

**GUARD DU CORPS:
A Simulation Study of Napoleonic Warfare
The 2004 Revised Edition**

This is the third revision for the Guard du Corp system. The first Classic (Gold Cover) 1983 version was self-published. The second (Red box) 1989-90 version was published by Xenon games. I have never pushed the Red Box edition as I felt that the publisher failed to proof read the material as can be seen from the American Civil War artwork in the set. Though the Red Box edition contained a Divisional Command version for tournament play most groups still tend to use the Classic edition for their games.

This version will be made available for fans of the GdC system with some revision and some basing modification options. The Army lists are the available numbers reflect a total countrywide availability rather than a Corp/Army percentage reflected in the tournament Army Lists. When work on the revision started it was delayed by a change of focus to writing the smaller scale "War Eagles" system which is at a 1:30 scale. But since I have received so many requests, I decided to go ahead and finish the project.

An effort such as this requires much play testing and valid input from many people. Though it has been over twenty years and some players have moved on to other ventures, I would like to thank the following people and groups. Some of the people include Gray Strickland, Chip Russ, Bill Jarrell, Jeff Dander (deceased), Richard Zamudio, Mike Preston, Bill Gray, Rick Schofield, Bill Perry, the 101st MI & Ft Riley Game Club (1981) and The Auburn University Wargame Club (1984-86). In addition I would like to thank the members of HMGS Heart of America that still play GdC and have provided some good comments.

Guard du Corps is a miniature gaming system that is designed to bring as much realism as possible to the operational level of Napoleonic Wargaming. As a player and historian, I have attempted to analyze the available data without a favorable bias for any particular nation. Several optional rules have been included which may unbalance play by affecting certain countries but add a little more realism to the system. Since the 1:60 scale is used the unit strength levels are calculated at near full and/or paper strength levels.

The original GdC was designed long before the 'Napoleon's Battles' system became popular. Since 'Empire' was the prevalent system in the 1970s and early 1980s so I used its basing system to keep players from having to rebase. . Though in my opinion the Napoleons battles basing system may better reflect the ground scale frontage covered by a battalion. With the new 'War Eagles' I adopted a basing system that could use either basic units mounted for 'Empire' or 'Napoleon's Battles'. Since ground and game scale is valid as long as both players are using the same basing system. I have provided basing dimensions for all three systems that can be used as long as both players are based the same. Units will still operate in single wide columns which will make NB based units narrower and deeper than GdC/Emp units. I still argue strongly that deployment areas for artillery units are deeper in actual terrain than they are wide which is different than some

of the other systems in use. So firing sections may have to be added together to comprise the recommended artillery frontage or depth.

A dual morale-melee rating system is used. A unit may be well trained but lack the willingness to continue the fight against strong odds. Some rules from the Classic edition may have been transferred to the Optional Rules Chapter. I have used the term yards for distance, however the difference between a yard and meter are insignificant when comparing weapons and the actions of troops during a specific time period. Yards and meters can be used interchangeably. I have tried to denote any new rule changes by adding a (**) marker.

INTRODUCTION AND BASICS

1.1 Game Scale

One casting = 60 combatants One Turn = 15 minutes
15mm & 6mm: One inch = 50 yards.....One cm = 20 meters
25/26mm: One Inch =25 yards.....One cm = 10 meters

1.2 Mounting Procedures

1.21 Units based using the Original GdC and Empire similar bases:

Infantry basic stand width is 1 ½' or 40mm and depth is ½" or 15mm

Cavalry basic stand width is 1 ½" or 40mm and depth is 1" or 30mm

Artillery basic Stand width is 1 ½" or 40mm and depth is 3' or 80mm

Three rank deep infantry= 1 casting per 3/8" Two rank deep infantry = 1 casting per ½"

Infantry capable of Skirmish (most Elites) are mounted on half width stands.

Infantry in current skirmish status can be shown by mounting extra men as one man per ¾" width. (Optional) This can also be used for ALL dismounted cavalry and Engineers.

Cavalry bases is one man per ¾" width or 20mm and depth is 1" or 30mm

Mounting extra men on bases of 20mm width and 20mm depth can show cavalry in current Skirmish status. (This is optional)

Skirmish status for both Cavalry and Infantry can use a separated base deployment or playing aid method (ex. = chenille stems).

1.22 Basing for units on the 'Napoleon Battle's' system.

Infantry basic stand width is 1 ½' or 40mm and depth is ½" or 15mm

Cavalry basic stand width is 1 ½" or 40mm and depth is 1" or 30mm

Artillery basic Stand width is 1 ½" or 40mm and depth is 3' or 80mm

Three rank deep infantry= 1 casting per 3/8" Two rank deep infantry = 1 casting per ½"

Infantry capable of Skirmish (most Elites) are mounted on half width stands.

Infantry in current skirmish status can be shown by mounting extra men as one man per ¾" width. (Optional) This can also be used for ALL dismounted cavalry and Engineers.

Cavalry bases is one man per ¾" width or 20mm and depth is 1" or 30mm

Mounting extra men on bases of 20mm width and 20mm depth can show cavalry in current Skirmish status. (This is optional)

Skirmish status for both Cavalry and Infantry can use a separated base deployment or playing aid method (ex. = chenille stems).

1.23 Units using the 'War Eagles' system or integrated systems from above.

Infantry basic stand width is 1 ½' or 40mm and depth is 1" or 30mm

Cavalry basic stand width is 1 ½" or 40mm and depth is 2" or 60mm

Artillery basic Stand width is 1 ½" or 40mm and depth is 3' or 80mm

Infantry units 6 per base for two ranks deep trained or depleted units and eight per stand for units trained to fight three ranks deep.

When converting Empire based units two stands placed back to front will equal a War Eagle based unit. For units based on the (NB) system, two stands placed side by side will equal a (WE) base unit.

Infantry capable of Skirmish (most Elites) are mounted on half width stands.

Infantry in current skirmish status can be shown by mounting extra men as one man per ¾" width. (Optional) This can also be used for ALL dismounted cavalry and Engineers.

Cavalry bases is one man per ¾" width or 20mm and depth is 1" or 30mm

Mounting extra men on bases of 20mm width and 20mm depth can show cavalry in current Skirmish status. (This is optional)

Skirmish status for both Cavalry and Infantry can use a separated base deployment or playing aid method (ex. = chenille stems).

1.3 Base/Stand Cohesion

- A. All bases comprising a unit must maintain stand-to-stand contact. And retain a straight formation. Curved lines are not allowed. Units will consist of bases in side-to-side contact or back to front contact.
- B. Units currently skirmishing can either be replaced with substitute stands in skirmish order or spread out over the allowed intervals with special skirmish radius markers.
- C. Generals do not have to be attached to a unit but can be deployed alone.
- D. Limbered or Unlimbered Artillery units will occupy the same area (base). If limbered, a special limber marker or limber set on the table if in that status. When unlimbered, a firing stand will be used.
- E. Engineer units must be attached to another unit in order to move. If unattached they cannot move.

COMMAND AND CONATROL

A key element to victory is the ability of a commander to get his forces to the right location at the most opportune time. He must be able to control his subordinates and commit reserves at the appropriate time. Diverse factors will affect a commander's ability including visibility, chain of command procedures, Direct Control radius, and types of orders and reaction times. Command and Control rules can tend to complicate game play and as a result I would recommend that they be considered as optional and only those used which the players in the group can agree upon.

2.1 VISIBILITY

This is the ability of commanders to detect enemy and friendly troop movements. Factors that determine detection include sight and scouting reports. This concept is best used when using Hidden Movement rules. However when poor weather on the battlefield occurs, I recommend that Visibility rules be used.

- A. Basic visibility range is 2000 yards.
- B. Whenever a unit comes within 1000 yards of an enemy unit, it is placed on the board.
- C. Units outside of Visibility range cannot be the target of charges or any fires.
- D. Weather affects on Visibility are listed in the Weather Rules section.
- E. Units blocked from line of sight cannot be charged.

2.2 CHAIN OF COMMAND

This concept is very important when playing in large multi-player battles. The Chain of Command represents the lapse of time required to issue orders and have a unit respond to them. A player casting can bypass others in the Chain and issue 'Follow Me' orders to a specific unit or General within his Control Radius. A General can also attach himself to a unit and move that unit with the General as a 'Follow Me' command. The Chain of Command Sequence is:

Britain	Prussia	France and Allies / Austria / Russia.
Cdr in Chief	Cdr in Chief	Cdr in Chief
Corps	Corps	Corps
Division	Brigade	Division
Brigade*	Regiment*	Brigade*
Units React	Units React	Units React

Note: (*) Is an Optional level and may not be used by the players.

2.3 CONTROL RADIUS AND OBSERVATION RANGE

The Control Radius is the distance that a player casting can bypass other commanders and give orders directly to Generals and units in order to have them react that turn. When the Control Radius is combined with a Location/situation modifier, the result is what is called the Observation Range. The Observation Range is the distance that a General can personally view terrain and units.

Control Radius for Army Commanders is 500 yards. For Corps Cdrs or less = 400 yards.

Location Modifiers: The Casting is on:

A One Contour Hill = CR x 1.75.....A Two Contour Hill = CR x 2.5

Three + Contour Hill = CR x 3.....Level Ground = CR x 1.25

Any terrain but an enemy unit is within 400 yards the OR = CR only

2.4 OPERATIONAL DIRECTIVES

These are the basic orders given to a command. They can be as detailed as needed and may include directions such as capture Town Z then proceed to Hill K. In battle without using judges, Directives should only be given to player Castings and/or Corps Commander Castings. In this case the casting's command can react the turn after receiving the message. In judge-monitored battles, he will read the message and determine to what degree, the player can react to the message. Batteries will react in

accordance to the orders given their assigned Corps. Cavalry units do not use directives. They operate under a different set of guidelines called Standing Orders.

2.5 GENERALS AND COURIERS

2.51 Generals and Couriers are mounted as single cavalry castings even if the General representation is on foot. If staff castings are used then a normal size Cavalry base is used. Both unit types move at the Light Cavalry Gallop Speed. Neither can be the target of volley fire or artillery fire. They can be shot at as a skirmish target by skirmishers.

2.52 A Courier is placed as needed and is removed from play once the message is delivered or he is killed. If killed the courier's message is read by the enemy commander BUT the message is still delivered as the courier represents several messengers.

2.53 Generals attached to units that receive a hit due to artillery or musketry fire can become a casualty. If the attached unit fails its required morale check, then the General cannot depart from the unit until it has recovered back to its permanent morale status. The chance of a General Casting becoming a casualty is 10%.

2.54 Generals affect the morale of units within 200 yards. If the general is a non-player casting, then the modifier to a morale roll is +10%, if the General is a player casting, then the modifier to morale is +20%

2.55 If a general is attached to a unit, he will improve that unit's ability to melee. It will receive a +10 if attacking and a -10 modifier if defending. If it is a player casting, the modification is changed to +20 for attacking and -20 for defending modifiers. If the unit to which the General is attached lost the melee, the General is killed/Captured on an extra die roll of 20%. If the unit won the melee or became Engaged, then there is a 10% chance that the General is killed.

2.56 A command that loses a General cannot charge and can only move one half of the allowed speed. For two turns until a replacement can be assigned. If the General is also a player casting, the entire command will check morale and melee at one level WORSE than it's current level.

2.6 CAVALRY ORDERS

When a Cavalry unit charges, it will operate under the Standing Orders of either 'Charge and Return' or 'Charge and Pursue'. Certain situation may cause a loss of regimental control.

2.61 **Charge and Return** orders have the following restrictions:

A. The charger may halt its charge after charging half of its total allowed distance (not the distance to the initial target). It cannot retreat from the halfway point at which it stopped. It will then be placed in Recall Status.

B. After contact with its initial target, the Charger cannot advance after its melee even if victorious. It may now stop at that point and assume a Recall Status OR it can move its remaining charge distance back toward the point from which it started. At the point where the distance is expended the unit can be placed in any direction and placed in Recall Status

2.62 **Charge and Pursue** orders have the following restrictions:

A. The Charger must contact an enemy unit in its path or expend all of its allowed distance.

- B. If the charger defeated an enemy infantry or artillery unit, then it MAY advance its remaining charge distance OR remain at the point of the successful melee.
- C. If the charger defeated a Cavalry unit it must follow the victory chart and advance its allowed follow up distance.

2.7 TACTICAL ORDER CHITS.

Either cardboard Chits or marker poker chips can be used. I suggest that one color (Blue) be used for all Facing/Formation options and a different color (White) be used for Movement and Charge Options. So each unit within range of the enemy will have two different color chips stacked next to it. These are often used for Competition events or when playing 'reactive players' to prevent arguments and speed up play. The system may slow play but actually allows players to command at another level and can make most games more interesting. The use of Tactical order Chits will require the use of the optional segment in the Orders Phase. It is recommended that Tac Orders be given to only those units within 10" of any enemy infantry or artillery and within charge reach of enemy Cavalry. During the Formation/Facing Changes Phase, the appropriate Tac Order chit is revealed. During the Movement/Charge Phase, the remaining appropriate chit is revealed. The Units can only perform actions stated on the Order chit. The procedure is:

Facing/Formation Order Codes and Actions:

L = Assume Line with no direction Change	IG = Change garrison Status
LA= Assume Line and face about (91 -180 degrees)	SQ = Form Square
LL = Assume Line and face left (up to 90 degrees)	SK = Change Skirmish Status
LR = Assume Line and face right (to 90 degrees)	DR = Dismount/Remount Cavalry
C = Assume Column with no direction Change	P = Change Prone Status
CA = Assume Column and face about (91-180 degrees)	
CR = Assume Column and face Right (up to 90 degrees)	
CL = Assume Column and face Left (up to 90 degrees)	

Movement and Charge Options

Z = Charge and Pursue Cavalry orders	Blank = No Movement, Hold
X = Charge and Return Cavalry orders	A = Infantry Charge
(*) = Unlimber or Limber Artillery batteries	V = Gallop Fire Option (HA only)

MORALE CHAPTER

3.1 Fundamentals

Morale is a term used to measure a unit's ability to strive to complete its assign mission. During a battle it will also measure the amount of impairment that a unit has suffered and its willingness to continue to fight. The morale ratings are listed as letters (A the best to G the worse). Each Morale rating has a corresponding percentage chance for unit failure of a morale check.

3.2 **Morale Checks** are required if one of the following situations exists:

- A. It receives casualties due to Artillery Fire or formed unit Volley Musket Fire.

B. A friendly-formed unit is retreating in a DISRUPTED state within 150 yards and is of the same or Higher MELEE grade.

C. A formed unit of any Melee grade retreats through its ranks and it is formed

D. A friendly unit whose MELEE grade is the same or Higher routs. Those units within 200 yards of the location of the rout will have to check.

3.21 Units involved in a same round melee will not have to check is a unit near it routs or is required to retreat due to a melee combat result.

3.22 If cavalry units suffers a morale loss or is in Recall Status and retreats near (not through since penetration by any formed unit will cause a morale check) an infantry or artillery unit, the infantry or artillery will regard it as part of the 'ebb and flow' of combat and not have to check morale. Retreating Cavalry units will still cause other Cavalry units to check morale. Retreating UNFORMED (skirmishing) Cavalry and infantry units will not cause anyone to check even if interpenetrated.

3.3 The Morale status of a unit will be regarded as in one of four states. These are:

Good and under control of its officers

Unorganized with some capability impairment due to confusion or troop losses

Disrupted with significant impairment of capability due to troop losses.

ROUT with the unit being a non-functioning mass of scared troops.

The unit's current state is also regarded as Permanent or Temporary. A Permanent state is based on a unit's casualty level with a Permanent Unorganized level being a 25% casting loss and Permanently Disrupted being when the unit has suffered a 50% casualty level.

3.31 For units who are permanently Disrupted, they should be removed from play for ease of play. They are non-combat effective men whose presence tends to cause further morale checks among friendly forces.

3.4 Temporary Morale Loss Recovery

For a variety of reasons, a unit may suffer a morale loss. A unit with a Temporary Morale loss can recover ONLY to its Permanent Level. A Cavalry unit can recover Morale while in Recall Status. If the morale loss was suffered this turn, then the unit cannot recover until the next turn in the appropriate phase. Once a unit completes a successful rally it will recover to the Permanent Level (ex. = Disrupted to Good) rather than to the next better level. The criteria for rally and recovery is:

- A. It cannot have moved or charged this turn but could have changed formation and/or facing.
- B. It cannot have suffered an additional morale loss result this turn.
- C. It cannot have received a casualty due to artillery or musketry fire.
- D. If it was charged and fought in a melee, it cannot recover unless it won the melee AND lost no casualties.

3.5 CAVALRY RECALL STATUS

Any Standing Cavalry unit forced to retreat due to combat is placed in recall Status. Any Cavalry unit that has completed a Charge sequence is placed into Recall Status at the end of its Melee. Units which were defeated and suffered a Disrupted result will undergo recall while recovering morale. Units in Recall status cannot declare a charge but can counter-charge if charged. Recall units can change facing and/or formation. Recall units

can only move toward their own baseline and away from the nearest enemy unit. If an enemy unit is between it and the baseline, then it cannot move. Units in recall cannot fire carbines or Dismount. A Cavalry unit will remain in recall for two turns before it assumes its Permanent Morale level and can act normally.

3.51 Regimental Integrity is applied only to cavalry units. It refers to a dispersed unit whose men are operating in clumps rather than formations. Units, which lose integrity, are removed from the board and placed in an off-board Friendly Reserve Zone. It is not moved to the area but simply placed there. A unit will lose Regimental Integrity if:

- A. It is Unorganized and/or in recall status and charges or counter-charges.
- B. It loses a melee with another Cavalry unit and suffers a combat result of disrupted.
- C. It is Unformed and elects to flee a charging enemy rather than melee it.
- D. A unit in Line which contacts a square or enemy artillery must make a morale check at the end of the melee phase. If it fails it loses integrity.

After being placed in the Reserve Area, the unit will roll (d10) to see how many turns it will remain in the zone before returning to its permanent Morale level. Modifiers to the roll are as follows:

+1 If Permanent Unorganized,,,,-3 if Morale grade A-B...+1 if Morale grade F or G

3.6 ROUTED UNITS

A routed unit is not retreated but removed from the board to represent its disintegration. Few routed units could be recovered enough in a few hours to be combat effective that same day. Such mild 'routs' will cause a unit to be Disrupted in game terms. Routed units could be recovered for use later in the course of the same campaign. For campaigns roll a morale check for each unit (as Disrupted) if it passes morale then it is recovered at the Permanently Unorganized force level. Replacements can be assigned as per the replacement rules being used in the campaign.

CHANGE OF FACING AND FORMATION

During the Change of Facing and Formation Phase, players can change the facing and/ or formation of as many, if any units as they desire. When a unit conducts a change any degree of movement impairment will be based on the unit type and amount of change.

4.1 Infantry units may change Facing or Facing, Change Facing and formation or Form a Square if eligible. Any degree of impairment is based on the following guidelines:

- A. Change Facing up to 45 degrees and charge or function normally.
- B. Change Facing from 45 to 90 degrees and move normally but cannot initiate a charge.
- C. Change Facing from 91-180 degrees, then it cannot move, charge or counter-charge.
- D. Change Formation but retains the same Facing, and then it can Charge or Move normally.
- E. Change Formation plus any change in Facing, then it cannot Charge or move.
- F. Change from Skirmish to Formed Status, it can move but not Charge/countercharge.
- G. **They cannot change Facing or Formation if within 300 yards of an enemy unit.

4.11 Infantry units can form a Square if:

- A. During the Change of Formation Phase, it has enemy units on three sides and all are within 300 yards.
- B. During the Change of Formation/Facing Phase, a general casting is attached or within Command Radius. A General may only direct one unit per turn to form a square.
- C. During the Charge Declaration Phase, any unit in the path of a declared Cavalry charge can attempt to form Square. See the Square rules.

4.2 Cavalry units may do one of the following during the Facing and Formation Phase:

- A. Change Facing and move or Charge FULL allowed distance.
- B. Change Formation and Still move Full distance but Charge the Impaired Charge Rate.
- C. Change Facing AND Formation and Charge the Impaired Charge Rate OR Move a maximum of 500 yards. These units CANNOT conduct a Wheel during movement..

4.3 Artillery has no actions. All changes are made in the Movement Phase.

4.4 Skirmish capable units have additional options. Formed units can shift to skirmish status as long as they are in good morale and not within 300 yards of an enemy unit.

Skirmishing units can reform into a formed unit in line facing the closest enemy as long as they are in Good order and not within 300 yards of an enemy unit.

4.41 A skirmishing company which is part of a regular or converged elite battalion (ex = Fr voltigeurs) will be placed in front of the battalion but will be adjacent to the front of the battalion. The unit will receive a skirmishing modifier to artillery or musketry. If charged the company is simply put in the rear of the battalion with no other affect.

