

Fast-Play Grande Armée (FPGA)

An official variant by Sam A. Mustafa

Copyright 2005 by Sam A. Mustafa. All Rights Reserved. "Grande Armée" is a registered trademark and may not be used without express permission of the owner.

Introduction and Caveat Emptor:

Over the past two years, many people who play *Grande Armée* have suggested a number of possible refinements to the rules, and I have developed some of my own. In general, it seems that *Grande Armée* works best for games where each side has an army between 40,000 and 100,000 men. The very large games (battles such as Wagram, Dresden, Borodino, etc) require experienced players who can devote more than one afternoon. Finally, despite many ad-hoc solutions from players around the world, and from my own experience, nobody has really arrived at a truly-integrated campaign system for *Grande Armée*, nor has there been a simple answer for creating an arbitrary game-balancing system, points-based, army-list-based, or otherwise.

Thus I decided to create "Fast-Play Grande Armée" (FPGA) to address four issues: 1) the ideas and refinements of the past two years, 2) the need for a "quick-play" version of the game so that even inexperienced players can fight the truly big battles in a single day, 3) a version of the game that can be easily integrated into a campaign system, and 4) a method for balancing quick "pick-up" games, for casual or competitive play.

In order to do this, however, many things which the original game addressed in some detail, have been abstracted. The most serious change is the absence of a roster system. In FPGA, units have become truly "generic," and no longer base their SP values on their historical numbers of men, or the subtleties of mixed units, and so on. This enables us to dispense with unit labels and rosters, and dramatically reduces prep- and set-up time for a referee. It also enables players to transfer units from a campaign OB to the tabletop with much greater speed, and to integrate reinforcements. It does, of course require more "fudging" of unit strengths (a line infantry brigade is a line infantry brigade, period) and thus FPGA is not for the player who wants a well-researched and historically-precise representation of a particular mid-sized battle.

At this time, the FPGA rules are very rough and I ask for your patience and understanding: this is a playtest version of a game accessory — not a free-standing game in its own right (yet.) Use your common sense and feel free to contact me with questions and suggestions. As FPGA evolves, the text will evolve, too, and it will ultimately comprise its own stand-alone booklet, integrated into a campaign system.

I want to thank the many GA players around the world who have provided me with their insights and experience. In particular, the Marshalate: Tod Creasey, Neal Smith, Paul Minson, John Crouch, Hugh Green, Greg Savvinos, Paul Murgatroyd, Chuck Hamack, Derek Hodge, Ken Clark, Frank Moeller, and the gentlemen of the Wargames Journal (UK). If I have forgotten anybody, please forgive me, and rest assured that you'll get your baton in short order.

And of course, I want to thank my dear friends in the NJMGS who played through our recent 1814 campaign and have done so much to support me and this game: John Holly, Phil Karecki, Michel "DJ" Djeordjevic, Larry Duckles, Allan Finney, Pete Frechtling, Steve DeYoung, and Barry Katz.

Sam A. Mustafa
4 June, 2005

To Owners of *Grande Armée*:

This is very much a different game, with so many rules-changes that it would be impossible (and redundant) to summarize them all here. Please read this carefully, without assuming anything, based on the original game.

Glossary of Terms and Abbreviations

CD	Command Dice. Each army commander will obtain a number of command dice and place them in a cup, for use throughout the turn.
Commander	The army commander; the leader of one side.
Force	One of the major sub-groupings of units in an army. This might be a corps, or perhaps a “column” or “wing” or large division, depending upon the nation and period. Each Force is led by a sub-commander.
Hits	A unit takes Hits from fire and combat. Each hit reduces its SPs by one. When the SPs are reduced to zero, the unit has <i>Broken</i> , and is removed from the table.
MX	Mixed Brigade. A unit primarily of infantry, but with some cavalry attached. They are typical of early-war Austrian brigades, Prussian brigades throughout the war, and some French brigades in the Peninsula.
Officer	Any army, wing, or sub-commander figure on the tabletop.
SK	Skirmish value. A unit’s ability to make a skirmish attack. The absence of an SK symbol means that the unit may not SK-attack.
SP	Strength Points. All units have strength points, determined by their nationality, type, or period. For instance, a French infantry brigade in 1806 might have 6 SPs, whereas in 1813 it might have 4 SPs. Strength Points measure the unit’s physical and moral strength, as well as its state of good order. Infantry and cavalry units have varying numbers of SPs, based upon their type, as explained in the Appendix. All artillery units have one SP.

