

CLS3

**(Being the classic rules set "Column, Line and Square"
reordered, refurbished, and brought up to date for a
new century, by Various Veterans)**



Infantry and Cavalry Summary Sheet

Type	Line	Column	Road Column	Line Charge	Line Increment
Line Inf.	6"	9"	12"	9"	0
Grenadiers	6"	9"	12"	9"	1
Light Inf.	6"	9"	12"	9"	0
Guard Inf.	6"	9"	12"	9"	2
Lt. Guard	6"	9"	12"	9"	1
Lt. Horse	24"	24"	36"	24"	2
Lancers	18"	24"	36"	24"	3
Dragoons	12"	18"	24"	18"	3
Cuirassiers	12"	18"	24"	18"	4
Hussars	24"	24"	36"	24"	2
Type	Column Charge	Column Increment	Melee Evaluation	Skirmisher move	Volley Increment
Line Inf.	12"	1	1	None	0
Grenadiers	12"	2	2	None	1
Light Inf.	12"	1	1	12"	1
Guard Inf.	12"	3	3	None	2
Lt. Guard	12"	2	2	12"	1
Lt. Horse	None	0	2	24"	0
Lancers	None	0	2	None	N/A
Dragoons	None	0	3	None	N/A
Armored Cuirassiers	18"	4	4	None	N/A
Unarmored Cuirassiers	18"	4	3	None	N/A
Hussars	None	0	3	24"	0

Only Prussian or French Inf. Gain a separate Column Charge Increment. Other Infantry use the Line Charge Increment.

Dragoons may dismount to operate as Lt. Inf. Or Lt. Guard if they are Guard.

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INTRODUCTION—SO WHO ARE WE, WHAT IS THIS AND WHY?

For the children among us, Column, Line and Square is the classic set of tactical-level Napoleonic rules. Now more than 40 years old, it was the first wargame to insist that troops be based according to their historical organization, and one of the first to suggest that different nationalities had different tactical styles, and that this should be reflected in the rules. In its heyday, it was a simple fast-moving game with reasonable historical accuracy. Alas, it hasn't been available in print for 20 years or more.

So why not just reprint it? First, CLS was a victim of technology. In those pre-word processor days, one corrected, clarified or amplified points by adding pages. By the late 1970's, our clear simple rules took up in excess of 100 badly organized pages. Placed in order and retyped in 1979, it was still in the low 60's. Clearly, these rules had to go on a diet. Second, those of us in the CLS3 gang each have a minimum of 30 years experience with the rules, and we'd like to think we've learned something.

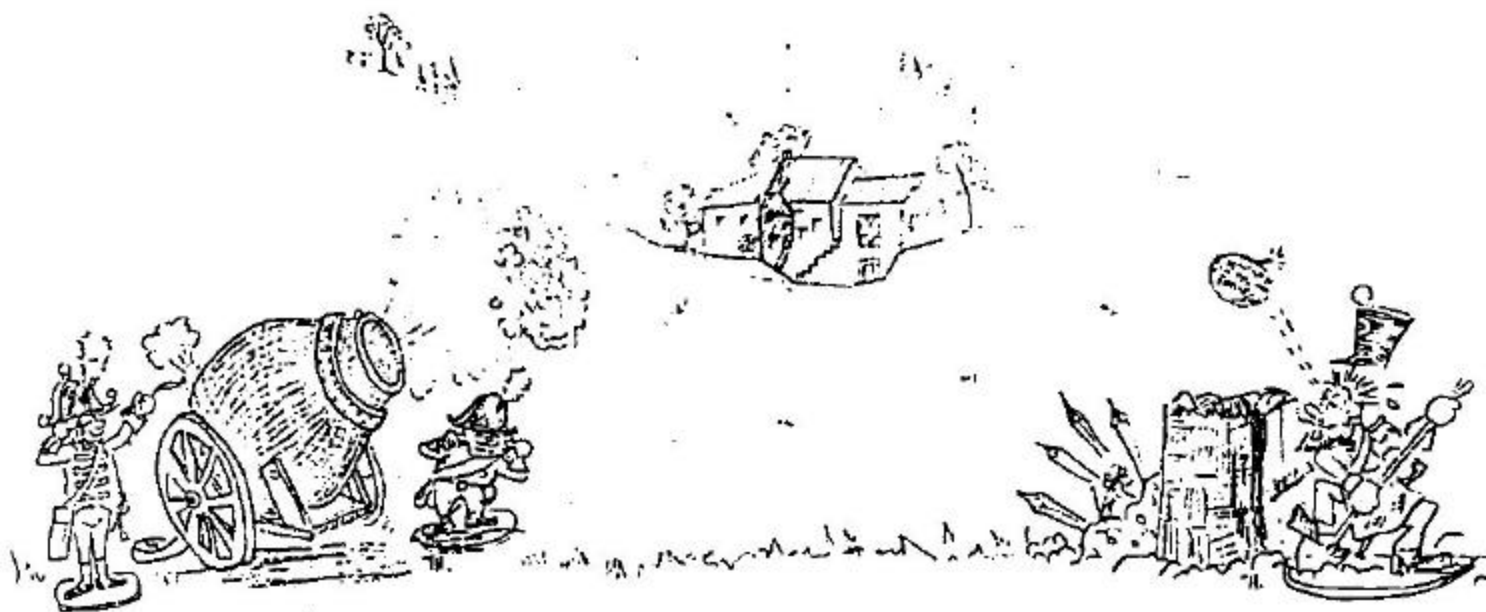
The changes are primarily of three types. First, we've tried to focus the game a little. A CLS player should be running a reinforced regiment or a brigade. He now no longer has to worry about the placement of individual trees, doors or windows, nor the type and quantity of artillery ammunition available, nor the attitude of the local civilians. Second, we've tried to eliminate the features which slowed down the game, or led to bad feeling among the players. Artillery sticks, burst circles and canister swathes have been replaced by die rolls. Movement has gone to move-countermove a la CLS I, eliminating map marking except for hidden units, and legalizing some responsive moves, making them a legitimate tactic instead of a cheat. Third, we've tried to kill all the lawyers. Certain "tricks" not intended by the rules were not forbidden, and came to constitute good CLS tactics—purchase of spare gunners, multiple morale groups in a house, and the "CE shuffle" as multiple Combat Effectiveness groups were formed from larger ones. We've tried to eliminate these without complicating the game. Often only a single line of text was needed, and in one notorious case a single word.

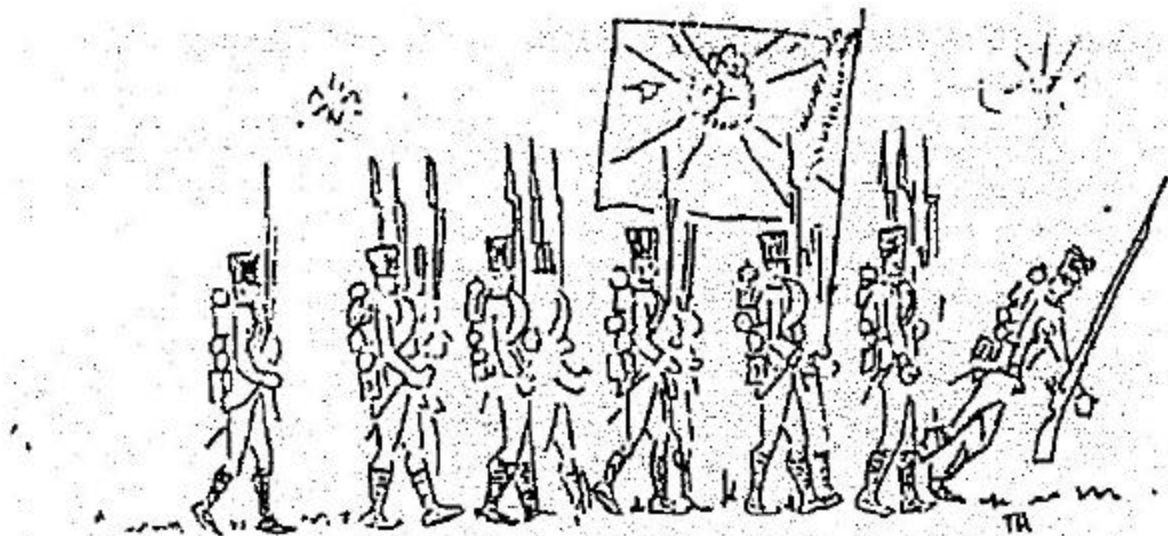
But this is not the point. The game is the point, and here on these tabletops the classic tactics of horse and musket warfare live again. So we say, with those who came before us—TO ARMS!!