CHARGE DECLARATION PHASE

5.1 All charges (Tactical Order Chits are revealed) are declared along with their target and any counter-charges or Attempt to form Square reactions are declared.

5.2 Cavalry units follow the following Charge Guidelines:

- A. The Cavalry Charger will state if it is a Charge and Pursue or Charge and Return Action. All Counter-Charge Cavalry responses are Charge and Return actions.
- B. Cavalry can Wheel up to 90 degrees and Charge at the Impaired Charge Rate.
- C. Cavalry can Wheel over 90 degrees but can only move not charge.
- D. Formed Cavalry units CANNOT charge through formed cavalry, infantry or limbered artillery units. They can charge through skirmishers and unlimbered artillery.
- E. Formed units can conduct an initial Wheel (see rule 4.2C) and then Charge at the Impaired Charge rate.
- F. Charging impetus cannot be gained until all friendly unformed units and restrictive terrain has been cleared. If any such units or terrain is encountered later in the charge, then the impetus bonus is lost.
- G. Formed units can participate in a WAVE Charge.

- H. Unformed/ skirmishing Cavalry cannot Wheel, gain impetus or use a Wave Charge.
- I. Prior to having charged 300 yards they can interpenetrate any friendly unit, and continue to charge. If a friendly unit is encountered after 300 yards it must halt.
- J. Unformed units can ignore enemy Square, flow around them and hit the next enemy unit in its path. They must fight other types of units encountered.
- K. Unformed cavalry cannot initiate a charge against formed cavalry or counter-charge them if charged. However they may contact enemy cavalry units as the result of a combat result or bypassing an enemy square.

5.21 Cavalry Reactions to being Charged are to conduct one of the following actions:

- A. Cavalry may Counter-charge if formed and even if in Recall Status.
- B. Unformed Skirmishing cavalry may elect to flee if charged by Formed units OR any cavalry unit on its Flank. Fleeing units will lose regimental integrity.
- C. Formed units charged to its rear or flank can Wheel to meet the attacker head on instead of being contacted on the flank. The Charger must be at least 500 yards from the target unit and the target unit cannot counter-charge and will receive the charge as standing Cavalry.

5.22 When the Charging cavalry unit has completed its charge sequence (movement and melee), a Recall marker is placed on the unit. If it completed the sequence and did not melee an enemy unit (except for Unformed flees) instead of placing a Recall marker on it, then a Temporarily Unorganized marker is placed on the unit instead.

5.3 Infantry units follow the following Charge guidelines:

- A. Units must be moved in a straight line until movement is expended.
- B. Units cannot Wheel during a Charge move.
- C. Formed units can charge through skirmishers and unlimbered artillery.
- D. Formed units CANNOT charge through other formed units and limbered artillery.
- E. Infantry units can declare a charge against Cavalry that is Unformed or Disrupted.
- F. Infantry units can only charge (not melee) for three turns in a row before not charging for one turn in order to reform its ranks.
- G Units cannot declare a charge the turn that they change its Skirmish status.

5.31 Infantry units being Charged by Infantry units can:

- A. HOLD and receive the charge at their present position and may use FPF.
- B. Counter-charge if charged frontally and the correct tactical chit is used.
- C. Skirmishers can flee 400 yards or enter a woods patch and go at least 200 yards.

5.32 Infantry units being Charged by cavalry units can:

- A. Attempt to form square.
- B. HOLD and receive the charge at their present position and may use FPF
- C. Skirmishers can flee 400 yards or enter a woods patch and go at least 200 yards.

5.33 Infantry Units attempting to form a square will react:

- A. During the Charge Declaration Phase, after the Cavalry Charge has been revealed, all infantry units within the cavalry unit's charge range AND visibility may attempt to form a square if desired. If outside of visibility range, the infantry unit may not roll until the Cavalry unit is within visibility range.
- B. Several factors will determine if the infantry unit successfully completed the square. The primary factor is distance between the cavalry and infantry units. The attempt is

made the same as a morale check and if the unit fails to make the square, it has suffered a morale loss as well and must roll on the Morale Failure Chart.

5.4 Wave Charges is when friendly units contact other friendly unit before contacting an enemy unit.

5.41 Infantry units, which contact the flank or rear of a preceding charging unit, must:

- A. Halt and move no further that turn.
- B. Turn and follow in the wake of the leading unit. The following unit will continue to advance until its movement is expended or the leading unit is forced to stop due to a combat result or expended movement. A follow up unit cannot 'pass through' the lead unit and continue the charge. It must stop.
- C. If the leading unit loses a melee and has to retreat, the following unit must halt and check morale. It may be engaged in a melee if the victorious enemy unit follows up.
- D. If the lead unit is cavalry and breaks around a square, then a following cavalry or infantry unit must contact the square.

5.42 cavalry units may also use a Wave Charge but its process is different.

- A. The front rank (lead unit) will resolve all combat normally.
- B. The Successive (following units) ranks will move behind the lead rank (unit) in accordance to its orders.
- C. If the lead unit is forced to retreat due to a melee result, the successive units after a successful morale check can either halt or continue the charge.
- D. If the lead unit is forced to retreat due to a morale result, the successive units after a successful morale check (if required) can either halt or 'pass through' and continue the charge in an UNORGANIZED status.
- E. If the lead unit halts as the result of an Engaged melee result, the following units must also halt.
- F. If the lead unit breaks around a square, then a following unit must contact the square.

5.5 Artillery is treated differently if limbered or unlimbered.

5.51 Limbered artillery batteries will flee if charged and move the maximum of the field rate. A limbered battery cannot unlimber and fire at its charger whether it is a field or horse battery. Limbered batteries that were not the initial target of a charger but becomes the target in a follow up situation must flee away from the charger.

5.52 Unlimbered artillery batteries being charged can only fire at the charger and not a not threatening target. It must do one of the following options:

- A. The crew may immediately flee the guns and enter a woods patch, square or go 400 yards. Guns are left at their original firing position.
- B. The crew may fire at point blank range (1") and melee the charger.
- C. If the charger is Cavalry, the crew can fire at point blank range and fall to the ground to be overrun. The crew will continue to man the guns but will suffer an automatic casualty to being overrun. Despite the loss there are no other results rolled by the crew. The cavalry unit cannot stop on top of the battery.
- D. The crew can fire at the charger at any point down to a range of 200 yards, and then if the charger passes the morale check, it can attempt to outdistance the charger by using a Flee move. The crew will move 1" for every 2" that the charger moves.

E. Unlimbered batteries that are not the initial target of a charger, but are targeted due to follow up actions, it cannot fire at the charger since it is conducting re-supply actions.

5.6 Charge Reaction visibility range is the distance at which the target can see the charger. In most cases, since the charger must see the target in order to charge, then the target will be able to see the charger. It is when the initial target moves out of the charge path or due to a follow up melee result that a surprise sighting will occur. Blocking items, which can keep the target from sighting the charger, includes other friendly units, enemy units, terrain and urban areas.

5.7 Cavalry Impetus is the impact affect of a surging force. Formed units must charge unimpeded for 200 yards in order to get the Tactical Formation Modifier against the target unit. Unformed units due to their lack of mass cannot get impetus.

MOVEMENT

Movement allowance is the amount of terrain that a unit can traverse in fifteen minutes and still be able to fight. The basic rate will be adjusted as it crosses difficult terrain. Such modifications are listed in the Terrain Chapter.

6.1 INFANTRY

Infantry units move according to their formation and training. Each formation has it's own movement rate. The movement rate for the basic game is the Quick March Rate, which was made popular by the French. Only when a unit charges does it have to expend it's entire movement allowance. In normal movement a unit can use the entire allowance, part of it or not move at all.

6.11 infantry unit may use a tactical shift move to adjust its location on the battlefield. In real terms it would consider of a facing change, a short march followed by another facing change to return to its original facing. A unit that is the target of a charge cannot shift. A lateral Shift can be no more than 100 yards. A backwards shift can be no more than 150 yards. All units that shift must end in the shift in the dame direction that they started. A shift will be in place of normal movement.

6.2 CAVALRY

Cavalry movement rates are based on the unit's formation and how hard the riders are pressing the horse. All factors except terrain are combined into a movement rate. There are Three Cavalry Speeds. The TROT/ Field is the normal rate used in the field. A unit using Strategic Movement uses the ROAD rate. The Charge rate is the pace used to attack enemy units.

6.3 ARTILLERY

Artillery batteries are rated as either Foot (FA) or Horse Artillery (HA). All batteries will use a direction indicator. If unlimbered it will be a gun and limbered units can use either a horse or replace the crew base with a Limber set of the correct dimensions.

A. Batteries using Road Speed can only move. They cannot limber or unlimber.

- B. When limbering, a battery can face in any direction
- C. Foot Artillery will use the Field rate for normal movement, Road Movement for Strategic Movement or on a road and if unlimbered it can use prolonge.
- D. Horse Artillery can use the Field, Road and Prolonge rate. In addition they can use a gallop Move, which consists of a limbered battery, can move, unlimber and fire in the Secondary Fire Phase.

6.31 In Summary a FOOT battery can conduct one of these actions in a turn.

- A. Fire in the Initial Fire Phase and again in the Secondary Fire Phase.
- B. Fire in the Initial Fire Phase and limber in the Movement Phase
- C. Fire in the Initial Fire Phase and change Facing or Prolonge in the Movement Phase.
- D. Do Not Fire in the Initial Fire Phase (mark the gun) change Facing or Prolonge in the Movement Phase, then Fire in the Secondary Fire Phase
- E. Move only in the turn which can include direction changes
- F. Limbered batteries can move and unlimber in the Movement phase
- G. Unlimber without moving in the Movement phase and Fire in the Secondary Fire Phase.
- H. Do not Fire in the Initial Fire Phase, then Limber and move up to 300 yards in a straight line.

6.32 Horse batteries can do any of the items listed in rule 6.31 and they can use the gallop move option. Batteries using a Gallop move can unlimber no closer than 201 yards from an enemy unit. French Guard HA and British RHA cannot unlimber less than 151 yards from an enemy unit.

6.33 Batteries do not have to move when limbered in a straight line. They must remain within a 30-degree arc of the starting point in order to use full distance. If the change direction more than 30 degrees from the battery's original facing, then the maximum that a battery can move is 300 yards for FA Field Movement, 600 yards for FA Road movement, 500 yards for HA Field Movement and 900 yards for HA Road movement. All direction changes are conducted prior to movement.

6.4 STRATEGIC MARCH MOVEMENT

Strategic March is a force's ability to transfer from one location of the battlefield to another. It may be used as long as the unit remains more than 1000 yards from the nearest enemy unit. Once the unit enters within 1000 yards of an enemy unit it must halt. Units which start the turn within 1000 yards of an enemy unit cannot use this rate. This is also the rate used when a unit is in an Off-Board Flank area. Infantry units can only use this rate if they are in a Column formation. Skirmishers cannot use this rate.

6.5 OFF BOARD OPERATIONS.

The world does not end at the end of the board. It takes one turn for a unit to enter the board, move from one reserve area to another or to move from a Reserve area to an adjacent Flank Area or visa versa. Units will use their Road march rate when entering the board or moving in the Flank area. Cotton balls (dust Clouds) are used to denote the location of units in a Flank area. Units cannot Charge onto the board. The baseline board-edge is the side of the board from which a player's army is considered to have entered the

board. If on-board enemy units have overrun part of the baseline (within 200 yards), then the friendly player must enter his off-board forces at a controlled location and not behind the enemy lines. This does not apply to Flank Areas.

ARTILLERY CHAPTER

7.1 Composition of batteries.

A battery consists of two elements. The crew rating represents the men and actual guns with a ratio of one casting equaling about two guns. The Limber rating includes all of the wagons, horses and other support items needed to operate the battery. The gun rating refers to the poundage of the gun for fire effect and other purposes. A gun casting and/or a horse casting can be used to signify the direction or firing or march for the battery.

7.11 Crew and Limber Hit Allowance Charts.

Battery Type	FA = Crew/Limber	HA = Crew/ Limber
French Model.....	4/4.....	3/6
British Model.....	4/4.....	4/6
Austrian Model.....	4/4.....	4/4
Prussian Model.....	4/4.....	4/4
Russian Model.....	5/5.....	5/8
Spanish/Depleted Model.....	2/2.....	3/4

French Guard units add two limber hits to their allowance. During the years of 1813 and 1814 French batteries often operated at the Depleted level.

7.2 Ammunition

The average number of effective bombardments that a battery can fire is called its barrage Point Allocation. A barrage Point is deducted every time the battery Fires. If the target is at a range of 200 yards or less, then TWO Barrage Points are subtracted to reflect the limited number of canister shots available. Once a batteries allowance has been fired it can no longer fire during the battle. Re-supply may take place freely between campaign battles but not during a current one-day battle. The process needed to re-supply a battery cannot be reflected in an operational game system. Depleted Batteries should be limbered and move off a controlled board edge to keep from losing the guns to enemy troops.

7.3 Artillery Effectiveness Value (AEV)

An AEV rating is the firepower of the battery based on the quality of its elements. Howitzers assigned to a battery are rated the same size as the majority of the guns in the battery. You can determine a battery's AEV by multiplying the number of guns times the point value for that poundage, then adjust the number by any modifiers in regards to type or nationality. (Ez. = Russian 12 pdr Guard battery has 8 guns and 4 licorne howitzers. This is $12 \times 20 = 240 - 35$ (Russian) $+ 20$ (guard) = 225 for an AEV of 8)
 French batteries can only use one of Three modifiers. French Minor allies include Naples, pro Fr Spain, Confederation of the Rhine German Allies, Saxony and Denmark. Coalition Allies includes Netherlands, Hanover, Portugal, and Spain

Poundage = Points	nationality Modifiers	Bty Point Total = AEV
2-4 = 5	French Old Guard+50	205+8
5-7 = 10	British/ Fr Yng Gde.....+30	125-200.....7

8-9	= 15	North Italy/ Fr Line.....+15	80-120.....6
10-12	= 20	Non-French Guard.....+20	60-75.....5
16-18	= 25	Minor French Allies.....-20	40-55.....4
19-24+	= 30	Coalition Allies.....-20	5-35.....3
Naval	= 30	Russia, Ottoman, India.....-30	

7.4 Converged Howitzer Batteries

Howitzers must be taken from on-board batteries and merged unless a specific order of battle calls for a converged battery. If howitzers are taken from an on-board battery, a new AEV for that battery must be calculated. A Converged Howitzer battery will receive a +1 BIR when firing at artillery and will double the advantage modification when firing at Objective zones. Otherwise it is treated as normal artillery batteries.

7.5 Target Determination and Firing Procedures

The Artillery kill zone is a lane of fire, which is equal to the battery's width and extends until a target, blocking unit or terrain stops its line of sight. The zone cannot be angled, widened or reduced. The zone for a battery can be expanded if it is part of a Merged Artillery Park. Any change in direction to change the kill zone of a battery must be done in the Movement phase.

The target of the battery is the first in the Line of Sight and in the Kill Zone of the firing battery. Only an enemy skirmish unit can be fired through to target the next unit. The Line of Sight for a battery can be blocked totally or partially by terrain such as woods, objective zones and hills plus other friendly units in the Kill Zone. Due to the two fire phases, there is not any 'pass through' fires allowed.

7.6 Merged Artillery Park.

When batteries merge with other batteries, the kill zone for all batteries that are part of the merged park can be extended. Batteries of a merged Artillery park must be Adjacent to other batteries in the park and facing in the same direction. The Kill zone will extend from the right edge of the right hand battery to the left edge of the left hand battery. The total width of the entire group. The maximum number of batteries in a merged park is Eight and they can be of different sizes but must be of the same nationality. A battery can now engage an eligible target in the Kill Zone of the entire park even though the target would be outside of the zone of the single battery alone. Line of Sight and visibility restrictions still apply.

7.7 Melee Fire Support Rules

A battery can fire in support of a melee, which is the only time that a friendly unit can be between a firer and its target. Any non-meleeing unit would still block the battery's LOS. In order for the battery to see the target, the target must have at least a three casting overlap or be a visible column of three castings deep in the batteries LOS. Cavalry targets must have only a two casting overlap or depth. If the target fails to meet the overlap visibility requirements, then the enemy cannot be a target unless using the Friendly Fire Optional rules.

7.8 Hill Contour Effects on Artillery Fire

Hills may assist or hinder a battery from firing at a target. All hills must have their top crest clearly identifiable.

- A. When a battery on a hilltop is located more than 50 yards from the crest, it creates a dead zone into which the battery cannot see or fire. It extends from the crest to a distance measured from the base (lowest contour) equal to the distance that the battery is from the hilltop crest.
- B. There is no dead zone if the battery is within 50 yards of the hilltop crest.
- C. Batteries facing downhill on a slope have a maximum range of 500 yards.
- D. Batteries facing uphill on a slope can only fire at other units on the slope or within 50 yards of the hilltop crest.
- E. A Battery at a lower elevation cannot fire at units at a higher elevation and on a hilltop. Only those on a visible slope can be a target.
- F. Batteries on a hilltop can target units at a lower elevation, not in its dead zone.
- G. Only blocking features two levels or more below the firer's hilltop can be fired over. There is no dead zone beyond the blocking feature.
- H. Blocking features on the same hilltop contour level or one level below will still block the LOS of a firing battery.

7.9 Targets outside of current visibility ranges even if in a Kill Zone cannot be the targets of artillery fire.

7.10 Artillery Firing Procedures

- A. Take the batteries AEV and adjust it by condition modifiers. The result is the Bombardment Intensity Rating.
- B. Cross-Index the BIR with the target range and the result is a percentage chance to hit.
- C. If there are three numbers listed, the first number indicates the number of automatic hits with the next to number indicating the percentage chance needed to get an additional hit.
- D. If the target hit is a battery, roll again on the Counter-battery table to see what element was hit.

7.11 Captured Batteries

If the enemy abandons his guns by fleeing, then friendly units can occupy the position marked by the abandoned guns. These captured guns cannot be re-crewed or moved. They will remain in place until recaptured in which case they can be re-crewed or victory points are calculated.

MUSKETRY CHAPTER

8.1 Fundamentals

Musketry was the primary tactic used by infantry units to defeat an enemy. Musketry weapons are divided into musket, carbine and rifle classes. Rifles were the most accurate and farthest firing but slower to load than muskets. For closer ranges where a high rate of fire was needed riflemen tended to load without patches to make it quicker. Carbines

were issued to cavalry units and were used mainly by dismounted men. Musketry ranges are Muskets ...200 yards, Rifles...350 yards, Carbines 100 yards .

8.2 Determining Firepower Ratings and Firing Procedures

- A. Units have a Firepower (FP) rating of one point per casting. This is adjusted by training modifiers and the result is the unit's Musketry value.
- B. The Musketry Value is adjusted by Firer and target Conditions to produce a final Firepower Value. Columns can only fire their front rank.
- C. Carbine Fire by any Cavalry is regarded as Skirmish Fire and uses those columns.
- D. If the firer is in Skirmish status, they will fire on the Skirmish Fires Column.

8.3 Skirmish Fire

Skirmish fire tended to demoralize enemy units rather than inflict numerous casualties. Skirmish Fire is resolved on it's own Chart. Skirmishers will use irregular formations with varying ranges to the target. So the number of firers is more important than range.

- A. A skirmishing unit can fire as a single total at one target OR the skirmishers can fire in groups of at least four at a different target for each group.
- B. Each firing group will be adjusted by the applicable modifiers.
- C. If a hit is made, then the target will have to check morale on a special chart. A morale check is not made if the target is missed.

8.4 Volley Fire

Volley fire is the term for control fire by a Battalion. It can only be used by Formed units and is classified as one of three types, which are Final Protective Fire, Ranged fire and Firefights.

8.41 Final Protective Fire is musketry used as part of a defensive tactic in response to an enemy charge. The procedure is listed in the Field melee Chapter.

8.42 Firefights are high intensity musket duels used to impair and enemy to make him easier to break or defeat in a melee. They were often used until ammunition was depleted and a melee was the only option left. Firefight occurs when two units end a turn within 150 yards of each other. The units may move to within this range or not move and stay in it from a previous turn.

8.43 Ranged fire is the most common type of Volley fire, it was often a too early volley ordered by inexperienced officers and was a waste of ammunition when compared to the number of casualties inflicted.

8.5 Bonus Move

If the target fails a musketry caused Morale check, the firer receives a boost to morale and can cheer or may advance up to 50 yards toward the target with the failed morale.

FIELD MELEE CHAPTER

As a final option, a commander would commit his units toward an assault of the enemy position in order to overrun it. Melees were not often a commander's primary choice of

tactics since they were unpredictable, time consuming, often resulted in a loss of unit control and disorganizing to both the winner and loser.