Sub-Commander An officer who commands one Force of the army.

A. Setting up for Play

1.0 Equipment Needed for Play

In order to play FPGA you will need the following:

- * A plentiful supply of six-sided dice. Hereafter, any reference to “dice” means six-sided dice.
- * One of the army commanders (it does not matter which one) should have a four-sided die (hereafter always called the “D4”).
- * Tape measures.
- * Two plastic cups. Any small, opaque containers will do. They will hold each player's stash of command dice, out of sight of the opponent.
- * Puffs of cotton serve nicely to designate which units have fired. They can also be used to mark an artillery unit which has been Suppressed, and thus can't fire.
- * Some sort of marker(s) to note hits taken on units.

2.0 Basing

There are two basing standards: Full Sized, and Reduced Scale:

	<i>Full Sized</i>	<i>Reduced Scale</i>
Infantry and Cavalry units	3" square	2" square
Artillery units	1½" wide X 3" deep	1" wide X 2" deep
Sub-Commanders	2" square	1" square
Army Commander	3" square	2" square

All measurements in the rules are done for full size. For reduced scale, players may either create their own custom rulers, or they may refer to the appendix at the end of this booklet, which has measurement conversions for reduced scale.

2.1 Identifying the Units

The bases of the units should be marked in some inconspicuous way, to tell at a glance which units belong to which Forces. (All units of the I Corps have a white dot on their bases, for instance, while all units of II Corps have a black dot, and so on.)

Ideally, if you are able to tell at a glance what kind of figures you are looking at, then no unit labels are needed in FPGA. If using smaller-scale figures such as 6mm, however, it may be difficult to discern a Dragoon from a Cuirassier. Some players also might be using figures of one nationality to stand-in or proxy for another type. Thus, to prevent confusion, you may wish to label your units by type. In this case, the label can also carry the corps' identification, and – if you wish – game information such as starting SPs, SK value, MX status, and so on. An example of all of this might be:

III/1/2 Grenzers	5SP SK2 MX
------------------	------------

3.0 Officers on the Tabletop

All of the command figures are collectively called **Officers**. Each side has an overall army commander, known hereafter as simply the **Commander**. Beneath him are the **Sub-commanders**, each of whom leads a **Force** of the army.

3.1 Officers Labels

Officers should have labels on their bases. In addition to the officer's name and command, there are ratings listed on the label. The army commander has a one-word rating called his **Skill**. This can be, from best to worst: Great, Good, Average, or Poor.

A sub-commander will have a **Radius**, expressed as a number of inches. He will then have an integer for his **Personality Modifier**, anywhere from –3 (cowardly or slothful) to +3 (recklessly aggressive). If his Personality modifier is zero, then there is no need to write in on the label. In the label below, for example, Liechtenstein commands the X Corps. His radius is 14", and his personality is +1.

X: Liechtenstein 14"/+1

A sub-commander's radius is determined by counting the number of units (of all types) in his Force. If he is a "normal" officer, then that number, expressed in inches, is his radius. If he is "exceptional" in skill, then the number of units, multiplied by 1.5 (rounded up to the nearest whole number), will be his radius. **For example:** Marshal Davout's Force contains 11 units. Davout is "exceptional," and his radius will thus be 17".

Regardless of this calculation, no sub-commander's radius may never be smaller than 4" nor bigger than 20".

4.0 The Playing Surface

The majority of most table-top battlefields consists of "clear" terrain, which has no effect on movement or combat. However, the battlefield might also have forests, roads, rivers, bridges, and built-up areas representing towns. For purposes of movement, there are only three classes of terrain: **1) Clear, 2) Rough, and 3) Impassable.**

Some terrain is impassable to certain types of units, but “rough” to other units. Rough terrain is anything that would slow and possibly disorder a moving unit: woods, marsh/swamp, crops, rocky ground, a ford in a river, etc.