(For the less rhetorically minded, CLS is a 1:20 tactical wargame, like its spiritual descendants IN THE GRAND MANNER, and GENERAL DE BRIGADE. Infantry maneuver by battalion, and are based by company or platoon, cavalry by regiment or squadron and are based by troop, and artillery by battery and are represented by a gun and a limber stand. Details are in the "Basing and Organization" Appendix. Distances in the rules are for "large 25mm" or 30mm castings, and amount to a ground scale of 1"=10 yds along the front, with some compression of scales as one moves toward the base line. Casualties are notoriously severe ("Column, Line and Slaughter") to reflect not just the physically killed and wounded, but the equally large number of men who left the ranks unwounded in the course of a hard-fought action.)

Order of Operations

1. General Movement: first one side (determined by dice) moves, and the other if threatened responds, then the second side moves and the first responds. Opposing units in physical contact may not disengage prior to melee.
2. Sapper actions completed.
3. Fire. (Effects simultaneous within type; See FIRE. In case of dispute, resolved in order right to left or left to right across the board. Die roll determines which side chooses the edge from which resolution begins.)
4. Melee For order of resolution, see Fire above.
5. Successful attackers now take breakthroughs as in General Movement.
6. Small arms fire and canister fire of units taking breakthrough, by the units being charged.
7. Melee (as 4 above).





Movement

I. The basic unit for tactical maneuvers is the artillery battery (one piece) the infantry battalion, and the cavalry squadron or group of squadrons of an historical regiment. All figures must be purchased, deploy and maneuver by historical battalion, squadron/regiment or battery unless specifically otherwise noted.

II. Unusual Basic Units

A. Converged Battalions- These consist of elite companies drawn from other already-purchased battalions of line or light infantry and formed into separate battalions prior to the start of play. The resulting battalion must be at least 50% the size of a line battalion of the same nation, and no more than 50% larger than such, and must be either grenadier (including carabinier) or light infantry (including elite voltigeur). A demonstrable historical convergence is not bound by this. Converging two basic units is illegal, save for the very rare historical occasions (such as the musketeer fractions of Spanish 1st battalions) where it was actually done.

B. Marines- Many marines use a converged battalion set-up (see above) so that whatever the number of companies a player has for a particular game becomes the size of the marine battalion for that game up to the number of companies in a line battalion of the same country.

C. Attached Units- By game tradition, command personnel in all cavalry regiments and some infantry battalions are sometimes based on a separate stand. This "Command Stand" must remain with the remainder of the battalion for infantry, and will be an attachment to the 1st squadron if cavalry is maneuvered by squadron. In order to reduce the number of sub-battalion units, Prussian infantry Freiwilliger Jäger detachments and prolong guns must be assigned to a specific infantry battalion for morale and combat effectiveness purposes, as must individually-purchased British green rifle companies. Cavalry freiwilliger jaeger detachments may be assigned to a cavalry regiment operating as a regiment, but must be attached to a specific squadron if the regiment operates by

squadrons. The same is true for a troop of Lithuanian Tartars attached to a French Guard Eclaireurs regiment. No other attachments are allowed without the specific consent of the host.

D. Austrian Jaegers & Grenzers may be purchased and operate as two-company "divisions."

III. **First Regulation: Each basic unit must be in unit formation at all times.** The possible formations are as follows.

A. Infantry

1. **LINE**- a line consists of a stand, or stands touching side by side in a straight line. the figures may be from one to three ranks deep. The line may bend to conform to the borders of terrain features, such as hills, streams and fences.
2. **COLUMN OF COMPANIES**- stands one behind the other in a straight line. The figures must be over three ranks deep and all stands must be touching.
3. **COLUMN OF DIVISIONS**- two stands wide in column formation. the figures must be over three ranks deep with all stands touching.
4. **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 at the corners. An oblique line is treated as a regular line for movement, fire or melee. An oblique line of two rank deep stands may be permitted by ranks rather than stands.
5. **SQUARE**- a square is a square or (if necessary) rectangular formation with stands facing in four directions and with right angled corners. It must be composed of no less than four stands, and no fewer than four men per stand. If the battalion attempting to form square no longer has sufficient stands, "dead" stands may be brought back, so long as the total number of "live" castings in the battalion is not increased. The player whose troops are formed in square is required to keep the formation as nearly square as possible. No movement of the center of the square is allowed, but stands and units in the square may be shuffled. Regardless of the physical shape, it remains a square so long as it contains 16 men or more. Artillery batteries may be part of an infantry square, and command figures may be within one.
6. **ROAD COLUMN**- a road column is a column a single stand wide, with stands out of alignment if necessary to follow the "center line" of the road. The head of the column must start, remain and end its move on a road to obtain the advantage of a road move. 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. Two units may not go side by side down a road each claiming road movement bonuses.
7. **SKIRMISHER**- (only usable by Lt. Inf.) a skirmisher formation consists of stands one rank deep not touching, in no particular formation or organization. No more than one stand's width may separate a skirmisher stand from another stand of the same battalion. Units in skirmisher may not charge. Infantry skirmishers are automatically destroyed if contacted by formed enemy units in open terrain. Skirmishers may fire if eligible, before being destroyed. A formed unit of light infantry reduced to a single stand will operate for that turn as a formed unit, but will be regarded as a skirmisher stand at the start of the next turn.

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GENERAL NOTE ON INFANTRY FORMATIONS: Organic grenadier or light companies (collectively known as "flank companies") may not be placed between the ordinary or "center" companies of a line battalion.

B. Cavalry

Cavalry operate as squadrons of two stands (with attachments as noted above) or as multi-squadron units of an historical regiment. Squadrons operating independently must correspond to the formations listed below. Regiments must do likewise, and additionally, all the stands of any one squadron must be touching so as to form a legal line or column, unless the unit is dispersed as skirmishers. If a regiment of cavalry breaks down into smaller units after having taken casualties, the casualties must be divided proportionately among the new units.

1. LINE- A line consists of stands touching side by side in a straight line. It may be up to three ranks deep.
2. COLUMN OF COMPANIES- As an Infantry column of companies.
3. COLUMN OF DIVISIONS- As an Infantry column of divisions.
4. OBLIQUE LINE- As an Infantry oblique line.
5. ROAD COLUMN- As an Infantry road column.
6. SKIRMISHER- Only non-lancer light cavalry may operate as skirmishers. Cavalry in this formation will melee as a line formation, but it will not receive the charge increment, charge move, or breakthrough. In all respects except melee, cavalry skirmishers are as the infantry skirmishers described above.



Artillery in Action

C. Artillery

An artillery battery contains only two stands, and is either limbered or unlimbered. One stand contains a gun and the other a limber and two horses. The battery includes four gunners, customarily glued three to the gun stand and one to the limber stand. (In the case

of horse artillery, the gunner is riding one of the horses.) See BASING. Gunners may not be moved from their stands, except to run to cover. Markers may be used, but spare castings are preferred. A battery is limbered if the limber horses face away from the gun trail, and unlimbered they face toward it. The two stands must remain touching. Firing a gun requires one gun and at least one gunner. Movement requires one gunner and one horse.

An artillery crew may leave its gun if charged, hoping to reman it later. However, only the original crew may reman the gun. The crew may go no more than 12" from the artillery stands. Unmanned artillery stands are no obstacle to fire or movement, but remain on the board until the gun is remanned, or the crew killed or moved more than 12" from the gun. If the crew and the gun become separated by more than 12", or if the crew is killed, both the gun and crew stands are removed.

General Notes on formations

After the end of each fire phase, all gaps in unit formations shall be closed up so that all stands are again touching and all units are in a legal formation. This must be done without changing the face or formation of the unit, and without moving the foremost stand of that formation closer to the enemy.

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

IV. Second Regulation- All orders are carried out by basic units and all maneuvers (exceptions noted later) must be carried out by the basic unit as a whole.



A. Infantry and cavalry.

Line infantry and all cavalry may perform two operations per turn, and light infantry three. Units may not move or shoot twice in one turn. Fire only counts as one of the operations when taken in the form of a "Fire and Charge."

The possible operations are:

1. 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 facing of up to 45 degrees. Cavalry may wheel up to 90 degrees, but the distance between the pivot point and the outside curve of the wheel may not be reduced, and movement distance is measured from the outside of the curve.

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Allowable movement distance is determined by formation at the start of movement. That is, a column shot to three or fewer ranks would continue to move as a column for that turn. Light units may not begin the turn formed, move as skirmishers, then resume massed formation. To operate as skirmishers during movement, they must either begin or end the turn in skirmish order.

2. Fire- This operation is described in the section on fire.

3. Face and/or Change of Formation- This consists of the transition from one formation to another and/or a change in the direction the unit is facing up to 180 degrees. Change of formation is done during the movement portion of the turn, and either before or after movement. Units may not move closer to the enemy by changing their formation, and no more stands may be moved than are necessary to place the units in its new formation. Skirmishers may change face without penalty, but a change of formation is measured off as movement.

