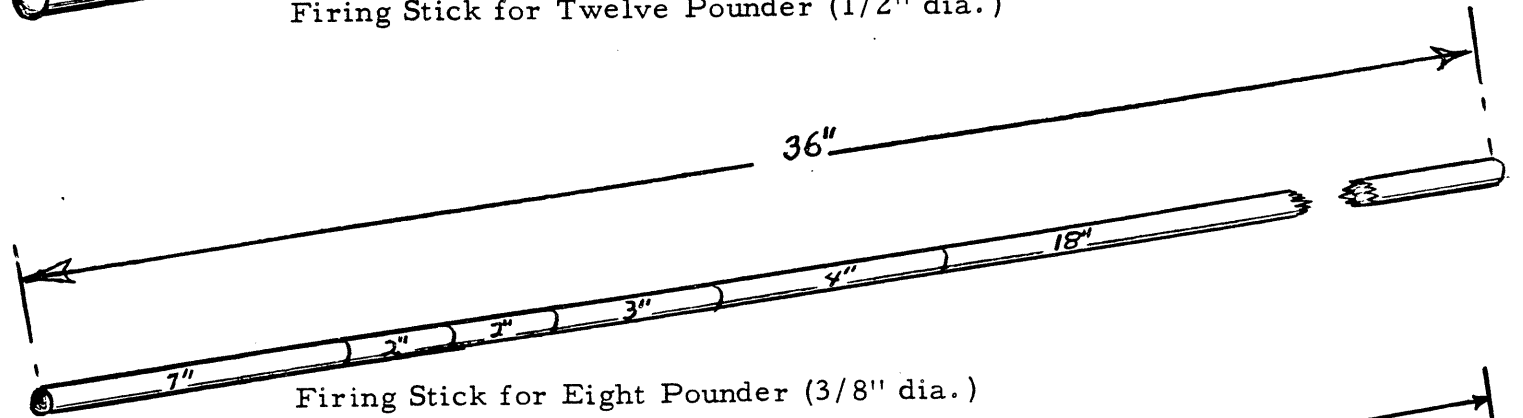
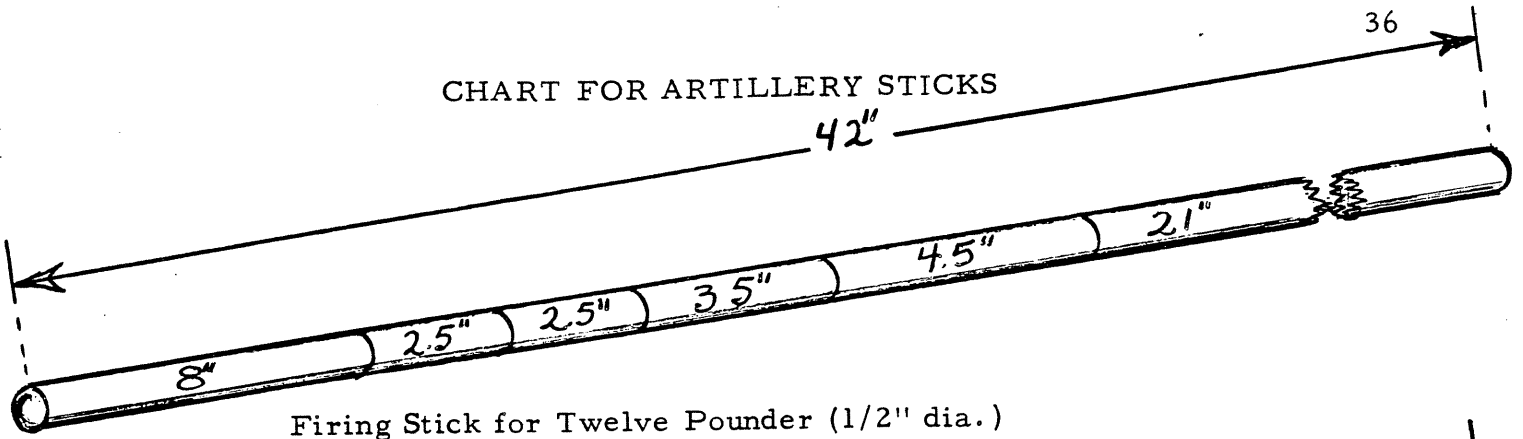
Under the roster concept, the actual stand is the physical representation of the form and size of the troops on the board. The castings become color-shape codes of type and number of troops the unit represents. The ranges of units are measured from stands and hits are registered if the ranges intersect enemy stands.

The present war game rules played by the 30mm Napoleonic Wargamers of the Middle West, COLUMN, LINE, AND SQUARE, are a fairly satisfactory compromise between these two concepts. To visualize the extent of the compromise, imagine that the castings are removed from the stand, being replaced by labels indicating the type and number of troops it represents. Howitzer bombshell, solid round shot, and skirmisher fire are found to be the major individual casting concepts used. It will be noted, however, that under the rules the casting also takes on another meaning - it indicates the smallest amount (or part) of the stand that can be killed at any one time; thus, if there are three castings on the stand the smallest amount on that stand that can be killed at any one time is one-third. The meanings invoked by this compromise come to the fore when the screening of troops is considered.

DEFINITIONS: The rules for "Screening of Troops" (FIRE, A3) and formation make use of these two definitions of the two types of formations found (each type having its own type of small arms fire):

1. Solid Formations (Volley Fire Only): The stand is imagined to be the actual physical representation of the form of the unit. Each man is formed in his place in the stand; rank and file, dress and cover, line and column. A solid rectangular formation.

CHART FOR ARTILLERY STICKS



(all sections are of equal length) (3/8" dia.)

On all of the firing sticks the stripes are alternately red and white, beginning with white for the longest stripe which is placed at the muzzle of the gun. The windage bar is entirely white with black inked rings at the appropriate points.

2. Skirmisher Formations (Skirmisher Fire Only): The stand is imagined to be only the representation of the physical confine of the skirmisher formation. The men are thought of as being in several thin wavy lines with no particular formation except that of a line - something similar to ripples on water. They are still "solid", however, in the sense that the formation cannot be penetrated by fire. If a number of such formations are placed close enough together (less than or equal to 1/4") they will screen whatever is behind them as long as their stands do not touch it. The 1/4" is to be regarded as an artifact. If the skirmisher stands were placed adjacent to insure complete screening they would lose their skirmisher nature by definition and thus it is assumed that at a 1/4" or less there is no gap in skirmisher formation.

In the game, volley and skirmisher fire is made on a stand to stand basis. In the case of normal fire, if any portion of the stand or a group of touching stands, can be hit, all of the stand or stands can be hit up to two ranks deep. Canister is similar except it is initially measured from the cannon muzzle.

EXCEPTIONS:

a. In the case of enfilade fire, more than two ranks may be hit up to the maximum range of the firing weapon's capability.

b. In the case of a partially shielded target stand, only the figures that can be seen, can be hit. If any portion of the figure can be seen, the man can also be hit.



Skirmisher fire is always line of sight, man to man aiming but the range is determined by stand measurement. Volley fire is stand to stand aiming and range measurement.

In firing through an improper skirmisher screen of greater than 1/4" gap, the enemy may fire through the 1/4" gap (of the friendly improper screen) at any friendly troops that can be seen by the enemy on a man-to-man basis for enemy skirmisher fire and a stand to stand basis for an enemy volley. In the latter case, only the part of the friendly stand seen by the enemy volley troops can be hit. The friendly volley target stand may not return fire through the friendly improper screen for fear of hitting its own troops unless the full company stand from may pass through the fire gap in the angle and direction of fire. Skirmishers must be able to fire through the gap on an aimed man-to-man firing.



If the friendly units fire is partially masked by a shield other than human, only those castings whose fire is not masked may have their fire counted in the volley. Woods will not mask fire unless so stated before the game.



POSITION

In general, positions are of advantage to the defense and to the disadvantage of the attacking force, since the defender is generally in the superior position. There are three situations considered superior positions:

A. ELEVATION

This consists in being on a higher contour which forces the attacker to fire or move into melee uphill. The effect of elevation is as follows: for fire against a position of superior elevation by small arms or canister, subtract one point from each die cast in volley or canister fire, subtract one point from each two-dice total in skirmisher fire; and subtract one point from each dice total in melee (not in morale checks) for the attacker.

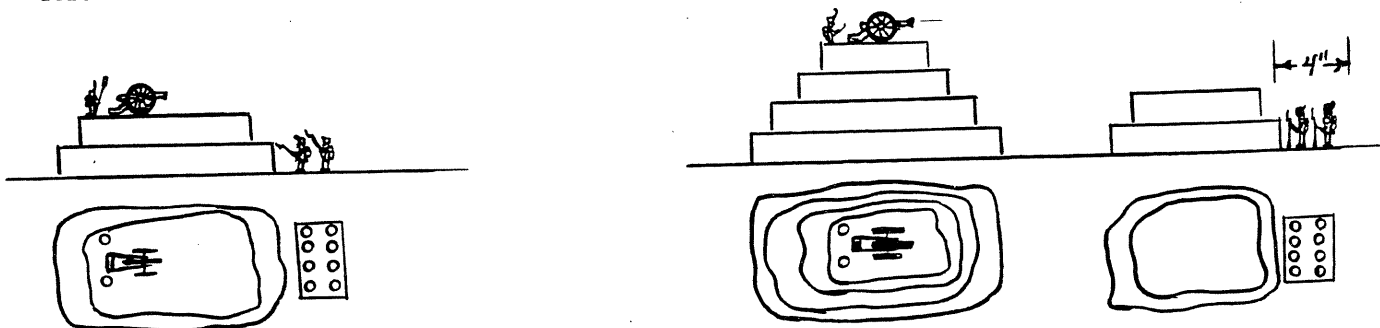
Charging into melee uphill is defined as moving from a lower contour to a higher contour, meleeing a defender on the higher contour, and reaching the defender within 4 inches of having reached the higher contour.

Elevation will also have an effect upon movement. One inch is lost from forward movement for each contour climbed. However, stands may climb only if the slope is not too steep. If the ledge between two contours is so narrow that a stand one inch wide may not sit on the ledge then the slope is considered a cliff and may not be climbed by any unit. If the slope is not a cliff, any unit may climb it regardless of the size of the unit's stands. When setting up hill contours, it is a good idea not to leave this in doubt but make it definitely one or the other. Any troops other than cliffs do not affect downhill movement.

Artillery will also be affected by elevation. One inch is added to the ranges of all artillery fire--ball, bombshell, or canister--for each contour that the piece firing is above the target. When the firing sticks are used, this addition is made to the white or muzzle end. Artillery ball may be fired over one contour but no more than that. Two contours will screen a unit if the shooter is on the same level as the target; if the artillery is on a hill itself and is higher than the target, then the artillery can fire over the intervening two contours at any unit which is more than four inches away from the intervening hill. Howitzers may, of course, fire over any elevation. The sketches below are intended to illustrate the firing of field artillery over hills:

ARTILLERY MAY FIRE ON TROOPS

ARTILLERY MAY NOT FIRE ON TROOPS

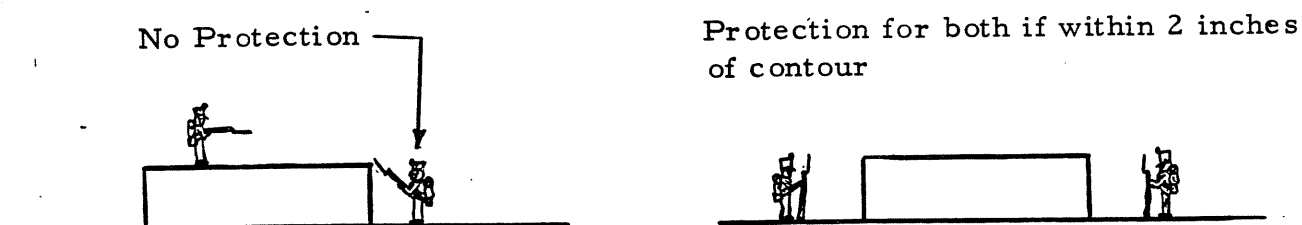


B. COVER

A unit is said to be under cover when it is within woods and the attacker is outside, or if it is immediately behind (within two inches of) rocks, hedges, or fences. The effect of cover is as follows: for fire against units under cover by small arms or canister, subtract two points from each die cast, for skirmisher fire subtract two points from each two-dice cast, and for melee (not morale checks) subtract two points from each dice total.

If a woods is between two units, neither of which is actually in the woods, then both are given protection from fire from the other.

Two contours will completely protect troops but one contour is equivalent to a rock or one half protection-cover-if the unit is within two inches behind it. This rule applies only to isolated single contour terrain.



1. Cover from Rocks, Hedges, or Fences. Solid shot or artillery ball can remove hedges or fences; any section struck is removed when a die is cast and shows 4, 5, or 6 and is damaged if the cast is 1, 2, or 3. Two damages remove the section. Howitzer bombshell will remove hedges or fences unless a 1 is thrown on a die cast for that section, if the section lies within the burst pattern in whole or in part. Rocks cannot be removed. Note that hedges or fences may give cover to both attacker and defender if both are within two inches of them.

2. Cover from Woods. Artillery ball can remove woods at the rate of one tree per shot fired.* Note that a ball will not pass over a woods; if a hit is obtained in a woods, one tree is removed, and if no hit is obtained there is no damage in or past the woods. Howitzer bombshell automatically removes any trees within the pattern,* in whole or in part, and will damage any units within the burst pattern. (*Applies only to non-dense woods.) Woods may be set on fire by rockets, howitzers and sappers (FIRE C12), in weather condition #2.

3. Movement in Woods. Any unit in skirmisher formation may pass through woods at full speed, fire while in them, and operate freely in them, but cannot form and charge (not receive charge increments or charge moves in attack) while in them. The size of the stands in skirmisher formations is ignored and considered an artifact, so that the stands are put in as near their proper position as possible and the real location indicated on the map and to the opponent. Infantry units in any formation other than skirmisher must be able to remain in their proper formation while moving through or in woods or be subject to penalty. If there is not enough room for a unit to pass while in its proper formation then that unit may perform only ONE of its allowed operations on that Round; however, the operation of "change formation", is not allowed unless it can be done without interference from the trees. All movement in a woods must be at one-half of normal speed.

It must be understood that these penalties are imposed only when trees of a woods are too dense to permit the unit to move and maneuver normally.

Cavalry in non-skirmisher formation and other units such as train, artillery, etc., must travel on roads through woods, swamps, etc. Various types of woods, swamps, hills, etc. will be covered below as suggestions. These or modifications thereof may be used OR you can let your imagination and reason be your guide.

4. Suggested terrain rules:

(1) Open Woods: Each tree represents one tree and all operations, full movement, visibility, fire without penalty, etc. are allowed so long as no tree gets in the way. If a tree interferes the appropriate penalty conditions of (2) Semi-Dense Woods apply to the unit. Formed cavalry and artillery are permitted in open woods with full movement.

(2) Semi-Dense Woods: Trees are merely representational, the whole area is assumed to be loosely filled with trees and the underbrush cleared. Artillery balls may penetrate and kill up to three inches. Although cavalry must remain as skirmishers in this woods (see 10 below for modification of this), all stands of cavalry prematurely halted by a melee in front of them are considered involved in that melee and the front rank does not screen the second rank from fire. Facing or formation changes by infantry that involve only the facing (not movement) of stands are allowed without penalty. Other facing or formation changes cut any movement that turn to 1/2 speed. Units may not charge (though they may attack). Dismounted dragoons may lead their horses through at 1/2 dismounted speed. In a melee at the edge of the woods, the one outside is minus 2 on the dice.

(3) Dense Woods: The trees are merely representational, the whole area of the woods is assumed to be densely filled with trees but the brush largely cleared. Artillery balls do not penetrate. Infantry in formation is less one operation and its movement is at 1/2 speed except on roads. Cavalry meleeing infantry anywhere in these woods is -2 on the dice unless the infantry is caught while in the process of changing formation. All other characteristics are as (2) Semi-Dense Woods.

() (4) Very Dense Woods: The trees are merely presentational, the whole area of the woods is assumed to be densely filled with trees and underbrush. Cavalry moves at 1/2 speed except on roads. A unit may fire only 6" through or into this woods and must be within 6" of the edge to fire out. Cavalry meleeing infantry in these woods is -2 in melee. Infantry formation changes are limited to those that involve only the facing of stands. All other characteristics are as Dense Woods.

(5) Very, Very Dense Woods and/or Thickets: Only skirmisher infantry at 1/2 speed is allowed in these woods (except as provided in rule 6, page 61). All restrictions of Very Dense Woods also apply.

(6) Swamps. All movement except on roads and paths 1/2 speed. Of cavalry, only skirmisher light horse may enter the swamp. Cover protection is 2 points. Artillery, wagons and heavy cavalry may only move on roads or paths.

(7) Severe Swamps and Marshes. All movement except on roads and paths is at 1/3 speed (except as provided in rule 6, page 61). Non-skirmisher units moving through the swamp must cast one die for "lost" personnel each turn for each casting that moves wholly or partially in the swamp. A cast of 6-5-4-3-2 saves. Cover protection is 2 points. Artillery and wagons can only move on roads or paths. No charge increments or moves are allowed in the swamp.

(8) Rough Hills: In addition to the normal gentle contours for hills, there are rough hills on which no cavalry may charge up a contour but must move at normal, non-charging speed. These moves will then be attacks and not receive the charge advantages.

(9) Very Rough Hills: No cavalry may travel on any portion of these raised contours. Dismounted dragoons may lead their horses at 1/2 speed over these contours. This rule also applies to horse drawn artillery. Specific terrain may be defined prior to the game as being too steep for cavalry or too steep for heavy cavalry.

(10) Formed cavalry and artillery (limbered or unlimbered) are permitted in woods 2 through 4 but may move or charge formation or direction or limber or unlimber only if entirely on roads or paths or areas cleared by sappers.

(11) Constructions are permitted in woods 1 through 4 if otherwise allowed.

(12) The rule declaring skirmisher stands to be an artifact in woods may not be used to avoid melee contact by decreasing the fixed dimensions of a stand (i. e., 3 man infantry stand is 2" x 1") nor to occupy areas with substantially more men than the stand size to number of men relationship would allow. (i. e. 1 1/2 infantry per square inch for 3 and 6 man infantry stands).

(13) Russian Cossacks: Cossacks are not subject to the penalties inflicted on other cavalry in woods types (1) through (4) except: in type (4) woods they will be -1 in melee and move at 1/2 speed (this refers to cossacks

as skirmishers-formed they are subject to the same restrictions as all other formed horse in woods-see 10 above). In addition, with the exception of the guard regiment, cossacks can never receive a charge increment regardless of where they are operating (whether formed or as skirmishers). Guard cossacks receive a charge increment wherever normal cavalry would receive it and all cossacks achieve the breakthrough bonus where normal cavalry would achieve it.

(14) Cover: Where both firer and target are in the woods, swamp, etc., small arms fire and canister is -2 (see rule 5, para. 3, page 26 for "pass thru" concept on this).

(15) Plowed Fields: No charge moves or increments or breakthrough bonus for cavalry if they must make any part of their move through a plowed field. While in the plowed field, cavalry moves at 1/2 speed.

(16) Cavalry Obstacles: Only light cavalry may jump obstacles such as fences, hedges, etc., which are low enough for an infantry man to fire over. Abatis cannot be jumped. Specific terrain may be defined prior to the game as being too steep for cavalry or too steep for heavy cavalry. Since cuirassiers were mounted on the largest horses, and since they were not trained to jump or to traverse broken ground rapidly, these troops do not receive a charge move or charge increment when traveling on any portion of a four contour high or higher hill, including the lower slopes. They may attack however. Abatis (which can be built by sappers like works) cannot be removed by cavalry on horseback-though they can be by any infantry which remains immobile for one turn (and doesn't fire or melee). However, abatis cannot be moved around-once they are in place (continued on next page of rules).

they must remain so until destroyed or removed. Abatis are no protection from gunfire, but no melee can occur until they are removed.

C. CONSTRUCTIONS

1. General, A unit is said to be within a construction when it is inside a building, behind specially constructed earthen defenses termed works, or within fortifications, and the attacker is outside of these.



The effect of constructions is as follows: for fire against units in constructions by small arms or canister, subtract three points from each die cast, for skirmisher fire subtract three points from each two-dice cast, and for melee (not morale checks) subtract three points from each dice total if the defending troops are in constructions other than works; if the defending troops are in works, only two points are subtracted in melee.

Works can be constructed by sappers as stated in that section. Works are destroyed by artillery ball hits followed by a cast of 5 or 6 on a die; if the cast is less the works are damaged. Any section of works damaged twice is destroyed. Howitzer bombshell will remove any sections of works within the burst pattern in whole or in part if a 5 or 6 is thrown for each section; if the cast is less the works are damaged. Any section of works damaged twice is destroyed.

Construction is more complex, but simple buildings can be handled normally. Wooden buildings are destroyed by 5 hits with ball or 3 with howitzer bombshell, or any combination of these considering one bombshell as equivalent to two balls. The first artillery hit on construction kills none of the men within, the following shots will kill at the rate of: four-pounders, 1 man, eight-pounders, 2 men; twelve-pounders, 3 men; howitzers, 4 men. Larger fortifications cannot even be discussed as they vary so greatly; however, be sure to make the decision before the game starts. As a suggestion, try combinations of elevation and construction.



Small buildings (houses, small barns, outbuildings, etc.) can hold up to 10 men, large buildings (churches, large barns, large manors, etc.) can hold up to 20 men. The capacity of works and fortifications of other types must be determined from their actual shape.

Troops may enter a construction other than works only by a proper entrance, door, or passageway--not through windows. This passage may be obtained by a charge fired by a sapper, and is then called a breach, but not by artillery fire. Artillery fire may destroy a construction completely but may not create a breach. An unlimited number of men may melee one single construction, but only the number which the construction can contain may enter. If troops reach the door or entrance to a construction during the operation of movement they may enter without changing formation, the proper number simply entering and being detached from their unit during the move. Or, units may be detached to go into any house within one move from any formation. Cavalry may not melee units within any constructions other than works unless and until a breach has been made large

enough to allow the cavalry to enter. This is possible only in the case of large constructions such as forts; a smaller construction such as a house may never be meled by cavalry.

For buildings and building fortifications, a 12 pounder ball will have twice the effect of an 8 pounder ball, i.e., the same effect as bombshell on the structure. Note: works and personnel casualties rules are not changed.