9.1 Melee Procedures.

Prior to actual movement, commanders must declare which units will melee by initiating a charge. Those units, which contact the enemy, are considered in a melee.

- A. Chargers may not make contact due to a loss of movement due to terrain or other situations. They more commonly will not make contact due to a Morale Check failure. All contacted Charges are called First Round Melees.
- B. Determine the angle of the attack. Frontal contacts are when the attacker is hitting the front of the stand with a majority of the attacking castings are in the frontal zone. FLANK contact is when a majority of the attacking castings are behind (on the flank) the front edge of the lead stand of the defending unit. A REAR contact is when any part of the defenders stands are being contacted on their rear. **In a change to the original rules, I now consider a Flank and Rear attack as the same (with the same modifiers) since the defender's tactical response would be similar.
- C. Determine the Basic percentage chance needed for the attacker to win.
- D. Add or subtract all applicable modifiers due to situation and tactical Formation.
- E. If both sides are charging/counter-charging and after all the modifiers the odds are still 50%, then the attacker will be determined by the morale grade/status method. If one player is of a worse current morale status. Then the unit with the better morale level will be the attacker. If the status levels are the same, then the player with the higher Basic Morale grade will be the attacker. If the Morale grades are the same, then a roll off between the players will be made with the higher result indicating which player is the attacker.
- F. The attacker will make the roll and if the roll is equal to or less than the modified number needed to win, then the attacker is the winner. If the number is above the number needed to win, then the defender is the winner.
- G. The WINNER rolls on the Melee Results Chart to determine the results.
- H. Any Pursuit moves resulting from the results is made.
- I. Repeat steps B-C-D-E-F is contact is made during a Pursuit move. This new combat is immediate and does NOT take place the following turn. They are called Pursuit Round Melees.
- J. All Melees are conducted in their respected Rounds (First or Pursuit). All First round Melees are completed before any Pursuit Melees are resolved.
- K. Multiple unit contacts are resolved as a single battle before results are applied.

9.2 Multi-Unit Melees

Often more than one unit will contact and melee an opponent in the same Melee round.

- A. When a unit is fighting more than one enemy unit, it will be the defender regardless of who initiated a charge. The attacker will roll to determine victory.
- B. In complicated brawls when both sides are being contacted by several units, defender determination reverts to the morale rating/status level method.
- C. Each attacking unit will calculate its chance needed to win number for each enemy unit separately.

- D. If the defending unit has an FPF factor, it will be divided equally between the numbers of attackers.
- E. The attacking unit (only if it has more than one unit attacking a single unit, NOT in the Brawl situation) will receive a Combat Bonus Modifier (+20/+10)

9.3 Final Protective Fires

This is the last volley fired at a charger just before he makes contact (25 yards). It can only be made by a stationary defender in a Formed formation. Skirmishers do not have an FPF. Artillery units do not have an FPF. Carbine armed cavalry units receiving a charge at the halt have an FPF.

- A. Only one FPF fire is allowed per unit per turn.
- B. Use the unit's Formation rate of Fire. Adjust the rate due to training and status.
- C. Volume bonus is +6 FPs if the unit is in Line and +2 FPs if the unit is in a Square or Column. Cavalry units do not get this volume bonus
- D. NOW deduct any Weather Modifications
- E. The final modified number is the units FPF factor.
- F. The FPF is subtracted from the attacker's percentage chance to win.

9.4 Counter-Charging

A. When not using Tactical Chits, any unit except artillery can declare a counter-charge if a charge has been declared against it and is to its front. The unit with the higher melee grade is the attacker. If both units are the same melee grade, then the unit with the most positive factors is the charger. If numbers are equal, then use the morale rating/status level method (rule 9.1E) will be used.

B. When using tactical Chits or chips, the order given to the infantry unit will determine if it can counter-charge or not. If the unit has been given a HOLD order, then it cannot counter-charge. It must receive the charge at the Halt. If the unit is Cavalry, it can counter-charge if the attacker is more than 500 yards distance. Otherwise it will receive the charge at the halt.

C. Artillery units can never charge or counter-charge.

9.5 Infantry Squares

Over the years there has been a frequent misconception that Infantry in a square would shatter an attacking cavalry unit. In actuality the Cavalry tended to flow around the square and attack the next visible target with little confusion in the ranks since the Cavalry did practice reactions to this situation in peacetime maneuvers.

- A. The Tactical Formation Modifiers on the melee Chart is always used.
- B. A Cavalry Line Formation will flow around a square and continue to charge. It does not have to fight the square BUT will lose any impetus that it and cannot regain it. The Cavalry unit will also lose half of its REMAINING Charge distance. ** It may elect to attack the square or simply make a morale check. If it passes the check, then it will flow around the square continue to move and attack the next visible enemy target if it can reach it.
- C. If the Cavalry unit is in a Column Formation, it MUST attack the square. If it wins, it will flow around a square and continue to charge. It will lose any impetus that it and cannot regain it. The Cavalry unit will also lose half of its remaining

Charge distance. If the melee results in an Engaged situation, it may elect to remain in contactor it can ignore the Engaged result and flow around the square and lose half of its remaining charge distance if it has Charge and Pursue orders. If it has Charge and Return orders it can remain in the Engaged position or retreat toward its start position. If it is defeated, it will not flow around and will follow the Combat results guidelines.

- D. Squares defeated by Cavalry units will retreat after the Cavalry passes. It cannot contact the rear of the any enemy unit. It converts from a square to a Column formation. If in the path of successive waves of attackers, the infantry unit will have to melee the additional contacts as if it were Engaged before retreating. It will not be in a Square but is treated as a unit in a column.
- E. Infantry attacks against squares are resolved as normal field melees.
- F. **Any skirmishers or artillery crew inside a defeated square are eliminated.
- G. If the defeated Infantry Square cannot retreat without contacting enemy units, it will surrender. The rout of a retreat is toward a friendly baseline. Then toward the nearest friendly unit. Then toward the nearest gap.

9.6 MELEE COMBAT RESULTS

The winner of the melee will roll on the Melee Results Chart. The percentage Die roll is adjusted to reflect any modifiers. The final total is indexed with the column of the Winners Morale Grade with the result of the effect on the loser and winner. The effect will include casualties, any morale level loss and the advancement capability remaining for the winner.

9.61 The loser may be forced to retreat with a morale loss or it may become Engaged with the winner, which will not call for any morale loss.

9.61 Engaged units cannot move or fire during the next turn. Cavalry which are locked (Engaged) in combat will nor revert to Recall status as long as they are engaged.

9.62 cavalry units which win a melee without becoming Engaged will have only one half of its REMAINING movement distance left to follow up its victory. Its ability to follow up will depend on the Melee Result roll and its Charge Orders.

9.7 Post Melee Morale Checks

Any required morale checks due to combat will be listed in the results table. The morale checks will occur immediately any required retreat action. The rolls are made before any follow up moves or other actions by the winner or loser. They are part of the current Melee round (first or Pursuit) and will not affect any units, which are still yet to conduct their melee for that round. **Units, which have already completed their actions for that round depending on their situation, will be affected by any Morale retreat results. A mandatory retreat path must be able to trace a route toward its baseline or the nearest friendly lines (nearest area with two or more non-retreating friendly units). If using a gap between enemy units it must be at least 100 yards wide.

9.8 Surrender Situations

Players need to forget their modern fight to the death mentality. Surrender during the Napoleonic Wars was not looked upon as disgraceful. Surrender during a battle often occurred in isolated locations with few if any men being left to guard the prisoners.

Artwork of the era often show POWs around resting near a key personality and they are not trying to kill the important character. Their military responsibility is over.

A unit will surrender if one of the following conditions exist:

- A. Units will be required to surrender due to a melee result roll or a Morale Check roll.
- B. Follow the mandatory retreat guidelines. A unit which cannot retreat the required distance must surrender.
- C. In single non-campaign battles a surrendered unit is removed from play.
- D. In campaigns an isolated unit may be voluntarily surrendered by its commander instead of risking the possibility of a rout resulting.
- E. In a campaign captured units and castings are removed from play and are disposed of later according to the Campaign Rules being used.
- F. A General casting that is captured affects its command as if it were killed.

SPECIAL UNITS CHAPTER

10.1 ELITES

Elite companies are grenadier and light skirmish trained infantry. They are organized differently by various countries. Some will operate attached to basic line battalions.

Others are grouped together in converged Special battalions. In some cases poor quality line troops (among minor countries) were left in home country garrison while only the Elite companies participated in a campaign.

Still in some counties battalions of Elite troops were formed. As the war progressed Elite and veterans tended to be formed into the Elite battalions. The Elite companies attached to Line battalions tended not to receive the extra training needed and no longer benefited the parent battalion by having special skills. Converged and separate battalions tend to be authorized in the national Army Lists.

- A. In non-tournament or non-campaign battles, units are fought as cited. In the Army lists. With attached companies, converged elites and/or special Elite battalions.
- B. Players may design scenarios, which use converged Elites from garrisoned troops or from Line battalions deployed on the board.
- C. For friendly games or inter-club battles, I do not recommend converging Elite companies from Line Battalions used on the board.
- D. If Elite companies are merged from Line battalions on the board, the Line battalion will have to recalculate their starting unit strength and will reduce their MMG rating by one level (Ex = 5 to 4 and D to E). The new Converged Elite Battalion will have a MMG rating of 6D regardless of the original ratings of the parent battalions.
- E. Cavalry and artillery units cannot be converged.
- F. Converged Elite battalions are considered to be Skirmish trained.
- G. After 1810 Elites assigned to parent companies will no longer give the -1 BIR modifier to enemy Artillery fire or musketry. This applies mainly the French and their allies as the previously trained Elites were now part of Young Guard, Conscript Guard or Light battalions. Even the British Flank companies did not perform many special tasks and functioned much as Center Companies did. Rifle or Light units preformed skirmishing actions.

10.2 LANCERS

- A. Lancers are designated as (LL= Light Lancers)) in the army lists. They receive a +10 bonus on the melee Chart for having lances.
- B. When Lancers attack an infantry square the square must check morale after the melee for facing lances whether they win the melee or not. If the square fails to pass morale, it suffers any listed morale loss or attrition casualties BUT does not have to retreat or come out of the square formation.
- C. If the lancers declare a Charge and the target is an infantry unit in line or column after it has failed its attempt to form square (considered a morale failure and requires a check), then the infantry unit must check morale still again.

10.3 COSSACKS

Cossacks were experts in scouting and harassing Disrupted units. Use these rules:

- A. They are trained Lancers (LL) and are always-in Skirmish status.
- B. They can charge Cavalry units which are Disrupted and/or in recall status.
- C. They can Charge artillery crews and any infantry or Cavalry skirmishers.
- D. They will revert to Recall Status instead of following an Engaged Result.
- E. They will not lose regimental integrity if Fleeing from a Charge. They will Flee 600 yards toward their baseline and revert to a Recall status.
- F. They cannot charge Formed Infantry unless Disrupted or Objective Zones.

10.4 DISMOUNTED CAVALRY

Only Dragoons and Light Cavalry units can dismount. Any British units and Lancers (LL) cannot dismount. Dismounted units can be represented by special markers or the appropriate dismounted castings.

- A. They will use Carbines for Musketry.
- B. They are always regarded as skirmish infantry while dismounted and will use the Skirmish Table for Musketry.
- C. They will mount/dismount only during the change of facing/Formation Phase.
- D. They can be placed in garrison status in Operational Objective Zones. They must be moved to the In-Transit Sector if re-mounting.
- E. Dismounted units fire as 1 FP per castings with no training or FPF bonuses.

10.5 AUSTRO-HUNGARIAN MASS SQUARES

The Austrian Army due to its experience with fighting the Turks had adopted a tactic of a moveable dense column/square formation. Use the following rules for Austrians:

- A. In the Charge Declaration Phase, the Austrian Commander can designate any infantry in his command with a special marker to show that they are moving in a battalion mass. The units must be in the cavalry Charge Path and currently in a column and either facing the Cavalry or showing a Flank. . This does not require any 'Attempt' morale check roll or order chit. .

- B. Situations where a Charging Cavalry unit would hit the Rear of the Infantry Column will require the unit to roll for square since it cannot assume a battalion mass formation.
- C. Units in a battalion mass are Flank less columns to both Cavalry and infantry attacks or Fires.
- D. Units in a battalion mass formation can move a maximum of 150 yards.
- E. Units in Line and any Disrupted units cannot go into a battalion mass.
- F. They are a Mass target regardless of size to artillery fire. It is not a Square. They do not expose a flank to artillery fire.
- G. Units cannot charge when in a battalion Mass (defensive Formation). But they can Change formation to an attack column and still charge that turn.
- H. Masses which are contacted in the Rear are treated as normal columns.
- I. Battalion masses of 13 castings or more are treated as normal infantry squares if contacted by Charging Cavalry. Battalion masses of 12 castings or less will cancel any tactical Formation Modifier for either the attacking cavalry or defender.

10.6 SKIRMISHERS AND SKIRMISH STATUS

Skirmishers are troops, which operate in loose formations and try to confuse the enemy as to the exact location of his force. Other tasks were performed but their overall effectiveness was limited. They always retreated when faced by advancing formed enemy units. They were regarded as the most effective when they could occupy difficult ground.

- A. In the Army Lists, Skirmish Capable units are designated by the (s) code.
- B. Units in skirmish status are mounted on wider bases than formed units. This can be denoted by using special markers or mounting extra castings on bases of the correct width.
- C. Batteries will fire through skirmishers and hit its target but will lose -1BIR to the skirmishers protective abilities. The Battery is targeting a unit in skirmish, and then the BIR reduction is -2.
- D. Infantry Skirmish musketry tended to demoralize the enemy rather than inflict casualties, so the skirmishers will fire on their own chart column.
- E. Skirmishers cannot charge the turn that they change to skirmish status or reform into a formed unit.
- F. Skirmishers will retreat in front of advancing formed enemy units. They will automatically tactical move backward in order to remain 101 yards away from the enemy's front rank. The required shift is no longer mandatory once the skirmishers are within 100 yards of a formed friendly unit.
- G. Infantry skirmishers can Flee or Hold if Charged but they cannot attempt to make a square.
- H. Cavalry skirmishers can Hold or Flee if Charged.
- I. Cavalry skirmishers cannot Charge a Formed Cavalry unit or Infantry Square.
- J. Infantry skirmishers cannot Charge formed Cavalry units or Infantry Square.
- K. Skirmishers can charge any unit located in an Objective Zone. They are charging the Zone not the Unit.
- L. Skirmishers can use a lateral or backward Tactical Shift move.

- M. Skirmishers operate in an area rather than in a formation. As a result they can be placed in lines of multiple bases depth. The Front rank line must be the widest. Other bases are placed behind the front rank as needed. This will allow skirmish units to protect the Flank of a multi unit force and negotiate between units and terrain easier. (Ex = A skirmish Cavalry unit has 12 men on six two stand wide bases. The unit can move through a narrow gap between a friendly unit and a town by assuming a front rank of four castings and two more ranks of for castings. If it were a narrower gap then the cavalry skirmish unit could use a front rank or two casings and five more ranks of two castings.) This flexibility will allow the skirmishers to move without interpenetrating friendly units or slowing down due to difficult terrain. This is called a Swarm formation.
- N. Skirmishers in a Swarm can only fire musketry with front rank castings.

10.7 American Indians

Indians were employed by both the American and British forces. They should be 10%-30% of a British force and up to 15% of an American force. Indians are always based and are treated as skirmishers. However they are treated as Formed troops if charged or in a melee in woods. They fire Musketry as 1 FP per two castings. They can ford (swim) any river at any location. They count as One Scout point per man. Any time that an Indian unit defeats a militia/volunteer unit with a rout result, they cannot conduct pursue move due to scalping the dead. This rule also applies if a militia or volunteer unit defeats an Indian unit.

10.8 Militia

Militia units for any country were unpredictable. All militia are Musket armed with variable MMG. Unless stated in the Army list or by the scenario controller, the owning player will roll to determine the MMG of his units. A result of 01-20 = 2G; 21-40 = 2F; 41-60 = 3F; 61-80 = 3E; 81-100 = 4E

TERRAIN DEFINITIONS

11.1 Streams and Rivers

Streams will be rated as fordable at all points. If a stream is regarded as not fordable then that stream is regarded as a River for game purposes.

A river can only be crossed at bridges or designated crossing points called fords. Stream banks are considered to be higher than the water, so any unit which crossed a stream during a Charge will be regarded at a lower elevation than a defending unit which has no part of it's unit in a stream. If both units crossed the stream or end movement with a base in the stream, then they will be regarded as on the same level.

11.2 Bridges.

Bridges whether stone or wood is treated as the same. A Bridge will be part of a town or village objective zone that is adjacent to a river. A bridge, which is also an objective zone, will also be part of a woods, rough area, farm complex or town/village. A bridge which crosses a river in the open without any other feature in the area is not considered an objective zone. It is just a crossable feature with no special consideration given to it. Such a bridge is considered wide enough to hold a unit column. Units can only cross a bridge in column or skirmish order and Cavalry units cannot gain impetus when crossing a bridge.

11.3 Fords

A. A ford which crosses a river in the open without any other feature in the area is not considered an objective zone. It is just a crossable feature 100 yards wide with no special consideration given to it. Such a ford is considered wide enough to hold a unit column. Units can only cross a ford in column or skirmish order and Cavalry units cannot gain impetus when crossing it.

B. Crossing a ford will use extra movement. When crossing a ford, infantry units can only move 200 yards maximum, cavalry units 400 yards and batteries will deduct 250 yards. No battery can cross a ford and fire in the same turn. So a gallop move cannot be used if a stream must be crossed.

C. Cavalry cannot charge across or into a ford as part of a Charge. Infantry units can charge but receive a -15 modifier in the melee

D. Units located in a ford cannot fire musketry or use FPF.

E. Prior to the start of a scenario the controller can declare any objective zone adjacent to the water as having either a bridge or ford. So a ford may be part of an objective zone, which also contains woods, rough area, a farm complex or a town/village.

F. All fords may be marked on the board at the beginning of a scenario or the controller can elect to have players scout for river crossing using these rules:

1. Fords will be located no closer than 300 yards (river length distance) from another ford or bridge. Players know at the beginning of the scenario if any fords exist in their deployment area.
2. As units travel along or within 50 yards of a river section (A section is 18 inches regardless of scale measured from the northernmost board-edge), they will determine if there is a ford in that section. If the controller has predetermined the location of fords, then he will tell the scouting player if one is in the section or not. If it is random then the scouting player makes a roll. Only one roll is made per section. A percentage roll is made and a roll of 01-75 indicates that a ford is present.

11.4 Plowed Fields

Plowed fields are considered either fallow or harvest ready. The time of year will determine if they are fallow or not. Fields that are part of a farm complex objective zone are not placed separately on the board. The only difference between the fields is that harvest ready fields will block visibility. Fields may be enclosed by

Protective terrain features such as walls or fences. These features have rules, which indicate their affect on units.

When crossing a field, infantry units have a maximum move of 200 yards; Cavalry units have a maximum move of 500 yards. Cavalry cannot change facing or conduct a Wheel while in are partly in a field. Cavalry cannot gain impetus until every stand in the unit has cleared the field. Horse batteries cannot gallop move across a field. ALL batteries can move a maximum of 300 yards when crossing a field.

11.5 Woods and Wooded Roads

Woods are considered as either light or heavy depending on undergrowth a unit's ability to traverse it. All orchards are classified as Light Woods.

- A. Light Woods can only be entered by Skirmishers, Infantry in Column and Cavalry in column. Columns will have a maximum move of 200 yards. Skirmishers have a maximum move rate of 250 yards. Musketry in the woods has a maximum range of 100 yards and is reduced by -6 FPs. In melees only (Lgt) and (s) rated troops will receive the woods fighting modifiers (A= +5/+5 and D = -5/ -5). Visibility in the woods is 250 yards.
- B. Heavy woods can be infantry in skirmish order and columns. Cavalry units in any order cannot enter heavy Woods. Infantry Columns will have a maximum Movement rate of 150 yards. Skirmishers will have a movement rate of 250 yards. Units cannot charge into or out of heavy woods. Maximum musketry range is 75 yards and a -8 modifier is used. Visibility is 200 yards.
- C. Both Heavy and Light woods cannot be entered by artillery. Only units with a base within 50 yards of the woods edge can be a target for musketry or artillery fire.
- D. Roads can be used to traverse woods. It will represent the road and a cleared section to either side, which in total will equal the width of a total unit stand. Smaller roads and trails are not shown on the board but would help reclassify a Heavy Woods patch into a Light Woods patch. Units must be in a column or skirmish swarm in order to use a road. A wooded area with a bridge, ford or a crossroad should be classified as a Class B Objective Zone. One objective zone is allowed per 800 square yard wide area. Features closer than that together would be considered in the same objective zone.