4. Dismount-This operation is only available to dragoon units, and takes an entire turn. All the mounted stands in the unit are removed, and an equal number of stands of dismounted dragoons are placed within the area taken up by the mounted unit in a formation of the commander's choosing. Each dismounted stand must contain one less casting than the mounted stand it replaced. Those forfeited "horse-holder" castings are counted alive for army combat effectiveness (q.v.). Dismounted dragoons are light infantry, though dismounted guard dragoons retain the higher guard morale and combat effectiveness.

5. Charging- This is a special type of movement in that the unit intends to melee an enemy unit. Charge move bonuses can be taken if a melee results from the move; otherwise normal movement must take place. After the first 6" of movement, if a melee will not take place, the attacker may either continue the move (which is no longer a charge) or stop moving. If during fire so many men are killed off that a charge move will no longer bring the survivors into contact (this presumes the loss of entire front stands) the survivors must fall back to their maximum non-charge move. Gunners may not charge. Infantry may not charge cavalry.

B. Artillery

An artillery battery is capable of the following four operations: Limber, Move, Unlimber and Fire. Horse artillery may carry out any three of these operations in a turn, and foot artillery any two operations. A gun must be limbered to move, and unlimbered to fire. A live gunner must be present to carry out any operation. A live artillery horse is required for limbered movement. In addition to these operations, a piece may be rotated up to 180 degrees and be manhandled up to one inch by the crew as part of the fire operation. 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 a "change of formation." Movement is made from the front of the horse stand for the move portion of the turn.

V. Exceptions to the First and Second Field Regulations

A. The light infantry elements of line battalions may operate as skirmishers within 12" of the center companies.

B. Infantry companies may be detached to occupy buildings, constructions, etc., which

are too small to contain a full battalion. No formation change is involved, but the detached stand must enter the building the turn it is detached. Having been so detached, the garrison forces are treated as an entirely separate unit.

VI. Third Regulation

No formed unit may pass through another unit under any circumstances.

Skirmishers can move through any friendly formation regardless of type or unit at any time. And although skirmishers may move through formed units, the opposite is not true. If skirmishers are in front of a massed unit, the skirmishers may be ordered to fall back or away prior to the massed unit move.

EXCEPTION-Command stands, even if unable to skirmish, may freely pass through other stands of their own unit.

VII. Miscellaneous Regulations

A. Fire and Charge- This double order requires certain specific clarifications. The unit fired on must also be the object of a charge by the firing unit. Fire is returned simultaneously. This order may be used by either line or column infantry formations. For columns, it has the disadvantage that the charge move is shorter (3") 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.

B. Responsive Movement:

Only units which would actually be contacted may move during the opposing player's turn. The sole exception is formed cavalry, which may countercharge to protect other units which would be contacted.

Formed cavalry may countercharge.

Formed infantry may countercharge infantry or attempt to form square against cavalry. In order to form square, the charging cavalry must be over 6" away, and the infantry must roll 5 or 6 on a die. Guards and units in column add one; militia and units in line subtract one.

Skirmishers and gun crews may attempt to evade. While evading, infantry and gunners move 1", heavy cavalry 1 1/2" and light cavalry 2" until contact is made or movement distances exhausted.

Fire

I. General Fire Rules

A. All fire, artillery ball, bombshell, case, and small arms must be directed within an arc of 45 degrees from the front of the stand.

B. The firer chooses his target from eligible units. Fire is by stand and may be directed at either a basic unit or a stand. Firing will begin at either the right or left edge of the table as determined by a die roll. Targets for skirmisher fire may be selected before each individual die cast. Fire is presumed to penetrate at least two ranks, so that if a single-rank infantry stand may be shot, so may any touching stand behind it, even though that stand may belong to another unit. This is to prevent any "gamesmanship" advantage from single-rank stands and odd formations.

C. Fire takes place at the conclusion of all movement. Fire effects are simultaneous within type; that is casualties of artillery ball fire are removed and CE checked, then canister and rifle fire, then musketry and carbine. After each of these three phases, casualties are removed and C. E. checked, with morale casts as necessary, before proceeding to the next phase. The actual die rolling within each type will begin either on the right or the left table edge (determined by die roll) and proceed across the table.

D. To be eligible to fire, direct fire weapons must have an enemy stand within legal range, and no friendly stand within a gap the width of the firing stand. Full enemy formed units blocking the "fire lane" must be shot before units behind them, but partial blockages or skirmishers may be ignored or shot at the firer's option. Firers on an elevation may fire over blocking enemy units, though not friendly ones.

E. Attackers with two operations available may "fire and charge" a hostile unit, given that it is an eligible unit before movement, and that the unit is the object of the charge.

F. Except for counterbattery fire, firing against gunners is -3, against skirmisher infantry-2, and against skirmisher cavalry-1. These are regarded as terrain penalties (q.v.) for the purposes of cumulative penalties.

G. Fire may not be directed at horses rather than men. However, artillery fire may be directed against terrain features.

H. Light infantry in buildings may fire either skirmisher fire or volley fire as they desire.

I. Only terrain penalties are not cumulative. If a unit is -1 for being militia, -2 for light rain, -1 for bad morale and -2 for firing into a woods, these are cumulative. Cumulative penalties may not exceed -4.



II. Artillery Fire

A. To fire a gun, there must be a live gunner on the stand. Gunners who have previously fled the gun stand may return to their own gun during movement, and fire in the subsequent fire phase. The gun must also be unlimbered and not suppressed, and must have a clear field of fire.

B. Eligible Targets

- 1.. All guns must be able to see their target.
- 2.. Historically, cannons did not fire over the heads of friendly troops unless the cannon were on an elevation. A cannon not on an elevation therefore cannot fire through friendly troops without a fire lane the width of the gun stand. Howitzer bombshells are not restricted in this concept. Caseshot may never be fired over friendly troops.

C. Types of ammunition. and their effects

1. All horse or field guns fire either ball or canister/case shot. Howitzers fire either bombshell or canister/case.

2. Ball & Bombshell

Against infantry or cavalry, roll 1 die for a 12-pound gun or howitzer firing at a target in line to determine the number of casualties. Add one for target in column, and two for square or enfilade. Subtract two for horse artillery and one for medium guns. Against artillery, roll two dice. A roll of 12 or more destroys the target, and a roll of 10 suppresses for for one turn, and 11 suppresses its fire for two turns. Even doubles kill a gunner, and odd doubles kill a horse. Subtract one for horse artillery, and add one for howitzers and 12-pd guns.



3. Canister/Hvy Case: 1d6 for field & 12-pound guns. Field gun range is 18", 12-pound range is 21".

4. Canister/Lt Case- Canister is 1 die for horse guns, 2 dice for field guns and 3 dice for 12pd gun or howitzer. The width of case shot is the frontage of the battery. Range 12" for horse gun and howitzer, 15" for field gun, 18" for 12-pound gun. The rules for *small arms enfilade* hold for canister as well except that the number dice is not doubled for canister.



III. Small Arms Fire

The ranges of small arms are; musket 12", rifle 18", carbine (lt. Cav. only) 9".

A. Types of Small arms fire;

1. Skirmisher fire- Skirmisher fire can be used only by light horse, light infantry, and sappers where these are acting as skirmishers. Skirmisher fire is aimed man to man fire, and is carried out one man at a time. Range is determined by stand to stand measurement. Two dice are thrown, and from the total obtained the appropriate number is subtracted from the opponents position, as stated under terrain. The corrected total is then applied to the scale 2-6 miss, 7-12 hit. To handle large volumes of skirmisher fire, and with the agreement of both commanders, roll 1 die for each, six men firing, taking appropriate modifiers. The number rolled is the number killed.

2. Volley Fire- Volley fire is used by all units in formation. For each group (stand or group of touching stands, up to battalion) firing, throw one die add volley fire increments (if any), subtract the appropriate values for the enemy's position, multiply by the number of men firing and divide by ten. The result is the number of hits. In volley fire, all fractions of one-half or greater are considered hits. The first two ranks of any formation may fire, provided they are of the same basic unit. All measurements are on a stand to stand basis, except that infantry based in single ranks but in a formation two ranks or more deep fire and are fired upon as though they were on two-deep stands—that is, the second rank may fire or be hit based on distance to or from the front rank. Subject to

penetration limits, if the stand can be reached, every casting on it can be killed.

An enfilade position is obtained when a line from the front edge of the stand which is firing runs completely across the stand being fired upon. When troops are fired upon from an enfilade position by a unit firing volleys, two dice are thrown per stand and the numbers are added prior to computing casualties in the normal manner. More than two ranks may be hit to the limit of the firing weapons range. Skirmishers and troops firing from houses have the penetration advantage, but not the enfilade extra die.

3. Small arms fire will penetrate only two ranks.

4. 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 are removed from play. Hussars/light horse in formation may fire carbines in volley but if they are subsequently meleed on that turn prior to breakthrough moves, they automatically go to a morale fall back category.