2. City or Castle Walls. Each city wall or castle wall section requires ten 2 to 10 pd. artillery ball or rocket hits, or five bombshell or 12 pd. hits. Until a wall is down, no casualties occur. When the wall is removed, men are lost as in normal constructions plus counter-battery fire if applicable. For melee, or other fire, such walls or castle fortifications have a defensive factor of five from the front and one from the rear. A demolished wall is considered to impede movement 3". The parallels used for sapping will be treated as having a defensive factor of 3 from fire and 2 from melee. Mines may be built at the rate of 1" per sapper per turn. Defensive counter mines may claim melee privilege before charge explosion if the map is so indicated as to show a defensive counter mine at the proper location. Scaling ladders, which must be carried in full view of players subject to observation, may be moved without movement penalty (one operation) may be placed against a wall and the unit moved to the top for melee in one turn (second operation). Similarly a ladder in place may be climbed (one operation) and the unit may fire or move from the top of the ladder (second operation). If there are no defenders, the unit may be placed on the wall that turn. Up to ten may scale a ladder per turn.

3. Siege Rules (To be used in sieges and construction battles only).

a. Pits are impassable to infantry and cavalry; however, a plank or ladder may be placed across a pit to permit infantry to pass over at the rate of ten castings per ladder per turn or fifteen castings per plank per turn. Any troops which march or fall into pits are considered lost. The pits are deep and flooded. The troops crossing by ladder or plank have a negative fire increment of three and negative melee increment of five on the ladders and four on the planks. The negative increments apply to the crossing troops throughout the pit crossing turn. Cavalry cannot cross planks.

b. All trenches are crossed thusly: The first turn is to jump into trenches and cross and the second turn is to climb out as in climbing a wall. Troops may not fire while in and crossing trenches, have a protective increment of 3 in trenches, and have a negative melee increment of five in climbing out of trenches. Ladders and planks may be used to cross trenches as the pits with the same restrictions.

c. Abatis near the trenches or pits are separate constructions and must be dealt with separately.

d. A rout on a ladder or plank causes everyone to fall off.



e. Sapper Grenades for use in Siege's and Construction Battles. Sappers may have one grenade which is ignited as with sapper charges. Once snuffed out it cannot be reignited. It can be thrown 1-1/16 inch and has a 2-inch burst circle with the effect of a 2-lb. ball on construction.

Thrown grenades cannot be snuffed out by the enemy. Howitzer burst saving throws are used except that 1-2-3 saves. If the grenade thrower is rushed, it is considered that he can throw the grenade before melee just as he could fire at an attacker with a musket. Even pass through fire for grenades can be used in the rare instance that it is allowed by conditions. Since a grenade is lit on the turn before it explodes (on which turn the sapper must remain stationary and not be engaging in any other activity), on the next turn, a sapper may move and throw his grenade-such as into a window. However, the superior weapons rule applies. Also, if the enemy fires and charges a sapper with a lit grenade (unless of course he is close enough-within 2"-to fire and charge also). In such cases, the grenade may be snuffed by either side since it has not been thrown.

f. Observation Balloons. An observation balloon may carry two men. It rises 6" per turn and drifts 12" with the wind (if any) per turn. It may carry two grenades.

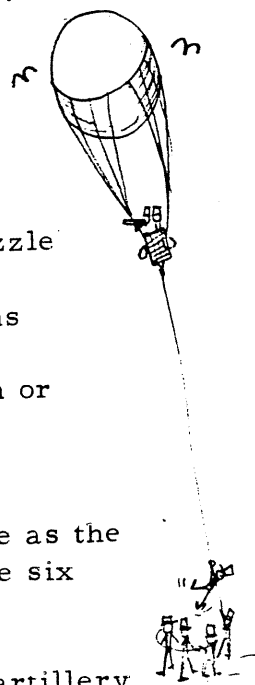
g. Siege Gun.

1. Ammunition - 5 ball, with 1 cannister (12-pound pattern)
2. Range - 48 inches
3. Effect - each ball is equivalent to five 12 pounder hits
4. Stick - the 12 pounder stick is used plus 6" extra on the muzzle end of the stick
5. Movement - 1" hand push, 3" on roads limbered. Siege guns may only travel on roads--other than hand push.
6. Destroying a construction by a siege gun will kill ten men in or on the construction.
7. Each gun costs 18 pounds of artillery or 225 points.

h. Mortars. In siege type games, siege mortars will fire the same as the British howitzers but with the move capabilities of a siege gun. It will have six bombshells and costs twelve pounds of artillery or 150 points.

Mortars and siege artillery are not allowed forced marches or artillery bonus moves.

i. Tunnels. In siege operations, tunnels and mines are dug at the rate of 1" per sapper per turn. Saps are made at the normal rate of 3" of works per sapper per turn. After tunnels are completed, each sapper may lay one charge on every other turn. Then all charges may be set off at once-if the tunneler so desires. The only defense is countermining.



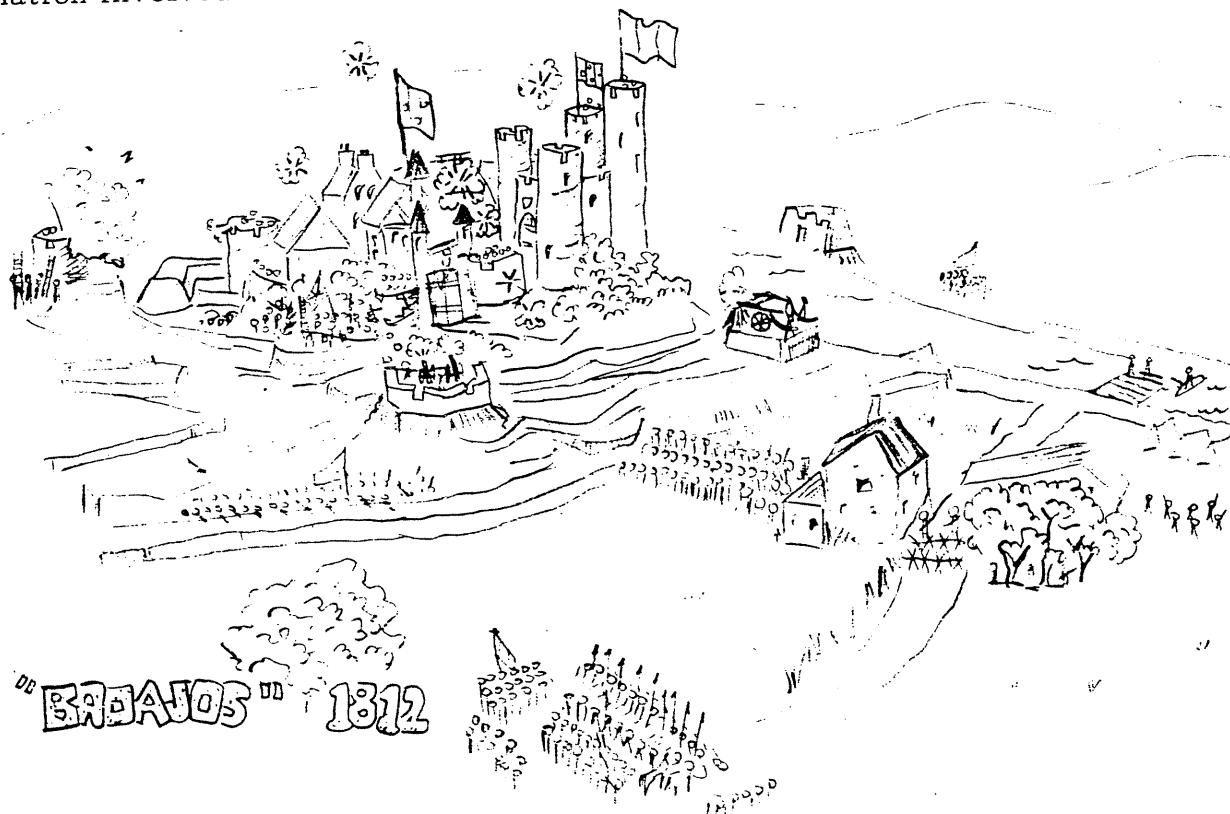
D. MISCELLANEOUS RULES

1. The effects of various types of cover are not additive, thus the net subtraction for a house in a woods on a hill is still three.

2. No charge increment is obtained for charging if the charge takes the charging unit through or into woods or water, or if the unit being attacked is within four inches of a hedge, door, narrow bridge, stream, river, fence, or works which the attacker must cross or go through, or if the charge is against a construction. A fire and charge move in such a case would actually be a fire and attack without a charge move or increment.

3. In the case of narrow bridges, doors, and other constrictions in the paths of units, the stands can pass over or through them regardless of stand width in columns of single stands; columns used for this purpose need not meet the depth requirements of regular assault columns. For special cases, such as single-lane bridges, local penalties should be adopted to cover any case which may arise; as suggestions, consider half-speed moving, only one stand allowed to pass per Round, etc. When a formation touches a bridge or house, the company in position to enter actually enters on that Round. No changing of formation is necessary upon entrance or exit.

4. When crossing rivers, walls, and going up contours or emerging from woods and swamps, the move penalty is determined from the head of the unit formation involved.



MELEE



A. DEFINITIONS

1. Melee. A situation of melee exists when and only when direct contact of opposing stands is made, the stands being physically touching. A melee may result from normal movement or from a "charge" made by one or both players.

2. Charging or Attacking. As far as the rules are concerned, the only difference between "charging" and "attacking" is that the attacker will not receive a charge move or charge increment, or extra 1/2 move breakthrough bonus. Similarly, a massed unit "charging" behind skirmishers or armored sappers can not be considered as "charging" but only "attacking". A map move marked "charge" becomes "attack" if so necessitated by the rules. Attackers may CiC. An example of attacking is loosely organized light infantry attacking as compared with the charge of serried ranks of massed grenadiers.

3. Moot Melee. When two enemy forces stumble into each other and neither is charging (attacking), no fire is allowed. Since melee includes sword, bayonet, pistol, and point blank musketry, it is deemed there is insufficient time for formal volley fire or deliberate sharpshooting skirmisher fire.

4. Miscellaneous

a. Separate means not touching, combined means touching stands.

b. In a multiunit melee, separate basic units or combined squadrons but of different types require separate melees and hence separate morale casts.

B. PROCEDURE

The normal procedure is that each side throws two dice and the respective totals are compared; the difference indicates the number of casualties inflicted on the side which rolls the smaller number. For the amount of melee "hits" or damage a man may absorb before being killed, see "Melee Vulnerability Evaluation". If one or both of the parties involved are charging, an increment is added to the dice total of the respective sides during the tenure of the melee. The size of the increment will depend on the type of troops involved. Cavalry charging behind friendly infantry receive no charge increment. If one side or both has lancers which have charged into melee an additional die is thrown on the initial onslaught. If one side attacks in a position of enfilade an additional die is thrown on the initial onslaught. The extra die allowed in enfilade or lancer melee is included in determining if the opponent must test morale. After the initial onslaught, only the regular two dice are used.



The loser of a melee may choose casualties from his stand that are in actual physical contact with the enemy. Casualties must be full kills, i.e., fractions do not count. Casualties may not be chosen from support units - units not in physical contact. The charge increment is determined by the actual stands in physical contact.

MELEE ENTRY SUMMARY SHEET

Double Attack

1. Both sides call for an attack or a charge on the map. This can either be directly or by an activated CiC order (CiC's are activated by attacks as well as charges).
2. Both sides move aggressively into the melee without an attack or charge having been called for on the map--i.e. both sides order a move such that a melee would result if the other side did not move.

Attacker-Defender

1. One side calls for a charge or attack and the other side does not--the side that did not is the defender even if its move would have resulted in a melee with a non-moving opponent.
2. One side moves aggressively and the other does not--see definition of aggressive movement under "Double Attack 2".
3. Neither side attacks or moves aggressively, but one side (the defender) has ceased movement and formation changing/facing and is therefore "set" before contact is made.

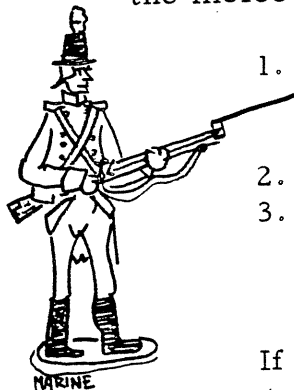
Moot Melee

1. Neither side attacks, charges or moves aggressively nor has ceased "operating", yet a melee results from their combined moves.

Pass through fire is allowed in all of the above cases--however in moot melee it is allowed to be done only by units not involved in the melee (since moot melee is a double defender situation in effect, involvement is as for a defender). Neither force actually involved in a moot melee may fire.

In melee, when varied units in completely separate formations are involved on one or both sides, the melee can be resolved by alternating dice casts between different units. For example when a column of grenadiers charges a line of musketeers, and then the grenadiers in turn are charged in the flank by dragoons, the melee is resolved by:

1. Grenadier charge against the line of musketeers - one cast. The initial attacker always picks the first combat. If both attack or charge, throw dice to see who picks.
2. Dragoon charge against non-charging grenadiers - one cast.
3. Continue to alternate between #1 and #2 until melee complete. Any morale decisions are instantaneous without waiting for the end of a complete cycle.



If one player throws doubles (two dice come up with the same number) his opponent must check the morale of all of his units involved in the melee as described in the MORALE section. After this has been done the melee continues if a melee situation still exists.

A melee is completed when:

1. One side or the other is totally eliminated.
2. One side or the other withdraws from the melee completely.
3. One side or the other is forced to retreat from the melee completely due to bad morale.

C. INVOLVEMENT

An attacker is defined as that side which entered the melee on a charge in whole or in part; a defender is that side which did not enter the melee on a charge. The melee involvement for the two is not the same. For the attacker, all units in continuous line are involved; for the defender all units within six inches are involved. If part of a battalion or squadron is involved, the entire basic unit, with any attached troops, is involved--or as much of it as is present in the unit formation. If a few detached companies or single stands are involved rather than complete basic units, measurement is made by stands and all stands which are within six inches of the melee, in whole or in part, are involved.

When light infantry skirmishers in open country are meleed by mass units in direct stand-to-stand contact the light infantry is automatically lost; it has no melee power. It may, of course, fire at the attacking unit if in a position to do so. Light infantry deployed as skirmishers may melee other skirmishers including cavalry skirmishers on a normal basis but if any non-skirmishing units are involved the light infantry skirmishers are lost. The only exception to this light infantry in constructions and woods, which have normal power.

When other units are meleed and there are light infantry skirmishers within 6 inches, the light infantry skirmishers are not involved since skirmishers avoid melees if possible. Otherwise, the skirmishers are unaffected by the melee except



that they must roll for morale whenever their side must do so; however, even if they are forced to retreat due to bad morale, they are still automatically destroyed if the side to which they belong loses the melee.

A single sapper or artilleryist (not with a gun) is treated like a light infantry skirmisher in regards to melee evaluation. With a gun, two with stands touching, or on stands of two or more, they are considered to be a mass unit-like a single stand of grenadiers or line. Sappers in tunnels melee with other sappers just as if they were skirmishers in a woods, though they have an evaluation of 2 (or 3 for guard or armored). Light infantry skirmishers in the open have a zero melee evaluation with regards to a crewed artillery battery, but the light infantry can mass during movement to make a skirmisher attack on the battery.



D. SKIRMISHER ATTACK

Since skirmishers may form into a massed unit formation during the movement of the turn, they may combine into a "ragged" line or column, while advancing to attack the enemy and then melee the enemy. Such a skirmisher attack whether light horse or foot does not receive any charge move or increment since its entire attack was not made in a massed formation. Such a formation, however, does move the skirmisher move and yet have melee value when in the final massed formation if there are two or more stands left to qualify as a line or column formation.

Skirmishers may also start from a line formation, immediately deploy into skirmishers during the move and re-combine into a massed formation at the latter portion of the move - all moving the skirmisher move of 12 or 24 inches. Such a light infantry unit, however, is subject to annihilation attack while deployed as skirmishers (zero melee) in the simultaneous move game.



Unless the light infantry charges (or attacks) in massed formation during its entire move, it may not "Fire and Charge" nor receive a charge move or increment.

In the case of skirmishers or other non-charging units entering a melee, if neither side is the attacker by the normal definition (entered the melee on a charge), but if one (or both sides) took obvious aggressive measures to arrive at a melee, then that side (or sides) is treated as the attacker and melee involvement is figured accordingly.

E. FIRE AND MELEE

If in a melee there is an attacker and a defender, then the defender may fire at the attacker before the melee begins if he is in a position to do so. Thus flank and rear attacks obviously cannot be fired upon, and cavalry may not both fire and melee on the same Round. Neither side may ever fire

into a melee for fear of killing one's own men. You cannot kill equal numbers on both sides! But this concept is greatly modified by FIRE A5 and FIRE B8.



F. BREAKTHROUGH

A breakthrough exists only in the following circumstances:

1. There is an attacker and he has specifically ordered a breakthrough.
2. The attacker has used less than his entire move allowance in reaching the position of the initial melee.
3. The attacker has won the initial melee. A breakthrough can be obtained only when all of the units of the opponent which are involved in the initial melee are either killed or retreat, since it is assumed that involved units would fill the gaps in the formation left by killed or retreating units.

If a breakthrough exists under these conditions, the attacker may continue to use up the rest of his move allowance, may again enter into melee, and may again be fired upon by any unit unmasked by the initial melee. If another melee is obtained, it proceeds just as did the first melee. The attacker may change direction and/or split his forces, and is allowed two extra facings or changes of formation to do so, but may not fire. He must remain in some formation or formations, however.

When units breakthrough in separate melees, they may move together on the breakthrough portion of the move to a common objective.

G. BREAKTHROUGH BONUS

As a bonus for achieving a melee-breakthrough, the attacker is given a bonus of 1/2 the original charge move in addition to the standard bonus of 2 changes of formation/face. After his original charge move distance is exhausted, the bonus move is made without a charge increment. A charge move bonus is not given when charging skirmishers unless an actual melee occurs in the proper "order of operation" sequence (10). The breakthrough move bonus cannot be awarded unless the attacker moves other than simply to return to his original lines. Only one bonus is given per turn per basic unit, regardless of the number of successful melee-breakthroughs.

H. REMOVING TROOPS FROM A MELEE

1. Voluntary Retreat. The attacker may voluntarily retreat part or all of his forces from a melee at any time. To do so, he must roll for morale on all of the units he wishes to retreat voluntarily and the defender will take an opposed throw at each such unit. If he does not retreat all of his forces voluntarily, any that remain may continue the melee if they are in direct contact or can move far enough to obtain direct contact. The defender may voluntarily retreat any of his units which have not moved on that Round, after the first throw of the dice in a melee.

A unit may conduct only one voluntary retreat per Round, and may not fire again that Round. An infantry square may not retreat voluntarily, since it may not move.

If a unit makes a voluntary retreat in one turn, it may not attack in melee assault the next turn. If melee contact is accidentally made it does not receive the charge increment or charge move. Other than this restriction it has full power.



2. Involuntary Retreat. Involuntary retreat is defined as moving directly ($\pm 45^\circ$) away from the enemy.

When any unit falls back through bad morale except in rout, the opposing side will extract an opposed throw from the retreating unit; this means that both sides cast two dice but only the retreating unit may have casualties extracted from it if the relative totals permit and only from the particular retreating unit. If both sides fall back at the same time the opposed throws are still taken against each unit that fell back. The men will fall back the appropriate number of moves as specified in the Morale Chart and face the enemy. If the unit cannot retreat the full length of its retreat due to natural obstacles, the unit is considered lost. Units retreating or moving off the board may not return.

If an involuntarily retreating unit is attacked again in the original or following turn, it must continue to fall back (if possible - not blocked by another unit - in which case see MORALE C3). The degree of fall back is resolved by another dice cast (morale check) to determine whether a simple fall back 1, fall back 2 or rout occurs with a minimum fall back of one and an opposed throw guaranteed.

Any unit which retreats involuntarily may not attack any enemy force on the following Round; indeed, if it is charged it must continue to retreat until it is pushed off the playing board or supported or rescued by fresh troops, although it continues to fire. However, if the attacker does not continue to press his advantage and a Round on which the attacker does not continue to attack intervenes, the retreating unit may again initiate aggressive actions against the enemy.

3. Rout. When a unit is routed, the men in it become disorganized and it is incapable of further action against the enemy. The opponent will immediately take an unopposed throw at the unit and extract from it the total number of casualties shown on his two dice. At the conclusion of a melee, any routed unit is completely destroyed if the enemy still has cavalry involved in the melee and if he has won the melee. A routed unit is placed 3 moves to the rear and faces every which way, but with backs generally toward enemy. If routed units are meleed again by cavalry before they can be reformed (if the routed units are supported by other units which can fight, then the cavalry must win that melee) they are destroyed completely.

G. MISCELLANEOUS MELEE RULES

1. If there is more than one melee in any Round then a die is cast by each side and the winner determines the direction - right to left or left to right - in

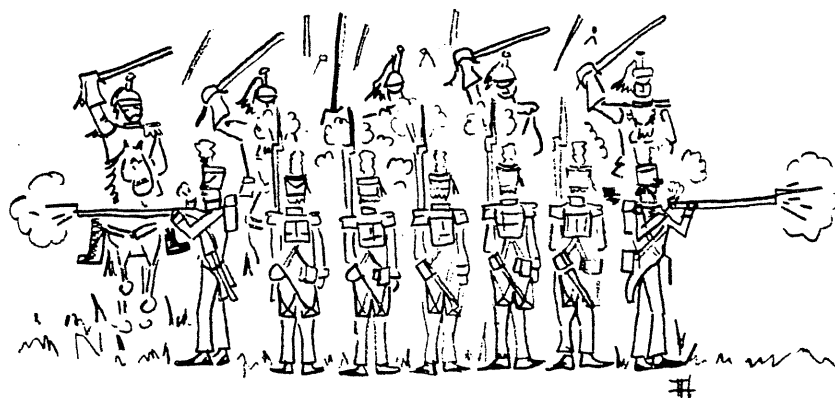
which they will be fought. Each melee is fought out to the point of breakthrough, then the next, and so on. When all have reached the point of breakthrough, then the first round of breakthroughs is fought out in the same order, then the second, and so on.

2. If a construction is within six inches of the point of contact of a melee but it is not itself directly contacted by a hostile unit, then it is assumed not to be involved in the melee. It may, of course, fire if any troops are contained in it and if it is in a position to do so, and must do so before the melee begins.

3. After a melee has begun neither side may fire except in the case of breakthrough. If the winner of a melee has chosen not to break through, his units may not be fired on, regardless of the number or type of units they may have unmasked during the melee, until the usual time of fire on the following Round.