11.6 Protective Cover Positions.

These are features, which would impair troop movement but are not extensive enough to justify being labeled an objective zone. They will also provide some protection from fires and present an obstacle to enemy attackers. Some examples include walls, fences, sunken roads, ditches, hedges and hasty defensive barricades. At this scale ratio such features are less of a consideration for staff officers than at lower tactical levels. Non-defended features are considered to be cleared by sappers organic to the battalion.

Features are set up in 75 yard segments. There is no movement lost when crossing undefended segments. They will cancel any impetus gained by Cavalry unit the entire feature has crossed it. When a unit charges across a feature or attacks a unit defending a feature, any Tactical Modifiers are voided AND the Attacker has a -15/0 situation

modifier. Units that are the targets of artillery fire will have a -2 BIR modifier and reduces Musketry by -4 FPs. Units defending a feature will receive a +10 Morale modifier.

11.7 HILLS

Hills are composed of a series of contours and average between 1 and 3 levels. (** Prior versions had effects a contours varying for heights of Five levels but in this version 3+ levels are treated the same.) The effects of hills are generally listed in the topic specific chapters, these are topics not covered previously.

- A. Hills are not objective zones but may have an objective zone located on them.
- B. Unit's maneuvers were hindered by contours whether moving uphill or downhill. Each contour will reduce infantry movement by 50 yards and cavalry movement by 100 yards. Cavalry units also lose impetus when crossing a contour.
- C. Hills will block Line of Sight but will not additionally modify fires.
- D. The affect of Hills on melees will depend on the situation.
 - 1. An attacker charges a stationary Uphill defender has a -20/ -10 modifier
 - 2. An attacker charges a stationary downhill defender has a +10/ +5 modifier
 - 3. A charger going downhill contacts a charger going uphill. If the elevated unit is a higher MMG, then add +5 if the lower unit is better - 5.
 - 4. In an Engaged situation, if the elevated unit is also a Higher MMG then he receives a +5 advantage. If the lower unit is a higher MMG then there is no modifier to combat.

11.8 Special Buildings

Isolated complexes of building were often used as a tactical objective or could pose an obstacle to the staff officer's plans. They could be chateaus, monasteries, factories or farm complexes, which were often surrounded by thick walls. They are classified as a Class E Objective with a troop capacity of one to four battalions. The number of sectors will vary based on the number of battalion in it. Regardless of the number of battalion assigned it will always be considered full (able to protect in every direction). There is no transit zone. Batteries cannot be assigned to them. Western Blockhouses in the Americas are classified as a Class D objective with a capacity of one to three battalions but are treated the same as Special Buildings in other aspects.

13.9 Sunken Roads and Canals

Batteries cannot cross sunken-roads but can move along them. Canals which are filled with water are treated as rivers. If the canals are dry, they are treated Class F objectives if fortified and protective Positions if unfortified.

11.9 Wilderness

Often found in America but would include some jungle areas in India. Historically few attempts were made to fight in heavily woods wilderness areas. Often battles were fought in cleared areas or at key crossings or towns. Up to 40% of the board should include patches of Heavy and Light Woods. Other features should include hills, streams and rivers.

OPERATIONAL OBJECTIVE ZONES

12.0 The nature of combat on the Operational level varied between Open field battles and those fought over built-up and fortified areas. The cohesion of both the defender and attacker were shattered as the ebb and flow among the buildings and entrenchments many units to be insulated.

Assigned objectives for units were often specific points such as a church, factory or bridge. Operational objectives were given in directives such as take the village, farm complex, redoubt or a bridge. Objective Zone rules are as follows:

12.1 Zone Display.

Large cities (B-C-D) or large fortifications (F) will have several adjacent Objective Zones A. Each Objective zone will have a box or sheet to display its status. Each display will consist of an In-Transit sector and Garrison sectors, which are Labeled (1-4) into a number of sectors equal to the Troop capacity. For example the common Town (C) display will consist of an In-transit box and THREE garrison sectors labeled (1,2,3).
 B. The dimensions of the zone on the board are flexible. Players can adjust their boundaries to suit the terrain. The shape can be square, round, rectangular or irregular. I tend to use CD disks for isolated zones. The four-inch diameter works well. Below are suggested maximum diameters: Class A and B = 150-250 yds; Class C = 200-400 yds; Class D or E = 200-500 yards. Class F is 200-400 yds wide by 150-200 yds deep.

12.2 Classifications

A: An open objective with no defensive works, such as a bridge, ford or road junction. For ease of play the garrison unit at such a location can be treated as an infantry unit in square for Melee and Morale resolution. As an Artillery target and for musketry it is treated as being in skirmish order. They can also be passed through by friendly troops as if unformed. **Optional since such features are not required to be an Objective zone.
 B: A relative open location with defensive works or a feature as listed in "A" but located in the woods, rough terrain, with nearby buildings/ hasty works, OR a Farm Complex...
 C: A village of scattered buildings.
 D: A town with a moderate number of buildings.
 E: A Reinforced Objective Zone is a village or town, which has been heavily fortified with barricades, and other field works. Its Traffic-ability is THREE but its Troop Capacity is the same.

F: A Fortification area represents a linear feature such as a fort's side, redoubt or major entrenchments. It can consist of several connecting zones.

Zone Class.....	A.....	B.....	C.....	D.....	E.....	F
Traffic-ability.....	1.....	1.....	2.....	2.....	3.....	3
Troop Capacity.....	1.....	2.....	2.....	3.....	2/3.....	4

Troop Capacity is the term for garrisoning the zone. A zone can house/protect the number of battalions equal to its capacity. Any troops in excess of this number are considered to be on the road and void of cover. Once a unit enters the zone it is removed from the board and placed either in the Garrison sector or in the In-Transit sector. They are not removed from Zone "A".

Traffic-ability is the number of turns it requires to traverse a zone is its Traffic-ability. This applies to non-combat movement and melee completion reorganization. Non-combat example: A unit enters a village (2 rating) on turn two and can exit the zone on turn four or later. A Melee completion example: Several units capture a zone (rating of THREE) on turn six and the enemy will not counterattack. The victorious units can exit the zone in a non-combat manner or as part of a charge on turn nine. Cavalry and artillery units must exit the zone via a road if present.

12.3 Morale in Objective Zones.

Units in a zone will check Morale if due to a melee result or they receive a casualty due to Artillery fire. Units will not check morale if other units in or outside the zone fails morale. During Morale Checks Garrison units have a +20 modifier but In-transit units do not.

12.4 Basic Rules for Objective Zones

A. Musketry cannot be fired effectively at units in a zone (other than Class A) nor can units in a zone fire out effectively. Musketry (other than Class A) is not allowed at or from units in a zone.

B. Contested Zones, which are the target of a charge or both sides, are in the same sectors.

C. Zone sector Transfers. Each zone except Class F is considered to be pie-shaped, so units can move freely between them. Troops in sector 1 can move/ attack either sector 2 or 3. If uncontested, units can move freely between any sectors. Units cannot transfer to sectors of an adjacent zone without first becoming In-Transit

Class F zones are linear so units can only enter adjacent sectors. In a contested Class F zone, the restrictions are: Units cannot transfer through enemy controlled or engaged sectors. Units can transfer freely between controlled adjacent sectors. .

D. Artillery deployment/ "garrison" is allowed above the Troop capacity stated above. Class F zones are allowed one battery per sector. All other zones can contain a maximum of one battery per zone. Excess batteries are considered to be limbered and in the In-Transit sector.

E. Garrison support batteries can fire ONLY in the Initial Fire Phase. Not in the Secondary Fire Phase nor Both. Though they cannot shoot in the Secondary Phase, their presence/firing is considered as a modifier in Melee resolutions. They can fire the normal measured kill zone width from any point of the zone's border. If possible part of the kill zone must include part of a road exit is present reflecting historical practice.

F. In-Transit batteries in an assault target zone must flee the zone limbered or if within capacity limits be assigned to garrison (unlimbered) status. Batteries cannot enter a contested zone.

G. Outside artillery targeting a zone. Empty zones being targeted are not affected by hits since one building may be damaged but most of the others are unaffected. If the zone is occupied, then the owner must state, prior to firing, which units are in the In-transit sector and which ones are in garrison. Units in the In-transit sector are crowded on the roads, so do not receive zone protection and are regarded as a Mass Target. Casualties must be taken from units in the In-Transit zone first. If no units are in the In-Transit sector, then

losses are removed from garrison units. The owner selects which units were the most exposed and removes the casualties.

Outside Artillery fire is resolved normally but the following modifications are considered.

Target is in the In-Transit zone = 0 modifiers

Target is in a Class A zone resolve fires as a normal field barrage.

Target is in a Class B = -2 BIR, C = -2 BIR or D = -3 BIR, Class E or F = -4BIR

12.5 Assaults on Objectives

A. During the Charge Declaration Phase, the attacker will designate which units are attacking the zone. The defender can move units into or out of the zone as part of normal movement. They cannot counter-charge the attackers.

B. During the Objective Combat Resolution Phase, the following guidelines are used:

1. Troop Allocation Segment. These are conducted in secret on a sheet of paper or hidden display box due to a lack of specific tactical data “fog of battle”. The zone is divided into a number of COMBAT sectors (and labeled) equal its Troop Capacity. The In-Transit sector is ignored. For example a Class D zone will have three combat sectors.
2. If the defender lacks enough garrison units to cover each sector, then units from the In-Transit sector can be used in combat sectors or it will be undefended.
3. The defender will assign one garrison battalion and any supporting batteries per sector. Any In-Transit or outside reinforcements will be allocated to undefended sectors, then defended sectors. These non-garrison units do not get any intrinsic modifiers for being in a zone.
4. The Attacker will allocate at least one infantry-assaulting unit per combat sector.
5. Attacker’s batteries are assigned to support a specific sector. Different batteries can aid with different sectors. They cannot fire at other targets during Secondary Fire Phase. They cannot count as the sole attacker for that sector. They will count as a modifier in Melee.

C. Combat Value Determination. And Combat Comparison

Combat Value calculations and Resolution for each sector will be completed including results before proceeding to the next sector or zone. .

1. The attacker will multiply each unit’s Melee grade by the number of castings in the unit and adjust the unit sum by condition modifiers. The sums of all attacking units are added together with any supporting artillery added to the total to produce the assault strength.
2. The defender will multiply each unit’s Melee grade by the number of castings in the unit and adjust the unit sum by condition modifiers. If the defender is in garrison status then multiply the unit value by the defensive multiplier of the zone. Combine the totals of the garrison and In-Transit/Reinforcing units plus any artillery support to produce a single Defensive value for the sector.

Compare Values to determine a differential. Take the Attacker’s sum and subtract the value of the defenders. Index the Differential sum with the column, which reflects the MMG of the Garrison unit and the MMG of the majority of the attacking units. To determine MMG if an equal number of multi-rated units are used. Add the MMG value of

each unit, and then divide the number of units used and round to the nearest whole number (.5 goes up).

For Engaged situations subtract the lower value from the higher value without using any defensive modifiers.

Multi-sector objectives often will not be secured in a single turn assault. As a result a variant number of possible melee situations will occur on subsequent turns.

1. The defender has repulsed all attackers in every sector. On later turns, the defender can shift troops between sectors in order to confuse the attacker. During the Facing /Formation Phase, the defender can alter the status of any garrison or In-transit unit.
2. If the attacker has secured one of the sectors but not all of them AND the zone is reinforced by both sides, Garrison defenders must remain in the sector assigned to them on the prior turn. Additional attackers can assault them or reinforce the sector controlled by the attacker. Defender reinforcements and In-transit units can be assigned to defend other sectors or attack the sectors controlled by the original attacker, who now receives any Defensive multipliers for the zone.
3. If the attacker has secured one of the sectors but not all of them AND only the defender committed reinforcements. The defender can use any available (non-committed and non-Engaged) units to counter-attack the sectors held by the assault force. Garrison units cannot shift from their prior sector assignment but can counter-attack. The assault force will get defensive multipliers.
4. If the attacker has secured one of the sectors but not all of them AND only the attacker committed reinforcements. The defender cannot shift garrison zones to which they were assigned to prior only In-transit defenders can shift. The attacker can use any units to attack defender held sectors. .
5. The defender and attacker are locked in an Engaged situation, and the defender controls all of the other sectors. If both sides receive reinforcements neither Engaged unit can shift sectors. Other Garrison defenders cannot shift but receive the defensive multiplier. Reinforcing unit can be assigned as desired but one Assault unit must still attack each Defended sector.
6. The defender and attacker are locked in an Engaged situation, and the defender controls all of the other sectors. Neither side sends in reinforcements, neither Engaged unit can shift sectors. Unengaged units in other sectors can be shifted to assist the Engaged units.
7. The defender and attacker are locked in an Engaged situation, and the defender controls all of the other sectors. The Defender only sends in reinforcements, neither Engaged units can shift sectors. The defender can use any available (non-committed and non-Engaged) units to counter-attack the sectors held by the assault force.
8. The defender and attacker are locked in an Engaged situation, and the defender controls all of the other sectors. Attacker only sends in reinforcements, neither Engaged units can shift sectors. Garrisoned Defenders cannot shift sectors.

At the end of the Melee turn, there exists a combination of Engaged sectors, and sectors controlled by both the defender and attacker. If both sides receive reinforcements, none of the units in a sector in the prior turn can shift sectors. If only one side receives

reinforcements, all units cannot shift sectors. The units which control/ Garrison a sector will get its defensive modifier. Engaged and assaulting units will not. At the end of a turn only the attackers are left in an objective zone, then the attackers become the new defenders of that zone.

12.6 Objective Combat Clarifications.

1. Only one combat round is allowed per turn. There is no Pursuit round.
2. Casting Losses are Total not for each unit in the sector, and are taken as desired.
3. Garrison units that shifted in order to counter-attack are IN-Transit.
4. When a sector is 'secured', one of the Attacker's assault units must be assigned to 'Garrison' the sector.
5. Engaged units Never receive any Objective Defensive Multipliers.
6. Artillery unit in an Engaged sector cannot fire artillery in any Phase except in support of the Engaged Defender in the next Melee Phase.
7. Friendly Batteries located outside the Objective Zone cannot fire in support of any Defending sector. Melee.
8. Due to the disruptive nature of Objective Zone combat, a defeated unit is DESTROYED. It may be regarded as in Rout (battle) or surrender (campaign) but does not cause additional morale checks, as a field battle rout would cause.
9. Field Units forced to retreat into an Objective Zone because of a Field Combat or Morale check will go in the In-Transit box and not garrison until the next correct Phase.
10. In-Transit units can Charge out of an Objective zone in a Column formation, if the Objective is not being assaulted or contested. Garrison Units cannot Charge.
11. During the Troop Melee Allocation segment, instead of defending a sector or the entire Zone, the defender can elect to Flee. Engaged units cannot Flee.
(*Optional: A player may voluntarily withdraw Engaged units out of the Zone at the cost of TWO attrition castings.) Units which Flee lose ONE castings PER unit to attrition. They must move 400 yards. Crews of Unlimbered batteries must leave the guns if they Flee.
12. Units which loss a Melee in an Objective will retreat out of the Objective and toward the friendly baseline or friendly lines (two or more Good status infantry battalions).

GUARD DU CORPS REVISED ARMY LISTS

The Army Lists reflect standardized TO&Es for use with the rules. Historical TO&Es may have varied during a campaign due to losses and/or assigned missions. These Army Lists reflect deployed Corps, Divisions and Brigades. Players may also want to simulate an actual battle by using the order of battle. Additional information on Army wide troop types can be obtained by contacting me via email. The most important aspect of the lists is the number of castings authorized per unit. List Definitions and notes are:
 Trans.= Unit size based on using castings based for Guard du Corp Classic, Empire or Napoleon's Battles.

In most cases a War Eagle stand will hold two infantry stands, and Half stands are used for Elites and skirmish capable troops. Cavalry Units used either basing system
 Cavalry Rgts of 14+ operated to 2 equal sized Bns. Men is the term used for castings.

Bty notes = Bty type - pdr > guns per bty. 4(h) indicates a horse Bty

S = Skirmish capable unit

R = Rifle armed

LL = Cavalry is Lance armed

MG = Melee number and Morale grade

GD or GDE = Guard

FA = Foot Bty;

HA = Horse Bty

ATT = A (2 size) Cav unit Attached to another regiment of the same Nationality

FrDiv = Basic OB of 2 Bdes of 2 Rgts each with the 1st Bde having 1 Line and 1 Legere Rgt.

(#) FM9 = French 1809 Model of 8 men on 2 stands + 2 Light Inf and 2 Grenadiers on ½ stands

(/) = A slash may be used to denote an option based on mounting for other rules systems.

Chart DATA Format = It provide the following data for each year group:

Infantry Units = *regiments or Battalions available * Bn MMG* Bn Set up/ Size

Battery Type : Btys Available*Guns per Bty*# guns that are Howitzers*Bn ratio (How many Bns must be fielded before a battery of this type can be deployed. If HA then it is based on the

Number of Cav Rgts .

Cavalry Units : Regiments available* MMG* Sqdns/men*

BADEN Organization

Unit	1806 Germany	1806-8 Spain	1809-11	1812-13	1814-15
Line Rgt	7*4E*9	3*5D*9	3*5D*12#	4*5D*12#	3 Bns*4F*12#
Landwehr Bns			4*2G*9	4*2G*9	8*3G*9
Jager Bns (s)	1*6D*9	1*6C*9	1*6C*12	1*6C*12	1*6D*12
Leib Guard Bn			1*8C*12	1*8B*12	1*7C*12
Light Drgns/Chass Mtd	1*6D*4	1*6D*4	1*6C*8	1*6C*8	2*6D*8
Hussars			1*8B*8	1*8B*8	
FA 6 pdr (5D)		1 *8*02*1-8	2 *8*2*1-4	2*8*2*1-6	1 *8*2*1-8
HA 6 pdr (5D)			1 *6*0*1-2	1 *6*0*1-2	1 *6*0*1-2

Inf Rgts of 2 Bns ; 1812 Actual deployment: many units were scattered among several Corps

1813 Baden Div of 4 Rgts + Jager Bn + Lieb Gren Bn + 2 x Lgt Drgn + Chassuer Rgt

FRENCH ESTRANGER UNITS (Years)

Legion de Midi	2 Bns*5D*8/12	Valais Bn	1 Bn*4E*12#
Corsica Trirailleurs (s)	2 Bns*5D*12	Trirailleurs du Po (s)	2 Bns*5D*12
Auvergne Rgt	2 Bns*4E*8/12	Isemburg Rgt (s)	1 Bn*5D*12
Hanoverian Legion	1 Bn*4E*12#	Rgt de Prusse	3 Bn*4E*12#
Irish Legion	1 Bn/6C*12#	Westphalian Bn	1 Bn*4E*12#
Chasseur Montagne (s)	5 Bns*4D*12	2 Croat Rgts (1812)	2 Bns/*4D*12#
Illyrian Rgt (1812) (s)	4 Bns*4E*12	Neuchatel Bn	1 Bn*7B*12#

FRENCH PROVISIONAL UNITS (R/ = Rgts with number of Bns each)

Fr Portugese Leg '09	5 R/ 2 Bns/5D*12	Elites 2 Bns/ 6D*12	2 Chass R *4D*8
Fr-Portugese Leg '12	3 R/2 Bns*5D*12	1 Elite Bn/ 6D*12	Chass R* 4D*8
4 Swiss Rgts '03-11	4 Bns/7C*16	FA 8 pdr/8 guns	
4 Swiss rgts '12-14	3 Bns*7C*12#		
Line Marine Rgts	2 Bns *5D*8/12		
Paris Garde 2 Rgts	2 Bns*4E*12#	1813-14 = 1 Bn*5E*8	
1 Swiss Rgt 1815	2 Bns*6C*12#		
1812 Penal Rgts	2 Bns*4E*12		
Vistula Legion 1807	3R/2*6C*12#	1809-11= 4R/2*6C*12#	'07-11= 1 Lancer LL R

FRANCE

	1795-1802	1803-07	1808-09
LINE	75+*5D*12	20+*5D*12#	20+*5D*12#
LEGERE (s)	10+*6D*8	20+*6D*12	20+*6D*12
Veteran Line	25+*6C*8	30+*6C*12#	50+*6C*12#
Reserve & National Gd	100+*3E*12	50+*4E*8/12	50+*4E*12#
Conv Elites of Depot Bns	?*6C*8	?*6C*12	?*6C*12
Line Marine Bns		10*4D*8	10*4D*8
Swiss Line		16*6C*16#	16*6C*16#
Velite & Young Gde	2*7C*12	2*7C*12	16*8B*12
Middle & Marine Gde		9*8B*12 (1806)	13*9B*12
Counselor & Old Gde	1*9A*8/12	4(8@'06)*10A*12	8*10A*12
Chasseurs a Chevel	12*5D*6	12*6D*12	26*6D*10
Dragoons	18*6D*8	27*6D*10	30*6D*10
Hussars	6*7C*10	10*8C*12	10*8B*10
Cuirass & Carabineer	3*7C*10	14*8C*8	14*8C*8/10
Guard Lancers- LL		1*9B*16	1*9B*16
Emp. Drgn & Gren Chev	1*8A*16	2*9A*16	2*10A*16
Chasseur Chevel Gde		1*9A*16	1*10A*16
GdFA 12 pdr (9B)	4*8*2*1-16	4*8*2*1-16	8*8*2*1-12
HA 4 pdr (6C)	3*6*0*1-12	?*6*0*1-2	37*6*0*1-2
GdHA 6 pdr (9B)		4*6*0*?	6*6*0*?