Melee

I. Types and Definition

A. A melee exists when and only when direct contact of opposing stands is made, the stands being physically touching, or both touching the same linear obstacle. There are two types of melee.

B. A double attack exists where one side charges and the other side countercharges.

C. An attacker-defender situation arises when one side charges and the other either chooses to stand on the defensive or is unable to evade or countercharge.

N. B. Charging and 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 a charge increment when attacking. An example of attacking is loosely organized light infantry attacking as compared with the charge of serried ranks of massed grenadiers.

II. 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 of the two is not the same.

For the attacker, all units in a continuous line are involved, to their maximum charge distance, even though morale routs may break the chain.

For the defender, all units within 6" of the point or line of contact are involved. If any part of a battalion or squadron is involved, the entire basic unit and any attached troops are involved, or as much as is present in the unit formation. Skirmishers, squares, artillery and units in superior defensive terrain are not involved unless physically touched by the attacker.

III. Procedure

At the commencement of melee, the total number of troops remaining after gunfire are multiplied by one die cast and the low number (attacker or defender) must cast for morale. All units involved in the melee must roll. 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 winner has cavalry, and wins the following melee, if any). If one side or the other is already in bad morale it cannot win pre-melee morale, but rolls to see if morale is worse, takes an opposed or unopposed throw as needed and retreats.

If both sides have troops in contact after pre-melee morale, each side rolls two dice and the respective totals are compared. The differences indicate the number of casualties inflicted on the lower roller. For the hits a casting takes to destroy see melee value on the infantry-cavalry summary sheet. If one or both parties are charging, an increment may be added to the total of the respective side(s) for the duration of the melee, the size of the increment depending on the troops involved. Units which enter a melee as a column with column charge increment retain it for the duration of a melee, even if subsequently reduced to three or fewer ranks. Cavalry charging behind friendly infantry receive no charge increment, nor do formations charging behind converging

skirmishers. The player taking casualties in a melee may choose casualties from his stands that are in physical contact with the enemy. Casualties must be in full kills, fractions do not count. Charge increment is determined by the actual stands in physical contact.

In melee, when varied units in completely separate formations are involved on one or both sides, the melee is resolved by alternating die casts between different units. For example, when a column of grenadiers charges a line of musketeers, and then the grenadiers are in turn 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 first combat. If both attack or charge, dice to see who picks.
2. Dragoon charge against non-charging grenadiers, one cast. Continue to alternate between 1 and 2 until melee is complete. Any morale decisions are instantaneous and without waiting for the end of a complete cycle.

* For melee enfilade, a line perpendicular to the front of the attacking stand, and centered on that stand, must pass through the defending unit from one side to the other.

If one player throws doubles, his opponent must check the morale of his involved unit as described under morale. If the unit which rolled the doubles is wiped out in the same exchange, no such cast is necessary. After the morale check the melee continues. Units struck in flank or rear check morale each round, as though their opponent rolled doubles each time.

A melee is completed when the two sides are longer in physical contact, which may come about either by the complete elimination of one side or the other, or by its retreat, either voluntary or involuntary.

To quickly resolve large melees, and with the agreement of both commanders, each side rolls two dice, adding modifiers and determining casualties as above, then the lower takes six times the casualties determined, and both sides check morale, exactly as though both sides had conducted six rounds and rolled doubles once. This is continued until one side is eliminated or has retreated, just as above.

IV. Skirmishers in Melee.

A. When infantry skirmishers in open country are contacted by formed enemy units, the skirmishers are automatically destroyed. They may, of course, fire at the attacking unit if they have the power to do so. Remember that since skirmishers do not follow normal defensive involvement rules, every stand must be touched individually in order to be destroyed. Artillerymen (not with guns) and not touching are treated as light infantry skirmishers. Light infantry skirmishers may melee cavalry skirmishers on a normal basis. In woods or constructions, light infantry skirmishers have normal melee power. Sappers (q.v.) are a special case.

B. Skirmishers may form into a massed unit formation during the move portion of the turn. Such a massed unit does not receive charge move or increment, and may not fire and charge, but does count as a legitimate massed unit for melee purposes.

V. 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 may not be fired upon. Cavalry may not fire and melee in the same round (see Carbine fire).

VI. Breakthrough

A successful attacker may change face/formation and continue on to or toward a hostile unit without charge increment, a maximum of 6" (infantry), 9" (heavy cavalry) or 12" (light cavalry). Units being charged may fire, retreat, form square or countercharge and supporting cavalry may countercharge exactly as during the initial charge.

VII. 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 unit in contact (see involuntary retreat). If he does not retreat, the defender may retreat any of his units after the first throw of the dice in melee.

A unit may conduct only one voluntary retreat per round. Since an infantry square may not normally move, it may not retreat voluntarily.

Artillery pieces making a voluntary retreat get a free limber operation, prior to moving.

VIII. Involuntary Retreat.

This is covered under morale, but in the event of units leaving a melee, there is the special matter of the "opposed" throw. In voluntary retreat or Fall Back the side leaving the melee casts two dice as for a regular melee round. The victor likewise does so, but only the side leaving the melee can sustain casualties.

IX. Miscellaneous Melee Rules.

A. If there is more than one melee in any round then the involved parties dice to see who determines the direction of resolution, right-left or left-right. Each melee is fought out from pre-impact to the point of breakthrough (Note that there is not a distinct pre-melee phase, as with superior weapons) 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 and so on.

B. Note that if a unit had a charge increment at the start of a melee, unless it fails a morale cast or is routed through, it retains that charge increment throughout the melee, though it might be a skirmisher for the next turn.

C. If the winner of a melee has chosen not to break through, his units may not be fired on, regardless of the number of types of units that have been unmasked during the melee, until the usual time of fire on the following round. A unit taking breakthrough may be fired on by any unit it contacts (given that the attacker is within the fire arc of the defender) regardless of whether the defender fired earlier or has used up its operations. Units which have fallen back out of melee may **not** fire if hit on breakthrough.

D. Note that in some cases charging units lose their charge increment meleeing defenders in some terrain, but have not lost their charge move or breakthrough.

X. Squares

A. Attributes- A square may not move. If it must do so due to bad morale, it retreats as a column of divisions. Only lance-armed cavalry may melee a square, and then only for a single round of melee, or during rain. Cavalry do not receive charge increment when meleeing a square. It is not possible to obtain either fire or melee enfilade against a square.

B. Mechanism for fighting cavalry-

1. The cavalry charges, and the infantry fire if eligible to do so.
2. A normal cast for pre-impact morale is made. If the infantry hold firm, non-lancer cavalry must stop no more than 6" from the square. Lancer cavalry may make one melee cast per squadron. If the square is not broken and doesn't retreat, the cavalry check morale, and if not routed, retreat as in fall back. No more than four squadrons may charge a square per turn. During rain, lancers may continue to melee the square until the normal conclusion of a melee.

C. Multi-battalion squares-

Squares composed of more than one infantry unit must contain at least 16 men to constitute valid squares. Battalions in a multi-battalion square which have bad morale will be "held in" by their neighbors. However, if one should rout, the square will be broken. If an entire side of a square is killed in melee, its comrades will fill the gap, provided there is another basic unit within 6" of the melee. Otherwise the square is broken.



Morale and Combat Effectiveness

I. Morale.

A. When to check.

1. When a morale unit (defined below) is involved in a melee, and loses the pre-impact morale roll, or when in the course of the melee the opponent rolls doubles. (In the latter case, only the unit against which the melee roll was cast or the unit holding it in if it is already in a fall back state need check morale.)

2. When a unit wishes to conduct a voluntary retreat.

3. When a unit is passed by (within 6") or through by a friendly massed unit in bad morale, including those which have routed on a CE cast.

(N.B. Units making a skirmisher attack are regarded as a massed unit in the event of a fall back, save when, as for cavalry in a woods, they cannot legally be a massed unit.)

Note also that the retreat of skirmishers cannot be halted by a formed unit. The skirmishers simply flow past, as with normal skirmisher movement.

B. Who checks. Morale is checked by basic units such as battalions or squadrons. Units which have been detached, for example, to occupy a construction, or skirmishers more than 12" from the parent battalion, 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. Units in constructions of any sort need not check morale unless their construction is being meleed.

C. How is Morale Checked?

To check morale of any unit, two dice are thrown and the total, after the additions or subtractions given below, is then compared with the following chart.

Type	Die Cast				
	6	5	4	3	2
Guards	--	--	--	FB	FB
Grenadiers	--	--	FB	FB	ROUT
Cuirassiers					
Hussars					
Sappers					
All Others	--	FB	FB	ROUT	ROUT

All categories (except militia) stand on a 6 or better total.

D. Types of Bad Morale.

Fall Back - Stands face the enemy. The unit falls back one move. The enemy takes one opposed throw. In pre-impact retreat the winner chooses the unit for the opposed throw. In a normal melee "doubles" cast, the unit which cast the doubles takes the throw. Must continue to retreat if meleed on breakthrough or shoved back by another retreating unit. May not fire during the breakthrough phase.