4. If a unit is charging or moving aggressively into melee and it can reach melee within 6 inches, then it may do so before the opponent may carry out any other operation. The exception to this is the case where the opponent is moving as his first operation (and here CiC does count as an operation-see MOVEMENT, THE FIRST REGULATION, Clf)-in this case both move at the same time and a melee may or may not occur depending upon their direction of movement. If it must move further than 6 inches or if it must change formation or face before charging, then the opponent may carry out any operation which has been called for before movement. Then movement takes place simultaneously with both sides moving at full speed for their type until melee contact is reached. If the defense ordered a move followed by a change of formation, and if it arrived at the location where the change of formation is to occur before it is hit in the melee, then it may carry out the change of formation at this time.

5. As in the case of constructions, troops in an infantry square are not involved in a nearby melee unless physically contacted.



MORALE

A. CHECKING OF MORALE

Morale is checked by basic units such as battalions or squadrons. Units which have been detached--for example, to occupy a construction--are not considered part of their original basic unit for the purposes of morale and must be checked separately, by single stands or by groups of touching stands as the owner may prefer. Units such as grenadiers attached to basic units are not thrown for separately, but accept the fate of the unit to which they are attached, except that Guard units are never routed. If the basic unit to which a Guard unit is attached is routed, the Guard unit falls back three moves but is not routed.

If these elite companies are within a battalion or squadron, the entire unit is raised one point in morale. The entire battalion then shakes for morale once. The outcome will affect adjacent companies--as the elite companies stand or fall back--by one point unless the adjacent units have their own elite companies to raise their morale one point. (For further elaboration of this point, see C1 of this MORALE section.)



The morale of a basic unit must be checked when:

1. It is involved in a melee and the opponent throws doubles. When doubles are cast in melee, only actual combatants (touching enemy stands) are forced to shake for morale. Supporting units do not cast unless passed by units in morale retreat. Only the combatants (touching stands) are actually meleeing; the supporting (involved" units will melee when they can move up to replace losses, etc., and touch the enemy stands.
2. It wishes to conduct a voluntary retreat.
3. It is passed by any other unit which is retreating or in rout, whether the retreat is voluntary or involuntary; however, if skirmishers retreat into, past, or through other units, the other units need not check their morale and are not prevented from firing.
4. Just before melee, the total number of troops on each side remaining after gunfire are multiplied by one die cast and the low number (attacker or defender) must cast for morale. In the case of a fall back or rout, the winner extracts casualties from the loser by an opposed throw or even total annihilation in the case of a rout (if the opposition has cavalry and wins the subsequent melee, if any)--just as if a melee had occurred. The only exception to this is in the case where the unit being attacked cannot stand (and is not supported by a unit which can) in which case no pre-melee morale check is made (see Rule MELEE H2).

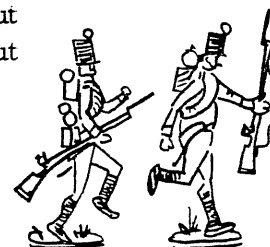
B. METHOD OF CHECKING MORALE

To check the morale of any unit, two dice are thrown and the total obtained,

this total, after the additions or subtractions given in section C, is then compared with the chart below:

MORALE CHART				
Type No.	3	4	5	6
	Guards	Grenadiers Cuirassiers Hussars Sappers	Artillerymen Lt. Infantry Other Cavalry	Line Infantry Train
Dice				
Total				
6	- - -	- - -	- - -	Fall Back 1
5	- - -	- - -	Fall Back 1	Fall Back 2
4	- - -	Fall Back 1	Fall Back 2	Rout
3	Fall Back 1	Fall Back 2	Rout	Rout
2	Fall Back 2	Rout	Rout	Rout

If dice total is: higher than type number-stand
 equal to type number-fall back one
 one less than type number-fall back two
 two or more less than type number-rout



The meaning of the statements on this chart is: - - -, the morale of the unit is good and it is unaffected; Fall Back 1, the unit must move one full move to the rear and face the enemy; Fall Back 2, the unit must move two full moves to the rear and face the enemy; Rout, the men of the unit are considered disorganized and must therefore be reorganized before they will again be an effective fighting unit. On the playing board, the unit is placed three moves to the rear and faces away from the enemy.

In the case of a voluntary or involuntary fall back of artillery (not a rout), the entire unit - men, guns, and horses fall back. In the case of a rout, the gun and horses are abandoned and the men alone rout and fall back. The routing men do not take the time to spike their gun.

In any of the foregoing cases, the moves referred to are the normal move allowances for the unit in the particular formation it is in. When a unit falls back due to bad morale in melee, the opponent will take an opposed throw at the unit; when a unit is routed in melee, the opponent will take an unopposed throw at the unit. Any unit which is routed by a melee which the opponent then completes with cavalry is automatically destroyed. In the case of any routed unit, one move is required to reform the unit around a flag; during this time the unit has no power to do anything other than move towards a flag, but may under no circumstances move in the direction of the enemy. For the complete Round during which this reorganization is taking place, the unit is powerless to defend itself either by fire or melee.

One need only test for morale once per melee-cast turn of each unit. If a melee is in progress and one side rolls doubles but is wiped out on that cast by melee casts, the other side need not test morale.

C. MISCELLANEOUS MORALE RULES

1. When the morale of any line infantry battalion is checked, if it has grenadiers or Guard attached to it or if there are grenadiers or Guard within six inches of it, then one point is added to the morale throw of the line infantry--provided the elite units stand; if the elite units are thrown for separately from the line unit (as would be the case if they composed a separate battalion or were attached to another infantry battalion) and either retreat or are routed, then one point is subtracted from the morale throw of the line infantry unit. Hence the morale of elite troops or units containing elite troops should always be the first units to check morale. Should these two situations come into conflict, attachment will take precedence over proximity (attached grenadiers will raise morale even if grenadiers nearby retreat), but if there is no attachment involved then bad morale will take precedence over good (if one nearby elite unit stands while another retreats the morale of the line infantry will be lowered). When the morale of a battalion which is basically composed of elite troops (grenadiers or Guard) but which has troops of lesser morale attached, the morale of the battalion as a whole is that of the elite troops. This also applies to mixed cavalry squadrons (as in the case of the elite troop of French Hussars).

2. Units which are forced to retreat due to bad morale caused by the retreat of other units past them from a melee but which are not themselves involved in the melee are not lost if routed and no opposed or unopposed throws may be taken against them. However, if they are attacked later in the same Round themselves, they are treated as if they had been in a melee; in other words, all of the rules governing bad morale apply to such units except those which extract casualties.

3. If a unit is forced to retreat or is routed and must pass through another unit in order to retreat, then the morale of the second unit is checked. If it stands, the retreating unit stands also. If the retreating unit was routed, this does not reform it; it is not reformed except around a flag on a subsequent Round. If the unit which originally retreated is again attacked on the same Round, the morale of the unit which stopped it is again checked, and if it stands the retreating unit stands. If the unit which stopped it does not stand, then both units must retreat although the first unit may fire if it was not routed. The second unit may fire any of its stands which are not masked by two ranks of the first unit.

4. If a unit in melee is forced to retreat in "fall back" (not rout) but cannot due to being hemmed in by friendly units who successfully check morale, the former unit is still involved in the melee and is in contact with the enemy but loses its charge increment.

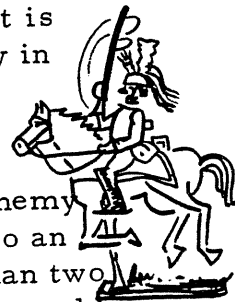
If the unit which is hemmed in is routed, it falls back as skirmishers and the following and the passed through units lose their charge increment. The routed units then arrange as close as possible in the normal manner to their proper final position.

5. If a construction is passed by retreating units the troops in it need not check morale. In fact, the only time troops in constructions need check their



morale is when the construction itself is being meleed.

6. Sequence of Operations and Morale. If two or more melees are occurring at the same time, the two players cast for high die to determine the sequence of melees (left to right or right to left). This order must be announced before the fighting of the first melee has begun. When morale tosses are required, the affect on surrounding troops is instantaneous without waiting for the completion of any round. A passed unit is defined as one in which any portion of the unit is passed by any portion of the retreating unit. Only a unit entirely and clearly in advance of the retreating unit or further than six (6) inches from it's path is immune from such retreat demoralization.



7. If a unit which has to fall back due to bad morale is surrounded by enemy units to such an extent that it cannot fall back completely without running into an enemy unit, it is destroyed. This also applies if the only passage is less than two inches wider than the width of the retreating unit. (An exception to this last would be a unit which has broken into the interior of a square and then must retreat out, in this case, any free passage will do).

8. Pre-Melee and Normal Morale Checking Units. In pre-melee morale, all units in the initial melee contact are considered for the single die cast. For example, if a square is attacked by an infantry column on one side and cavalry on the other, only one cast is made for the sum total of the men. However, if morale checking is then required, it is done in units as below.

In checking for morale of massed units, infantry checks by battalion (except for completely split off units which must check separately if they are involved at all), and cavalry may check by squadron or by multisquadron units which are operating together (combined) at the discretion of the player-during a single melee, he must be consistent.

Infantry skirmishers must check by the largest basic unit that they are actually operating in, up to battalion size. However, isolated (more than a 6 inch gap or with some visibility cutting obstruction in between-or involved in separate melees) divisions (half battalions), companies or platoons will check separately. Cavalry skirmishers check by squadron unless isolated from one another as defined above. Visibility cutting obstructions are things like high walls, houses, or other units between them.

When an opponent throws doubles in a single melee, all units actually in contact at that time in that melee must check for morale. Units behind the front contacting units need not do so, nor need units in separate melees even against the same unit. If any retreats occur, then morale, rule A, 3 applies.

RETREAT DIFFERENCES SUMMARY CHART

ROUT	INVOLUNTARY RETREAT	VOLUNTARY RETREAT
Stands face to rear.	Stands face the enemy.	Stands face the enemy.
Stands back three moves.	Stands back 1 or 2 moves.	Stands back one move.
Enemy takes unopposed throw.	Enemy takes opposed throw.	Enemy takes opposed throw.
No powers until the Round after it is reformed around a flag.	All powers, but may not fire again that Round.	All powers.
May not advance until Round after it has been rallied around a flag.	May not advance on the next Round.	May advance on the next Round.
Must continue to retreat if meleed before it has been completely re-organized.	Must continue to retreat if meleed on the next Round by any unit.	No restrictions.
May not fire or melee until the Round after it has been rallied.	May fire on the next Round even if meleed.	No restrictions.
Cavalry present in melee at the end of the Round destroys the unit.	-----	-----
-----	-----	A unit may do this only once per Round.
-----	-----	May not change or attack next round.



SAPPERS



A. CONSTRUCTION

Sappers (otherwise known as engineers, pioneers, sapeurs, in various armies) may build works; works are sections of breastworks which can be used to shield units from hostile action as described in the POSITION section. One sapper may construct one section of works in one Round, provided that he does not move, melee, or fire during that Round. A section of works is about three inches wide, and the section is considered to be in place only at the end of the Round during which it was constructed, i. e. after all fighting on that Round is over. Sappers may construct any number of works in any shape desired, and a section may be placed anywhere within one inch of the sapper building it--thus a sapper probably must move in order to build successive sections of works. It is necessary for the player who is constructing works to indicate them on his map, to call his opponent's attention to the fact that works are being constructed, and to call attention to the fact that a sapper has not moved on a particular turn and will complete a section of works.

Sappers may also construct bridges and other desirable pieces of construction. To determine the number of turns required to build such items, shake two dice and divide the total by the number of sappers working. This is subject to local variation for special projects or for large items.

B. CHARGES

Sappers may destroy fortifications, constructions, and anything else within the area of a circle four inches in diameter by the placement of a charge. A charge may be placed by any sapper who does not move, fire, or melee for one complete Round; the charge is considered placed at the end of the Round. The opponent must be informed when a charge is placed and it must be indicated on the map. On the following Round the charge explodes at the time shown on the Order of Operations sheet, killing all men and horses and destroying all constructions within the area of the blast. The charge may be extinguished by contacting it with any unit after the sapper has been killed or has left the charge--obviously, before it explodes! A sapper may carry only one charge at a time and replacements may be carried in supply wagons or artillery caissons. Also by remaining stationary one turn, a sapper may set afire to a woods or other combustibles in weather condition #2.



In a similar manner, other kinds of natural and manmade obstacles may be removed--this would include trees, fences, bridges, etc. But not elevation or rivers. Special rules for chopping down of trees and overthrowing of fences, etc., may be introduced, but care should be taken to keep them simple and straightforward.



C. SAPPERS AS GRENADIERS

Sappers are considered as grenadiers when acting as a formed unit; they may also act as light infantry skirmishers; but will always have the higher morale of grenadiers.

COMBAT EFFECTIVENESS



If an infantry battalion or cavalry squadron or group of squadrons (or other combat effectiveness unit-as will be defined later in this section) suffers 1/2 or more casualties from its original roster (counting attached units), it becomes susceptible to loss of combat effectiveness. Any casualties it receives from gun fire (not melee) which causes the unit to fall to 1/2 or less (or any gunfire casualty inflicted after melee has reduced the unit to less than 1/2 strength) of its strength forces one (only once) die cast:

1 or 2: Good morale. No affect on unit.

3 or 4: Unit retires two moves to the rear with face towards the enemy. The following turn it must retreat to the base line (army's start-ing point) or one foot from the edge of the board whichever is greater. Unit is now in "Fall Back 2" morale state as in normal morale. It must combine with another similar unit or units to form a provisional battalion or squadron which must be 50% as large as the original unit before it may leave the FB2 state. If this unit falls to 1/2 or less and is hit by gunfire, it immediately retires from field (just as a normal combat effectiveness throw of 5 or 6). In order to form such a provisional unit, colors or a field officer must be part of the unit or the unit continues to remain in the FB2 state.

5 or 6: The unit retires instantly from the board (but instantly does not mean before all the fire of that round is over-remember that all fire in any round is theoretically simultaneous even though it is impossible to carry out the mechanics of it in such a way). A cast of 5-6 for a battalion, squadron or other combat effectiveness unit forces adjacent (and passed units) to cast for morale in the normal manner. A cast of 3 or 4 in combat effectiveness retire-ments has no effect on surrounding units. Actually it is more of a withdrawal due to loss of combat effectiveness than a withdrawal due to morale.

Individual units in fortifications (Bunker Hill) and constructions (Alamo) are exempt from unit combat effectiveness but are included in a subsequent cast for the entire army if it occurs.

This rule applies at 50% for all units except those actively participating in a charge (or attack) move as defined by Second Regulation E. Charging (the attacking unit must enter a melee). Any unit that is charging must test morale-combat effectiveness on the round when it has lost 66 2/3% of its effectiveness. This action must occur before any melee occurs on that round. In "Fire and Charge", it occurs after "fire" and before "melee". It is assumed that due to the plan of the attacker, losses are not quite as effective a deterrent in a charge as when a unit is static. Also this concept is to stimulate aggressive play.

Other combat effectiveness will be checked as follows: After all artillery fire other than hold cannister is completed, counts are made and units or armies below strength are checked. After sapper charges explode, combat effectiveness is checked. After each sequence of pass through fire and superior weapons fire is



completed, combat effectiveness is checked. After the rest of the fire is completed, combat effectiveness is checked. If more than two units on the same side must check at the same time, the commander may choose which to check first. In the case of "Fire and Charge" (both sides firing) combat effectiveness is cast before melee.

A. COMBAT EFFECTIVENESS UNITS.

The basic units for checking combat effectiveness are the infantry battalion, artillery battery and cavalry squadron or multisquadron unit. But this concept is greatly modified by operation conditions. For infantry, split off units occupying buildings and flank companies which join another unit are not considered part of the mother battalion. Skirmishers are considered part of the mother battalion unless they form into actual physical contact with another unit. If any of the flank companies come into physical contact with another unit or merge to form a mass unit of their own, the flank companies no longer belong to the mother battalion but now must be assigned to the battalion they are with. Whenever a stand is wiped out, its dead are then charged to the battalion (or other unit) it was with at that time for as long as that unit exists.

For cavalry, squadrons which are operating together in actual physical contact—regardless of the size of the unit thus formed—must check for combat effectiveness as a unit. If the formation splits up, the combat effectiveness unit ceases to exist and its component squadrons are treated singly until the situation arises where, by new physical contact, another multisquadron formation comes into existence.

If any part of a combat effectiveness unit has ever checked for combat effectiveness and thrown a 3 or 4 (or its equivalent for special units like guard), then the whole unit becomes a provisional unit and if it is cut to 1/2 must immediately retire from the field.

It must be emphasized that combat effectiveness units are not necessarily static and may change in size and composition during the course of a game.

B. ARMY COMBAT EFFECTIVENESS.

When the entire army (by nationalities if so announced before the game) falls to 33 1/3% or less (50% if total troops on both sides are over 800), it must as previously cast for combat effectiveness, one cast for all units including those previously cast for individually.

Any retrograde withdrawal for this cast is termed retreating from the battlefield.

It must be remembered that these casts are made due to gunfire only and not melee.



33%

If the entire army stands, individual combat effectiveness still applies.

For campaigns, a cast of 3 or 4 is an orderly retreat from the battlefield with no pursuit (as the Russians from Eylau). A cast of 5 or 6 is an orderly retreat of the army followed by a slow cautious pursuit (as after Ligne). If both sides are casting on the same turn, a cast of 3-4 is victor over a cast of 5-6 with the 3-4 remaining on the field and the 5-6 retreating in good order (as at Aspern-Essling).

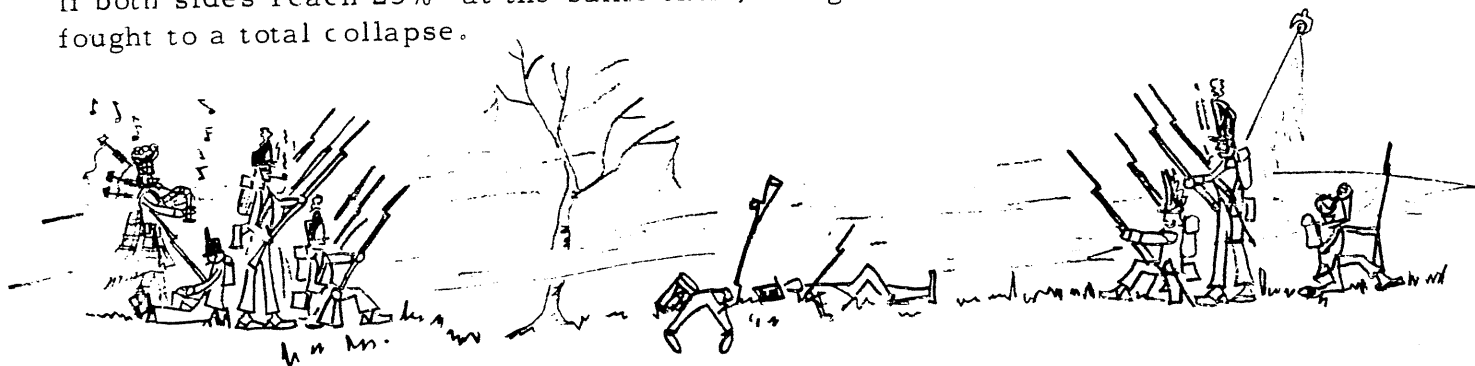
Once an army has cast for combat effectiveness and stands, that side may elect to end the game and make an orderly withdrawal (as at Aspern-Essling). If it elects to continue, that force continues to cast each turn, before map marking:

1. Draw battle due to darkness (as at Quatre Bras)
2. No change
3. No change
4. No change
5. No change
6. Orderly withdrawal after dark (as at Borodino)

Once an army reaches 25%^{**} and has not attained the goal (either battle objective or reduction of foe to combat effectiveness and retreat), it is considered:

1. An attacker over extended himself and collapses (as the French at Waterloo).
2. The defender (or player if there is no specific attacker or defender) collapses with a general rout (as the Prussians at Jena or the French at Salamanca).

Whenever an army is brought to 25%,^{*} it routs from the board, and automatically and positively loses 6 pounds of artillery. If one army reaches the point of normal combat effectiveness at the same time that the other reaches 25%, no combat effectiveness check need be made; the 25%^{**} automatically routs and runs. If both sides reach 25%^{*} at the same time, the game is a draw-both sides having fought to a total collapse.



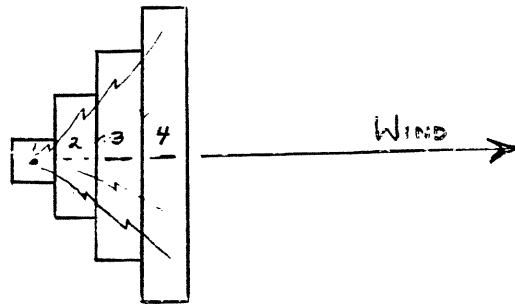
^{*} 33 1/3% if total troops on board are over 800.

FIRES

Fire as a destroying force is a rather new concept in our games which has evolved only recently and the rules thereof have remained rather nebulous and have been passed on mostly from person to person. The following is the first attempt to codify these rules.

- A. Wooden buildings, woods, and other combustible structures and "things" may be set on fire in certain ways and will burn in certain manners to be specified below. Smoke will always go straight up or quickly disperse except in weather condition #2.
- B. Two hits with a howitzer bombshell, one hit with an incendiary rocket or the willful act of a stationary sapper (within 1 inch) will ignite those things listed in A.
- C. Combustible structures burn down and will kill any men left in them on operation 6 under ORDER OF OPERATIONS on the turn after they were set ablaze.
- D. For fires in woods - in weather condition #2 only, the direction of the wind must be known. There is assumed to be a good steady wind which will fan a fire.

The initial fire zone is a square 2 inches on a side with its center at the burst point of the howitzer or rocket and 1 inch from the sapper. On each turn thereafter, it burns 2 inches forward and 1 inch to each side in a sort of pyramid shape:



The burning occurring in such a way that on operation 6 (ORDER OF OPERATIONS) of the turn after the fire has been set, the area is burned up and all units then caught in it are killed.

E. Notice that it is virtually impossible for soldiers to be killed by a fire if their commander pays any attention and goes to the effort of moving them - the destruction due to fire does take place on the turn after it is set and even then after movement. Thus fires are basically to destroy things, not troops. One possible exception to this would be the case of a unit frozen in melee, one portion of which was in the path of a fire - but this will be rare.

UNBALANCED EQUALITY REFINEMENTS



1. Since the kilted highland units (such as 42nd, 79th, 92nd) were considered superior troops as denoted by the elite cut of the uniform, those troops are raised one point in regular morale. All militia and free corps units are lowered one point in regular morale.

2. All British non-guard formations add a point to their volley fire. Only French and Prussian infantry may charge in column and receive a column charge increment, other armies only line increment.