FA 8 pdr (6C)	?*8*2*1-8	?*8*2*1-4	?*8*2*1-4
FA 12 pdr (6C)	?*8*2*0*1-20	50*8*2*1-8	60*8*2*1-8

FRANCE	1810-12	1813-14	1815
LINE	100+*5D*12#	?*4D*8	?*5D*12#
LEGERE (s)	30+*6C*12	?*5D*8	?*6D*12
Veteran Line	100+*6C*12#	?*6C*8	?*5D*12#
Reserve & National Gd	?*4D* 8	?*4E*8	?*4E*8
Line Marine Bns	16*5D*8	18*4D*8	16*5D*12#
Swiss Line	12*7C*12#	8*7C*12#	1*7C*12#
Young Gde	27*8B*312	##*7B*8	32*8C*8
Middle & Marine Gde	13*9A*12	10*9B*12	7*9A*12
Counselor & Old Gde	8*10A*12	4*10B*12	8*10A*12
Chasseurs a Chevel	26*6D*10	28*6D*6	12*6D*6
Dragoons	24*6D*10	24*6C*8	20*6C*8
Hussars	11*8B*10	14*8C*8	10*7C*6
Line Lancers- LL	9*7C*10	9*6D*8	6*7D*6
Cuirass & Carabineer	16*8B*10	16*8C*8	14*8C*10
Guard Lancers	2*9A*16	2*9B*12	1*10A*16
Emp. Drgn& Gren Chev	2*10A*20	2*10A*10	2*10A*12
Chasseur Chevel Gde	1*10A*20	1*10A*12	1*10A*16
GdFA 12 pd&YngGd 8p (9B)	8*8*2*1-12	6*6*0* & 14*6*0	12*6*0*1:10
HA 4 pdr (6C)	?*6*0*1-2	?*6*0*1-3	?*6*0*1-3
GdHA 6 pdr (9B)	6*6*0*?	4*6*0*	4*6*0*
FA 8 pdr (6C)	?*8*2*1-4		
FA 12 pdr (6C)	60*8*2*1-8		

Line Infantry Rgts of 2 Bns each. French Line Bn Model. Also Legere Rgts of 2 Bns 1805 and 1806 Organizations. Typical Corps = 2 or 3 Inf Divs + 1 or 2 Cav Bdes + Corps Arty Reserve; Inf Div : 2 x 8pdrFA + 2 Bdes of 2 Rgts = 1st Bde has 1 Line + 1 Legere Rgt ; Independent Cav Div = 3 Bdes each of 2 Rgts

1808-09 : Line Inf Rgts = 4 Bns / French Line Bn 1809 Model. Legere Rgts = 4 Bns 1812 and 1815 : Line uses 1809 models.

1813-14 : Due to the Veteran Line grenadiers and lights being reassigned to Guard and Light formations, those new elite companies are stripped so Line/Legere Bns reduced strength

DENMARK 1800-1816

Line	26*5D*12#	Light Dragoons	4*5D*8
Jagers (s)	6*6D*6	Hussars	1*6C*12
Sharpshooters (s-R)	6*6D*6	Heavy Cavalry	4*7C*8
Volunteers	##*3F*6	Bosniaks LL	1*6C*4
Reserve Line	22*4E*12	Mtd Vol Jager Sqdn	##*4E*2 ATT
Liv Line	4*6C*12	Liv Gde Horse	1*8B*4
Liv Jagers (s-R)	1*7C*8	HA 3 pdr (5D)	2*10*2*1-4
Liv Gren Gde	1*8B*3:8	FA 3 pdr (5D)	16*10*2*1-2

FA 6 pdr (5D)	16*10*2*1-4	FA 12 pdr (5D)	8*10*2*1-6
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SAXONY

Unit	1805-06	1809	1812	1813
Line Rgt	12*4D*9	12*5D*9	12*5D*12 #	5*5E*12
Gren/Gde Bns	6*7C*9	8*7B*12	6*8B*12	7*7C*9
Lights (s)		2*6D*12	2*6D*12	1*5E*9
Rifles (s-R)		2*6C*9	2*6C*12	1*5D*9
Cuirassier	2*7B*8	2*8B*8	1*8B*8	1*8C*6
UHLANS -LL				1*6C*10
Carabinier	n/a	1*7C*8	1*7C*8	1*7C*6
Hussar	1*7C*16	1*8B*16	1*8B*16	1*7C*12
Cheveau Legere	4*6C*8	4*6C*8	4*6C*8	4*6D*6
Gde du Corps		1*9B*8	1*9B*8	1*9C*8
Gde Lieb Cuir	1*8B*8	1*9B*8	1*9B*8	1*8C*6
FA 10" How	2*6*6*1-12	2*6*6*1-12	2*6*6*1-12	1*8*8*1-16
FA 12 pdr	1*6*0*1-12	2*6*0*1-12	2*5*0*1-12	2*6*0*1-10
FA 8 pdr	3*6*0*1-8	3*6*0*1-12	3*6*0*1-12	3*6*0*1-10
FA 6 pdr	4*6*0*1-18	2*6*0*1-10	2*6*0*1-10	2*6*0*1-10
FA 3 pdr	2*6*0*1-12	1*6*0*1-12	1*6*0*1-12	
HA 6 pdr		1*6*0*1-8	2*6*0*1-8	1*6*0*1-6

Line & Light Rgts have two battalions. Arty MMG = 5D. Elites were stripped to form Gren Bns

1809 > TWO Divisions = 2 INF BDE + 1 CAV BDE + 2 Arty Bty

1812 Invasion of Russia OB : Some Cavalry and infantry units were parcelled out.

VIIth Corps > 21st Div 1st Bde = 2 Inf Rgts + 1 Gren Bn; 2nd Bde = 1 Inf Rgt + 1 Lgt Inf Rgt

22nd Div 1st Bde = 2 Gren Bns + 1 Lgt Inf Bn ; 2nd Bde = 2 Inf Rgts + 1 Gren Bn + Lgt Inf Bn

Cavalry Bde of 3 Rgts. Hussar, Uhlan, Cheveau-Leger.

CONFEDERATION of the RHINE (C-R)

1808 SPAIN > Frankfurt Bn = 1*4D*12#

Mixed German Bn of Princes = Schwarzburg/Lippe/Reuss-Waldeck = 1*4D*12

Wurzburg Rgt + 2*5E*12# + Cheveau-Legere Rgt = 1*5D*8

1809 > 3rd C-R Rgt = Frankfurt Bn + Garrison Bn = 2*4E*12#

4th C-R Rgt (Saxon Duchies) Line = Voltigeurs are Coburg, Grenadiers are Gotha

1st Bn = Gotha Line = 1*4E*12#

2nd Bn = Meiningen Line = 1*4E*12#

3rd Bn = Light Bn = Weimar /Hildburghausen 1*5E*12

5th Rgt of 3 Bns was formed from the German Bn of Princes cadre. All Line, No elites

1st Lippe Bn = 1*4E*12 2nd Anhalt Bn = 1*4E*12 3rd Lippe Bn = 1*4E*12.

6th Rgt of 2 Bns was formed from the German Bn of Princes cadre. All Line, No elites

1st Schwartzburg Bn = 1*4E*12 2nd Reuss-Waldeck Bn = 1*4E*12

Mecklenburg-Schwerin Rgt = 2*4E*12# + 3rd Bn = Mecklenburg-Strelitz Bn = 1*4E*12#

1812 Russian Campaign > 3rd Frankfurt Rgt reorganized = 3*4D*12#

7th Wurzburg Rgt of 3 Bns = 3*4E*12# ; Only 2 Bns active as one was placed on garrison duty.

8th Meckenburg Rgt = 3*4E*12# ; Wurzburg Chevau-Legere Sqdn= 1*5D*2 ATT
3rd, 4th, 5th & 6th Rgts :Bde = 34th Div; 8th Rgt attached 4th Div; 7th Rgt attached 32nd Div

WARSAW DUCHY	1808-10	1811-12	1813
Line Rgt	12*5C*12#	9*5C*12#	5*5C*12#
Vistula Rgts (s)	3*6D*12	2*6D*12	3*6C*12
Gde Gren	2*8C*12	2*8C*12	2*8B*12
Vet Rgt 4-7-9th		3*6C*12#	3*6C*12#
UHLANS - LL	3*6C*12	12*7C*12	4*6C*8
Hussars		2*8C*8	1*8C*8
Chasseur Chevel	3*6C*8	3*7C*12	2*6C*8
Cuirassiers	1*7B*4	1*8C*6	1*7C*6
FA 8 pdr & 6pdr (6C)	8pdr = 8*8*2*1-2	10*8*2*1-6	4*6*0*1-4
FA 12 pdr (6C)		2*6*0*1-24	1*6*0*1-24
HA 4 pdr (6C)	4*6*0*1-2	12*6*0*1-2	6*6*0*1-2

1808-11 Spanish Deployment = 3 Rgts of 3Bns + 1 x 8pdrFA

1812 = 17 Inf Rgts of 3 Bns including the Vistula Legion + 3 Lithuanian Rgts of 3 Bns; 2 Lithuanian Foot Chasseur Bns Russian deployment. Polish Vth Corps= Cav Div= 1st Bde + Chass Rgt + Hussar Rgt. 2nd Bde Chass Rgt + Lancer Rgt; 16th and 17th Divs 2 x 6pdrFA + 2 Inf Bdes of 2 Rgts of 3 Bns; 18th Div: 2 x 6pdrFA + 1st Inf Bde = 2 Rgts of 3 Bns + 2 Bde = 1 Rgt; Corps Arty Reserve 2 x 12pdrFA; 2 x 6pdrFA; 3 x 6pdrHA; Fr IXth Corps-28th Div 1st Bde = 3 Rgts = 3 bns (4th, 7th & 9th Spanish Vets) + 3pdrFA
1813 Polish VIIIth Corps : 2 x Inf Divs + 2 x 6pdrFA + 2 Inf Bdes of 2 Rgts of 3 Bns. Corps Arty Reserve 1 x 12pdrFA ; 4 x 8pdrFA; Cav Div of 3 Bdes. Each Bde had 1 Chasseur Rgt. 1st Bde + Hussar Rgt. 2nd Bde + Lancer Rgt

HOLLAND	1805	1806-10
Line Rgt (3 bns)	8*5D*12/8 3 rd Bn	7*5D*12#
Chasseur Bns	4*6D*12	2*6C*12
Gde Gren>Chass	1*8C*8	2*8C*12
Horse Gren Rgt		1*8B*6
Light Dragoons	2*6D*8	1*6C*8
Hvy/Cuir-GdC	2*7C*6	2*7B*6
Hussars	1*7C*8	1*8B*8
FA 8 pdr (5D)	1 *8*2*1-8	11*8*2*1-3
HA 4 pdr (5D)	2*6*0*1-4	5*6*0*1-2

Deployed Inf Div to Austria. 8FA + 2 Inf Bdes (2 Rgts + Chassuer Bn)

1808-1812 Spain = Converged Regiment of 2 Bns + 8pdrFA + 2nd Hussar.

BERG	1806-8 Spain	1809	1812	1813

Line Rgt	3*5D*12	3*5D*12#	4*5D*12#	3 Bns*4F*12
Grenadier Bns				1*6D*12
Cheveau-Leg(LL)	1*6D*12	2*7C*12	2*7C*12	1*6D*8
FA 6 pdr (5D)	1 *8*02*1-4	1 *8*2*1-6	1*8*2*1-6	2 *8*2*1-3
HA 6 pdr (5D)	1*6*0*1-1	1 *6*0*1-2	1 *6*0*1-2	1 *6*0*1-1

1812: Berg Bde = 4 Inf Rgts of 2 Field Bns (4th Rgt = 1 Bn) 1 x HA6pdr + 1 x FA6pdr

WURTEMBERG	1805-7	1808-10	1811-12	1813-15
Line Rgt	3*4D*12	7*5D*12#	6*5D*12#	6*5D*12
Foot Gde	1*7C*12	1*7C*12	1*8B*12	1*7C*12
Fusilier Rgt		1*6C*8/9		
Jager Bns (s-R)	2*6D*8/9	2*6D*8/9	2*6C*8/9	
Chasseur Bns (s)	2*6D*8/9	2*6D*8/9	2*6C*8/9	2*6C*8/9
Landwehr		5*3G*8/9	2*3F*8/9	14*3F*8/9
Cheveau-Leg	2*5D*6	2*6D*8	3*6D*8 +Drgn	2*6D*8
Chasseurs	2*5D*6	2*6D*8	2*7D*8	2*6D*8
UhlandsLL				1*6D*8
Lieb Gde/GdC		1*7C*6	1*7B *8	1*7B*8
FA 6 pdr (5C)	1 *6*0*1-3	1*6*0*1-3		
FA 8 pdr (5C)			3 *6*0*1-6	3 *6*0*1-6
FA 12 pdr (5C)	1 *6*0*1-4	1 *6*0*1-4	1 *6*0*1-8	1 *6*0*1-8
HA 6 pdr (5C)	2 *6*0*1-2	2 *6*0*1-2	3 *6*0*1-2	3*6*0*1-2

1805 and 1806-7 Campaigns = 7 INF Bn total; Inf Rgt = 2 Bns

1809: Conv Guard Cav Rgt = 1 Sqdn ea of Lieb Chass +Horse Gren + Gde du Crps. 6 x Line Rgts = 2 Bns; Inf Div = 2 Inf Bdes (2 x Inf Rgts + Fus Bn) + Light Bde (2 jager & 2 Ft Chass Bns) + 12FA ; Cav Div = 2 Bdes = 1 of 2 x Chass Cav Rgts + 1 of 2 x Cheveau-Leg Rgts + 6HA

1812 Campaign : Inf Div = 2 Inf Bdes (2 x Inf Rgts + 8FA) + Lgt Bde (2 jager & 2 Ft Chass Bns) + 12FA; Cav Div = 2 Cav Bdes = 1 of 2 Chass Cav Rgts + 1 of 2 Cheveau-Leg Rgts + 6HA ea

1813 Campaign : Cav Bde = 3 Cheveau-Leg Rgts + 6HA. Inf Div = Inf Bdes (3 x Inf Rgts) + Light Bde = Jager (9) & Chasseur (10) Rgts each of 2 Bns) + 8FA.

Reinforcement = INF Bde of 2 Rgts and a Cav Bde of Drgn Rgt + 1 x Cheveau Legere Rgt + 6HA.

PORTUGAL	1801-02	1808-09	1810-15
Ordenza	100+*1G*9	100+*1F*9	
Militia	25*2F*8/9	25*2F*8/9	
Line	24*3E*12	48*4E*8/9	44*5D*8/9
Conv. Grenadier	4*5E*8/9	8*5D*8/9	7*6D*8/9
Cacadores (s)		9*5D*8/9/12	12*6D*12
Dragoons	12*6D*8	10*5E*8	10*6D*8
Chasseurs	1*6D*8		
Heavy Cavalry	2*7C*8		
FA 6 pdr	18*8*0*1-4	24*6*0*1-8	16*6*0*1-4

FA 9 pdr	6*8*0*1-8	8*6*0*1-12	16*6*0*1-4
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Ordenza and Militia can only be used in Portugal. Grenadiers cannot skirmish.

WESTPHALIA Organization

NASSAU

Unit	1808-10	1811-12	1813	1806-13 Spain
Line Rgt	8*4D*12#	9*5D*12#	5*4E*8/9	2*5E*12#
Legere Bns (s)	2*6D*8/9	4*6D*12	4*5E*6/9	
Gde Chass & Gren	2*8C*12	4*8C*12	4*7C*12	1*6D*8 Conv Bn
Landwehr		8*2G*12	4*1G*8/9	
Jager Carb (s-R)	1*7C*8	1*7C*8/9	1*6D*6	
Gd Cheveau Leg	1*7C*10	1*7B*10 LL	1*7C*8 LL	
Guard du Corps	1*8C*ATT	1*8B*ATT	1*7C*ATT	
Cheveau Legere	1*6D*8	2*6C*12	2*6D*6	1*6D*8
Cuirassiers	1*8C*8	1*8C*12	1*7C*8	
Hussars: 1st Gde	1*7C*8	2*8C*8	2*7D*6	
FA 6 pdr	6 *6*0*1-4	6*6*0*1-4	3*6*0*1-6	3pdr 1*6*1:4
FA 12 pdr		2*6*0*1-12		
HA 4 pdr	1*6*0*1-2	2*6*0*1-2	2*6*0*1-2	

Inf Rgt = 2 Bns; 1812 = 23rd Div = 1st Bde 1st Guard Rgt + Jager Carbineers; 2nd Bde : Lne Rgt + Legere Bn; 24th Div = Both Bdes : 2 Lne Rgts of 2 Bns + 1 Legere Bn ;
 Corps Cav Div = Hussar Bde 1st Gde Hussars + 2nd Hussars ; Guard Bde : Gde du Corps + Gde Cheveau-Legere (LL) Rgt ; Corps Arty 1 x 12pdrFA and 2 x 6pdrFA
 1813 Initial Div: 1st Bde = Queens Rgt (2 Bn) +1 Leg Bn; 2nd Bde = 8th Rgt (2Bn) +1 Leg Bn
 Detached Cav Bdes = 1st & 2nd Hussars + 1st & 2nd Cheveau Legere
 Reinf Div: 1st Bde = 2nd Rgt (2 Bns) + 1 Legere Bn; 2nd Bde = 3rd Rgt (2 Bns)
 DUCHY of NASSAU. 1808-13 Action in Spain. Chasseur Cav Rgt + 1 x 3pdr FA

SWEDEN 1800-1816

Line	6*5D*8/9	Light Dragoons	2*6D*12
Lights (s)	6*5D*8/9	Heavy Dragoons	2*6C*12
Jagers (R)	5*6D*8/9	Hussars	2*7C*16
Conv Grenadiers	3*7C*8/9	Liv Gde & Gde Cuir	2*8B*8
Conv Marines	4*6D*8/9	Mtd Carabineers	1*7C*12
Foot Guards	5*8C*12	Mtd Jager Sqdns	#*6C*2 ATT
Volunteers	50+*3E*8/9	FA 6pdr (6D)	45*8*2*1-2
Militia	50+*2F*12	FA 12 pdr (6D)	15*8*2*1-6
Gde Jagers (s-R)	1*7C*8/9	HA 6 pdr (6D)	10*6*0*1-1

OTTOMAN TURKEY 1795-1815

Local Levy	##2G*16	Feudal Cavalry/Camels	##5D*12@50%
Feudal Levy	##3F*16	Mameluke- Egypt	##7B*10
Regular Line	##3E*12	Spahis	##6C*16@30%
Veteran Line	##4E*8	Hvy & Gde Cav	##7B*12@20%
Janissaries (s)	15*6B*12	FA 3 pdr & Lgt Mix (5C)	##10*0*1-6
FA 12pdr & Hvy guns (5C)	##6*0*1:8	FA 6 pdr (5C)	##10*0*1-6

Cav % max. . Mamelukes can have Feudal camelry and cannot be used with Spahis and Gd Cav.