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Fall back units are restored to good morale at the start of the next move.

Rout- Unit retreats 6" causing morale casts by all units passed by or through within 6", Cavalry and artillery units are then removed from play. Infantry continue on for a total of three times their normal move in whatever formation they were in. They are then in a state of rout, stands in all directions, and may not move or fire. If meleed they are destroyed. They must be rallied by a command figure to regain morale and assume a formation. If the commander reaches them on movement phase of one turn, the unit is formed and in good morale at the end of movement phase of the next turn.

E. Morale Additives.

1. If a battalion consists of two morale categories, the majority rules. If the unit is exactly 50% each way, the higher morale takes precedence.
2. An attached commander adds one pip to all morale rolls.

F. Miscellaneous Morale Rules.

1. Within the requirements of falling back directly +/- 45 degrees away from the enemy, a unit must retreat its full distance if it can possibly do so. It must in any event fall back as far as possible, avoiding friendly units. Falling back units do deduct terrain penalties from their move distance. They will dissolve and be lost for the game if they must enter terrain impassable to them (as, for example, an impassable river).
2. If a massed unit in fall back strikes (cannot avoid) another massed unit which checks morale and stands, the fall back unit is halted. However, the holding unit must be a basic unit. Skirmishers and detached companies (or stray sappers) simply flow past formed units, though still sweeping along skirmishers.
3. In melee, units which roll a fall back result but which are held in by the good morale of those behind them remain in the melee, but forfeit charge increment. If such a unit is routed, it leaves as if skirmishers, and all units passed through forfeit charge increment.
4. Commanders of multi-squadron (touching) cavalry units may check morale either by regiment or by squadron, but must be consistent within a melee.
5. Infantry skirmishers must check be the largest basic unit that they are operating in, up to battalion size. However, isolated (more than 6" gap, with an obstruction to visibility in between, or involved in separate melees) elements will check as divisions, companies or platoons, as appropriate.
Skirmisher cavalry will check by squadron unless isolated as defined above.
6. Remember that a retreating unit must retreat away from the immediate enemy, and may not approach any enemy unit within 2" without being destroyed.



II. Combat Effectiveness

If an infantry battalion, cavalry squadron (or group up to regiment) suffers 50% or more casualties from its original roster (counting attached units) it becomes susceptible to combat effectiveness. Any casualties it receives from gun fire (not melee) which cause the unit to fall to 50% strength or less or any gunfire casualty inflicted after melee has reduced the unit to less than 50% strength forces one (once only) die cast. (This cast is made at 1/3 strength for charging units, occurring after fire and before any melee.) Generally CE. will be checked at the end of each fire sequence.

EFFECT:

1-2 Good Morale- No effect.

3-4 Unit is removed from play, but counts as alive for assessing victory at end of play. (Units so completely surrounded that in their narrowest formation they could not pass between enemy units with a 2" safety zone are considered to have surrendered.)

5-6 The unit routs instantly from the board at the end of the round of fire which forced the roll. Units passed within the first 6" or adjacent must check morale.

All guard units, and permanent (not converged) grenadier battalions are one pip better on CE.

Units in fortifications and constructions are exempt from unit CE checks. CE. units need not remain fixed throughout the game. Portions of units entering constructions are not regarded as part of their parent battalions for CE.

CE. for cavalry is by the largest unit up to regiment in actual physical contact. If such a unit breaks up, CE. is by squadron. If squadrons with casualties form a larger unit, each squadron must retain its own dead.

TERRAIN, WEATHER AND OBSERVATION

I. Terrain

A. Woods, Swamps and Plowed Fields

Type I- Trees are symbolic. The perimeter should be clearly outlined. Visibility is 12" through the woods. Cover from fire is -1 for all troop formations who are not already -2 or -3. In melees at the edge of the woods, an attacker outside of the woods is -1 on the die casts. All troops have full normal operations per turn. Troops may attack in the woods, but receive no charge benefits..

All formed infantry can move at full speed in column of companies formation, but move at 1/2 speed in all other formations, including wider columns. Skirmishers have full normal movement in these woods. Formed cavalry move at 1/2 speed, and move in column of companies only.

Formed cavalry are -2 in melee in these woods. Formed units leaving the woods still gain no charge benefits that turn, and formed cavalry continue to be -2 in melee for the remainder of the turn. Artillery have full operations with all movement and handpush being at 1/2 normal speed.

Type II- Although cavalry must remain as skirmishers in these woods, 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 facing (not movement) of stands are allowed without penalty. Other facing or formation changes reduce any subsequent movement to 1/2 speed. All other features are as Type I.

Type III. Artillery balls do not affect troops in the woods. Infantry in formation is less one operation and its movement is at 1/2 speed. Cavalry meleeing infantry is -2 on the dice. All other features are as Type II.

Swamps- Only skirmisher infantry may enter swamps, and they move at 1/3 speed. All other features as Type III woods.

Plowed Field- No charging for units if they must make any part of their move through a plowed field. While in the plowed field, formed troops move at 1/2 speed.

B. Water Obstacles

Streams and rivers affect movement fire and charge increment to a degree determined by the host. All movement penalties must be paid before a unit leaves the water. Going up or downstream 3" is presumed to involve the same penalties as crossing a 3" wide stream, and so forth. A normal penalty range might be - 1/3 movement, no charging, or - 2/3 movement, no charging and impassible to artillery.

C. Hills

Terrain elevations are normally represented by and measured in contours, which reflect elevation on a logarithmic scale. One contour is less than the height of a man. Four contours represents a serious elevation, and six contours effectively a mountain.

1. Effect on movement- Movement uphill costs 1/3 movement. Certain steep slopes may be designated as cliffs, and are impassible. Any troops forced to retreat off a cliff are lost. Hill contours other than cliffs do not effect downhill movement.

2. Effect on fire-- For fire against a position of superior elevation by small arms or case shot, subtract one point from each die cast in volley or case shot, and one point from each two dice total in skirmisher fire.

Troops on higher ground may fire over intervening cover and enemy (not friendly) troops to hit a designated target. This does not apply to case shot.

If the gun is elevated totally above an obstacle which would normally stop it such as a house roof, it may fire normally.

3. Effect on melee- When the defender has superior elevation, subtract one point from each die total in melee (not in morale checks) for the attacker. In a dual attack situation, elevation yields no advantage.

4. Effect on visibility. Units behind two or more contours of hill are screened from visibility.

5. Rough Hills- No charging on or off these hills. Limbered artillery moves at 1/2 speed.. Hills of four or more contours are presumed to be rough hills unless otherwise stated.

6. Very Rough Hills- No cavalry or horse-drawn artillery may travel on any portion of a very rough hill. Otherwise as rough hills.

D. Houses and similar Closed Constructions

A. Each "house" or "built-up area" represents either a small number of buildings or a small walled farmstead *a la la Haye Sainte*. Doors or windows are purely decoration. The number of castings which may occupy a house is determined by the host prior to the game. (As a "rule of thumb" a built up area 12" on a side might contain a garrison of 24 castings.) Units are -2 to melee units in a house, and -3 to shoot at troops in a house. Cavalry and artillery may not enter buildings. The entire garrison of a building constitutes a single unit for morale purposes, with the morale grade being determined by that held by half or more of the garrison. No more than 1/2 the garrison may fire from any single side of the construction.

B. Fires

1. Unless otherwise specified, built up areas may be set on fire as specified below.
2. Two hits with a howitzer bombshell, one hit with a rocket or the willful act of a stationary Sapper (within 1") will ignite built up areas.
3. Fires started by artillery fire or sapper operations on one turn will destroy the built up area after the movement phase of the following turn.

E. Linear Obstacles

GENERAL: Units may fire through a linear obstacle behind which they are sheltering without penalty, provided the front edge of their stand touches the obstacle. Stands may never be IN a linear obstacle, and crossing it must be perpendicular (+/- 45 degrees). If

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the leading edge of a stand is advanced just far enough to get through a fence, hedge or earthwork, the whole stand is advanced just far enough to get totally past the obstacle. As in fire, an infantry "stand" is two ranks deep, even if the battalion is mounted on single-rank stands.

1. Abatis are no protection from fire, but no melee can occur until they are removed. Only infantry or sappers which remain immobile for one turn and do not fire or melee may remove abatis. Abatis cannot be moved around. They must remain in place until destroyed. No movement of any kind by any unit may pass even partially over abatis so long as they exist.

2. Hedges and Fences: Protection of 1 from fire and melee. No movement loss for skirmishers, but formed units lose 3" of movement in crossing. Artillery and heavy horse cannot get through or over.

3. Stone Walls--as hedges, but a protection of 2 from fire and melee.

4. Earthworks offer a protection of 2 from fire and 1 from melee. All units forfeit their charge increment when melecing redoubts, and for 3" after charging over them.