3. Armored cuirassiers (and armored officers or infantry sappers) are invulnerable to small arms fire over 6 inches. Since Austrian cuirassiers were unarmored in the rear, this would not apply for the rear 180 degrees of the figures. Similarly, they are reduced to unarmored cuirassiers when meleed from the full side or rear 180 degrees.

4. Russian jager battalions may not deploy as skirmishers except for the elite formations. Russian infantry are one point better in combat effectiveness for individual units, i.e. 1-2-3 stand, 4-5 back two, 6 off board.



5. British staff officer scouts using thoroughbred horses may move 30" overland.

6. French light infantry carabinier, Russian Jager-grenadiers, and the British fusilier light company have grenadier morale and grenadier non-skirmisher melee evaluation. British fusiliers are considered grenadiers except for the fusilier light company which are as French carabinier. French elite legere voltigeurs and Russian Schutzen-jagers of a light infantry battalion lose no movement in crossing hills or obstacles. The elite companies of French hussars and French chasseurs a cheval of the line regiments are raised one point in morale.

7. Because of wide spread Napoleonic guerrilla action in the Rhineland, Russia, the Tyrol, Spain and Portugal, the following rules are to be used:

- a. All castings operate separately.
- b. All castings operate as skirmishers light infantry or skirmisher light horse but movement is not impeded or penalized by hills, swamps, woods, etc.
- c. The skirmisher horsemen may dismount and act as dragoons.
- d. Concerning morale, all guerrillas are the same as light infantry except any adverse die cast causes them to rout.

e. Guerrillas may set fire to all combustible structures and stores (and woods in weather condition #2) in the same fashion as sappers. The guerrilla leader has full sapper capabilities. Guerrillas may spike cannon.

f. Guerrillas may only operate within 100 miles of home.

g. For every guerrilla used, a maximum of two other civilians may be used. The non-guerrilla civilians have no combat power. If a civilian is killed by accident, a penalty of one free guerrilla is imposed. This free guerrilla enters the board from any side-subject to occupation guard eligibility. All civilians have a number marked on the bottom of their stands, guerrillas must be identified prior to play on player's map-as must the guerrilla leader.





A guerrilla costs five points, the accompanying civilians are free. Civilians that are being used as shields by guerrillas or troops may be shot at without penalty-provided hostiles are actually part of that group. Touching a casting constitutes a search, with melee if applicable. Troops may order civilians around and failure to obey constitutes proof of guerrilla activity as only guerrillas may refuse to obey. Such troops may only order around civilians if they are within six inches.

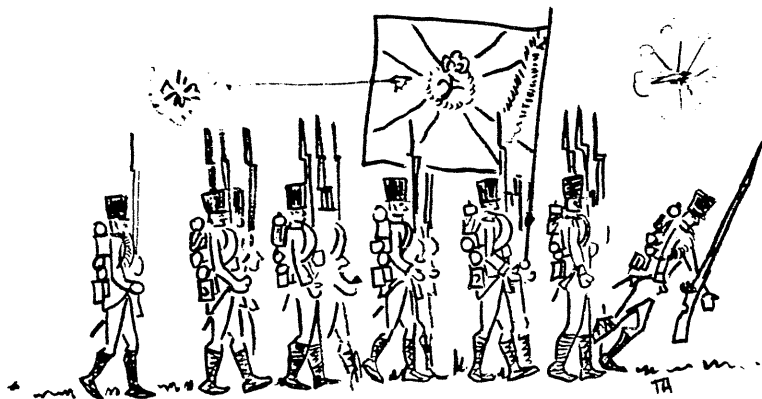
8. Along with their special spotting and screening abilities given under WEATHER, Dark Hazy Windy Days, line hussars receive a plus 1 melee increment when ever they are deployed as skirmishers and fight in skirmisher melees ONLY. When any melee is fought and a side is forced to fall back 2, if the victors have hussars in the melee for pursuit, the victors receive an unopposed throw instead of an opposed throw. This carries on into breakthrough. All of the hussar capabilities above are for line hussars only.

9. AUSTRIAN "BATAILLONSMASSE" This is the standard order of battle for Austrian Fusiliers and Grenadiers, to which this rule only applies:

This fighting column was actually a walking solid square of infantry in double column of a single battalion of four or six companies. Only the first two stands (double ranks) may fire and only forward.

For repelling cavalry, the normal square rules apply:

- a. Square is broken under 16 men.
- b. Non lancer cavalry "bounce off" after one melee cast.
- c. But square only fires forward.
- d. This solid square may move as a column, as long as such a formation starts from the legal four or six companies, it remains a valid battalion mass until it drops below 16 men.





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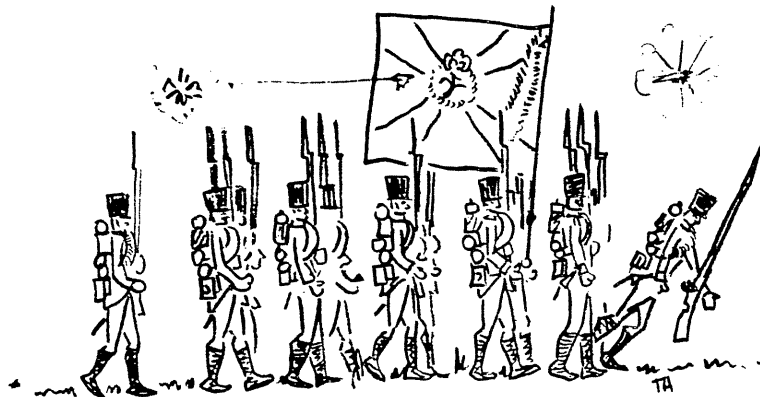
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10. For every Russian line infantry regiment (two battalions) purchased, one Russian line jaeger battalion may be purchased for the same price of one point per man. Above that quota they cost 2 points each.

Russian jaeger-grenadier battalions, which were part of the permanent grenadier divisions, may only be purchased in conjunction with a permanent grenadier regiment. For every two battalions of Russian permanent grenadiers, one battalion of jaeger-grenadiers may be purchased - all for the normal two points per man.

Because the Russian non-elite line infantry consisted of conscripted serfs and because they still used the slower, more cumbersome field regulations of the Seven Years War, the Russian line infantry musketeers and non-elite militia infantry may only perform either the movement or the change of face/formation operation or fire on a turn, but only one of the three.

11. There were large quantities of Russian irregular cavalry known as Bashkirs. These are essentially militia chasseurs a cheval. Since they used bows and arrows, they will fire twice per turn with a maximum range of six inches. A two die cast of 10-11-12 is a hit. They are organized as cossacks.

12. British marines are to be considered line grenadiers. Sailors are militia light infantry of no specific organization. Sailor gunners may operate guns within constructions as line gunners, but outside they are militia gunners. Ordinary sailors cost 1 1/2 points, sailor gunners cost 2 1/2 points.

13. For the 1812-1814 campaign in North America, the Red Indians will be considered as follows:

- a. They will be armed with either bows and arrows which function as Bashkirs, or 12" firing muskets.
- b. Spear armed Indians will receive the extra lancer die in melee for the first melee cast. This applies for European Militia infantry armed with pikes.
- c. All Indians are considered as militia type.
- d. All Indians, mounted or dismounted, are mounted on two man stands but may never form into massed units as do line infantry (they may converge in melee, however - see rules for Skirmisher Attack and cavalry converge in Semi-Dense Woods). Their combat effectiveness and morale will be by the band operating together.

14. For every 450 points of Austrians purchased, the Austrians may elect to purchase an additional 6 pounds of artillery for 25 points.

ADDENDUM

As most advanced players realize - cavalry in large masses over 150-180 horses have reached the point where their individual value per man is no longer equal to its initial point count in a straight proportion, rather the value increases exponentially as more and more cavalry is used in one mass - especially if large numbers of lancers are used. These rules are to compensate.

The following rules go into effect after January 1, 1959 for all games.

1. The cavalry to infantry ratio can never be more than 1 cavalry to 3 infantry unless specified in the game conditions.

2. Revised Simplified Point System:

Line infantry (center companies only when not purchased as a full regiment) and Russian line jaegers (1 bn.) when purchased with 2 line bns. -	1 point
Elite infantry (not purchased as part of a full line regiment), light cavalry, dragoons, lancers, separate general and staff officers -	2 points
Hussars	2 1/2 points
Cuirassiers, sappers, train, guard infantry and guard light cavalry -	3 points
Guard heavy cavalry and guard sappers -	4 points

Militia troops are 1/2 point less than regular troops of the same type purchased individually. To stimulate using line infantry in historical sized units, line infantry purchased as a full regiment cost one point apiece, also Russian jaegers are only 1 point when purchased by the battalion with 2 battalions of Russian line. Other infantry do not change in cost whether purchased singly, in battalions or regiments.

Line infantry regiments purchased as a full regiment do not have to have all battalions from the same regiment. But all these battalions of the composite regiment must be of the same size and composition as the historical battalion and regiment as set up in the ORGANIZATION OF FORCES section of the rules. This rule is not meant to encourage such mixed units but rather is as a convenience for those who already have them painted.

15. Some Austrian Grenz units had six schutzen (marksmen) companies and one scharfschutzen (sharpshooter) company.

The schutzen are militia light infantry and the scharfschutzen are the elite company. This elite company is to be considered ordinary light infantry as far as the rule are concerned.

16. The Austrians are allowed to take an Austrian light battalion, form skirmishers, reconverge the lights in division of two company units and operate thusly for combat effectiveness purposes. See page 58, Rule A, paragraph 1. Since the Austrians did historically nearly always operate thusly, only Austrians will be allowed to operate their light infantry in combat effectiveness units smaller than a battalion in size, i.e., the division.

Other nationalities must continue their casualties which they sustain when they join their Mother units or when they shift around to form new units.

For example, if the Austrians do operate a light battalion in two divisions and each division does sustain casualties - it may be possible and would be legal on the next turn for the stands to be shifted around so that one division is entirely reconstituted and the other (now badly decimated) is charged with all the casualties. Similarly in forming into divisions from a whole battalion one may be of full strength while the other is charged with the casualties sustained while as a battalion. However, there must always be a unit with at least 1 man in it to be charged with these casualties. Troops of other nations and non-light Austrians are charged as per page 58.

It must be remembered, however, if a decimated unit attempts to form a provisional battalion, etc. with another unit to bolster it combat effectiveness (and a unit which has thrown for C.E. and shaken a 1, 2 or it equivalent does not need to bolster its C.E. under this rule), it falls under the "3 or 4" rule of combat effectiveness, page 57.

3. Supplemental Rules on Artillery and Impedimentia - These rules supercede any rules inconsistent therewith (See pages 22 and 52).

A. Removal of Artillery and Impedimentia:

- (1) Artillery or impedimentia may be removed by a person in undisputed possession thereof:
 - a. When it is destroyed (this is automatic).
 - b. A gun or limber if its matching piece has been removed other than by "c" below or other self-destruction of the matching piece (you can't remove the intact half if you intentionally destroy the matching piece).
 - c. Movement off the edge of the board by normal means.
- (2) Removal is accomplished at the end of any "operation" numbered on page 1.
- (3) Matching limbers must be identified upon request when within an opponent's visibility. One may not mismatch guns and limbers unrealistically.

B. Capture of Artillery and Impedimentia:

- (1) Capture is effective at the commencement of the "operation" following the one in which undisputed possession is secured and continues so long as possession is undisputed.
- (2) Possession is disputed by any enemy unit on or touching the stand of a gun, limber, etc. and melee results with whatever friendly unit is on or touching the stand at the melee sequence. Both sides cannot be "on" the stand at the same time.
- (3) Effect of capture in non-campaign games: Original owner's army C.E. breakpoint is raised during the period of undisputed capture - 25 points for each gun, 15 points for each limber, caisson, wagon, etc.
- (4) Effect of capture in campaign games: If a captured gun is retained to the end of the game, the captor may use its equivalent poundage above his allotment in the next game. The capture of limbers (and not the matching gun), caissons, wagons, etc. is treated just as in a non-campaign game. Limbers need not be captured to derive the benefits of capturing a gun - but they do help the captor get the gun to safety.

- (5) Use of gun, limber, etc.: A captured gun, limber, etc. may be used assuming the appropriate men and horses are available. The gun retains its original characteristics throughout the game regardless of the person using it. Ammunition of guns of the same general type is interchangeable; for example, 8 and 9 pound ammunition. In capturing a limber, caisson, etc. by melee, the captors may elect not to have or allow the horses killed.
- (6) Spiking of guns: An artilleryman, sapper or train including the last dying member of a crew (unless the crew is routed from the gun) may spike a gun instantly. Any other man or company may spike a gun by remaining touching or on it in undisputed possession during the fire and melee operations of a turn without firing or meleeing during that time. Once a gun is spiked it cannot be fired further on that same day by either side.

C. Movement Through Artillery and Impedimenta:

- (1) Skirmishers may move through artillery, etc. without penalty. They must have been marked to move as skirmishers. (This particularly applies to formed units going into skirmishers).
- (2) Formed infantry may move through artillery and impedimenta with a penalty of -3" from movement, loss of charge increment and loss of breakthrough bonus. It cannot change formation while any portion of the line or column of a unit occupies the same area as an unoccupied gun, limber, or wagon, etc. nor may any portion of the line or column come to rest on the same area as a friendly occupied gun, limber, etc.
- (3) Formed cavalry, including lancers are subject to the same rule as formed infantry except the movement penalty shall be -6".

D. Miscellaneous Rules:

- (1) Occupied artillery pieces, wagons, etc. act as a screen to fire exactly as other units.
- (2) A unit meleeing an opposing occupied artillery battery, wagon, etc. retains its charge increment if otherwise authorized even though that melee involves enemy units on the other side of the artillery battery or impediment.

4. The basic units for checking combat effectiveness are the infantry battalion, artillery battery (for militia artillery only), and cavalry by squadron or multisquadron unit (up to a historical cavalry regiment in composition and

size - this can include personal separate command castings). Some basic units are used for changes of formation (see page 8, rule A) - the exception to this being the change of formation of infantry into multibattalion or ordre mixte. squares

5. Rocket Troop, Ammunition is 18 rounds. They may fire up to six "sheafs" on any one turn.

6. Militia Artillery. Militia artillery is limited to 6-10 pound field or to horse guns which cost half the poundage or points of a 6 pound line gun. One may purchase two militia batteries if his side has 1000-1999 points. A second set may be purchased if one has 2000-2999 points, etc. etc.

A militia field gun has one operation per turn and a militia horse gun has two. Neither gets artillery bonus movement. The crew cannot be replaced or augmented except for each man killed, one replacement gunner may step in and serve the gun on the turn after the original gunner is killed, or thereafter. The battery has militia morale until more than one half of the crew are non-militia; then it has line artillery morale. The character of replacement gunners does not enhance any other characteristics.

If the crew is routed, the gun and ammunition cannot be spiked or removed or destroyed by the original owner. If captured in a campaign game, in the next game the gun is worth twice its purchase price to the captor.

Militia guns are subject to battery combat effectiveness - if the crew is reduced to two or less by fire. If the gun falls back for combat effectiveness but does not rout, then it may return to action if furnished at least a three man crew.

Just prior to firing, each unloaded gun must cast one die to see if it is loaded. The gun may fire that turn on a 1, 2, 3, or 4, but on a 5 or 6 it will be loaded next turn. A loaded gun that then does not fire remains loaded.

7. Under INVOLUNTARY RETREAT, page 55: Units in a FB 1 state subtract 1 from their fire die (or dice in the case of skirmishers); FB 2 units subtract 3.

8. When attacking an infantry square, cavalry must subtract two points from each dice total in melee after the first cast (for that unit). This concept is due to the fact that the first two ranks of a square have their musket butts grounded when presenting bayonets. For the lancer, their initial extra die on the first dice cast compensates for the lances extra reach. This subtraction is discontinued when the square is broken.

9. Artillery Casualties. It is bad gamesmanship to use castings in natural poses under our present rules since they represent larger artillery targets - hitting a bayonet or the tip of a lance or flag kills the figure though it be hit in no other way. Therefore, the following system should be used:

- a. A casting is a casualty due to artillery fire only if some part of the casting representing life is hit (exception to this is when the fire is directed against non-live targets such as houses, guns, wagons, limbers, etc.). Thus an infantry man can only be killed if he is hit-his bayonet won't do. And while a hit on the horses tail will still knock out a cavalryman, a hit on a sword knot or lance pennant will not.

The seemingly smaller number of kills is compensated for by the larger castings available to players and now in greater use.

ERRATA, OMISSIONS, CLARIFICATIONS, ETC., AD NAUSEUM

1. The word "range" as used in these rules often implies more than simple distance - it also implies accessibility, freedom from intervening obstructions, etc. Thus when something can be done only when the enemy is in "range," this means that if the fire were to occur at precisely that time, the enemy could legally be fired upon.

2. On the INFANTRY--CAVALRY SUMMARY SHEET, * should read: Unarmored cuirassiers are just like armored cuirassiers except that they have a melee vulnerability evaluation of 3 and are not protected beyond 6" from small arms fire.

3. Page 1, Operations 2 and 4, Horse Artillery may limber or unlimber at these times as well as move.

4. Page 2, para. 3, line 7. After "----- follow.": It is assumed that the unit will move to the full distance if lesser is not indicated in inches or by a stop line or some other specific order of a place to stop.

5. Page 4, A. Dragoons should be included among the 2 point items.

6. Page 5, 2., line 14. After "melee.", add: "No pass through fire or superior weapons fire is permitted unless target can be seen. CiC is only allowed if defender can see attacker over 6" away."

#3, line 3. Substitute "massed or" for "line hussar."

#4, line 3. after "---starts raining." Add: "On a cast of 5, all small arms fire is minus two due to light rain. Continue trying to cast for first six each turn."

7. Page 6, combine the two night rules (this gets redundant, but not contradictory). To the end of the night rules add: Charges on streets are at normal charge speed.

8. Page 8, B., d., OBLIQUE LINE. Add to the end: An oblique line of two rank deep stands may be permitted by ranks rather than stands.

9. Page 8, B., g., ROAD COLUMN. Add to the end: If a column has its head on the road, it will be allowed the road column move.

10. Page 9, B., h., SKIRMISHERS. Add to the end: Skirmishers must face the direction they are moving.

11. Page 10, C., 1., c., FACE and/or CHANGE FORMATION. Add to end of 2nd line: up to 180°.

12. Page 12, diagram of Double Column - must be over three ranks deep to be a legal column.

13. Page 19, EXCEPTIONS - Cross out the line "Also, formed units may not pass over artillery batteries." This has been grossly modified.

14. Many places in the rules this will be seen: (I/-45°). This should be: $\pm 45^\circ$ which means plus or minus 45 degrees.

15. Page 26, 6, 2nd, para., for the word "enemy" substitute "firing enemy unit" and add to the end of the paragraph: "This concept also holds for fire obtained when a unit breakthrough (See MELEE F3)."

16. Page 29, 8a, line 6. For the word "skirmishers", substitute "light infantry."

17. Page 38, A., para. 3, last line: Between "troops" and "other" put in: "forced to retreat off a cliff are lost. Hill contours"

18. Page 41., C., para. 4. The 4 men killed by a howitzer in a construction are not subject to saving throws.

19. Page 47, para. 1. Add to the end: "The only infantry skirmishers automatically killed in this case are those who are or were directly contacted by a massed unit."

20. Page 58, A., para. 1. See ADDENDUM, Rule 4.

21. Page 32, 9., b., 4th para., "All ranges as for horse artillery but elevation as for regular howitzers."

22. BRITISH ORGANIZATION diagram sheet. To **, add: "Some rifle battalions such as 5/60th have 10 companies."

23. For the purpose of resolving small arms and canister fire, any firer higher than the target will be allowed to fire over an intervening enemy screen below them if screen and target is on the same contour level, but the target cannot be hit if the target is below the intervening screen. Firing over your own troops is as described on page 30, rule 6 and page 27, rules 3 and 4, i.e., you cannot "carefully" fire over your own intervening screen with canister or small arms fire.

The enemy may return fire from the foremost: the single rank intervening screen or his massed front two ranks except in the case of buildings where rule 4, page 27 applies.

In the reverse case where the intervening screen belongs to the player on the higher contour, the lower opposition troops are allowed to fire over the head of the intervening screen at the upper target if target is two contours higher than the screen. The lower intervening screen cannot shield the two contour higher target troops because a casting is deemed only to be protected from fire when fully shielded by a hill or object that is two contours high in front of it.

Finally, in the case where the intervening screen is actually in a depression between two enemy forces, the screen is also invalid. But if, conversely, the screen is higher than either the firer or target, the screen blocks the firing.

64b

24. Page 22, Rule 5b Continued. "Likewise, if the unit to which the personal command figure is attached loses morale, the command figure is carried with it even off the board. But if the command figure is standing free and a unit to which it was not previously attached (though it becomes so now) runs into it as a result of falling back due to bad morale (command figures are as unaffected and unable to stop routs as any other units—they simply check morale as the unit passes by and then may be used for rallying next move), the command figure checks for morale and if it stands, the unit to which is now attached stands. However should the combined unit be hit again before it has regained its ability to stand alone, the command figure goes with it if it is still attached."

OPTIONAL RULES

A. Longer Ranged Artillery (for use on gigantic boards, only if players are specifically notified.)

Since 1" on the board equals approximately 10 yards historical (ignoring the concept of collapsing time and distance scales) and in order to make artillery more in line with historical ranges, a firer may call for extended range simply by stating that he is going to fire extended range plus one foot up to nine feet which will be the amount added on the initial end of the artillery stick. Our current cannon rules involve losses which * approximate the losses that 5 guns can cause, all losses have a saving throw:

1. On the bounce: 5 or 6 kills
2. On the roll (last red): 6 kills

Canister and low ball may also be extended from one foot to three feet. Extended canister is termed grapeshot and a saving throw must be cast for units hit in this extended range only - 5 or 6 kills. In normal canister or low ball range, all hits are kills (though dice must be case for hit numbers).

Howitzers also may extend range for bombshells, but not for canister.

All ammunition supply is doubled and grapeshot is deducted from the canister supply.

Players must remember to at least double the number of guns used in the game.

B. Rapid Rules for Giant Napoleonic Games.

Introduction

The main body of the rules are designed for normal sized games, but when the total number of troops on the board exceeds - most certainly 1800, the fire and melee mechanisms are simply too cumbersome. It takes too long to kill people.

History of Game Acceleration Changes

- A. Change from Move-Countermove to Simultaneous Move.
 - B. Addition of combat effectiveness for basic units and for the entire army.
- * approximate one gun equaling 20 historical guns. In order to more nearly.....