BAVARIA Organization

Unit	1805-8	1809-11	1812-13 May	1813 Jun-15
Line Rgt	12*4D*9	13*5D*15/16	6*5D*12#	6*5D*12
Conv Gren Bn	7*7C*9	6*7C*12	6*8C*12	5*7C*8/9
Gren Gde				1*8C*15
Light Bns (s)	6*5D*16	6*6C*16	7*6C*12	7*6D*12
Vol Jager Bn (s-R)		2*5E*12	2*6D*12	2*6E*12
Landwehr	20*2F*8/9	12*3G*8/9	27*3F*8/9	
Cheveau-Leg	4*6D*8	4*6C*8	6*6C*8	6*6D*12
Dragoons	2*5D*8	2*6D*8		
Uhlans (LL)				1*6D*12
Hussar				2*8C*12
FA 6 pdr (5C)		7*6*2*1-6	7*6*0*1-6	4*6*0*1-8
FA MIX (5C)	4*12*2*1-6		4*6*6*1-8 (How)	
FA 12 pdr (5C)		4 *6*2*1-8	1 *6*0*1-8	5*6*0*1-8
Lgt FA 6 pdr (5C)		4 *6*0*1-8	3 *6*0*1-2	4*6*0*1-2

Inf Rgt = 2 Bns; 1813. Inf Rgts= 1-2 Bn 1805. 4 x All Btys had 12 guns; 2 x 12pdr + 8 x 6pdr + 2 x 7" How; 1805 = Bde 2 x Inf Rgt + 1 x Light Bn + 1 Cav Rgt

Wrede's Div : 2 x Inf Bdes + 3 Cheveau-Legere Rgt (total) + 1 x Mixed 12 gun FA

1806 deployment 2 x Inf Divs of 2 Bdes

1809 Deployment 3 Divs of 2 Inf Bde+ 1 Cav Bdes + Div FA of 3 x 6pdrFA

1st & 2nd Div = 4 Inf Rgts + Lgt Bn; 3rd Div = 4 Inf Rgts + 2 Lgt Bns; Cav Bdes= 2 Rgts

1812 Deployment. 3 Cav Bdes each of 2 Cheveau-Legere Rgts

19th Div: 1st & 2nd Bdes = 2 x Inf Rgt + Light Bn; 3rd Bde + 1 Inf Rgt + Light Bn

20th Div: 1st , 2nd & 3rd Bdes = 2 x Inf Rgt + 1 Light Bn

Corps Arty: 4 x 12pdrFA + 4 x 6pdrFa + 1 x 7" HowFA

1813 = 29th Div: 2 x 6pdr+ 2 x Bdes= 1 x 2 Bn/Inf Rgt + 2x 1 Bn/Inf Rgt + 1 Lgt Bn

1815 Minor Powers HANOVER NASSAU NETHERLANDS Hesse-Cassel '13-15

LINE	6*4E*8/9	4*5E*16	12*4D*9	8*5D*12
Lights/ Jagers (s)	2*5D*8/9		6*5D* 9	1*6D*12
Rifles (s-R)	1*5D*6			
Vet Units	6*5D*8/9*KGL		10*6D*9	

Landwehr	27*2G*8/9	3*3E*12	45*2G*12	6*2G*12
Conv Elites (s)		2*6D*8	4*5D*9	3*7C* 12*Gde
Light Dragoons			2*5E*8	
Hussars	3*4E*8		2*6D*8	
Carabineers			3*6D*8	
FA 6 pdr (5D)	2*8*2*1-8		2*8*2*1-12	
FA 9 or 12 pdr (5D)	4*8*2*1-8		4*8*2*1-7	2*8*2*1-6
HA 6 pdr (5D)	3*8*2*1-10		3*8*2*1-2	2*8*2*1:6 InfBns

Netherlands Veteran units include East/West Indies Bns, Orange-Nassau Rgt and Swiss Bns

NAPLES Organization

Unit	1805-08	1809-11	1812-13	1814-15
Line Rgt	8*4D*12#	9*4D*12#	5*4E*12#	2*4E*8
Legere Rgts (s)	2*5D*12	2*5D*12	3*5E*12	3*5E*8
Gde Marine Bns	2*8C*12	2*8C*12	1*8C*12	1*7C*8
Gde Gren Bns	1*8C*12	2*8C*12	2*7C*12	1*7C*8
Gde Velite Bns	2*6C*12	4*6C*12	4*6C*12	4*6C*8
Gde Voltigeur (s)			2*7C*12	
Cheveau Leg	1*7C*6	1*6D*6	1*6D*8	1*5D*4
Guard du Corps	1*8C*2/4	1*8B*3/4	1*7C*4/4	
Chasseur Chevel	1*6D*10	2*6D*6	2*6D*8	1*5D*4
Drgn+ChLeg Gde			2*7C*8	2*7D*6
Hussars Gde			1*8B*12	1*7B*8
Gde Lancers-LL			1*7C*12	1*7C*8
Gendarmes	6*5D*4	6*5D*6	6*5D*6	6*5D*4
FA 8 pdr (5D)	10 *8*2*1-3	10*8*2*1-3	4*8*2*1-3	4*6*0*1-5
FA 12 pdr (5D)	4*8*2*1-8	4*8*2*1-8	4*8*2*1-7	1*6*0*1-4
HA 4 pdr (5D)	2*6*0*1-1	2*6*0*1-1	2*6*0*1-5	1*6*0*1-2
GDFA 12 pdr (6C)	2*8*2*1-16	2*8*2*1-16	2*8*2*1-16	
GDHA 4 pdr (6C)			2*6*0*1-2 GdCv	

1808 Spain Deployment Naples Bde : 2 x Inf Rgts of 3 Bns on the FM9 + Chasseur-Chevel Rgt of 3 Sqdns. 1811 Increased to 4 Line Rgts of 1 or 2 Bns + 1 Legere Rgt + Chasseur Cav Rgt

1809 Deployment vs Austria: Cav Bde = Gde du Corp Rgt + Chasseur Rgt + Chasseur Rgt . Guard Bde of 6 Guard Bns = 4 Velite Bns + 2 Gren Bns

1812 = Cav Bde = Velite Rgt + Honor Gd + Hussar Rgt. Gd Bde = 2 Bns Velite Gde + Marine Bn + Legere Bn

1815 War vs Austria. 4 Inf Divs = 2 Bdes of 2 Rgts of 3 Bns. One Rgt in each division was a Legere Rgt. Div Arty 2 x 8pdrFA ; Guard Inf Div = 2 x Velite Gren Rgts, Gde Chasseur Rgt . Div Arty 2 x 12pdr FA ; Gd Cav Div= Lgt Bde:Gde Hussars+ Gd Cheveau Leg ; Hvy Bde= Gd Lancers +GdC; 2x 4pdr GdHA; Line Cav Div = 2 Bdes each of 2 Cheveau-Legere Rgts

HESSE DARMSTADT Organization

Unit	1806-7	1808-11	1812-13	1814-15
Line Rgt	3*6D*12	3*6C*12#	4*6C*12#	4*6D*12#
Prinz LIV-LivGd		1*7C*12#	1*7C*12#	1*6D*12#
Fusilier Bns	3*6C*12	2*6C*12	2*6C*12	
Chevau-Leg	1*6B*6	1*7C*6	1*7C*6	1*6D*6
Guard du Corps	1*6B*2 ATT	1*7B*2 ATT	1*7B *2 ATT	
FA 6 pdr (6D)	3 *8*2*1-3	3*8*2*1-3	3*8*2*1-3	2 *6*1*1-4

1806 Darmstadt Brigades were actually a single Rgt of 3 Bns (2 Line + 1 Fusilier/Light);

1808 Spain One Reorganized Rgt of 2 Bns (FM9) + 4 gun FA Bty

1809- 1813. Darmstadt Brigade = 3 Rgt of 2 Bns: Liv and LivGde Rgts +

Gde Fusilier Rgt of converged Fusilier Bns.; 6pdr FA of 6 guns/ 5 guns + 1 HOW

NORTHERN ITALY Organization

Unit	1805-08	1809-11	1812-13	1814-15
Line Rgt	6*5D*12#	9*5D*12#	5*5C*12#	2*5D*12#
Legere Rgts (s)	3*6D*12	2*6D*12	3*6C*12	3*5D*12
Gd CarbChas Bn (s)	2*8C*12	2*8C*12	2*8C*12	1*7C*8
Gde Gren	2*8C*12	2*8C*12	2*8B*12	1*7C*8
Gde Velite Bns	2*6C*12	2*6C*12	3*7C*10/12	3*6C*8
Gde Conscript			2*6C*12	2*6C*8
Foot Gendarmes	16+*2G*6	16+*2G*6	16+*2G*6	12+*2F*6
Auxillary Bns	14*3E*12#	20*4E*12#	18*4E*12#	15*4F*8
Dragoons	2*6C*6	2*6C*6	2*7C*6	2*6D*6
Cinv Guard du Honor	4*8C*6	4*8B*8	5*8B*12	5*7B*8
Chasseur Chevel	4*6C*8	4*6C*8	4*7C*8	4*6C*8
Gde Dragoon	1*7B*4	1*7B*4	1*8B*4	2*7C*4
Mtd Gendarmes	6*5E*4	6*5E*4	6*5E*4	6*5D*4
FA 6 pdr (6C)	10*8*2*1-5	10*6*0*1-5	10*6*0*1-6	6*8*2*1-6
FA 8 pdr (6C)	2*8*2*1-12	6*6*0*1-8	6*6*0*1-8	4*8*2*1-10
FA 12 pdr (6C)	2*8*2*1-12	4*6*0*1-12	4*8*2*1-12	2*8*2*1-12
FA 10" How (6C)	1*8*8*1-16	2*8*8*1-16	4*8*8*1-12	
HA 4 pdr (6C)	2*6*0*1-2	2*6*0*1-2	6*6*0*1-2	4*6*0*1-2
GDFA 6 pdr (7C)	2*8*2*1-3	2*8*2*1-3	2*8*2*1-4	
GDFA 12 pdr (7C)			1*8*2*1-16	
GDHA 4 pdr (7C)	1*6*0*1-2	1*6*0*1-2	1*6*0*1-2	

Auxillary Battalions include Dalmatian and Istrian Bns. Gendarmes include Militia.

Guard Arty ratios are based on deployed Gde Bns/Cav Rgts.

1808-09 Spain Deployment. 4 Rgts of 2Bns each + 2 Legere Rgts of 3Bns + Guard Velite Bn + 2 x Chasseur Chevel Rgts + 2 x 6pdrFA + 1 x 4pdrHA

1809 Deployment. 2 x Inf Divs= 2 Bdes of 2 Inf Rgts except the 1st Bde: 1 Lne + 1 Lgt Rgt

Gde Div: 1st Bde: Chasseur Bn + Chasseur Velite Bn; 2nd Bde: Gde Gren Bn + Gren Velite Bn

1812 Deployment to Russia. Guard Div = Cav Bde : Dragoon Gdes + 4pdr GdHA

Guard Div: Inf Bde Guard Gren Rgt, Gde Conscript Rgt, Velite Rgt. Each of 2 Bns
 InfDiv: Cav Bde: 2 Chasseur Rgts; 1st Bde: Lne Rgt 4 Bns +Lgt Bn; 2nd Bde = Inf Rgt 4 Bns

3rd Bde: Legere Rgt 4 Bns +Dalmatian Rgt 3 Bns

Italian Arty Reserve = 1 x 12pdr FA + 1 x 6pdrFA + 1 x 4pdrHA + 1 x 6pdrHA

PRUSSIA Organization

Unit Type	1806-7	1808-12	1813-14	1815
Reg Line/Fusilier	57*5D*8/9	11*5E*12	11*5C*12	11*6C*12
Reserve Lne			13*5D*9/12	11*5D*12
Vet. landwehr			24*4E*12	24*4E*12
Landwehr			40+*3E*12	40+*3F*12
Jagers (s)	3*6C*12		4*6D*12	10*6D*12
Shutzen (s-R)		2*6D*12	2*6D*12	2*6D*412
Gd Jager/Shutzen (s-R)	1*8A*12	2*7B*12	1*7A*12	2*9A*12
Conv/Gde Gren	29*8B*12	6*8C*12	6*8B*12	6*9B*12
Fus/Foot Gde	3*9A*12	3*8B*12	6*8A*12	6*9A*12
Dragoons	14*6C*12	6*6C*10	6*6C*8	8*6C*10
Hussars	8*7C*24	4*7C*10	4*8B*8	10*8B*10
Uhlands- LL & Towarczy	2*6C*20	3*6C*8	3*6C*8	8*6C*12
Landwehr			28*3F*6	36*3E*6
Cuirassiers	12*8C*12	3*8C*10	3*8B*10	4*8B*10
Gd du Corp+ Conv Gde	1*9B*12	1*9B*10	2@*9A*10	4@*9A*10
Lieb Hussars	1*10A*24	2*10B*10	2*10A*10	2*10A*10
FA 6 pdr (6C)	27*8*0*1-5	18*8*0*1-3	24*8*2*1-9	30*8*2*1-8
FA 12pdr (6C)	10*8*0*1-16	12*8*2*1-8	12*8*2*1-18	12*8*2*1-16
FA How B (6C)	4*8*8*1-24	1*8*8* 1-F		
HA 6pdr (6C)	10*8*0* 1-3	1*8*80* 1-F	12*8*2* 1-3	18*8*2* 1-3
GdFA 6pdr (7C)				5*8*2* 1-16
GdFA 12 pdr (7C)			1*8*2* 1-F	2*8*2* 1-F
GdHA 6 pdr (7C)			1*8*2* 1-6	3*8*2* 1-10

One of the Bns in each Line Rgt was classified as Fusilier but treat as a normal Bn. Rgt = 3Bns; Landwehr Rgt = 2 Bns; Jagers/Shutzen bases per deployed Attached to regiments/Bdes

Converged Guard Rgt of 1813-14 included 1 Sqdn each of Lancers, Dragoons and Hussars.

In 1815 these had been expanded into a Rgt of each type. Lieb Hussars are the DeathHead Rgt.

Lutzow Freikorp Infantry	Prussia	1813-14	3*5D*12
Lutzow Freikorp Hussars	Prussia	1813-14	3*6D*8
Lutzow Chasseurs + Uhlans-LL	Prussia	1813-14	1 each*ATT
Hellwigs StriefKorp Inf& Cav	Prussia	1813	2*5E*12 & 1*6E*6
Schill's Freikorp Inf&Hussars	Prussia	1,813	1*4D*8/9 & 1*6D*4
Reiche & Kielmansegg Freikorps	Prussia	1813-14	2*5E*8/9

AUSTRIA Organization

Units	Before 1805	1805	1809	1810-12	1813-15
German Lne	30+*5D*18	40+*4D*12	30+*5D*15	25+*5E*15	30+*5D*12
Hungary Lne	20+*5E*21	30+*5E*15	20+*5E*15	20+*5F*15	30+*5E*15
GRENZ (s)	15+*6C*15	20+*6D*12	20+*6D*15	10*6D*15	20+*7D*15
Jager Bn (s-R)	3 *7C*12	3*7C*12	3*8C*12	3*7C*12	6*8C*12
Grenadier Bn	21*9B*12	60*8A*9	21*9A*12	19*8C*12	19*9A*12
Landwehr		10+*3F*12	50+*3F*12		60+*3F*12
Chev Legere	6*6C*24	6*6C*20	6*6C*20	6*6D*16	6*6C*16
Dragoons	6*6C*20	6*6C*16	6*6C*16	6*6C*12	6*6C*8
Uhlans - LL	3*6C*24	3*6C*24	3*6C*20	4*6C*16	6*6C*16
Hussars	12*8B*24	12*8B*24	12*8B*20	6*7C*16	12*8C*16
Cuirassiers	8*8B*20	8*8B*16	8*8B*16	8*8C*12	8*8B*8
Gde du Corps		1*9B*12	1*9B*12	1*9B*12	1*9B*8
FA 3 pdr (6C)	35*8*0*1-8	35*8*0*1-8	30*8*0*1-8	1*6*0* 1-F	10*6*0*1-6
FA 6 pdr (6C)	22*8*0*1-15	22*8*0*1-15	46*8*0*1-5	5*8*0*1-20	36*6*0*1-6
FA 12 pdr (6C)	10*6*0*1-18	10*6*0*1-24	22*6*0*1-12	1*6*0*1-F	25*6*0*1-12
CAV 6 pdr (6C)	11*6*0*1-3	11*6*0*1-3	11*6*0*1-3	2*6*0*1-12	24*6*0*1-2

ArchDuke Charles Legion Jagers (s)	Austria	1809	1*5E*12
ArchDuke Charles Legion Infantry	Austria	1809	5*5E*12
Lobkowitz, Moravian, Dalmatia Frei	Austria	1809	4*4E*8/9
Carneville Freicorps Inf&Hussars	Austria	1809	2*4E*2:8&1*5D*1/2
Schill's Freikorp Inf&Hussars	Austria	1809	1*4D*8/9 & 1*6D*4
Tyrolese Independent Companies	Austria	1809	100+ *6C*3 (ATT or conv)
Vienna Volunteers Inf w/Jagers	Austria	1809	6*6D*12
Vienna Volunteers ChevauLegere	Austria	1809	1*6D*6
Belgian Legion Inf & Cav	Netherlands	1814	6*5E*9 & 2*6D*6

Belgian Leg 6pFA&9pFA&6pHA	Netherlands	1814	2*6*0* & 2*6*0* & 2*6*0
Dutch-Orange Legion	Netherlands	1813-14	7*4D*9

Infantry Rgt has 2 Bns

UNITED STATES

Line	30*4E*8/9	Musket Vol (s)	?*3E*12@30%
Veteran Line	10*5D*8/9	Rifle Vol (s-R)	?*4E*12@20%
Rifle Light Rgt (s-R)	1*6C*8/9	Green Militia	?*2F*12 @30%
Marines	2*5D*6	Ave Militia	?*3F*12 @20%
Indian Allies	?*4F*6@15%	Vet Militia	?*4E*12 @ 10%
Dragoons	2*6D*10	Large Mix Btys (5C)	?*6*0*1-8
Mtd Volunteers	?*5E*8@10%	Small Mix Btys (5C)	?*2-4*0*1-8

The % is based on the Militia-Vol segment which must be at least 50% of the entire Army.

Southern Indian Allies include White Stick Creeks, Cherokees, Choctaws and Chickasaws.