Construction Summary

Construction	Fire	Melee
Abatis	-0	impossible
Earthworks	-2	-1
Hedge/Fence	-1	-1
Stone Wall	-2	-2
House	-3	-2

F. Miscellaneous Terrain Rules

1. The effects of various types of cover are not cumulative, thus the net subtraction for a house in a woods on a hill is still 3.

2. No opening between terrain features is too narrow to enter. A column the width of a single stand is always able to pass through, though it may be subject to movement penalties or loss of charge benefits.

3. 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.

II. Weather

Unless otherwise stated, battles take place in perfect weather--bright sunny days with firm ground and a brisk wind to carry away smoke. Any determination of unusual weather should be made after armies and terrain are determined, but before initial deployment.

The following possibilities are available:

RAIN--no musketry is permitted outside of roofed constructions. Artillery fire is not affected. This should not occur on more than one or two turns of a game.

FOG- Game starts in fog. Troops on the table can be seen if within 24". Fog should lift on a roll of "6" at the start of any turn.

SOFT GROUND- No cavalry charge move bonus or increments. Artillery reduced to 1/2 speed off roads. Artillery ball fire is 2/3 distance. Howitzer fire effect is -1.

NIGHT--Visibility of 6". Only units actually charged may fire, and all fire is

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simultaneous. No responsive moves. No cannon ball or bombshell 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 not allowed.

III. Visibility and Observation

A. Normal visibility is 60". Two higher contours between units prevent observation. Units concealed within woods, houses, etc. require that the observer be within 12" before the concealed unit is detected.

B. Castings receive visibility at the end of movement and before fire.

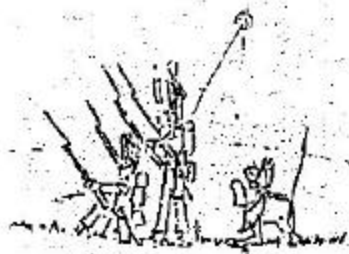
C. Units may only fire on targets visible to them.



NATIONAL DISTINCTIONS

I. General: National distinctions apply only to troops of the specified nationality in their own national service. For example, the Chasseurs Britanique (French in British service) receive neither the British nor the French advantages. All the major powers receive the advantages (if applicable) of elite units within an elite battalion. That is, the Carabinier companies of French Legere battalions, the Grenadier platoons of Russian Jaeger battalions and the light companies of British fusilier battalions all combine grenadier and light infantry attributes. Similarly, the light platoon of a Russian jaeger battalion and the voltigeur companies of French legere battalions suffer one half normal terrain movement penalties, though they still may not traverse impassable terrain.

II. Individual National Distinctions



A. France

1. Historically mixed French converged elite battalions are rated for game purposes as either carabiniers or elite voltigeurs.
2. French infantry charging in column receive column increment.

B. Britain

1. All British formations are +1 on volley fire, not to exceed +2.
2. Baker rifles make only one throw for each two castings when firing as skirmishers, and fire volleys as though half as many casting were firing, rounding up in both instances.
3. When Green rifles fire in volleys, they are only +1 not +2 as other British light infantry.
4. Formed British infantry are +1 forming square when attacked.
5. British Fusiliers are considered grenadiers except for the fusilier light company which are as French Carabiniers.
6. Kilted Highlander units are +1 in morale (not C.E.).
7. For each battalion of British line (not Highlanders) one extra company of attached Rifles may be purchased.
8. The KGL. is considered British for all purposes.
9. Congreve Rockets.

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a. Representation- A scale rocket troop is composed of four mounted figures and a pack horse, mounted on two stands. To deploy for action two of the mounted figures are removed, and two gunners with tube are substituted.

b. Movement- 12", 18" on road.

c. Into and out of action- Same as horse artillery.

d. Effect-no case shot. -4 otherwise, but any inflicted casualty causes a morale cast. A roll of 10 or better on two dice starts a fire on any flammable target.

10. British howitzer batteries have a bombshell effect 1 better than any other howitzer, and are not affected by mud.

11. British "Dragoon Guards" are treated as line unarmored cuirassiers.

12. Historical mixed "flank batalions" of mixed elite companies are rated as light infantry.

C. Prussia

1. Prussian infantry charging in column receive a column charge increment.

2. The Prussian Guard Jagers zu Fuss, and the East Prussian Jagers with their Freiwilliger Jager Detachments may perform as the British Green Rifles in skirmisher fire only. In this optional patched bullet "sniper fire", cast the two normal dice per casting as normal skirmisher fire, but roll only once for three men. 18" range. For undersized or unpatched bullet "rapid fire" either as skirmisher or volley use normal 12" fire as an alternative.

3. The prolonge drawn guns of the Prussian grenadiers are almost the last surviving "battalion guns". For each Prussian grenadier battalion purchased with the full complement of other regimental troops, the historical organically attached prolonge gun is added without cost to some grenadier or musketeer battalion in the brigade. They maneuver with it and fire 1 die 12" range during musketry. The gun consists of a single stand with three crew.



D. Spain

1. Spanish line and light infantry regulars (not grenadiers) will use the change of formation and face as two separate operations, and these units will take one full turn to form square, i.e. they may not move on the turn they form square, and if charged will not be able to attempt to form square.

2. The light infantry regulars will not be able to skirmish.

3. Spanish line, lights and grenadiers will be able to stand on a combat effectiveness cast

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of 1-3, on a 4 fall back two, and on a 5-6 rout.

4. Spanish 1808 militia is as above, but one point worse in all categories of die casts, however militia-grade light infantry may skirmish.

5. The above rules do not apply to the new levy units raised after 1808.

E. Austria

1. Austrian fusiliers and grenadiers only may form the "Battalionmasse". This fighting column was actually a walking solid square of infantry in double column of a single battalion of four to six companies. Only the first two stands (double ranks) may fire, and then only forward. If meleed by cavalry, the normal square rules apply. However, the masse may be enfiladed for both fire and melee, though cavalry are still only permitted one melee cast before they fall back.



2. In skirmisher fire, the grenzers are not penalized the militia minus one.

3. The "Saracen" company of a Grenz battalion may fire 18" using the same method as Prussian Jagers.

4. The Austrian jaeger and grenzer battalions may be purchased by two-company divisions and maneuver accordingly. When in skirmisher formation, jaegers have guard CE and grenzers line CE.

5. To represent the battalion guns converged into batteries for the Aspern-Essling and Wagram campaign, hosts may authorize additional Austrian artillery in the form of guns which move at the foot gun rate, and fire with horse gun effect.

F. Russia

1. Russian line and militia infantry are +1 on CE.

2. Russian Jager battalions may not deploy as skirmishers except for the elite companies.

3. Russian line infantry musketeers and non-elite militia infantry receive a single operation a turn, and may not attempt to form square if charged.

4. For every Russian line infantry regiment purchased, one Russian line Jager battalion may be purchased at the same price of one point per man.

5. Russian Jager-Grenadier battalions, which were part of the permanent grenadier divisions may be purchased only in conjunction with a permanent grenadier regiment.

For every two battalions of Russian permanent grenadiers, one battalion of Jager-grenadiers may be purchased, all for the normal two points per man.

6. Russian pioneer battalions, purchased and maneuvering as such, are treated as grenadiers.

7. Russian Irregular Light Horse.

All Russian irregular light horse—true cossacks, Kalmuks, Bashkirs, etc, count as militia

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light horse, regardless of variations in weaponry and armor.

8. Russian Guard Cossacks count as guard lancers. They may however, skirmish, moving and fighting as guard light horse when so doing.

9. Russian combined grenadier battalions are treated simply as grenadiers, regardless of company and platoon distinctions.

G. United States

1. For the 1812-1815 campaign in N. America, the Red Indians will be considered as follows.

a. They will fire with a 9" range as carbines.

b. They will move as French elite voltigeurs.

c. All Indians are considered militia.

d. All Indians are mounted on two-man stands, but may never form into massed units. The CE. and morale will be by the band operating together.

2. American militia woodsmen fight as grenzers.

3. American mounted volunteers operate as militia light horse, but may dismount as dragoons.

4. American regular rifle battalions or companies operate as British rifles. Militia units armed with Kentucky longrifles may shoot 21".



SPECIAL TROOP TYPES

Personal Command Castings

Each player is expected to command a regiment/brigade of infantry, or a brigade of cavalry with attached artillery. A single command casting represents this player. If this casting becomes a casualty, all units under his command may make only responsive moves for the remainder of that turn and the next full turn. Then a new command casting is placed adjoining a unit of the commanding players' choice.