Troops entering the board cannot be charged or attacked if they don't penetrate more than 9" on the board. This protection is in effect only on the turn the troops enter; also the troops cannot charge or attack the same turn.

If enemy had troops within 12" of the place where friendly troops are being entered, the enemy must be informed (before map marking) of the number of troops that are coming and whether they are cavalry-but not the identity of the units.

- - - - -

These rules can be used in normal games if all participants agree or if they are part of the game conditions.

Rules 2-3-4 should be avoided in any specific action if it is a small one either in a large or small game.

C. Attempt to accelerate map marking.

Game acceleration rules 1, 2, 3, and 4 must be used when the total number of figures is over 1800. These are effective January 1, 1969.

1. When there are over 1800 figures on a board, army combat effectiveness at 50% is automatic. If only one side reaches this level when it is checked, it loses the battle and withdraws in good order. If both sides reach it at the same time, the battle is a draw. Should only one side reach 33 1/3% before C.E. is counted (as nearly happened at Salamanca), then that side routs from the field. In either case, no die is thrown, the result is automatic.

2. All massed unit volleys must be in battalion sized volleys - only one die per volley (except in the case of the normal enfilade extra die). The single die applies to each separate company or platoon should the firer wish to conduct fire in that manner or if separate targets are picked.

3. Light infantry skirmisher fire cast one die for each 6 men firing-number on die is number of casualties. The kill average for this rapid system is identical to that of the 2 dice system. For specific shots at selected targets, either player may request normal man-to-man skirmisher fire (2 dice).

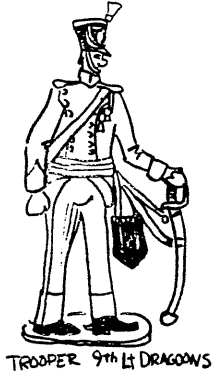
4. Three Dice Melee System. Each side casts three dice for both kills and obtaining of morale checks (morale itself is checked normally with two dice). The various defense and attack increments are added to the totals and then the difference is doubled for determining kills. In cases of first shock by lancers, enfilade first shock and opposed throws, the normal system of two dice melee is resorted to. In the three dice melee system, morale is checked 2.67 times more frequently-kills are approximately 2.4 times as fast-for all practical purposes this maintains the present ratio and will produce the same results faster.

5. Terrain Combat Effectiveness Points. In giant games, terrain objectives should be given points, the capture of which raises the enemy army combat effectiveness by that number. This game approach is to be used so that each game does not degenerate into a pure army combat effectiveness battle, forsaking all semblance of battles with tactical terrain objectives.

6. Entering Troops to Board.

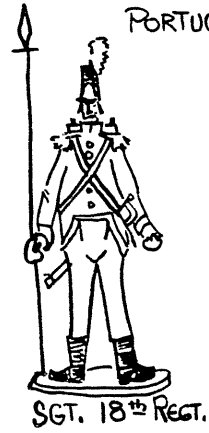
Troops entering boards by roads (or specifically allowed point) may not be blocked by troops near the entrance; however if contact is made, moot melee will occur.

"BRITAIN 1815"



TROOPER 9th Lt DRAGOONS

PORTUGAL 1812



SGT. 18th REGT.

ORGANIZATION
OF
FORCES

"FRANCE 1812"



VOLTIGEUR

"SPAIN 1812"



REGT VICTORIA

ORGANIZATION OF FORCES



In order that the game can be integrated on a wide scale with out-of-town players immediately knowing the rules and being able to use their forces with opponents without constant reorganization, all major powers will require the same organization.

This organization is based on one figure equaling twenty men historical organization. If a player wishes to organize forces not covered by the organizational chart, he should research the actual organization in the 1808-1815 period and set it up 20 to 1. The chart shows average figures. There are of course many exceptions.

The stand sizes, 30mm figures, should be on the order of:

1.	2 man stand	1 1/4" x 1"	
2.	3 man infantry stand	2" x 1"	single rank
3.	4 man infantry stand	2 1/2" x 1"	single rank
4.	5 man infantry stand	3" x 1"	single rank
5.	6 man infantry stand	2" x 2"	double rank
6.	8 man infantry stand	2 1/2" x 2"	double rank
7.	10 man infantry stand	3 1/4" x 2"	double rank
8.	1 man infantry stand	7/8" x 13/16"	
9.	1 man cavalry stand	1" x 2"	
10.	2 man cavalry stand	2 1/8" x 2 1/8"	
11.	3 man cavalry stand	2 9/16" x 2 1/16"	
12.	4 man cavalry stand	3 5/8" x 2 1/16"	
13.	5 man cavalry stand	3 5/8" x 2 1/16"	
14.	Horse artillery:		
	Horse & Caisson	2 9/16" x 2 1/8"	
	Gun	2 1/16" x 2 1/8"	
15.	8 - 10 pound gun:		
	Horses & Caisson	2 9/16" x 2 1/16"	
	Gun	2 3/4" x 2 1/16"	
16.	12 pound & over gun:		
	Horses & Caisson	3 3/4" x 2 1/8"	
	Gun	3 3/4" x 2 1/8"	
17.	Howitzer:		
	Horses & Caisson	3 3/4" x 2 1/16"	
	Gun	2 3/4" x 2 1/16"	



The stands may vary slightly as for regimental command stands for better flag balance or for larger castings, but they should remain as constant as possible.

FORWARD

There has been a dearth of information on the company, battalion, and regimental organization of Napoleonic armies circa 1812--especially of the eastern European countries.

The information that is available is frequently not available in the English language and is quite often only found in rare books.

The following information took nine months to compile and the trail led from Ft. Wayne, Indiana to finally Vienna, Austria for the last item of information.

The organization is set up for a wargaming army of 30mm castings; one figure equals twenty men historical muster. To get the actual approximate muster simply multiply each figure by twenty. One must remember that although the paper organization of Napoleonic armies was fixed, the actual number of men per unit in the field was frequently radically different. Therefore, the following information is really a guide.

In the American midwest, over 8000 Napoleonic 30mm castings are now organized using this system. To the best of our knowledge, such detailed organizational information has never before been compiled into one publication for all major armies participating in the Napoleonic Wars.

For comments and additions, please write:

Fred H. Vietmeyer
3204 Tonawanda Court
Fort Wayne, Indiana
46815 U. S. A.



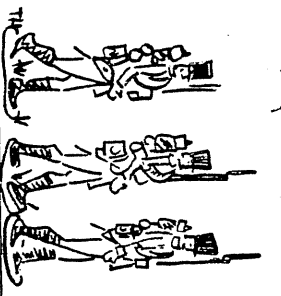


NAPOLEONIC ORGANIZATION CONTINUED

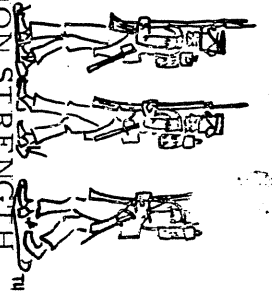
COUNTRY	REGIMENTAL INFANTRY COMMAND STANDS.*	ARTILLERY TYPES** (1 model = 5 historical)
FRANCE	Officer, Flag, Drum on separate stand. One per Regt. Use four man stand for Guards	Guns-3, 4, 6, 8, 12 pounders plus howitzers.
BRITISH	Officer, Flag, Drum on separate stand. One per Regt. Use two flags on four man stand for Guards.	Guns-6, 9 pounders plus howitzers.
AUSTRIAN	Officer, Flag, Drum, Sgt., and Musicians in 1st Fusilier Co. of Bn.	Guns-3, 6, 12 pounders plus howitzers.
PRUSSIAN	Officer, Flag, Drum, Fifer in 1st Musketeer Co. of Regt. 1st Grenadier Co. may also have command personnel.	Guns-2, 6, 12 pounders plus howitzers
RUSSIAN	Officer, Flag, Drummer, Fifer, and Sgt. in 1st Musketeer Co. of 1st Bn.	Guns-6 pounders plus howitzers.

* For cavalry, use one stand per regiment with number of figures as on regular stand of that unit. Although flag and officer is usual on stand(except for light units), the other figures may be any combination of musicians, sappers, and non-commissioned officers.

** Types used actually varied greatly due to purchases, captures, etc.



NAPOLÉONIC ORGANIZATION 1812
 SCALE: ONE 30 mm FIGURE EQUALS 20 MEN HISTORICAL MUSTER.
 NOTE: MOST COMPANIES ARE A LITTLE BELOW PAPER ORGANIZATION STRENGTH



INFANTRY

CAVALRY

LINE LIGHT GRENADEIER GUARD NO. OF COMPANIES NO BNS. COS. SONS.

COUNTRY CO. CO. CO. IN A BATTALION IN REGT. CO. IN SQN. IN REGT.

FRANCE 6 6° 6° Old Guard Line 4 1-Voltiguer 3-avrg. 5 2 2 4
 Young Guard 4-Fusilier Guard
 1-Grenadier 2
 Young Guard 4

Old Guard 8

BRITISH 3 Line & Rifle 3 Lt Co has 4 1-Grenadier 1 3 Hv 2 4
 Lt Bn split stand 8-Line 2 Lt
 Light 8-Rifle, 10-Light

RUSSIAN 5 4-Jager 5## 6 Line 1-Grenadier 3-Musketeer 4 2 Line-5@
 3-Musketeer Grenadier 4 Line Cossack-3o\$
 Fusilier 3-Fusilier Guard Dragon
 1-Grenadier 1-Grenadier 10
 3-Fusilier 3-Jager and Cuirassier-10
 Light Guard Cossack-4o\$
 1-Jager Gren. 3
 3-Jager
 Guard
 1-Grenadier 3-Fusilier

PRUSSIAN 8 6° 8 Grd Grndr & Landwehr has no 4 of one kind Line 1/2-Grenadier 3 2 4 Line
 Fusilier 0-8 Grenadier or 2-Musketeer 5 Guard
 Jager-6° Fusilier 1-Fusilier

NAPOLEONIC ORGANIZATION 1812 (Cont.)

INFANTRY						CAVALRY		
LINE	LIGHT	GRENADIER	GUARD	NO. OF COMPANIES	NO. BNS.	COS.	SONS.	
COUNTRY	CO.	CO.	CO.	IN A BATTALION	IN REGT.	CO.	IN SQN.	IN REGT.
AUSTRIAN	10	60	600	4-Grenadier [†] 6-Fusilier	Fusilier:00 2Bn#&2Cos [‡]	3	2	8
					of Grenadier			

o = split stand. oo = Austrian Grenadiers were formed in reserve battalions, rather than regiments.
ooo = Active Field Battalions only. # = 3rd Field Bn frequently was not used or may be Landwehr.
‡ = When Brigaded, each regiment's 2 Grenadier Cos. were joined to form one Grenadier Bn. †† = Grd.
Regt.: 2-Grenadier Bns, 1-Fusilier Bn. @ = Also Guard Hussar & Uhlan. ## = Grenadier cos of all units
have split stands; Musqueteer & Fusilier: Grenadier Platoon-3 men, Schutzen Platoon-2 men; Jager: Jager
Grenadiers-2 men, Schutzen Jagers-2 men; guards: Grenadier Platoon 4 men, Schutzen Platoon-4 men.
\$ = 80 men/sqn.

KEY TO SYMBOLS USED ON ORGANIZATION CHARTS



OPTIONAL



PRIVATE



REGIMENTAL FLAG



BUGLER



CORPORAL-(OPTIONAL)



OFFICER



SERGEANT



OFFICER



KING'S COLORS



REGIMENTAL COLORS



DRUM



FIFER



SERGEANT



CORPORAL - (OPTIONAL)



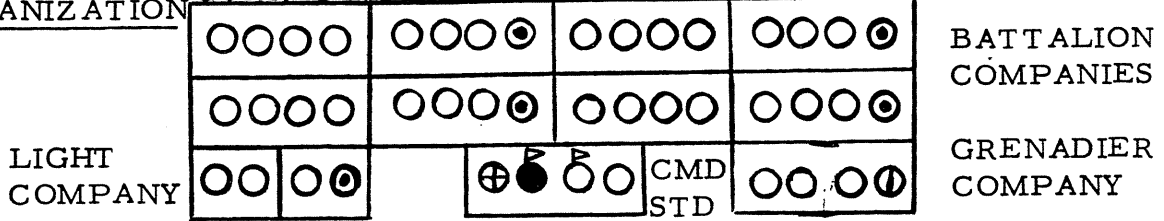
BUGLER



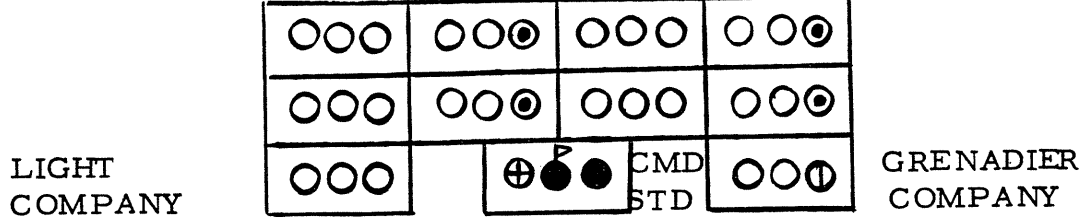
PRIVATE

BRITISH ORGANIZATION

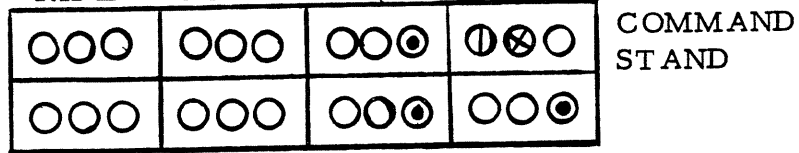
GUARD BATTALION? REGIMENT* (10 Cos)



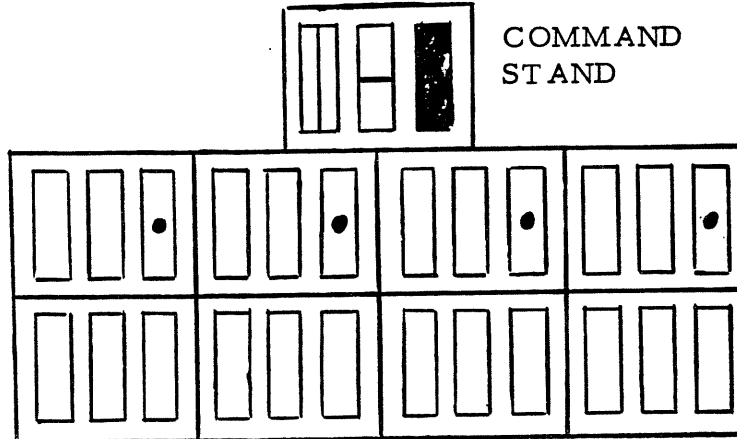
LINE BATTALION/REGIMENT* (10 Cos)



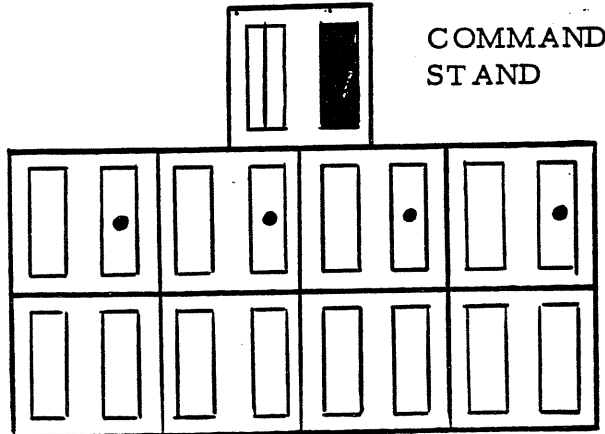
RIFLE BATTALION (8 Cos)**



HEAVY CAVALRY REGIMENT (8 Troops)



LIGHT CAVALRY REGIMENT (8 Troops)



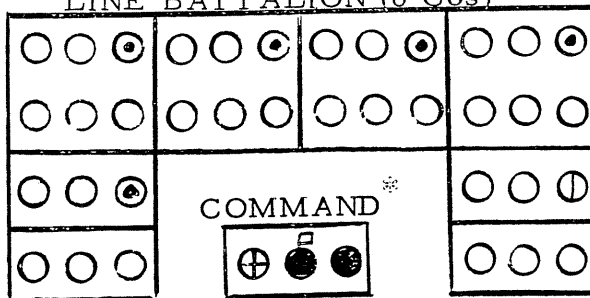
* Many British Regiments had only one Battalion.

** For Light Infantry Battalions use four men to a Company with flag or piper (for Highland) as extra man in command stand. Light Bn. should have extra Regimental Command Stand and ten companies.

FRENCH ORGANIZATION

LINE BATTALION (6 Cos)

VOLTIGEUR COMPANY

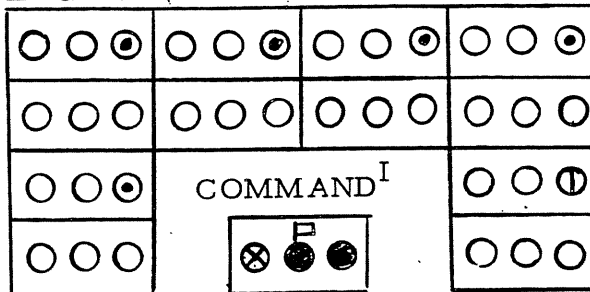


FUSILIER COMPANIES

GRENADIER COMPANY

LEGERE (LIGHT) BATTALION (6 Cos)

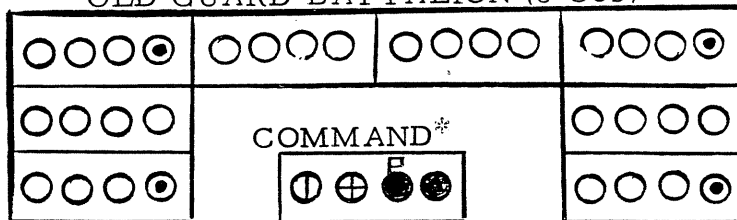
VOLTIGEUR COMPANY



CHASSEUR COMPANIES

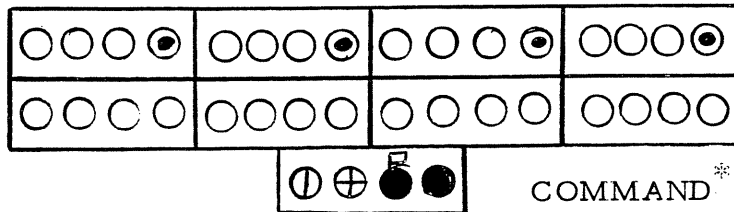
CARABINIER COMPANY

OLD GUARD BATTALION (8 Cos)



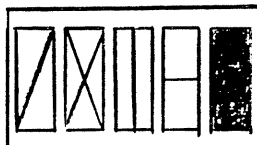
Old Guard may use company stand 1 1/4" wide (rank) and 2" deep (file)-two ranks deep.

YOUNG GUARD (LIGHT) BATTALION (4 Cos)

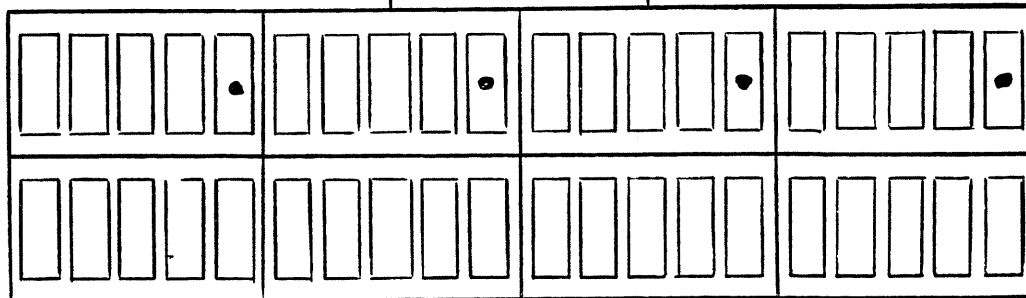


COMMAND*

CAVALRY (8 Cos)



COMMAND

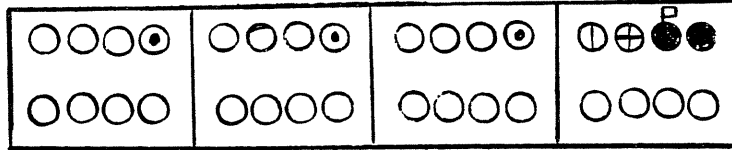


*One Command Stand per Regiment.