GREAT BRITAIN	1805 & before	1806-09	1810-14	1815
LINE	64*5D*12	64*5D*9	64*6D*9	64*5C*12
Royal Line	20*5C*12	20*5C*9	20*6C*12	20*6C*12
Fusilier	3*7C*12	3*7C*9	3*8C*9	3*8C*9
Light Inf (s)	6*6D*12	12*6C*9	12*7C*9	12*7C*12
Rifle Bns (s-R)	2*6D*9	2*7C*9	2*7C*12	2*7C*12
Highlanders	9*9A*15	9*9A*12	9*9A*12	9*9A*15
Foot Guard	7*10A*18	7*10A*15	7*10A*15	7*10A*15
Marines	3*7C*9	3*7C*9	3*7C*9	3*7C*9
Auxillary Bns	20+*4D*12	20+*5E*9	20+*5D*9	20+*5D*12
Light Dragoons	12*6D*8	12*7C*6	12*7C*6	12*7C*8
Hussars	3*7C*8	3*7C*6	3*7C*6	3*7C*8
Heavy Dragoons	6*8C*8	6*8C*6	6*8C*6	6*8B*6
Dragoon Gde	7*7C*8	7*8C*6	7*8C*6	7*8B*6
Household Gde	3*8B*6	3*9B*4	3*10B*4	3*10B*4
FA 6 pdr	22*6*0*1-6	22*6*0*1-6	20*6*0*1-6	20*6*0*1-4
FA 9 pdr	10*6*0*1-10	10*6*0*1-10	20*6*0*1-6	20*6*0*1-4
HA 6pdr	10*6*0*1-3	10*6*0*1-3	7*6*0*1-4	6*6*0*1-5
HA 9 pdr			2*6*0*1-12	3*6*0*1-10

All British Infantry regiments = 1 Bn.; Lights and Rifles may be independently attached to different Rgt/Bdes; Auxillary Bns include Foreign Troops and West Indies Bns

Loyal Lusitanian Leg Inf & Cav	Britain/Port	1808-10	3*6D*15 & 1*6D*6
Chasseurs Britanique (s)	Britain	1805-14	1*4E*5H:
Dillion and Rolls	Britain	1800-12	1 each *5E* 8/9
De Wattevilles & DeMeurons	Britain	1801-1814	1*4E*8/9 & 2*4E*8/9
Queens Germans (& Swiss)	Britain	1800-08	1*5D*8/9

Bruns Orel Jagers (s) Con/ATT & Huss	Britain	1807-13	12*6D*3 & 1*6C*8
King's German Legion Lne & Lgt (s)	Britain	1806-13	8*5D*9 & 2*6D*9
KGL Hussars & Light Drngns	Britain	1806-13	3*8C*8 & 2*7C*8
KGL 6pdr FA & 6pdr HA	Britain	1806-13	4*6*0*1-4 & 2*6*0*1-2
Greek Lgt Inf Bn (s)	Britain	1811-14	2*5E*8/9

CANADA 1812-14 (British Regular units and West Indies Rgts were also used in America)

Line & Fusiliers	8*5D*12	Great Lakes Indians (s)	?*3F*6
Volunteers (s)	#*4F*9	Red Stick Creek Tribes (s)	?*4F*6
Militia	#*3F*12		

British India (instead of Bns authorized the number is maximum percentages)

Sepoy	40*5D*12	Mercenaries	10*5E*12
Elite / veteran Sepoy	20*6C*9	6 pdr FA	?*6*0*1:4
Sepoy Cavalry LL	10*7C*12	9 pdr FA	?*6*0*1:6
Allied Cavalry	15*6E*12	12 pdr FA (native)	?*6*0*1:10

RUSSIA	1800-05	1806-09	1810-12	1813-15
Line	100+*4D*12	100+*5D*10/12	100+*5D*10/12	100+*5D*12
Jagers (s)	50+*4D*12	50+*5D*10/12	50+*5D*10/12	50+*5D*12
Grenadiers	27*8C*12	27*8C*12	27*8C*10/12	27*8C*12
Jager-Gren (s)				12*6C*12
Guard	9*9A*12	15*9A*12	18*10A*12	18*10A*12
Gde Jagers (s)	1*7B*12	4*7B*12	6*7B*12	6*7B*12
Marines			8*6C*10	8*6C*12
Militia			50+*3F*8	50+*3F*8
Dragoons	30*6D*12	36*6D*12	18*6D*10	18*6D*12
Hussars	9*8C*20	11*7C*20	12*8C*16	12*8C*12
Uhlands- LL	4*6D*20	5*6D*20	12*6C*16	12*6C*12
Cuirassiers	6*8C*12	6*8C*12	8*8B*10	7**C*12
Chasseurs			8*6D*12	8*6D*12
Cossacks	10+*4G*6	10+*4G*6	10+*4G*8	10+*4G*8
Cheveau Gde	2*9B*12	2*9B*12	2*10A*10	2*10A*12
Gde Hussars	1*8B*20	1*8B*20	1*9B*16	1*9B*16
Gde Cossacks	1*7C*6	1*7C*6	1*7C*8	1*7C*8
FA 6 pdr	52*12*2*1-5	52*12*2*1-6	58*12*2*1-4	60*12*2*1-8
FA 12 pdr	138*14*2*1-3	138*14*2*1-3	44*12*2*1-6	46*12*2*1-6
HA 6 pdr	26*12*2*1-2	26*12*2*1-2	22*12*2*1-2	22*12*2*1-2
GdFA 6 pdr	2*12*2*1-5	2*12*2*1-10	2*12*2*1-8	3*12*2*1-8
GdFA 12 pdr	2*12*2*1-5	2*12*2*1-0	2*12*2*1-8	3*12*2*1-8
GdHA 6 pdr	1*12*2*1-4	1*12*2*1-4	1*12*2*1-4	1*12*2*1-4

Line, Jager and Militia Rgts must be at least 50% of the force. Inf-Jager Rgt = 2 Bns

Unit	Country	Year	Bns*MMG*SIZE
Russo-German Legion Line &Jager (s)	Russia	1808-14	7*5D*8 &1*6D*8
Russo-German Legion Hussars	Russia	1808-14	2*7C*12/16
Russo-German Legion FA 6pdr	Russia	1808-14	2*12*2*1-4
Greek Independence Bns	Russia	1800-15	2*4E*12

BRUNSWICK 1809 1813-14 1815 Hesse-
Casel 1806

Line	2*5C*8/9	3*5C*8/9	3*5C*12	33*4D*8/9
Lights (s)	1*6C*	3*5C*8/9	3*6C*12	
Rifles(s-R)	1*6C*1H:4	1*6C*8/9	1*7B*12	
Guard		1*7B*8/9	1*8B*12	3*7C*12
Landwehr		5*3F*8/9	6*3F*12	11*2G*8/9
Hussars	1*7C*8	1*7C*8	1*7C*8	1*7C*2*GdC/att
Uhlans	1*7C*2 ATT		1*7C*4	1*6D*6*Drgn
HA 6 pdr (6C)	1*4*2*1-F	1*8*2*1-F	1*8*2*1-F	2*8*2*1--12
FA 9 pdr (6C)		1*8*2*1-F	1*8*2*1-F	2*8*2*1-12

SPAIN 1800-08 May 1808-11 1812-15 Pro-
France

Line bns	70*4E*12/9	79*4E*8/12	68*4E*8/12	14*5E*12#
Lights Bns(s)	12*4D*18	12*4E*9/10	12*4E*12	4*5E*12
Cacadores Bns (s)		12*5E*9/10	12*5D*12	
Bde Conv Gren	17*6C*8/9	17*6C*8/9	15:6C*8/9	FusGd2*6C*12
Guard	6*7C*15			4*7C*12
Raw Militia	100+*1G*6	100+*2G*6	100+2F*6	
Veteran Militia	50+*3F*8	50+*3F*8	50+*3E*8	
Irg Mtd Vol		15*2F*6	15*2F*6	
Dragoons	12*5E*10	12*4E*6	12*4E*8	LL`*6D*8
Heavy Cav	6*6D*10	6*5D*8	6*5D*8	
Hussars	2*6C*10	6*5D*8	6*5D*8	Gde 1*6C*8
Chasseur/Cac.	6*5D*10	6*5D*6	6*5D*8	6*5D*8
Guard Cav	2*7C*8			1*6C*8 (LL)
FA 6 pdr (4D)	24*8*2*1-4	30*6*0*1-6	30*6*0*1-6	GD8pd*8*2*1-F
FA 8 pdr& 9 pdr (4D)	10*8*0*1-8	15*6*0*1-12	9pd 15*6*0*1-9	8pd*2*8*2*1-8
HA 6 pdr (4C)	6*6*0*1-4			4pGd1*6*0*1-F
Irish Bns	9*6D*12			4*5E*12#
Swiss Bns	12*6C*16#			4*5D*12#
Naples Bn	1*5E*8/9			

If Gren converged, the Lne strength to be 8.; Juramentados/Soult's Andalusian will use 1811-13

INDIA (instead of Bns authorized the number is maximum percentages) Infantry marked with a (\$) are blade and bow armed and do not have muskets of FPF.

MOGHUL		SIKH		MYSORE	
Relatives	10*6D*8	Relatives	10*6C*8	Guard (\$)	10*7B*16
Foot matchlock	20*5D*12	Elites	15*7C*8	Risalas	25*6D*12
Levy Foot (\$)	20*4E*16	Levy Foot (\$)	10*3F*16	Levy Foot (\$)	30*3F*16
Cultists (s)	10*3A*8	Ghazis (s)	10*3B*8	Ahmadis (\$)	30*3F*12
Mercenaries	10*5D*8	Warrior Caste	50*6D*12	Infantry	25*5D*12
Silhadar	10*8C*8	Clan Cav = LL	15*7C*8	Silhadar	15*7B*8
Mansabdari	30*6D*12			Askars LL	15*7C*12
Feudal Cavalry	20*6E*16	Allied Cavalry	10*6D*12	Feudal Cav	10*6E*12
Elephants	5*6F*4		n/a		n/a
1 pdr Gingal (5D)	?*8*0*1:4		n/a	1 pdr Gingal	?*8*0* 1:4
3 pdr FA (5D)	?*8*0*1:4	3 pdr FA	?*8*0*1:4	3 pdr FA	?*8*0*1:6
12 pdr FA (5D)	?*6*0*1:6	12 pdr FA	?*6*0*1:8	12 pdr FA	?*6*0*1:8
18+ pdr FA(5D)	?*6*0*1:8		n/a	18+ pdr FA	?*6*0*1:10

VARIOUS COMBAT AND REFERENCE CHARTS SEQUENCE OF PLAY

COMMAND PHASE

1. Determine Visibility and Observation ranges
2. Write orders to send by Couriers and Allocate Tactical Order Chits
3. Once per hour of game time consult the weather Chart for Changes (Optional)

CHANGE OF FACING/FORMATION PHASE

1. Reveal Appropriate Tactical Orders Chits
2. Conduct Any Changes

INITIAL ARTILLERY FIRE PHASE

1. Conduct Artillery Fire and Remove Casualties
2. Make Required Morale Checks

DECLARATION OF CHARGES PHASE

1. Real Tactical Order Chits for Charges and Movement
2. Declare all Charges and Counter-Charge Responses
3. Attempt Infantry Squares
4. Conduct any Flee moves or Morale Checks

MOVEMENT PHASE

1. Conduct all Horse Artillery Gallop Moves
2. Conduct all Charge and counter Charge Moves
3. Conduct Regular Moves
4. Conduct Strategic Moves
5. Deliver messages

SECONDARY ARTILLERY FIRE PHASE

1. Conduct Eligible Artillery Fire & Remove Casualties
2. Make Morale Checks

MUSKETRY FIRE PHASE

1. Conduct Skirmish fire, Remove casualties and Make Morale Checks
2. Conduct Volley Fire, Remove casualties and Make Morale Checks

FIELD MELEE COMBAT PHASE

1. Resolve all Initial (First) Round melees and Determine the Combat Results
2. Remove any casualties and conduct any mandatory retreats and morale checks.
3. Conduct any Pursuit Moves and Cavalry actions required by orders
4. Conduct any Pursuit Melees caused by follow up moves.

OBJECTIVE ZONE COMBAT PHASE

1. Assign troops to assault/ defend specific sectors\
2. Resolve all sector combat in each zone and conduct required functions

TEMPORARY MORALE LOSS RECOVERY PHASE

1. Return units which meet recovery requirements to permanent morale levels
2. Attempt to rally Routed units if allowed
3. Determine the Morale Integrity rally time for Cavalry who lost it.

INFANTRY MOVEMENT (In Yards/Meters) (Record Your Scale in the marked Area)

Skirmish...Field Column...Charge Column ...Field Line...Charge Line... Road
400400.....450.....300.....350.....500
()...().....().....().....().....()
Standard march Option Rate is 100 yards less per category.
()...().....().....().....().....()

CAVALRY MOVEMENT (In Yards/Meters)

TROT (Basic).....CHARGE.....ROAD
600.....1400.....1000
().....().....()

If Unit weight is used, ADD 100 yards is Light and DEDUCT 100 yards if Heavy.

Movement Modifiers:	INFANTRY	CAVALRY
Unorganized / Disrupted.....	-100 / -200.....	-200 / -300
Traversing Hill Contours.....	-50 per contour.....	-100 per contour
Crossing Stream / Ford.....	Max = 200.....	Max = 400
Formed in Light Woods.....	Max = 200.....	Max = 200
Formed in Heavy Woods.....	Max = 150.....	Prohibited
Conduct a backward Shift.....	Max = 150.....	Max = 150
Conduct a Lateral Shift.....	Max = 100.....	Max = 100
Skirmishing in any Woods.....	Max = 250.....	Max = 250

Artillery Movement (In yards/ meters)

Foot Arty...Field.....Road...Prolong	Horse Arty...Field...Gallop...Road...Prolong
2-6 pdr.....600.....900.....100	2-4 pdr.....750.....400.....1200...100
7-10 pdr.....500.....900.....100	6-9 pdr.....600.....350.....1200...100
12 pdr.....400.....750.....50	RHA/GDFA..900.....600.....1200...100

Artillery Modifiers:

Changing direction 0-30 degrees = No Effect	Crossing Stream Ford...- 250
Changing direction 31-90 degrees = -300	Crossing a bridge.....-150
Changing Direction 91-180 degrees = Max 250.	Crossing Hill.....-100 per contour

MUSKETRY FIRING CHARTS

. Units have a Firepower (FP) rating of one point per casting. This is adjusted by training modifiers and the result is the unit's Musketry value. The Musketry Value is adjusted by Firer and target Conditions to produce a final Firepower Value. Index the FP rating with the range can the result is the percentage chance to kill a casting.

Range =	FIREFIGHT.....151-250.....	251-350	Skirmish / Effects
FP's	()	()	
1-2.....	20.....	10.....	.01.....10 = MC
3-4.....	60.....	20.....	.05.....20 = MC
5-6.....	110.....	30.....	.10.....30 = MC
7-8.....	160.....	50.....	.15.....40 = MC, K
9.....	190.....	60.....	.20.....45 = MC, K
10.....	230.....	70.....	.25.....50 = MC-5, K
11.....	240.....	80.....	.30.....55 = MC -5, K
12.....	260.....	90.....	.35.....60 = MC -5, K
13.....	280.....	110.....	.40.....65 = MC -5, K
14.....	310.....	120.....	.45.....70 = MC -5, K
15.....	330.....	130.....	.50.....75 = MC -10, K
16.....	350.....	140.....	.55.....80 = MC -10, K
17.....	380.....	150.....	.60.....85 = MC -10, K
18+.....	410.....	160.....	.65.....95 = MC-15, K

For FPs of more than 18 use the 18 row. Three numbers means that the first number is the number of automatic hits. On the Skirmish Hit Column : MC indicates a required morale check. MC - ? = indicates an amount deducted from the die roll; K is an automatic Kill

FIREPOWER MODIFIERS:

Firing Unit is:

MMG 4-5.....+1; MMG 6 or 7....+2; MMG 8...+3; MMG 9-10..+4; MMG1...-2;

Trained Lights (s) = +1; Rifle armed = +1; British, KGL, USA = +5

Unorganized = -5 ; Did not Move this turn = +4

Target Unit Condition :

An Unlimbered Artillery crew = -3; In Skirmish Status = -5; In Formed Line = +2

In Light Woods = -6 ; In Heavy Woods = -8 Behind protective Cover = -4

MORALE CHARTS

Unit Type	Grade	%# to fail	Morale Check Modifiers
Zealous.....	A.....	05%	MG A and Unorganized/ Disrupted...-10/-15
Elite.....	B.....	10%	MG B-C and Unorganized/ Disrupted..-15/-25
Veteran.....	C.....	15%	MG D-E and Unorganized/ Disrupted..-20/ -30
Average.....	D.....	20%	MG F-G and Unorganized/Disrupted,,-25/ -40
Poor.....	E.....	25%	In an Objective Zone or Attached General...+20
Conscript.....	F.....	30%	In Protective Cover+10
Undiscipline...G.....		35%	Target of Two+ batteries, In Water,Sand/Snow..-10 Received Fire on it Flans/ Rear or Friendly Fire..-20

Morale Failure results Chart

Dice Roll	Results
90-100.....	Unit hesitates = No Morale Loss but cannot voluntarily move..
70-89.....	Unit is Unorganized and cannot voluntarily move this turn.
40-69.....	Unit is Unorganized, must retreat 200 yards and cannot volun. move
10-39.....	Unit is Disrupted, must retreat 300 yards and cannot voluntarily move.
01-09.....	Unit is Routed and must retreat 500 yards
Below Zero.....	Infantry and Artillery Surrender; Cavalry loses Regimental Integrity

Modifiers:
 Unit is Unorganized = -10; Disrupted = -20; Skirmish Status = -10; Surrounded = -30

OBJECTIVE ZONE MELEE SYSTEM

The attacker = Melee grade X +/- condition modifiers. Total all attacking units + supporting artillery = assault strength.

The defender = Melee grade X unit castings +/- condition modifiers X defensive multiplier. Combine the totals of the garrison and In-Transit/Reinforcing units plus any artillery support to produce a single Defensive value for the sector.

Compare Values to determine a differential. Take the Attacker's - defenders. Index the Differential sum with the column which reflects the MMGs

For Engaged situations = Higher total – lower total

Att	Def=	1-2-3	4-5	6-7	8-9	10	Defensive Multiplier/Transit Delay Time
1- 2.....	0-70...0-75...0-80...0-85...10-90						A = 1.....1
3-4.....	0-65...0-70...0-75...0-80...10-85						B = 1.25.....2
5-6.....	0-60...0-65...0-70...0-75...10-80						C = 1.5.....3
7-8.....	0-55...0-60...0-65...0-70...10-75						D = 1.5.....3
9-10.....	0-50...0-55...0-60...0-65...10-70						E = 1.75.....3
							F = 2.0.....2

Unit Modifiers (Assault / Engaged Status)

Unit is Unorganized = -30.....Unit is Disrupted = -50.....Unit is Cavalry = -15/ -25

Unit is in a sector being supported by Artillery = +20 / + 10

Melee Results: Below 0 = Attacker is Unorganized, Loses 2 Castings, retreats 200 yards
 Within the Number range listed = Both Sides lose Two men and are Engaged.

Above the Number listed = Defender is Destroyed and Attacker loses 2 men.

ARTILLERY CHARTS

RANGE >	01-200...	201-400...	401 -600...	601-800...	801-1100...	1101-1500
BIR	()	()	()	()	()	()
10+.....	140%.....	120%.....	90%.....	80%.....	40%.....	30%
9.....	130%.....	100%.....	80%.....	60%.....	30%.....	20%
8.....	120%.....	90%.....	70%.....	50%.....	20%.....	15%
7.....	100%.....	80%.....	60%.....	40%.....	20%.....	15%
6.....	90%.....	70%.....	50%.....	30%.....	15%.....	10%
5.....	80%.....	60%.....	40%.....	25%.....	15%.....	10%
4.....	70%.....	50%.....	35%.....	20%.....	10%.....	05%
3.....	50%.....	40%.....	25%.....	15%.....	10%.....	05%
2.....	40%.....	25%.....	20%.....	15%.....	05%.....	05%
1.....	30%.....	15%.....	10%.....	10%.....	05%.....	05%

Modifiers Battery is Firing :

Through Skirmishers at a Formed target = -1; Poor Visibility Condition = -2

More than one battery at the same target = +1 At a target's Flank/Rear = +1

Target Status is:

Cavalry or Limbered Artillery or In a Massed Formation (16+ men) = +1

In Light Woods or Engaged = -1 Infantry in Square = +2

In heavy Woods or In Skirmish Status or In a Protective Position = -2

Infantry in a Column over 200 yds = +1; Infantry in Line Under 201 yds = +1

Counter battery Fire (Target = Artillery) Firer is :

A 12+ pdr battery or A Converged How. Bty or Firing a Consecutive Shot = +1

Counter-battery Damage Table

Die Roll	Range is less than 50 yds	Die Roll	Range is more than 500 yds
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01-19.....	One Gun Destroyed**	01-29.....	One Gun Destroyed**
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21-59.....	One Limber Hit	30-79.....	One Limber Hit
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60+.....	One Crew Hit	80+.....	One Crew Hit
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A Limber hit reduces movement and ammo **2 gun hits drop AEV one level

MELEE RESULTS CHART (W = Winner; L = Loser; R = Retreats)

W MG = 1-2-3..... 4-5.....6-7-8.....9-10 Effects =Losses W:L & Advance

Die = 0-59.....0-49.....0-39.....0-29.....Engaged : No Morale Loss (2:2)X

Roll 60-89.....50-79...40-59.....30-59...Loser Unorganized, R = 300(1:1) X

90-109.....80-99...60-79...60-69...Loser Disrupted, R = 400 (1:2) +

110-129....100-109...80-99...70-89...Loser Disrupted, R = 400 (0:2) +

130-149....110-129..100-109..90-99...Loser Routs, R = 400 (0:3)++

150+.....130+....110+.....100+...Loser Surrenders/Rous (0:4) ++

X = No Advance; + = Inf can Advance 200; ++ = Inf can Advance 300

Winner is: in Skirmish or Disrupted = -30; W is Unorganized or Engaged = -20

W is in Protective Cover or Uphill = +10; W is hitting a Flank/Rear = +50

L is in Skirmish or Disrupted = +30; L is Unorganized = +20;

L is in Protective Cover or Uphill = -10; L is hitting Flank/Rear = -50

Cavalry defeated Infantry or Artillery = +20; Infantry defeated a cavalry unit = -20

CLASSIC MELEE RESOLUTION CHARTS

Att MG >...1.....2.....3.....4.....5.....6.....7.....8.....9.....10
 Def MG

1.....	50	60	65	70	75	80	90	100	110	120
2.....	40	50	60	65	70	75	80	90	100	110
3.....	35	40	50	60	65	70	75	80	95	100
4.....	30	35	40	50	60	65	70	75	90	95
5.....	25	30	35	45	50	60	65	70	80	90
6.....	20	25	30	40	45	50	60	65	70	80
7.....	15	20	25	30	40	45	50	60	65	75
8.....	10	15	20	25	30	40	45	50	55	65
9.....	0	10	15	20	25	30	30	35	50	60
10.....	0	0	5	10	15	20	25	30	40	50

(/) = Assault modifier/ Defender Modifier; One number is for both situations

Situation Modifiers (Assault / Engaged) (A = Attacker and D = Defender)

A is (s) rated and fighting in any woods = +5; A is Heavier Cav or Lancer = +5/0

A is UNORGANIZED = -20; A is DISRUPTED = -40; A has General Attached = +10

A crossed a Ford, Stream, Bridge or protective Position = -10

A is in Skirmish Status = -20 / -30; A is Uphill of D.....+10 / +5

D is (s) rated and fighting in any woods = -5; D is Heavier Cav or Lancer = -5/0

D is UNORGANIZED = +20; D is DISRUPTED = +40; D has General Attached = -10

D is in a protective Position = -15 / -5; D is being hit by 2+ Attackers = +20 / +10

D is in Skirmish Status or an Artillery Crew = +20 / +30; D is Uphill of A.....-10 / -5

D is being hit ob the flank or rear = +50 / +30;

Subtract the FPF of D = ?; D is fired at by arty at less than 400 yds = +20 / 0

FPF = Formation Rate + Training Modifiers – Morale + +6 if in Line or +2 if in Column

Tactical Formation Modifiers (Assault / Engaged) (* = Not Applicable)

Def Att >	Cav Column	Cav Line	Inf Column	Inf Line
Inf Square.....	-30 / -50	-60/*	+10 / 0	+20 / +5
Inf Lne C-C.....	+15 / *	+10 / *	+10 / *	0 / *
Inf Col C-C.....	+10 / *	+15 / *	+0 / *	-10 / *
Inf Lne Def.....	+40 / -5	+30 / 0	+20 / -10	+10 / 0
Inf Col Def.....	+30 / 0	+20 / -5	+10 / 0	+15 / +10
Cav Lne C-C.....	+10 / *	0 / *	-15 / 0	-10 / *
Cav Col C-C.....	0 / *	-10 / *	-10 / *	-15 / *
Cav Lne Def.....	+25 / -10	+20 / 0	+10 / +5	+30 / 0
Cav Col Def.....	+20 / 0	+15 / +10	+5 / 0	+10 / +5

Certain Counter Charge Situations become Defending in an Engaged Situation.