A. MOVEMENT. Commanders move 24" a turn.

B. REMOVAL FROM PLAY. A command casting may not end movement within 12" of an enemy unit unless attached to or screened by a friendly one. If he is approached by an enemy unit, he must move out of the way or attach himself to a friendly unit. He may not be killed unless so attached. If the unit to which a commander is attached takes casualties from fire, roll 2D6. The commander is killed on a roll of 12 or more. Add 1 for case shot, and 2 for volley and skirmisher fire. If the commander is killed, the unit to which he is attached must check morale immediately. If the unit is meleed, the commander is the last man killed. If the unit routs on morale or combat effectiveness, he is considered killed, but not in the event of a fall back, even if the unit is removed, unless it is surrounded.

C. EFFECT ON MORALE. If a command casting is touching a massed non-guard unit, the unit is raised one point in morale as well as CE. This can apply to multisquadron groups of cavalry up to historical regiments, if so declared in advance and if the entire group casts for morale as one unit, as it would for CE.

Militia Rules

1. Militia cost 1/2 point less per casting than the equivalent line troops. ("Militia" is taken to include Freicorps, volunteer and some other equivalent formations.)

2. Militiamen are one point worse on morale, CE., fire and melee rolls.

3. Militiamen costing only 1/2 point are worth only 1/2 man for army CE.

4. Militia Artillery

a. Militia artillery is limited to medium field guns and to horse guns, which cost half the poundage or points of an equivalent line gun. Militia guns may be purchased only with the express consent of the host/game designer.

b. A militia field gun has one operation per turn and a militia horse gun has two.

c. Militia guns fire at a -1 on each die to fire effect, in addition to other penalties.

5. The number of ordinary "line" militia battalions in a game per side may not exceed the number of ordinary line battalions.

Command Stands

1. Each regiment of cavalry and infantry may have a command stand consisting of a flag bearer, an officer and musician, except where noted otherwise in the Tables of Organization. When a regiment in the field contains more than one battalion, the regimental command stand should be kept with the first battalion.

2. Separate regimental command stands may not fire. The melee evaluation and morale of the men on the command stand is that of the best stand organic to that battalion or squadron.

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3. Command stands have no special place in any formation and may be screened from hostile fire by other stands. However, if a command stand is exposed, fire may be concentrated against it. The stand must be touching the unit to which it is assigned if the unit is massed, and within one stand's width if the unit is in skirmisher formation.
4. The command stand must be within 4 ranks of the front of a formed unit.
5. Command stands can pass through their own unit just as skirmishers.
7. If the command stand is used to claim a superior charge increment or melee evaluation, then casualties must be taken from the command stand.



SAPPERS

A. CONSTRUCTION. Sappers may construct bridges breastworks and other desirable pieces of construction. The host must determine what may be constructed prior to the start of play, and the number of sapper/turns required during play. Only those things specified by the host may be built.

B. DEMOLITION. Sappers may destroy fortifications, bridges or linear terrain obstacles, or set fire to built-up areas. To start a fire or blow up a bridge, a charge may be placed by any sapper platoon which 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 and where a charge is placed. On the following round the charge explodes at the time shown on the Order of Operations sheet. Bridges are removed, and built-up areas are on fire. Stands on the bridge are dead. Troops in the built up area at the conclusion of movement the next turn are dead. Also, by remaining stationary one turn, a sapper may remove 1" of a linear obstacle. Special rules for chopping down of trees etc., may be introduced, but care should be taken to keep them simple and straightforward.

C. OTHER CONSIDERATIONS. Sappers are considered as grenadiers when acting as a formed unit. They may also move as skirmishers, but retain grenadier morale and melee evaluation.

GAME SET-UP AND POINT SYSTEM

For two-player games, one player should design the game, and the other player choose his side. For large games, the host with or without a game designer, should obtain the consent of both CinCs for terrain, points, set-up and victory conditions. The guidelines below should help produce a close fun game.

POINTS SYSTEM

1. Line infantry cost one point per man. Elite companies organic to the battalion are also one point when the entire battalion is purchased, and elite battalions organic to the regiment are one point each when the entire regiment is purchased
2. Elite infantry (not purchased as part of a full line unit) light cavalry, dragoons and lancers cost 2 points.
3. Hussars, carabinier and elite voltigeur battalions and line unarmored cuirassiers cost 2.5 points.
4. Cuirassiers, sappers, guard infantry and guard light cavalry cost 3 points.
5. Guard dragoons and guard unarmored cuirassiers cost 3.5 points.
6. Guard Cuirassiers and guard sappers cost 4 points.

For militia, see MILITIA.

Artillery: Horse guns, medium field artillery and rockets cost 6 lb. 12 lb. guns and howitzers cost 12 lb. Guard guns are 25 points extra.

Set up

1. Estimating 150 points per 100 troops, recommend no more than 100 points per side per foot of contact area, and no more than 6 pounds per 200 points.
2. Depending on terrain and game size, the attacker ought to be 1/3 stronger than the defender. As a general rule, the smaller the game, the larger the attacker's advantage should be, and vice versa. If a 1/3 edge is suitable for a 9' table, 25% works at 12', and 15% at 18'.
3. The defender should have all of his troops on the board at the start of the game. The attacker may bring on his advantage when desired. In larger games, the host/game designer may set up a system of "reserve boxes" to limit the flexibility of off-board reserves.
4. Units cannot charge on to the board. Any stand will prevent hostile forces entering within one foot of that stand.
5. Units leaving the playing board are considered lost for the battle.
6. Typical games last 8-12 turns.

Victory Conditions.

1. In small (5' of contact area) games, play should continue until one army is reduced to 1/4 combat effectiveness strength. In games of 6-12' of contact area, the "break point" could be 1/3 to 40%. In large multi-board games, the break point might be 1/2 to 60%. At that point, both armies' survivors are counted, and a "coefficient of victory" arrived at. Penalties may be inflicted for loss of guns or critical terrain.

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2. The coefficient of victory is determined by dividing the CE % of the side with the smaller number into the CE% of the side with the larger number:

1.0 to 1.149	Functional Draw
1.15 to 1.29	Minor Victory
1.3 to 1.49	Moderate Victory
1.5 to 1.74	Major Victory
1.75 to 1.99	Decisive Victory
2.0 and up	Rout

Casualty Marking System

1. The casualties on a stand are a strength indicating artifact. Customarily the castings are divided by toothpicks, castings to the left of the toothpick (as the stand faces), being regarded as dead.

2. For artillery batteries, the following system will be used:

One horse killed- place toothpick between horses.

Both horses killed- place toothpick across the back of the horses.

Crew on limber killed- place toothpick parrallel to the axle under the wheels.

Gunners on gun stand killed- mark as if the stand was a three man infantry stand, keeping toothpick as nearly parallel to the gun barrel as possible.

All gunners killed- remove the battery.

Gun suppressed- place toothpicks through the spokes of the cannon wheels, removing one during the fire portion of each turn until the gun is again able to fire.

Gun destroyed- remove gun stand. Destruction of gun means loss of entire crew & limber.

BASING

The rules as given above assume traditional CLS basing and organization. It has been our experience that this can be improved upon by any or all of the following.

1. Infantry battalions should have a minimum strength of 24 and a maximum strength of 48, with cavalry squadrons being either 6 or 8 castings. Two and five man frontages for stands should be avoided whenever possible.
2. The separate "command stand" should be abolished, with officers, standard bearers and musicians placed on a regular stand of the battalion/regiment.
3. Sappers should be based in platoons of 3 or 4 castings.
4. An unlimbered battery which represents six to eight guns should occupy more frontage than a single gun stand. This may be accomplished by either placing the limber stand beside rather than behind an unlimbered gun, or by replacing the limber stand with a second gun stand, also beside the first, without increasing firepower. In view of the additional gunners, they should be -2 rather than -3 against fire, and counterbattery "horse" casualties should be taken as men.
5. The traditional single mounted command figure should represent (roughly) a brigade commander. Division commanders should have an ADC or musician figure on the stand, and corps and army commanders (if present) should be represented by three or four figures.

DIMENSIONS;

Cavalry castings require stands 1" wide by 2" deep, and should be mounted by troops or companies on single-rank stands. Guns and limbers should be 2" wide by 2 1/2" deep, or as much more as the casting requires. Infantry should be 1" deep, 3/4" wide for the first casting, 1/2" wide for the second, 3/4" wide for the third, and so forth, based by company or platoon. Skirmish-capable infantry should always be mounted one rank deep. Non-skirmisher infantry should be mounted two deep if practicable. This is for the traditional "large 25mm"/30mm casting. everything should be halved for 15mm scale. For "small 25mm/20mm" One of the gang uses 3/4" X 1 1/2" for cavalry, 1/2" X 3/4" for infantry, and 1 1/2" X 2" for guns, with all rule distances reduced to 2/3 stated. (Notice how everything is divisible by three?) The distortion is not noticeable.

A QUICK NATIONAL GUIDE:

(N. B. This is for major powers and "high Napoleonic" (1808-early 1813) only. If there's interest, perhaps we can do a sequel to Fred Vietmeyer's "Napoleonic Army Organization" at a later date.)