PRUSSIAN ORGANIZATION

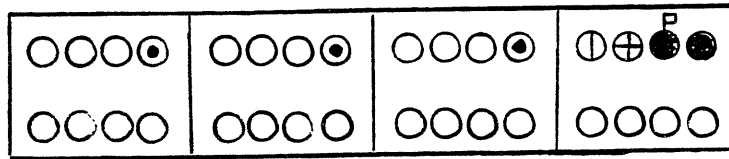
GRENADIER BATTALION

(2 COMPANIES FROM EACH REGIMENT)



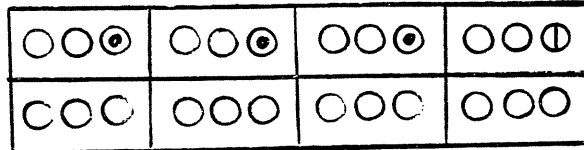
MUSKETEER BATTALION

(4 COMPANIES)



FUSILIER BATTALION*

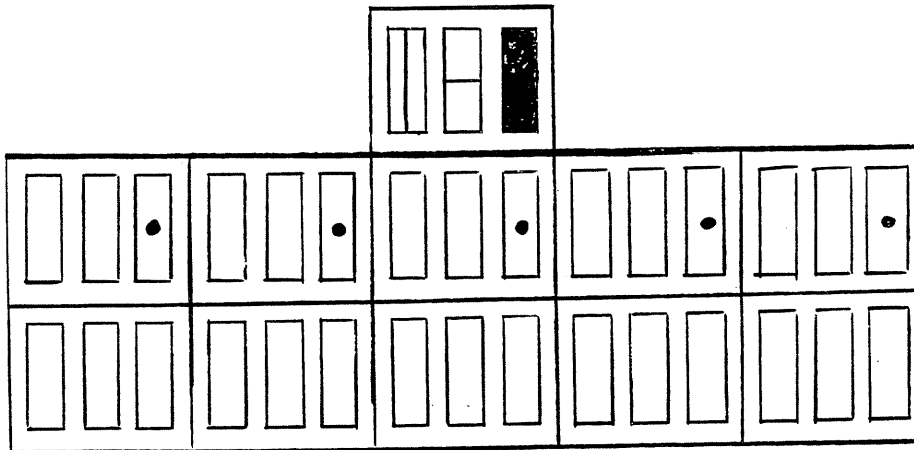
(4 COMPANIES)



CAVALRY REGIMENT

GUARD**

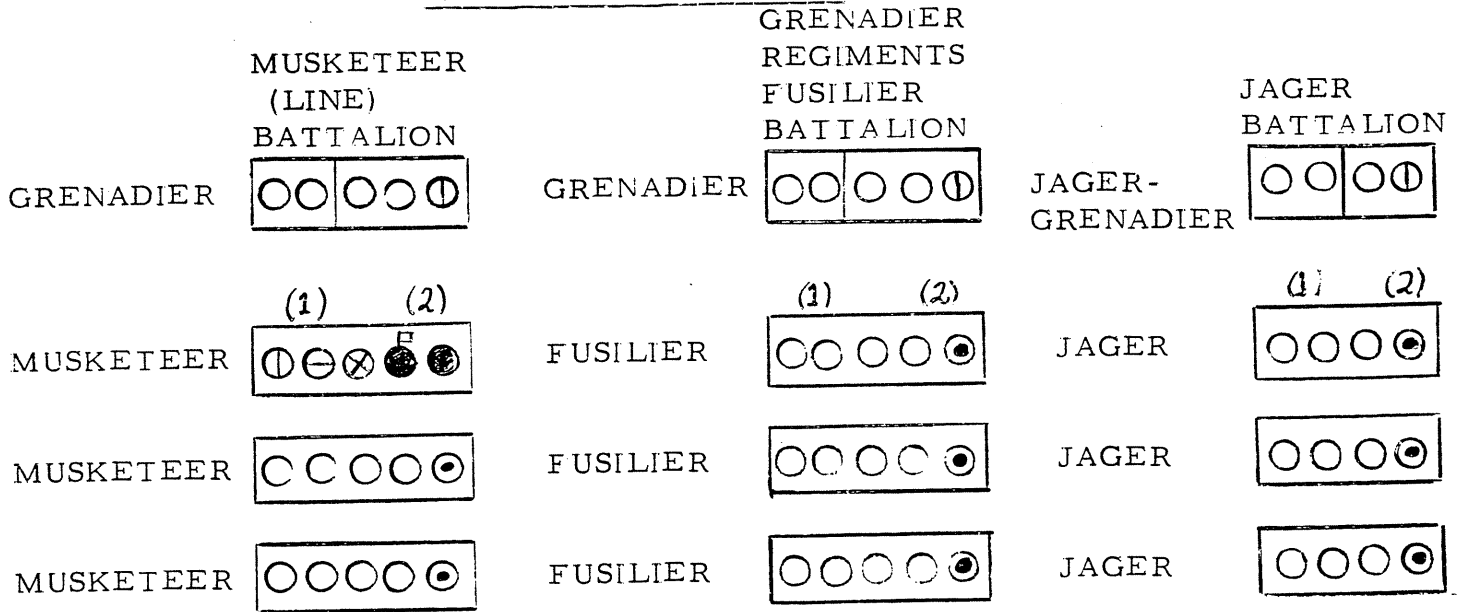
(10 COMPANIES)



* = And Jager. Guard fusilier has four men stands.

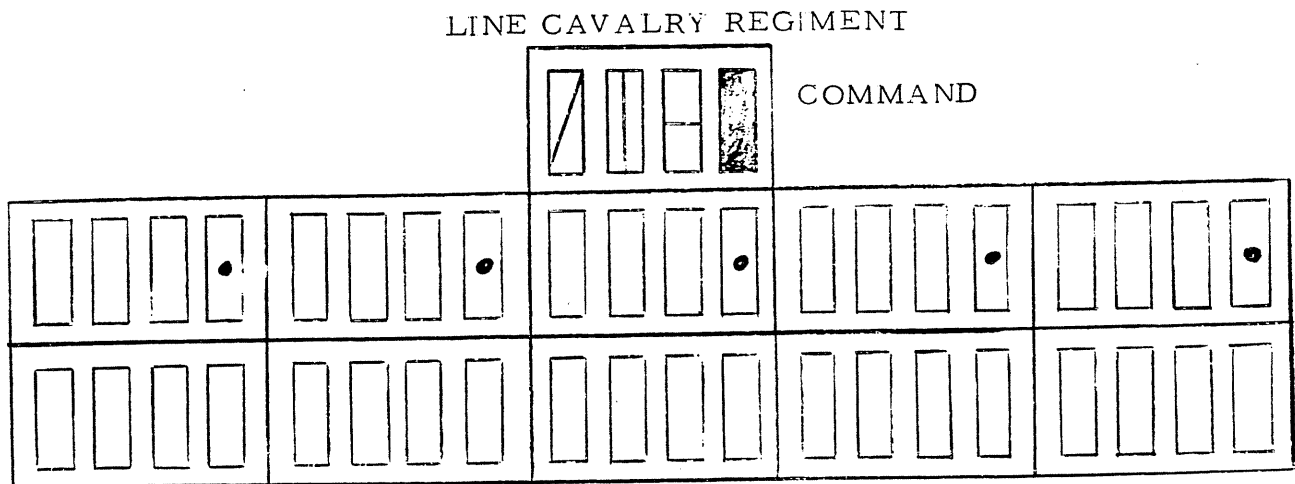
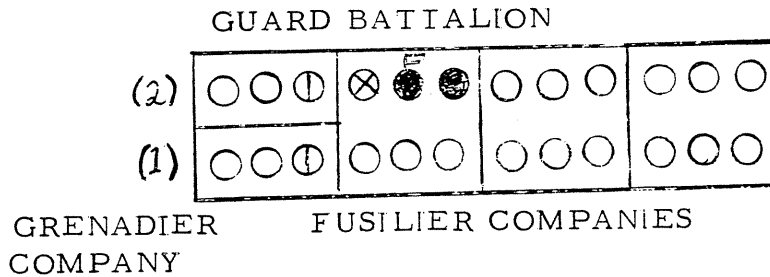
** = Line Regiment has 8 Companies.

RUSSIAN ORGANIZATION



The first company of the first battalion of each Musketeer, Fusilier, or Guard battalion is the command stand with an Officer, Flag, Drummer, Fifer, and Sergeant. ° After 1811 all Musketeer regiments were renamed "Infantry Regiments".

- (o) Similarly for the Guards but an officer, flag, drummer, and three privates.
 (1) Schutzen Platoon (2) Grenadier Platoon



Line cavalry, Guard Hussar, and Guard U have 10 companies, Line Cossacks have 6 companies, Guard dragoons & Cuirassiers have 20 companies, Guard Cossacks have 8 companies.

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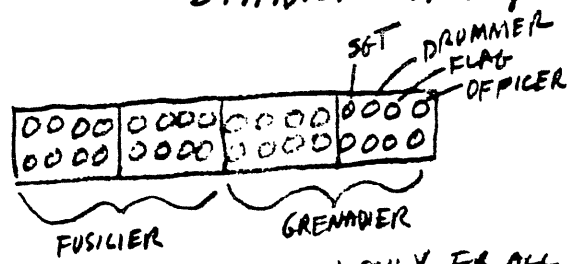
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SPANISH ARMY 1808

VOLUNTEER
AN REGULAR
LINE
BATTALION

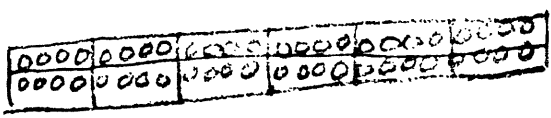
OPTION!
VOLUNTEER
REGIMENTS
MAY NOT
HAVE GRENADEERS



FIRST BATTALION ONLY FOR ALL
LINE HAS FLAG AND TWO COMPANIES
OF GRENADEERS #2 & #3 BATTALIONS HAVE ONLY FUSILIERS.

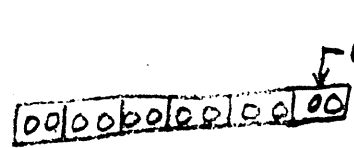
THREE BATTALIONS PER
REGIMENT THEORETICALLY.
TWO BATTALIONS IN THE
FIELD WERE MOST COMMON.
USE TWO FOR WARGAMING.

VOLUNTEER AND
REGULAR LIGHT
BATTALION



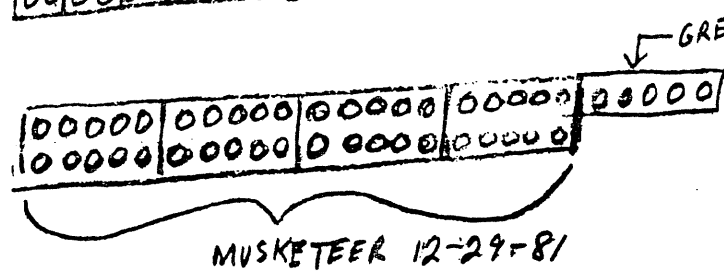
ONE BATTALION PER REGIMENT.
NO ELITE COS.

FOREIGN
NON-SWISS
LINE BN



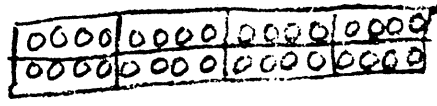
3 BATTALIONS PER REGIMENT FOR IRISH
1 BATTALION FOR NEAPOLITAN

SWISS
LINE BN

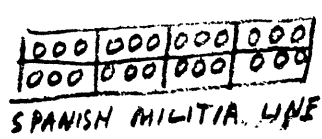


2 BATTALIONS PER REGT.

PROVISIONAL
GRENADEERS
(MILITIA)

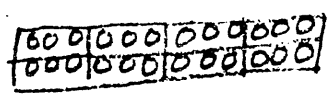


2 BATTALIONS PER REGT



1 BN PER REGT
4-22-71

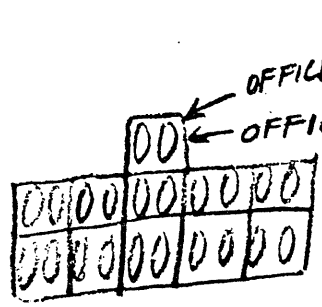
SPANISH MILITIA LINE EIGHT COS. 1-5-76



OPTIONAL CAZADORA
VOLUNTEER LIGHT BATTALION

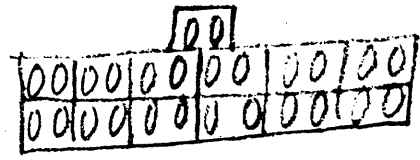
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LINE
CAVALRY
REGIMENT



ONLY TWO THIRDS OF THE THEORETICALLY
LARGER REGIMENT WAS MOUNTED FOR FIELD DUTY.

GUARD
CAVALRY

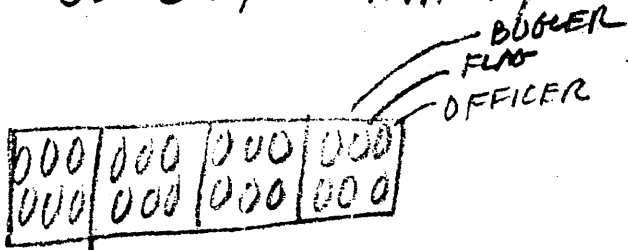


THEORETICALLY
6 SQN HEAVY HORSE 1-7-76 (4 COMMON)
2 SQN LIGHT HORSE - USED AS ESCORTS,
FREQUENTLY DETACHED 1-7-76

THERE WERE 6 HORSE ARTILLERY BATTERIES AND 34 FOOT BATTERIES
INCLUDING 12 POUNDS

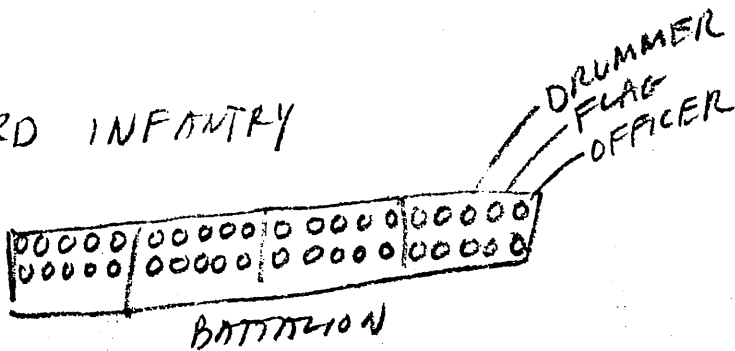
SPANISH GUARDS 1808 CONTINUED

GUARD DU CORPS CAVALRY



SEE "RENEWED REFEREE
RULING" BOOKLET, PAGE XXXV,
RULE 74.

GUARD INFANTRY



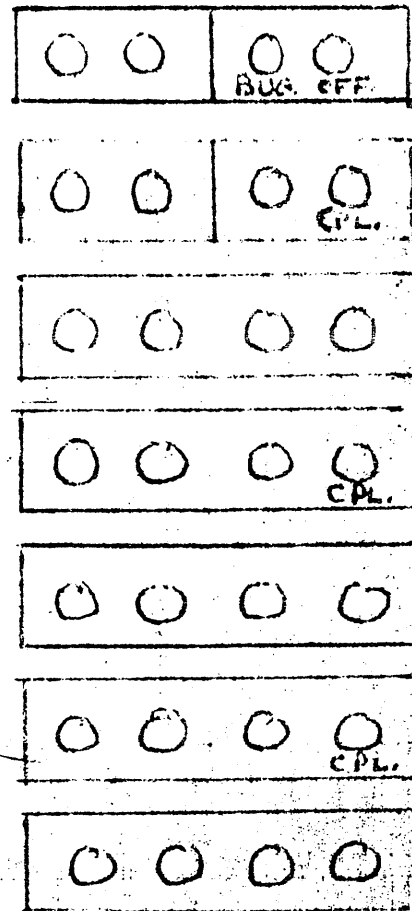
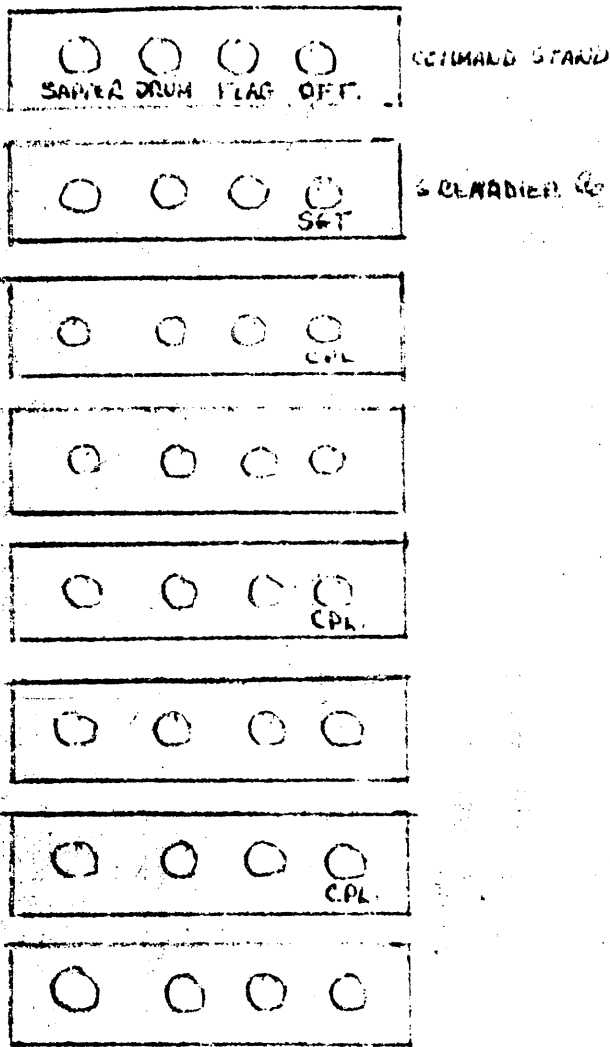
THREE BATTALIONS
PER REGIMENT

1 COMPANY HALBERDIER - PROBABLY PIZACE GUARDS

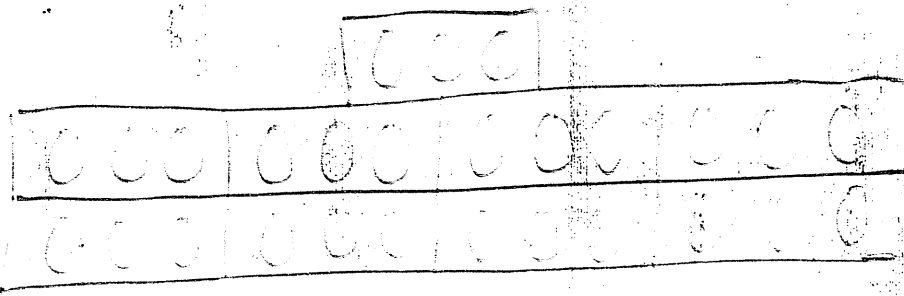
PORTUGAL

LINE BATTALION
(2 PER REGIMENT)

CACADORES (LT. INF)
BATTALION



No valid info on Cavalry uncovered yet.

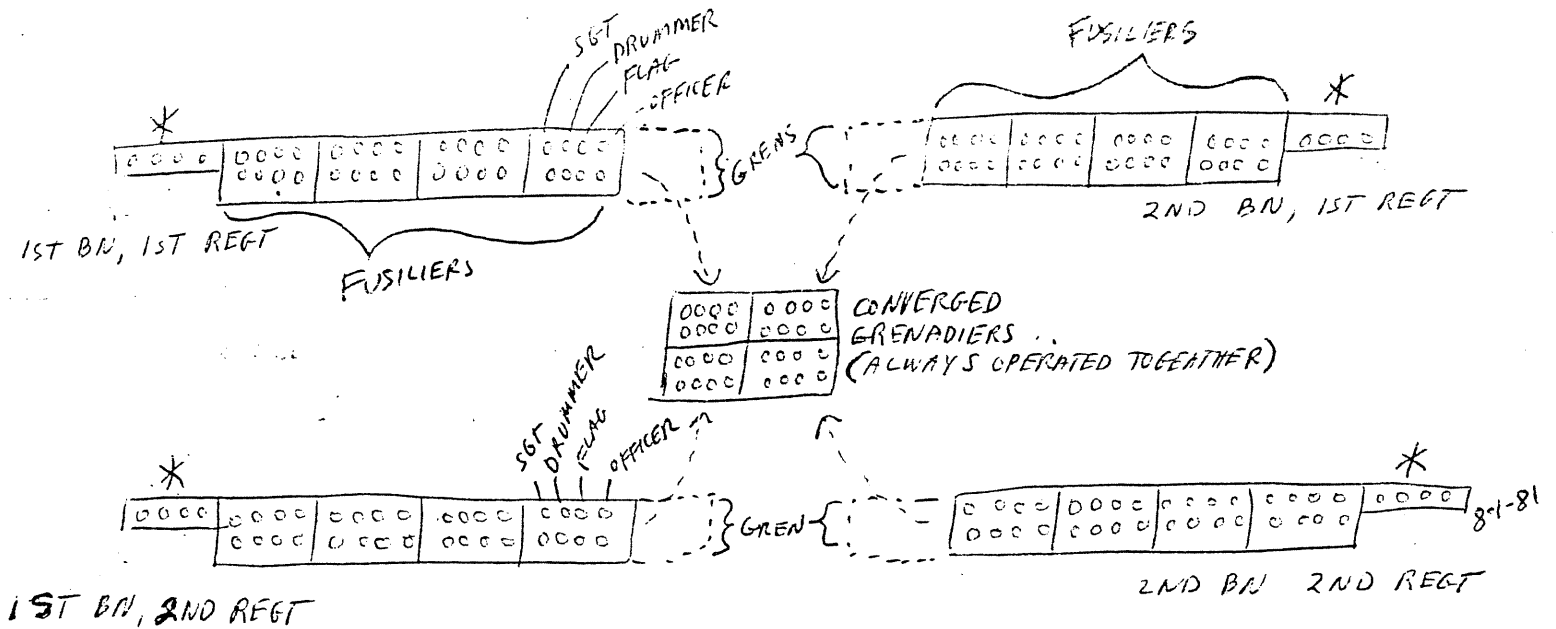


12 REGIMENTS
HEAVY
DRAGOON
(SOME MOUNTED)
REGIMENTS
ON HORSE
FIELD
- 28th

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 Fred Veltmeyer

SAXON LINE INFANTRY

1808 - 1809



* PROBABLY CONVERGED SCHÜTZEN FROM EACH OF THE FOUR CENTER COMPANIES - JOINED TOGETHER TO FORM THE EQUIVALENT OF A UHRTIGER PLATOON.

EACH BATTALION HAS FIVE COMPANIES OF WHICH THE GRENADEIER COMPANY IS ALWAYS DETACHED. EACH CENTER COMPANY'S SCHÜTZEN ARE CONVERGED TO FORM THE EQUIVALENT OF AN EXTRA PLATOON, WHICH REMAINS WITH THE CENTER COMPANIES. IN 1809, THE SCHÜTZEN OF FOUR REGTS. WERE CONVERGED TO FORM A SCHÜTZEN BATTALION. PART OF 1809, TWO SUCH BATTALIONS WERE IN THE FIELD.

BICORN HAT INFANTRY ABOVE

THE GUARD REGT HAD TWO BATTALIONS THE SAME ORGANIZATION AS THE CONVERGED GRENADEIER PLUS A 4 MAN COMMAND STAFF, (SOVEREIGN'S STAND).