2004 Optional Fast Play MELEE RESOLUTION CHARTS

Att MG >...1.....2.....3.....4.....5.....6.....7.....8.....9.....10+
Def MG

1.....	50.....	60.....	65.....	70.....	75.....	80.....	90.....	100.....	110.....	120
2.....	40.....	50.....	60.....	65.....	70.....	75.....	80.....	90.....	100.....	110
3.....	35.....	40.....	50.....	60.....	65.....	70.....	75.....	80.....	95.....	100
4.....	30.....	35.....	40.....	50.....	60.....	65.....	70.....	75.....	90.....	95
5.....	25.....	30.....	35.....	45.....	50.....	60.....	65.....	70.....	80.....	90
6.....	20.....	25.....	30.....	40.....	45.....	50.....	60.....	65.....	70.....	80
7.....	15.....	20.....	25.....	30.....	40.....	45.....	50.....	60.....	65.....	75
8.....	10.....	15.....	20.....	25.....	30.....	40.....	45.....	50.....	55.....	65
9.....	0.....	10.....	15.....	20.....	25.....	30.....	30.....	35.....	50.....	60
10+.....	0.....	0.....	5.....	10.....	15.....	20.....	25.....	30.....	40.....	50

(/) = Assault modifier/ Defender Modifier; One number is for both situations
Situation Modifiers (Assault / Engaged) (A = Attacker and D = Defender)

These are plus and minus Melee Grade Ratings:

- A is (s) rated and fighting in any woods = +1; A is Heavier Cav or Lancer = +1/0
- A is UNORGANIZED = -2; A is DISRUPTED = -4; A has General Attached = +2
- A crossed a Ford, Stream, Bridge or protective Position = -2
- A is in Skirmish Status = -2; A is Uphill of D.....+2 / +1
- D is (s) rated and fighting in any woods = -1; D is Heavier Cav or Lancer = -1/0
- D is UNORGANIZED = +2; D is DISRUPTED = +4; D has General Attached = -2
- D is in a protective Position = -2 / -1; D is being hit by 2+ Attackers = +3 / +2
- D is in Skirmish Status or an Artillery Crew= +2; D is Uphill of A.....-2 / -1
- D is being hit ob the flank or rear = +5/ +3;
- Subtract the FPF of D = ?; D is fired at by arty at less than 400 yds = +3/ 0
- FPF = Formation Rate + Training Modifiers – Morale + +6 if in Line or +2 if in Column

Tactical Formation Modifiers (Assault / Engaged) (* = Not Applicable)

Def	Att >	Cav Column	Cav Line	Inf Column	Inf Line
Inf Square.....	-5 / -8.....	-8/*.....	+2 / 0.....	+4 / +1	
Inf Lne C-C.....	+3 / *.....	+2 / *.....	+2 / *.....	0 / *	
Inf Col C-C.....	+2 / *.....	+3 / *.....	+0 / *.....	-2 / *	
Inf Lne Def.....	+7 / -1.....	+5 / 0.....	+4 / -2.....	+2 / 0	
Inf Col Def.....	+5 / 0.....	+4 / -1.....	+2 / 0.....	+3 / +2	
Cav Lne C-C.....	+2 / *.....	0 / *.....	-3 / 0.....	-2 / *	
Cav Col C-C.....	0 / *.....	-2 / *.....	-2 / *.....	-3 / *	
Cav Lne Def.....	+5 / -10.....	+4 / 0.....	+2 / +1.....	+5 / 0	
Cav Col Def.....	+4 / 0.....	+3 / +2.....	+1 / 0.....	+2 / +1	

* = Certain Counter Charge Situations become Defending in an Engaged Situation.

GUARD DU CORPS OPTIONAL RULES

These are rules which if used will add more realism but will slow down play. The rules include those originally included in the Classic edition, a few that have been reclassified from the Classic edition and a few new added rules. The rules are rated by me as Recommended(R), Strongly Recommended (SR) and Poorly Recommended (PR).

Alternate Basing:

Though these are not Optional Rules, I felt that this would be the best location in the rules to place these comments. The use of the 'War Eagle' or 'Napoleon's Battles' basing, will change the appearance of formations. The ground scale for infantry units is actually closer to the amount real terrain covered by an actual unit in combat than those bases of the Classic GdC/Empire.

Option One is to play the scenario using infantry Battalion Regimental mass formations. Each maneuver infantry unit will be a regiment of two battalions. They will move and check morale as one unit. You will not ever use the Mass Formation target modifier for Firing or morale checks. In counting castings for musketry you will count the stand and NOT front rank castings. The column can fire six or eight castings in Volley of FPF fires.

Option Two for infantry units is to use the standard basic front (ex = in 15mm it is 1 ½ inches or 40mm). The Elite odd size stands will be placed at the back of the unit in a column and on either flank if the unit is in a line. A Line Formation will appear to be a two deep rank line. In counting castings for musketry you will count the stand and NOT front rank castings. The column can fire six or eight castings in Volley of FPF fires.

Artillery stands for War Eagle will be the same as GdC. Empire and Empire artillery stands should be deployed side by side until the basic width (ex = 15mm is 1 ½ inches) is covered by the battery. In regards to the number of castings allowed extra crew can be added as individually used castings or extra stands can be adjacent to the rear of the front gun bases. Casualty makers can be used to reduce the crew level if needed.

In regards to Cavalry units, there should be no problem as long as both players are using the same base system. If different systems are used, then fake bases that equals the basic width can be used for the narrower units. Depth should not be a combat problem but is regarded as the same as the depth distance for normal based units

Infantry Standard march Rate (SR) (Reclassified)

The Standard movement march rate represents the slower pace associated with the Eighteenth Century. To simplify play units using the Standard rate will subtract 100 yards from the normal movement allowance. Skirmish infantry will not deduct any distance from their movement allowance. Infantry units from the following countries will use the slower Standard rate: Austria until 1807, Prussia until 1808, Bavaria until 1810, Saxony until 1807, Portugal until 1809, Spain, Denmark, Sweden, Ottoman Empire and Russia.

Cavalry Weight (R) (Reclassified)

Cavalry units are classified as Light, Medium and Heavy weight. The ratings will affect movement allowance and Melee Modifiers.

Line Formation Movement Rate Adjustment (R)

Units in the harder to control Line formation will have its movement allowance reduced to $\frac{3}{4}$ or (75%). (Ex = 2000 yard allowance is reduced to 1500 yards). Skirmish unit rates are not reduced when operating in Line.

Home Country Morale (SR)

If scenarios occur in a specific country, the motivation will be higher for troops fighting in their home country. To reflect this, such units from that will +5 to any morale check.

RUSSIAN PECULIARITIES (SR)

Russian infantry will use the above listed Standard Movement rate. Infantry units can move at 800 yards per turn Road rate to reflect their unique ability to Force march. All Russian units fighting in RUSSIA have an additional -5/-10 modifier to Melees when Defending. If they are in an Objective Zone then +20 is added to their total. Russians will also get the Home Country Morale Modifier.

Friendly Fire Optional Rule (PR)

Under the basic rules enemy units in contact with friendly units cannot be the target of Artillery Fire. Under this rule guns can target an enemy unit which is in ENGAGED Status from the previous turn.. The Artillery fire is conducted normally but the Locked Friendly unit also has a 50% chance of suffering a casualty due to the fire. If it is hit, it will also have to make a morale check.

NAVAL GUNS (R) (reclassified)

Naval Guns will either be ship mounted or land based. Ship mounted guns have an AEV of 7, 24 barrage Points and a crew rating of Five. The width of a normal firing battery is considered the width of the 'ship' batteries. Fortresses and shore entrenched batteries are all considered to be of naval Gun size. Naval Shore parties with naval guns will have a crew rating of 3, six guns in the battery and a limber rating of 3 and MMG of 4E.

French Guard Horse Artillery restrictions. (R) (Reclassified)

French Guard Horse Artillery batteries were often controlled by Napoleon or other Marshals as a reserve to stop a potential hole or exploit enemy weaknesses.

1. Fr Gde HA must remain within 400 yards of a CnC casting or another Corps Commander casting or a regiment of Guard Cavalry brigade to which it is attached.
2. If attached to a Guard Cavalry Brigade it must remain within 500 yards of a regiment assigned to that brigade even when firing.
3. When given a mission by the CnC, the battery must move to a location within the CnC's Observation range. It will act as normal Horse Artillery. Once it unlimbers and then limbers again, it must return to a position within the 400 yards radius.

Rocket Batteries (PR) (Reclassified)

A British rocket battery is available to any British CnC with at least a British Division under his Command. An Austrian rocket battery is authorized to an Austrian Commander

if at least 250 Austrian casings are deployed on the board. Rockets are additional rounds of any one normal RHA battery or Austrian Cavalry battery on the board. A battery will have 10 barrage salvos. These can only be fired at Objective Zones and enemy artillery. They add +1 to a counter-battery BIR and double the batteries effect for firing at Objective Zones.

British in Line Firepower Rule (R) (Reclassified)

This rule is for those gamers who strongly feel that the French favored attacking in column against a British unit deployed a two deep line formation. Whenever a column is charging a standing (and defending) British unit in a Line, it must check morale before actually making contact with the British. The morale check is conducted at 25 yards from the British unit for measurement purposes. The morale check is made during the actual charge movement segment and retreat due to failure is measured from that point.

Independent Companies (R) (Reclassified)

Several countries deployed independent companies. Some are noted in the army lists but many were not cited as having little effect at this scale. If the scenario designer wants to use independent companies, the following guidelines can be used.

- A. They cannot be used in Tournament play.
- B. They must have between two and four castings.
- C. They are attached to a unit of the same type (infantry or cavalry) for the entire battle and increase its starting size. They cannot be detached.
- D. If skirmish capable they are placed as the front rank and provide any skirmish bonus to fires. If the battalion is charged, they are placed in the rear just as normal elite companies would be.

Engineers (PR) (reclassified)

At this scale the advantages and activities of Sappers and Engineers will be organic to any deployed battalions. However since rules govern their use was in the Classic version, they have been included as optional rules. Engineers include Sappers and Pontoniers.

- A. Engineers are two or four casting companies. They are a marker more than a combat unit. They are assigned to a specific Infantry battalion by the Commander or to an Objective Zone as a garrison. They will not count against the garrison capacity of a zone. They can be transferred to another infantry unit within 100 yards and in a Good morale status. They will not affect the strength size of a unit and cannot be used to absorb losses.
- B. One Sapper company is authorized per every 150 friendly castings in a force. They can destroy a wood bridge after three turns of being in an objective zone. If the unit to which they are attached is attacking or defending an objective zone or a protected position, then appropriate modifiers are used.
- C. A Pontonier company is authorized per 300 friendly castings in the force. They will only affect objectives containing bridges. They will destroy or replace a destroyed bridge in an objective zone once they have been assigned to garrison status in that zone.

D. The Engineer ratios may be altered if a specific scenario has been designed.

Position batteries (SR)

Heavy foot batteries, 12 pdr or higher, are called position batteries. Their mission was to bombard the enemy prior to the start of the infantry attack, then provide a haven for disrupted units to regain order. In addition they may be expected to bombard enemy formations trying to exploit a gap in the lines caused by retreating friendly unit. Once unlimbered, position batteries must remain unlimbered until either the enemy comes within 500 yards, contacted by a general or sees a friendly unit in his Corps routs. They can always prolonge. Once limbered the battery can move unrestricted. However if the battery limbered due to a seeing a friendly unit rout it must move to within 400 yards of the point of that units rout or contacted by a general and given new orders.

Committing the Guard (SR)

A country's best troops were often deployed as a reserve force. It would not be used until a critical point in the battle to save the day or seal the victory. Commitment rules:

- A. Guard units are any unit with a 9-10 melee grade and/or Morale grade of A.
- B. Guard units **MUST** charge for **THREE** consecutive turns once committed and as soon as they come within charge distance of an enemy unit.
- C. On the first turn of the first charge sequence, the Guard unit will receive a bonus of 100 yards in charge distance that reflects its élan.
- D. Each charge sequence group of three charge moves must be made in a straight line.
- E. After each Charge sequence the Guard unit may change facing or formation.
- F. After any charge sequence, the guard unit can defend or move normally but if ordered to charge, they must conduct a complete charge sequence.
- G. If a Guard unit is defeated in combat or fails a morale check, then all friendly units within 500 yards and visibility will have to conduct a morale check.
- H. If a Guard unit willingly moves toward their friendly baseline, it is regarded as a retreat by other friendly unit and all friendly units within 300 yards and visibility will have to check morale.
- I. Guard Artillery and Guard Cavalry are exempt from these rules.
- K. **Guard Cavalry may not be exempt and must follow rules A, C G and H. Guard Cavalry must attack the first enemy unit which comes within charge distance **IF** they are **NOT** exempt from the rules. (PR).

Regimental Cohesion (SR)

All infantry battalions that belong to the same regiment must remain within 500 yards of another battalion of the same regiment. This applies to single battalions assigned to a regiment or ad-hoc Brigade. Units with a MMG of 8 or higher and nay skirmishers can measure the cohesion range to any friendly battalion. The Cohesion range is measured during the Morale Recovery Phase of the turn. As long as it is outside the range it cannot charge and will have a temporary morale loss of one level. . If a unit is outside of the range, it must attempt to return to the Cohesion range as soon as possible and then the restrictions or penalties will be lifted.

Scouting for basic battles (R)

The Scouting system is a comparison of Scouting points. The points are based on points per casting type available. They are 1 pt = North American Indians or Guerillas; 2 Pts = medium-Heavy Cavalry; 3 Pts = Light cavalry; 4 Pts = Cossacks, Asiatic Indian or Turkish Light Cav; +10 points if in Home Country. If a side has a 2:1 ratio advantage, then they may set up at the boards Centerline and the only player who can use Flank areas.. If no player has a 2:1 advantage, then set up is performed normally.

British Anti-Artillery Tactics (PR)

Only Infantry units from Britain, Portugal, Brunswick, KGL, Hanover and Pro-British Spain can use this tactic. It was an anti-artillery tactic that they used. It consists of placing a marker indicating that the unit is prone. The status change will occur in the Facing/Formation Change Phase. When a prone unit stands and reforms it must still face in the same direction and in the same formation as they were in when they went to prone status. Units which assume a prone status or reforms from it cannot move or charge. They are now considered a skirmish target to artillery fire and musketry. They cannot move, fire or change facing/formation while prone. A charged prone unit will automatically stand to face forward so may be hit on the flank/rear by a charging unit. Because of the disorder they must check morale if charged. They will defend without a FPF and melee using the Skirmisher modifier.

Campaigns in INDIA

When I first did Guard du Corps in the early 1980s, the variety in castings was limited and almost nothing was made for India during the Napoleonic era. However, now castings for Indians in this era are more readily available. No new rules will need to be designed for Cavalry troops which are treated normally.

Native infantry was poorly armed and some are rated as troops capable of melee action but not firing. The impact of bow armed troops can be treated as carbine armed foot with a $-\frac{1}{2}$ modifier reduction to the final FP rating OR they can be intermixed with other blade armed castings and rated as a non-fire capable unit.

Elephants may be the troop type the most alien to European warfare. They can be treated as limbers for artillery. They move at only 200 yards per turn but are treated as other limber types in the rules. Elephants that are treated as Command platforms for commanders will not need any rules other than they can move only 200 yards per turn. Elephants that will be used in an attack combat role will require extra rules. There are FOUR elephants in a unit. They will react as Cavalry but can only be given Charge and Pursue orders and must be in a Line Formation. They cannot attack a square. They will not cause infantry units which are the target of a charge to attempt to form a square. If rating cavalry, they are rated as heavy Cavalry. Cavalry units in a melee with Elephants receive a -20 modifier.

DEFENSE OF THE RULES USED

The advantage of placing rules on CD Rom is that there is space for sections such as this, which would normally be deleted during 'space' editing in a print edition. Sometimes when I am visiting a convention I am asked why a certain rule was used and others were not.

In reality most rules can be justified by research. Unfortunately, many part time researchers tend to focus on the one occurrence or seldom use of a practice as justification as a normal function performed by all armies. The omission of these highly prized revelations will often make the 'finder' mad and they will defend them with the outmost of vigor.

Including such incidents as rules would make play cumbersome, slow and complicated. Commanders often use tactics that favored the 'knowing your enemy' principle. Surprises at the Command level were often of a strategic nature rather than a tactic used on the battlefield. To maintain realism, fast play and some sort of national training doctrine, such incidents are not tried incorporated into a rules system. As a result such rules may be considered as Optional rules or as some type of National characteristic.

Ammunition. Most Napoleonic rules allow players to fire constantly even at very small chances to hit. Contemporary officers would have considered such attempts as a waste of ammunition and a sign of an undisciplined and nervous officer. Steady officers would wait despite receiving some casualties until the enemy was in the effective range of the muskets. This is why I limit ammunition shots.

Command Orchestra. During pre-radio wars, Field Commanders were often controlling an Orchestra of his available forces to win the battle. In games the players are more interested in 'learning to play' controlling every instrument, which can hurt their overall view of the battlefield situation. Forces are committed piecemeal with a small ineffective if any reserve. Players currently prefer numerous small charges by a cavalry unit and keep it handy rather than one massive blow and then the force becomes unavailable for a long period of recovery. This is one of the reasons behind such rules as 'Committing the Guard', 'Battle Cavalry' and 'Regimental Integrity'.

Objective Zones. Examples are numerous in battle accounts about the focus of a commander or army being placed on key man-made features. These features often acted as a sponge, absorbing resources from both sides until they take on a vital nature rather than a secondary importance position. Such objectives also tended to shatter participants of both sides, which caused those troops to be unavailable for use elsewhere on the battlefield.

Tactical Formation Modifiers. This is an attempt to balance the use of various formations. Certain other rules in use may give combat advantages to unit in a certain formations all of the time, when in fact their formation will be advantageous in certain conditions but a liability in others. Also in this vain is the often mistaken impression that a Square was undefeatable by Cavalry Charges. This was certainly not the case. There are numerous cases of squares being broken and others in which the men in a square were

simply killed to a man and overran. For example, the famous painting of the last captured flags being presented to Napoleon, many of these flags were from infantry units in square defeated by the last great cavalry Charge at Waterloo. There are other examples from Napoleon's campaigns against the Russians and Austrians.

Optional Rules Not Recommended includes:

the **Anti-Artillery rule** for British troops. There are not enough recorded incidences of the prone tactic being used to justify it as a tactic.

The **Friendly Fire rule** is optional and did happen as much due to poor visibility due to smoke on the battlefield rather than an intentional act. So I cannot consider it as a tactic taught to officers and units. So I would not use it.

Use of **Rockets against field targets**. There are more recorded incidences of rockets being used against stationary (objective zone type) features but little EFFECTIVE use by European troops against other troops in the field.

The use of Special Engineer units is also not recommended. The function of Sappers is better reflected at a 1:35 scale. Bridge operations are addressed but are not necessary.

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