France: French line and light infantry, and most auxiliaries were organized in six company battalions of four fusilier, one granadier and one voltiguer company each. For light infantry, these were chasseur, carabinier and voltigeur respectively. Bok strength was more than 840 men. Most common representation is six six-casting companies, though certainly some battalions were weaker. Those below half were expected to maneuver in two ranks to stretch their frontage, and weak battalions were broken up and cadre sent back to France, keep ing the other battalions nearer establishment strength. The Imperial Guard retained the old 8-company structure without an elite company--they were, after all, the Guard--later switching to four companies, but maneuvering by platoons. Commonly represented by eight stands of four, with the anemic Middle Guard

four stands of six or eight stands of three.

French cavalry maintained very powerful squadrons of 200 sabres or more, with four squadrons to a full strength regiment. Traditionally this has been eight stands of five, but weaker squadrons are not unheard of. Certain weak units on the fringes of the Imperial Guard—eclaireurs, mamelukes and Lithuanian tartars—have two-casting companies.

Britain maintained a 10-company battalion of eight center companies, a light company and a grenadier company, commonly 30 castings, with 40 sometimes used for light or guard battalions, which often maintained a higher average strength. The "establishment" strength varied, but was commonly over 1,000 for any battalion. Rifle battalions and some equivalent auxiliaries had eight companies only. Guards and fusiliers had 10 companies, but—all being heavy infantry—did not designate one a grenadier company, though they did have light companies. Light infantry regiments did not designate any elite companies. During the Peninsular War, the Portuguese cacadore battalions had five companies, and are best represented by 10 stands of three. The line closely paralleled British, and is perhaps best represented by four six-casting stands of line, three lights and three grenadiers per battalion and two battalions per regiment. The revived Hanoverians of 1813-15 were on a weak four company structure: eight three-casting stands for light battalions, line battalions of four stands of six and a schutzen platoon of three, and Landwehr at four stands of eight and a schutzen platoon of four. (Note: I include Portugal and Hanover here because in contrast to the other major powers, it is virtually impossible to field a historical British force of division strength without using some foreign auxiliary.)

British cavalry had not more than four squadrons per regiment, and squadrons somewhat weaker than their French counterparts. Eight stands of three is customary, sometimes going to two-man stands for the overworked light cavalry.

Austria maintained six large companies per battalion, and normally fielded two battalions per regiment. Customarily, six stands of 10, but six stands of eight might be a better field average. Grenzer battalions would be 12 stands of four, and jaegers 12 stands of three. Grenadiers were weaker companies—six castings per stand—and the two-company grenadier "divisions" provided by each infantry regiment were combined into four or six company grenadier battalions. Landwehr and insurrection battalions should either be 36 on six stands or four stands of six line infantry and four stands of three lights, with the occasional jaeger battalion mimicking the line jaegers.

Cavalry squadrons should be six castings with a maximum of six squadrons per heavy cavalry regiment or eight per light.

Prussia had a four-company structure of something under 1,000 men per battalion on paper, and less in the field: two musketeer and one fusilier battalion constituted a regiment, which contributed two grenadier companies to a four-company grenadier battalion. Commonly, the heavy infantry have been eight-casting companies and the light infantry six, but eight-casting light infantry companies are not unreasonable. Independent jaeger and schutzen battalions were similarly organized, and should be represented by eight stands of three or four. Landwehr battalions should be four stands of eight or eight stands of four depending on whether they are line or light infantry. The freiwilliger jaeger detachments should, if only for aesthetic reasons, be the same frontage as the battalion to which it is attached—i.e. a three-casting stand for a 24-casting battalion, and a four-casting stand for a 32.

Prussian cavalry kept four squadrons in regiments of 500-600, and should be eight stands of three, with the possible addition of a three-casting freiwilliger jaeger detachment.

Russian infantry was normally two field battalions to a regiment and four companies to the battalion. One of those companies was a grenadier company, divided into grenadier and jaeger platoons. Normally, these elite companies are not shown in the Guard or Opolcheny, but are in the line, jaegers and grenadiers. Troop strength per battalion was highly variable. By custom, opolcheny are in battalions of 32, guard of 24, line and grenadiers of 20 and jaegers of 16. In the case of 5-casting companies, the three-casting elite stand has been the grenadier platoon and the two-casting stand the jaeger platoon. For those building fresh armies, making all regulars 24-casting battalions does no violence to the tactics, permits historical squares, and eliminates the Russian firepower advantage derived from five-casting stands.

Russian heavy cavalry had a peacetime strength of five squadrons, but a normal wartime field strength of no more than four, the fifth squadron becoming the depot squadron.

Russian light cavalry was 10 squadrons in two "battalions" of five, again commonly reduced to eight/four in wartime. Full strength squadrons might justify eight (or 16) stands of four per regiment, but three-casting stands seem more credible. Irregular cavalry--cossacks and others--are normally mounted on two two-casting stands per squadron, and no more than four squadrons per regiment.

WHAT WE DIDN'T DO AND PROBABLY SHOULD HAVE

Reduce somewhat firepower and distances. For the benefit of existing veteran players, we kept mechanisms and distances as much the same as possible. The game benefits from slightly reduced firepower, however. If only British infantry and guards fire +1, and only British light infantry +2, and if .5 is rounded down instead of up, the firefights stretch out a little—arguably more historically.

If the rifle range is reduced to 15", 12-pd range to 36", and no infantry to move past 12" nor cavalry more than 24" except as breakthrough, the game fits a little better on a 5' or 6' table.

Probably historical troops had no greater difficulty shooting enemies on higher ground, as units tended to fire high anyway. If you believe this to be the case, simply remove the penalty for firing uphill.



Artillery Summary Sheet

Ordnance	Move	Road Move	Actions	Ball Range	Ball Effect
12+ lb	6"	12"		2 36"	1 die
6-10 lb	6"	12"		2 36"	1 die -1
2-6 Horse	12"	18"		2 30"	1 die -2
2-4 Prolong	6"	9"		2 N/A	N/A
Howitzer	6"	12"		2 36"	2 hits
Caissons	12"	18"		2 N/A	N/A
Ordnance	Hvy Case Range	Effect	Lt. Case Range	Effect	
12+ lb	21"	1 die +1	18"	3 dice	
6-10 lb	18"	1 die	15"	2 dice	
2-6 Horse	N/A	N/A	12"	1 die	
2-4 Prolong	N/A	N/A	12"	1 die	
Howitzer	N/A	N/A	12"	4 dice	
Servers	Move	Road Move	Melee Evaluation		
Artillerymen	9"	12"		1	
Sappers	9"	12"		2	
Guard Art.	9"	12"		2	
Guard Sappers	9"	12"		3	

Two Burst hits or a single rocket hit will ignite a combustible target.

Horse Artillery may move an fire, other artillery may not move and fire

Foot guns move 3" faster if the entire turn is spent on the lowest contour. Horse guns have a 6" bonus.

To check morale of any unit, two dice are thrown and the total, after the additions or subtractions given below, is then compared with the following chart.

Type	Die Cast				
	6	5	4	3	2
Guards	--	--	--	FB	FB
Grenadiers	--	--	FB	FB	ROUT
Cuirassiers					
Hussars					
Sappers					
All Others	--	FB	FB	ROUT	ROUT

All categories (except militia) stand on a 6 or better total.



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Hussars					
Sappers					
All Others	--	FB	FB	ROUT	ROUT

All categories (except militia) stand on a 6 or better total.

Infantry and Cavalry Summary Sheet

Type	Line	Column	Road Column	Line Charge	Line Increment
Line Inf.	6"	9"	12"	9"	0
Grenadiers	6"	9"	12"	9"	1
Light Inf.	6"	9"	12"	9"	0
Guard Inf.	6"	9"	12"	9"	2
Lt. Guard	6"	9"	12"	9"	1
Lt. Horse	24"	24"	36"	24"	2
Lancers	18"	24"	36"	24"	3
Dragoons	12"	18"	24"	18"	3
Cuirassiers	12"	18"	24"	18"	4
Hussars	24"	24"	36"	24"	2
Type	Column Charge	Column Increment	Melee Evaluation	Skirmisher move	Volley Increment
Line Inf.	12"	1	1	None	0
Grenadiers	12"	2	2	None	1
Light Inf.	12"	1	1	12"	1
Guard Inf.	12"	3	3	None	2
Lt. Guard	12"	2	2	12"	1
Lt. Horse	None	0	2	24"	0
Lancers	None	0	2	None	N/A
Dragoons	None	0	3	None	N/A
Armored Cuirassiers	18"	4	4	None	N/A
Unarmored Cuirassiers	18"	4	3	None	N/A
Hussars	None	0	3	24"	0

Only Prussian or French Inf. Gain a separate Column Charge Increment. Other Infantry use the Line Charge Increment.

Dragoons may dismount to operate as Lt. Inf. Or Lt. Guard if they are Guard.