SAXON CAVALRY

HUSSARS

				1000							
000	000	000	000	000	000	000	000	000	000	000	000
000	000	000	000	000	000	000	000	000	000	000	000

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CHEVAULEGERS, LANCERS, GARDE DU CORPS, CUIRASSIERS

				000			
000	000	000	000	000	000	000	000
000	000	000	000	000	000	000	000

ALSO FREIWILLIGER HUSSARS
AND DRAGOONS

FOR CHEVAULEGERS AND LANCER REGTS
USE 4 MAN STANDS 5-27-71

LANDWEHR INFANTRY 2/3 DRUMMAJER OFFICER

0000	0000	0000	0000
0000	0000	0000	0000

3 BN
PER REGT
PROBABLY

FREIWILLIGER SCHUTZEN 18/3

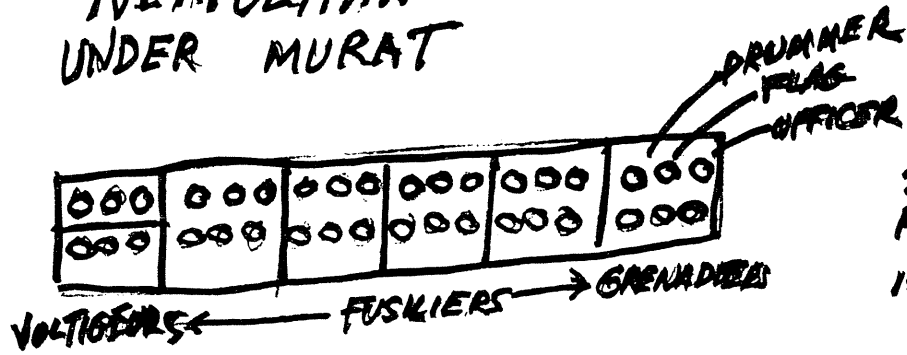
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0000	0000	0000	0000

OFFICER

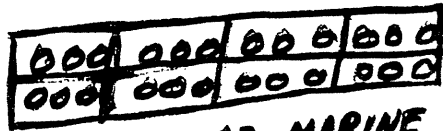
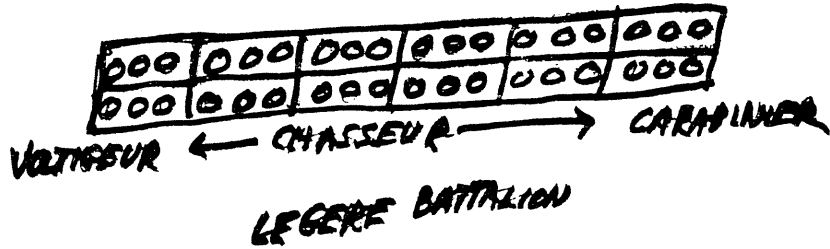
Jäger 209-1010

NEAPOLITAN UNDER MURAT

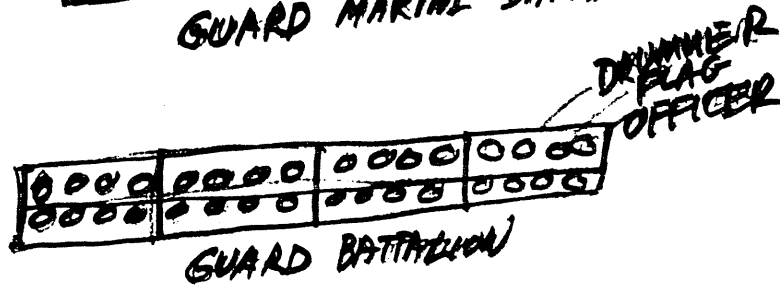
LINE
BATTALION



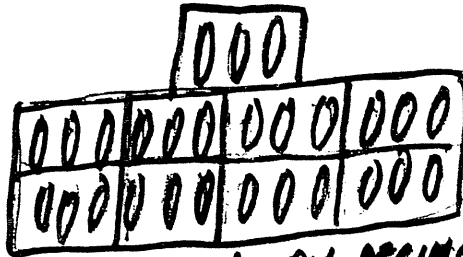
2 BATTALIONS
PER REGT.
1ST ON THE FLAG



GUARD MARINE BATTALION



FLAG IN FIRST
BATTALION



LINE CAVALRY REGIMENT

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Fred Wetmeyer

NEAPOLITAN GUARD CAVALRY

THE STRENGTH OF THE NEAPOLITAN IS NOT CLEAR. IT IS SUSPECTED THAT MANY OF THE UNITS WERE PROPOSED.

000
000

Guard
Gendarmes
(1 regt max. positive)

000	000
000	000

Guard lancers. Surely one Squadron, may be more.

000
000

Guard
cuirassier

000
000

command stand
company
Guard Dragoons

000			
000	000	000	000
000	000	000	000

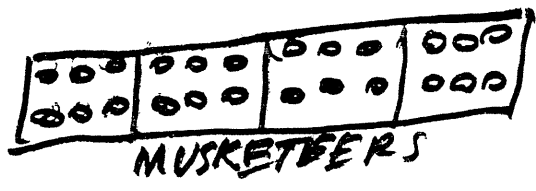
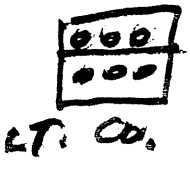
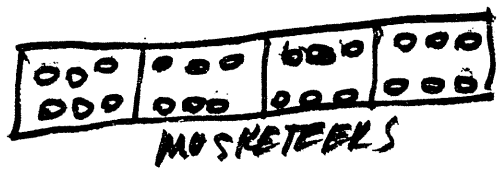
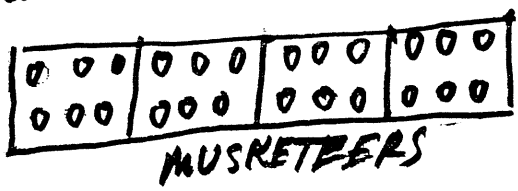
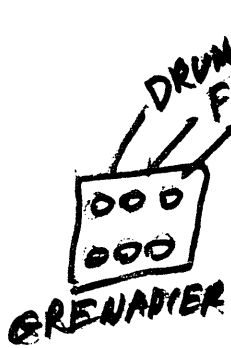
Guard Hussars and Guard Guides, Number of squadrons unknown, perhaps one regt. each.

They existed but number of squadrons unknown.

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(FINAL
5-21-71)

DANISH LINE INFANTRY REGIMENT (1808)



1ST BATTALION

2ND BATTALION

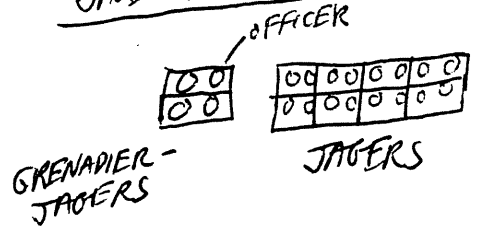
3RD BATTALION

4TH BATTALION (OF
INDUCTED MILITIA) APPEARS
DID NOT CAMPAIGN

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DANISH

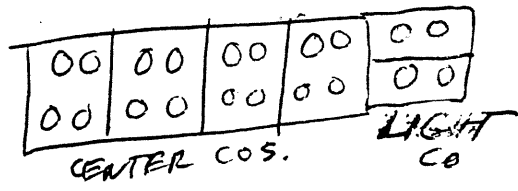
JAGER BATTALION



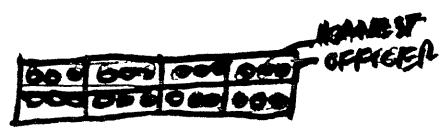
THEORITICALLY 2 BATTALIONS PER REGIMENT BUT TENDED TO OPERATE SEPARATELY

GRENADEIER-JAGERS SEEM TO HAVE ACTED AS SEPERATE UNITS. THE SCITZEN BATTALIONS WERE ORGANIZED SAME AS JAGERS BUT NO GRENADEIER-JAGERS.

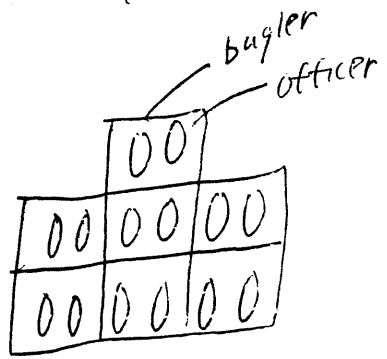
LANDWEHR BATTALION



KING'S LEIB JAGER CORPS 1809



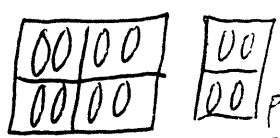
CAVALRY REGIMENT



EXPANDED TO 4 SQN BY 1813

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HUSSAR



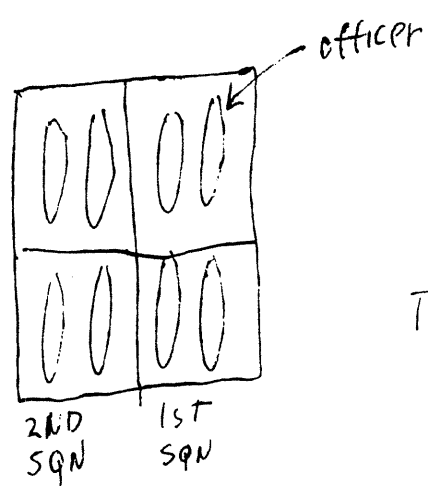
PLUS SQUADRON OF BOSNIAN LANCERS ATTACHED THESE WERE CALLED UHLANS AFTER 1808.

BY 1809, THE HUSSARS WERE EXPANDED TO 6 SQN.

FINAL

DANISH HORSE GUARD (LIGHT CAVALRY)

Stand size
2 1/8" x 2 1/8"



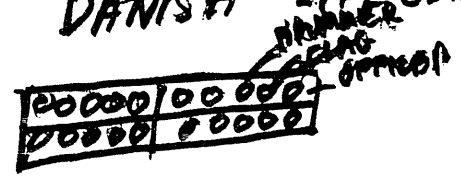
That's all there is.
Two SQUADRONS, NO COMMAND STAND.

SEE "THE MINIATURE PARADE" Vol. II, No III, Dec, 1968,

Plate 2.

DANISH LIFE GUARDS (ONE BN ONLY)

5-25-72



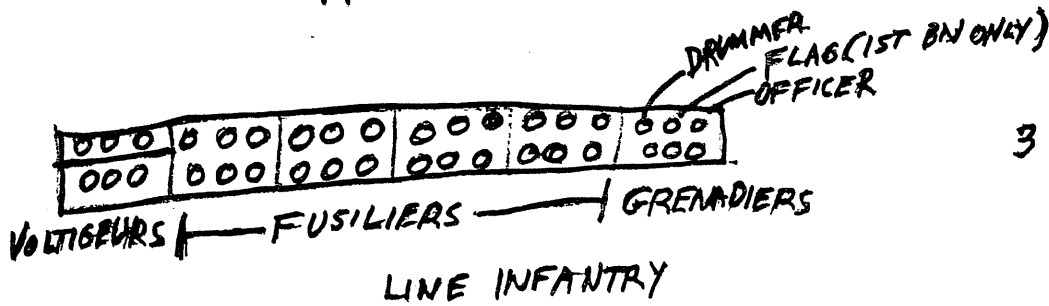
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Fred H. ...

DENMARK-NORWAY JOINED NAPOLEON IN TREATY OF FONTAINEBLEU
31 OCTOBER 1807. SEE "TRADITION" No. 18. WAR WITH ENGLAND AND SWEDEN.
BERNADOTTE ORGANIZES AN INVASION OF SWEDEN WITH 22,000 FRENCH AND
SPANISH AND 14,000 DANISH TROOPS.

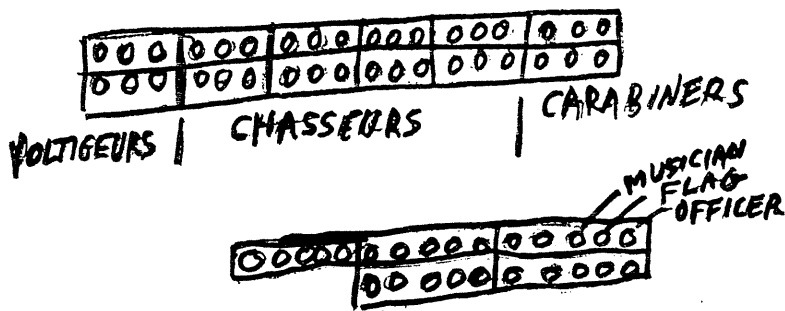
DANISH ARTILLERY WOOD IS PAINTED RED WITH YELLOW
FITTINGS. NO HORSE ARTILLERY IN ARMY UNTIL 1809.

KINGDOM OF ITALY

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 Fred H. Vietmeyer

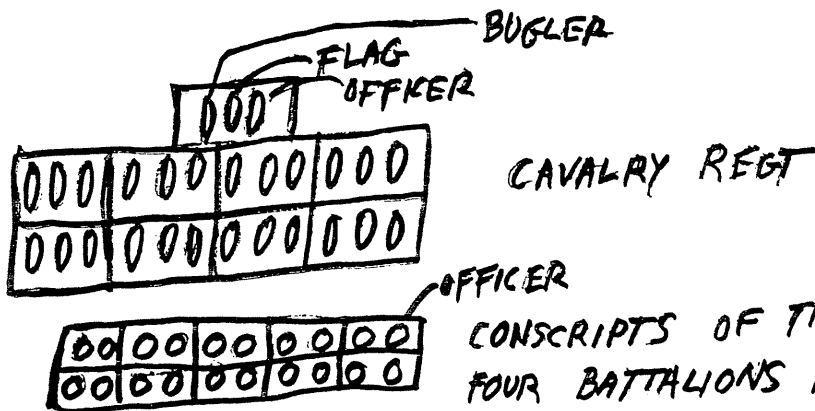


3 Battalions per Regt.



LIGHT INFANTRY
 BATTALION
 ALSO DALMATIAN REGT.

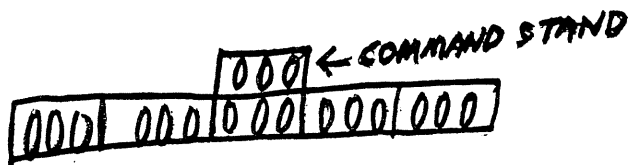
GRENADIER & CARABINIER
 GUARD BATTALION. 1/4/88



THE GUARD DRAGON
 REGIMENT HAS ONLY
 TWO SQUADRONS

CONSCRIPTS OF THE GUARD
 FOUR BATTALIONS IN THE REGIMENT 1/4/89

HONOR GUARDS 5 COMPANIES

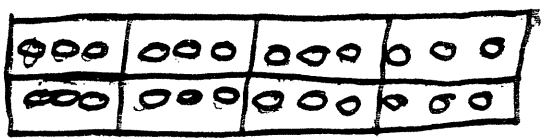


5 COMPANIES OF HONOR GUARDS, ONE FROM
 EACH MAJOR CITY. THESE WERE TRUE REGULAR
 GUARD UNARMED CUIRASSIERS

NOTE: THE ISTRIAN CHASSEURS AND THE SHARPSHOOTERS
 OF BRESCIA BECAME THE THIRD LIGHT INF. REGT IN 1806.

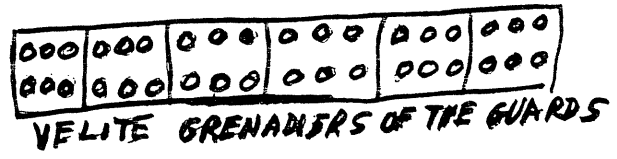
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KINGDOM OF ITALY PT 2

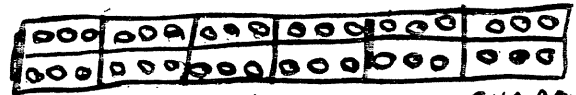


BERSAGLIERI
 VOLONTARI AUG. 1813

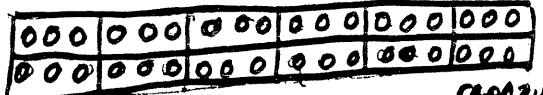
000 GUARD GENDARMES



VELITE GRENADEERS OF THE GUARDS



VELITE CARABINIER OF THE GUARD

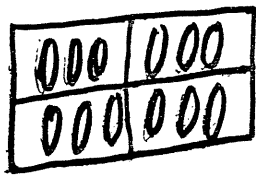


VOLTEUR

CARABINIER

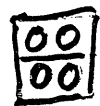
DALMATION REGT.
 LIGHT INFANTRY

NOTE: ISTRIAN CHASSEURS AND THE SHARPSHOOTERS OF BRESCIA
 BECAME THE THIRD LIGHT INFANTRY REGT. IN 1806



LINE GENDARME LEGION

000 FOOT
 GENDARME



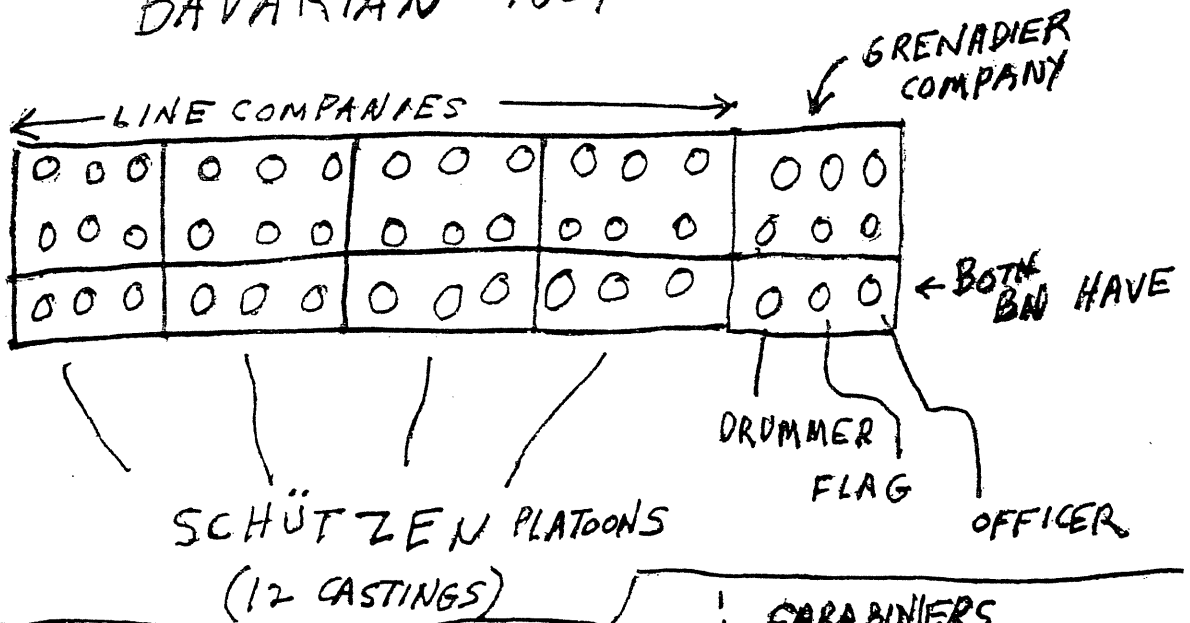
GUARD MARINES

1/23/89

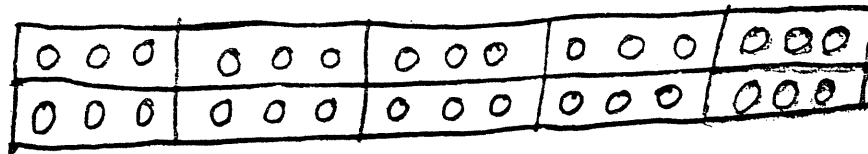
BAVARIAN 1809

4-10-74

Reche Ked
5-19-74



2 BN
PER REGT.



6-18-7

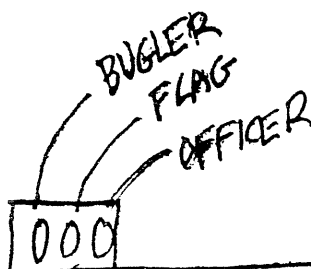
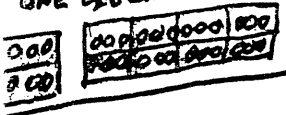
LIGHT BATTALION
single Bns. only

BAVARIAN INFANTRY BRIGADES ORGANIZED AS:

2 REGTS LINE OF TWO BATTALIONS EACH

1 REGIMENT LIGHT INFANTRY OF ONE BATTALION

GENDARMES
ONE LEGION



BAVARIAN
CARABRY
REGIMENT
(6 SQUADRONS)

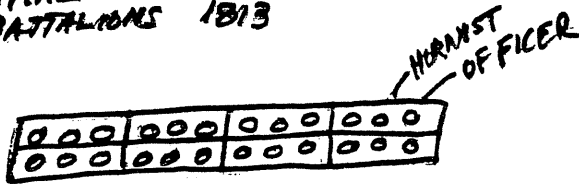
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1814-15 BAVARIAN FOOT GUARDS: 48 CASTING

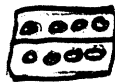
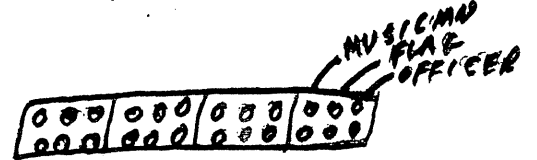
BATTALION, 4 CASTINGS PER STAND, 6 COS. PER BN,
ONE BN. MAXIMUM. SEE GRENADIER GUARDS.

HANNOVER 1813-15

INITIAL LIGHT BATTALIONS 1813

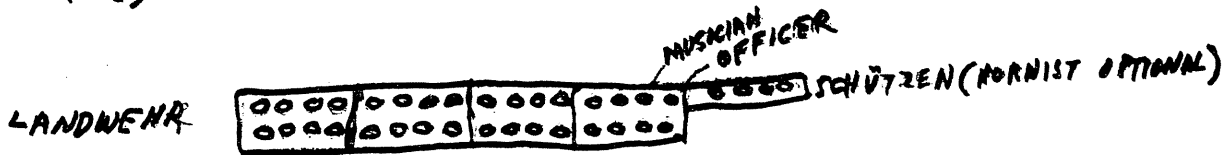
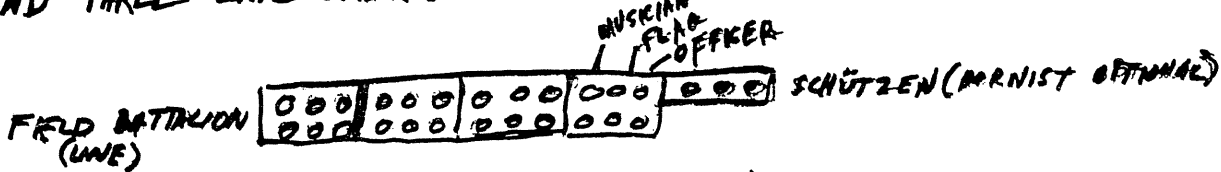


INITIAL FIELD BATTALIONS 1813

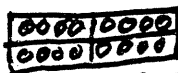


INITIAL FELD JÄGER CORPS 1813 (LINE LIGHTS)

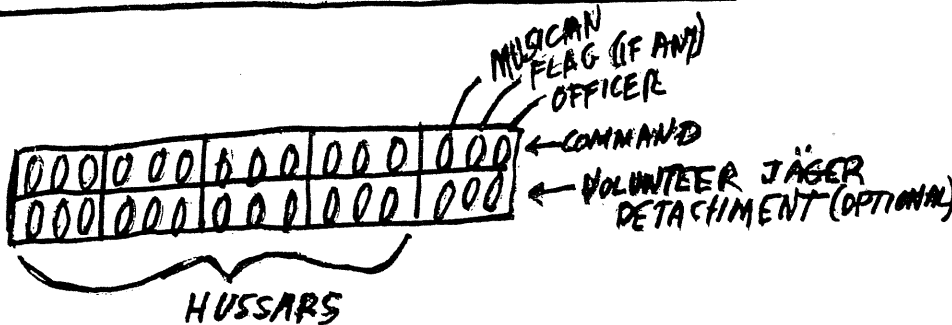
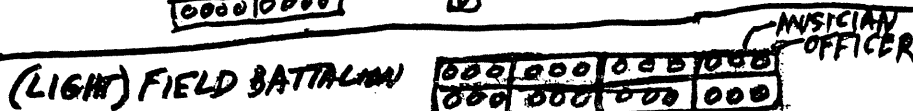
IN 1815, THERE WERE 10 REGIMENTS OF INFANTRY. A REGIMENT IN 1815 CONSISTED OF ONE FIELD BATTALION AND THREE LANDWEHR BATTALIONS. ONE FIELD BN. NOT FORMED YET AT WATERLOO.



ONE OF THE TEN FIELD BATTALIONS WAS THE FELD JÄGER CORPS



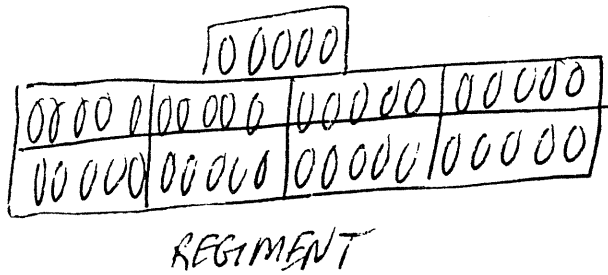
MOUNTED JÄGER



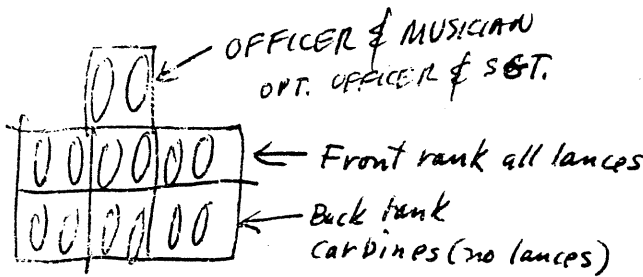
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THERE WERE THREE FIELD BATTERIES ARMED WITH HOWITZERS BRITISH 9 POUNDERS AND 6 POUNDERS.

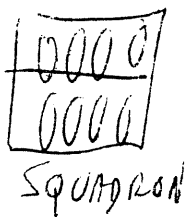
FRENCH CAVALRY SPECIAL UNITS



GUARDS OF HONOR
 (GUARD LIGHT HORSE, NOT
 MILITIA HONOR GUARDS)
 ALSO
 SECOND REGIMENT GUARD
 CHASSERS A CHEVAL



4-25-88 Scout Grenadiers have
 four squadrons.



ECLAIREURS :

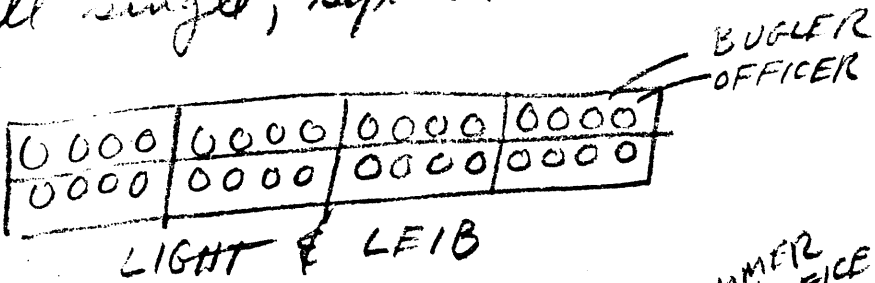
GUARD SCOUT CAVALRY,
 4-12-88 Scout-Dragoons
 Scout-Lancers (only) has
 one company Lithuania
 Tartar Lancers etc.
 2 - CASTINGS.

GENDARMES INCLUDING
 GENDARME-LANCERS AND
 GUARD ELITE GENDARMES.

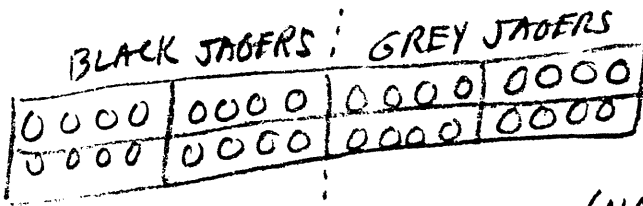
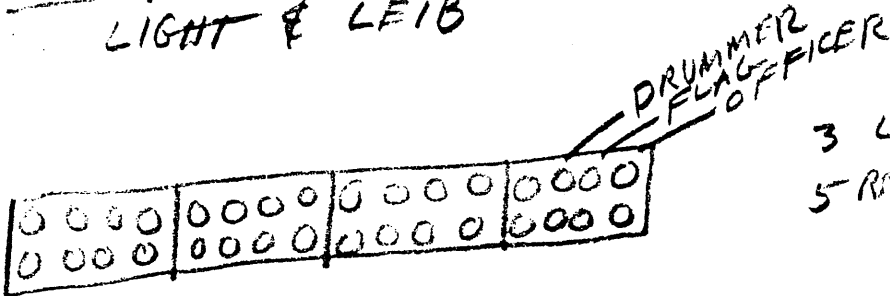
All Rights Reserved. Fred A. Tuttle

BRUNSWICK 1815

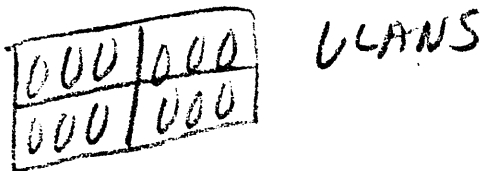
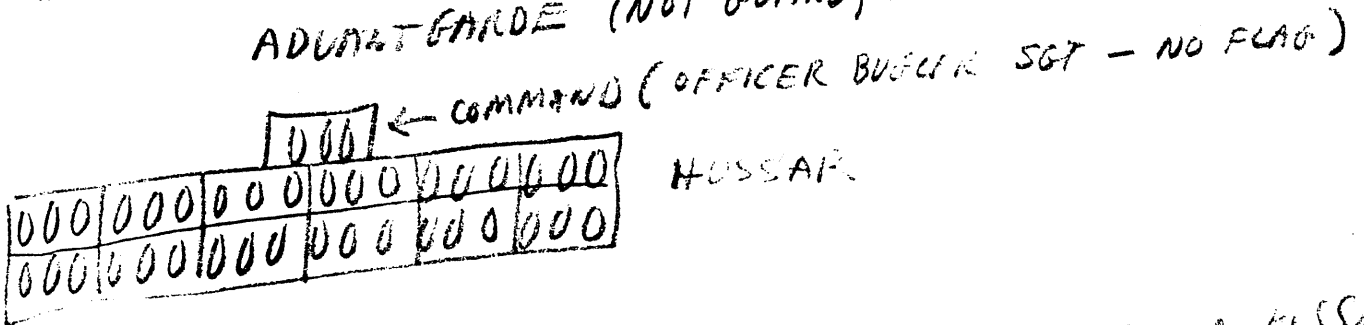
all single, separate battalions



1 LEIB (NO FLAG)
3 LIGHT (NO FLAG)



ADVANT GARDE (NOT GUARD, NO FLAG)



POLICE HOSSAR DETACHMENT (WHITE PLUMES)

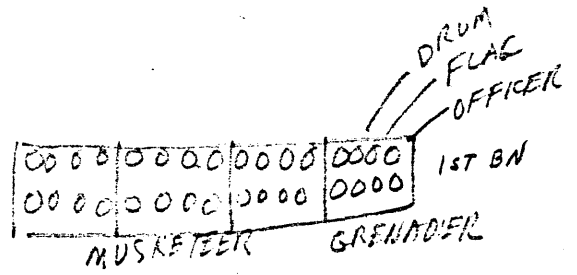
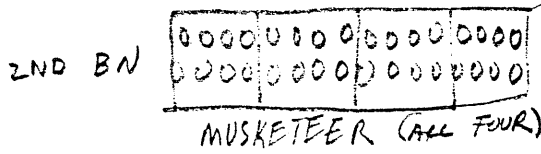
ONE FOOT ARTILLERY BATTERY
ONE HORSE ARTILLERY BATTERY

ALSO A HUSSAR REGT. IN ENG. SERVICE WITH 9 SQNS OF 6 CASH. PER SQN PLUS COMMAND STAFF

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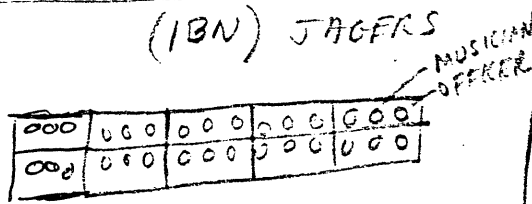
BADEN 1806 to 1809

1ST, 2ND, 3RD REGT

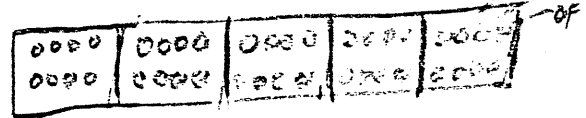


4TH REGT SPAIN 1808-1813 (AS FRENCH-2 BN)
NO SEPARATE COMMAND STAND

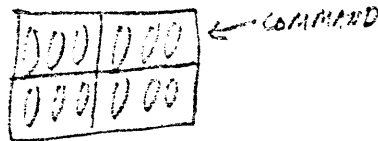
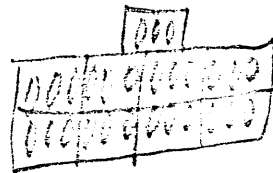
(1BN) JAGERS



GUARD GREN (1BN)



LIGHT DRAGONS & HUSSARS



GARDE DU CORPS

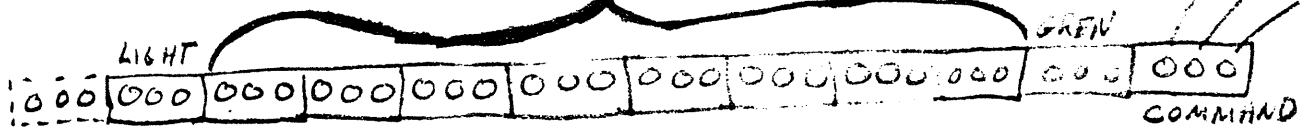
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BEARSKIN BLUE UNIFORMS WITH RED CAYS

KING'S GERMAN LEGION

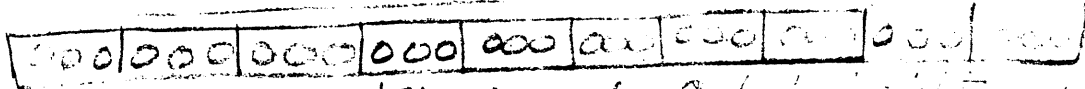
EIGHT BATTALION COMPANIES

LINE BN.
(8)



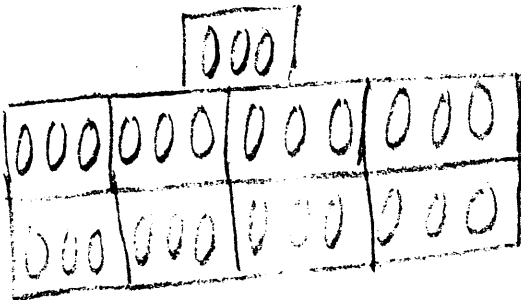
Scharfschützen Detachment. Baker riflemen from each Battalion Co. converged into a Scharfschützen Komps with other such detachments. Must be ratio qualified as green rifles at green rifle price. Prior to 1807, the line bns did not have grenadier or light company.

LIGHT BATTALION (2)

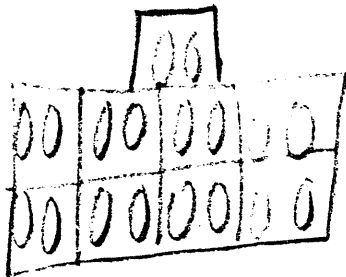


Baker Rifle Armed. Only had eight companies prior to 1807.

HEAVY DRAGON REGT (2)
until
Dec. 25, 1813



HUSSAR REGT (3)



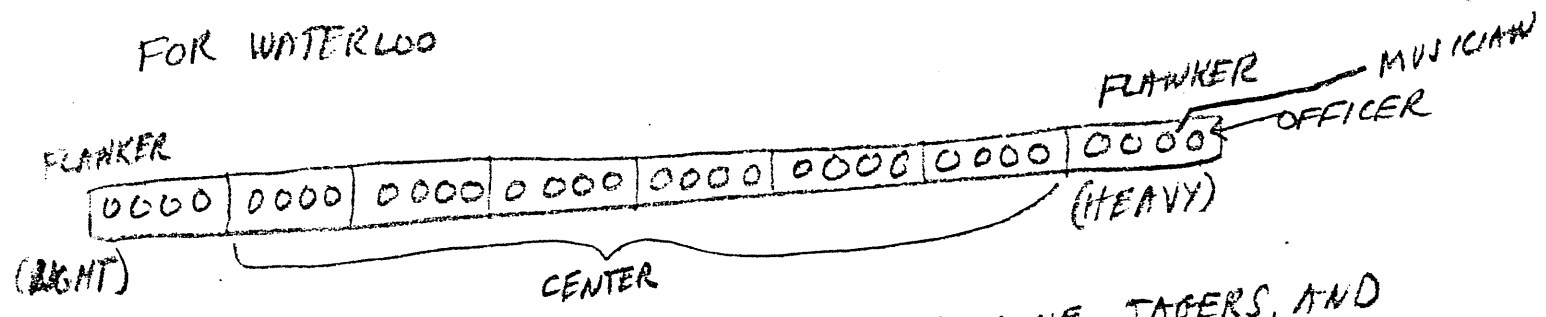
Also light dragoon after 1813

Also horse artillery batteries (2) and Foot artillery (4 batteries).

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DUTCH BELGIAN 1815

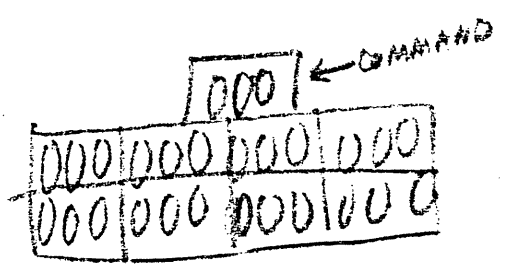
EACH BATTALION OF INFANTRY (NON-MERCENARY) HAD 6 CENTER AND TWO FLANKER COMPANIES. NO FLAGS WERE ISSUED FOR WATERLOO



THE ORGANIZATION FOR THE LINE, JAGERS, AND MILITIA IS THE SAME. THE SWISS MERCENARY BATTALIONS HAD 8 CENTER COMPANIES AND TWO FLANKER COMPANIES.

THE ARMY IS ORGANIZED IN BRIGADES. EACH BRIGADE HAD USUALLY ONE JAGER BATTALION, 2 LINE BATTALIONS, AND THREE MILITIA BATTALIONS PLUS AN ARTILLERY BATTALION AND TRAIN

CAVALRY



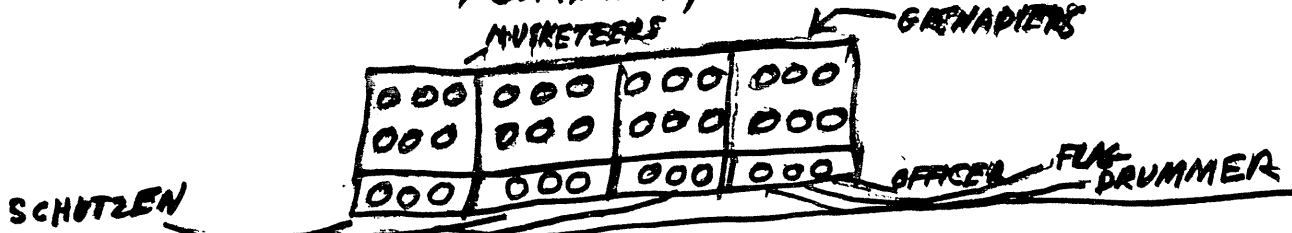
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Fred H. Wetzinger*

FINAL 8-17-72

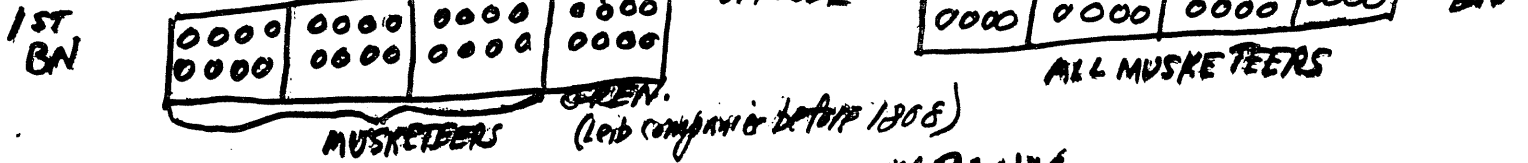
WURTEMBERG

GARDE ZU FUSS (FOOT GUARDS)

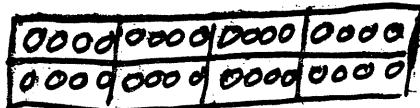
4 COMPANIES, ONE BATTALION



EIGHT LINE INFANTRY REGIMENTS
TWO BATTALIONS PER REGIMENT



KONIG FOOT JAGER COMPANY

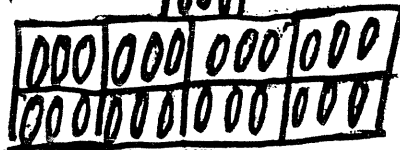


EACH BATTALION OPERATED ALONE (4 LT. BATTALIONS)

WURTEMBERG LEIB KARBANTIER REGT NR. 1

SEE LEIBGARDE REGT.

CAVALRY REGT NR. 3 DRAGOON CROWN PRINCE
JAGER ZU PFERD HERZ. LOUIS NR. 2



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WURTEMBERG
LEIBGARDE 1809

3 Squadrons of Horse Grenadiers,
1 Squadron of Leibjager (light cavalry)

000	000	000	000
000	000	000	000

optional command
stand of 3 castings

Uniform (all as French Horse Grenadiers)

Grenadiers

Bearskin Hat
Yellow Collar
White Epaulettes
High Boots
White Belting
Blue Coat
White Pants

Leibjagers

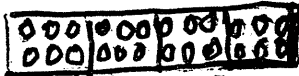
Bearskin Hat
Black Collar, turn backs
Yellow Epaulettes
High Boots
White Belting
Green Coat
White Pants

yellow boots

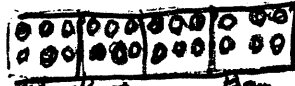
Every squadron rode different color horses.
The Leibjagers may deploy as skirmishers.

Russian Marines of the Line

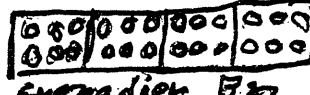
1810 Regt.



Musketeer Bn.



Musketeer Bn.



Grenadier Bn.

used as infantry in field. Use 1810 (non-coal shuttle) shako.

Grenadiers don't raise morale, and cost 2 points.

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MOSCOW MILITIA 1812

0000	0000	0000	0000
0000	0000	0000	0000

EIGHT REGIMENTS

FOOT COSSACKS - PIKE ARMED

000	000	000	000
000	000	000	000

TWO REGIMENTS

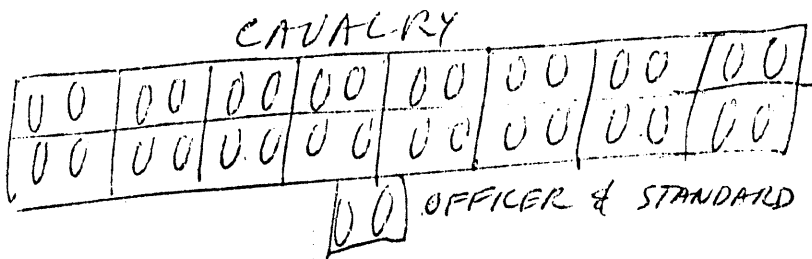
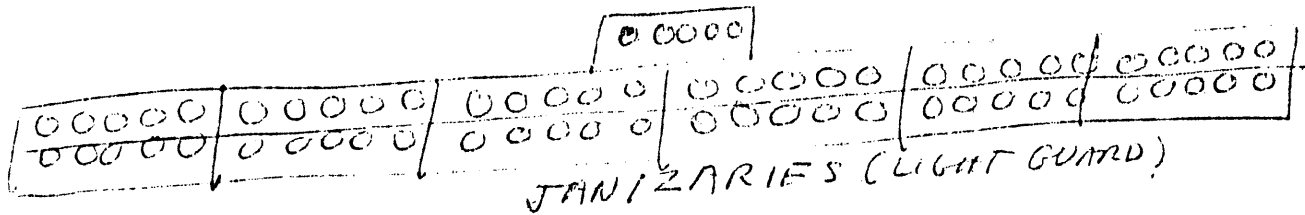
FOOT JAGERS - MUSKET ARMED

UNIFORMS IDENTICAL, BOTH UNITS AS MILITIA LINE.

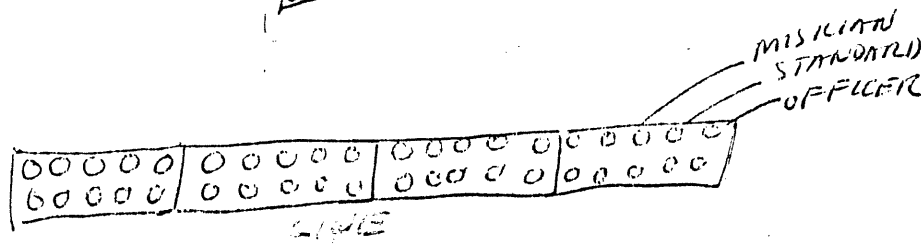
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ASSUMPTION BASED ON
HISTORICAL RECORDS & ART. INFORMATION
4-26-71

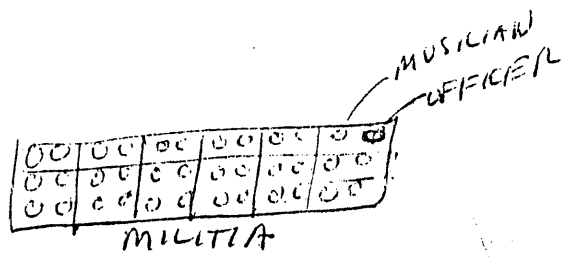
TURKS



(HEAVY HORSE AS BASHKIRS
LIGHT HORSE AS MAMELUKS)



(LINE INFANTRY, NO ELITES)



(MILITIA, LIGHT INFANTRY)