In addition to terrain types are terrain **Obstacles**. These would be things which units do not occupy or move through, but rather move across. These would include walls, fences, hedge lines, or earthwork forts, etc.

4.1 Cover

FPGA does not distinguish between “hard” and “soft” cover. Cover is cover. If the majority of a unit’s base is in cover, then it gets the benefit of cover, with one exception: If a unit in cover moves out, even partially, to attack a unit that is not in cover, then neither unit has any advantage for cover.

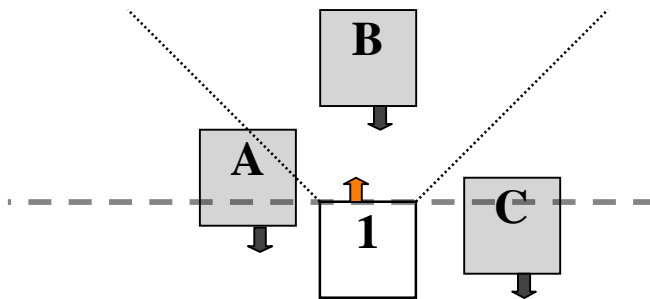
4.2 Towns / Built-Up Areas

Only infantry may “occupy” a town base, meaning that they have started or ended their movement on the town base. Others may move through. Each base may fit one infantry unit. Artillery may not be attached to a unit in a town base.

5.0 Front, Flanks, Rear

It is often important to determine which unit lies within your frontal perspective, or which is closest to your front. Trace imaginary lines at 45-degree angles from the two front corners of your unit’s base. The area that falls between those lines is the unit’s “frontal perspective.” If the majority of an enemy unit’s base falls within that frontal perspective, then it is said to be “to the front” of your unit.

In the diagram below, French 1 has three Prussian units – A, B, and C – nearby. Prussian B falls entirely within 1’s frontal perspective. Prussian A is only partially (less than half) within the frontal perspective. And Prussian C is not at all. Thus only Prussian B is “to the front” of French 1. Even though A is closer, Prussian B is the *closest enemy to his front*.



It is also important to determine whether or not your unit has been “flanked” by the enemy. Units are penalized in combat if they are “flanked” – that is, if there is an enemy unit within 3” of their flank. To determine this, imagine a straight line that extends along the front edge of the unit (the thick grey dashes, above.) In order to be “flanked” in combat, an enemy unit must be within 3” of your flank, *and* the majority of its base must fall behind that front line.

In the example above, Prussian A is within 3” of French 1’s flank, but a majority of A’s base is not behind 1’s front. Prussian C, however, is within 3” *and* a majority of its base falls behind the dashed line. Therefore, French 1 has been flanked by Prussian C.

B. Playing the Game

1.0 Time

A game of FPGA represents a single day of battle. In a case where a battle lasts more than a single day, the game has a procedure to follow to represent the transition from one day of battle to the next. A two-day battle would be, essentially, two games, one after the other.

The game divides the day of battle up into **Turns**. Each turn has a variable number of **Pulses**. It is during these Pulses that the players take most actions, moving and fighting with their units. Furthermore, the day of battle has a randomly variable number of turns. *The turns and pulses do not represent a specifically fixed amount of time; they represent periods of activity.*

1.1 Establish the Starting Time

Prior to beginning, Establish the general time of day the battle begins. This determines the **Starting Turn Number**:

Early Morning	1
Mid-Morning	2
Around Noon	3
Early Afternoon	4
Late Afternoon	5
Early Evening	6

1.2 Basic Length

The day of battle will have a **Basic Length** number that depends upon the weather and season, as follows:

Precipitating	5
Overcast	6
Normal or Sunny	7
<i>December – March:</i>	<i>-1</i>
<i>June-August:</i>	<i>+1</i>

At the end of a turn, if the turn number just completed is equal to or greater than the Basic Length number, then both players must roll 2d6. If they *both* roll equal to or less than the turn number just completed, the day has ended. If not, then another turn is played. This procedure is repeated until both players have rolled to end the day.

Example : The Battle of Waterloo is Overcast and fought in June, which gives a Basic Length number of $6+1 = 7$. The battle begins around Noon, so the first turn will be Turn 3.

2.0 The Sequence of Play

1. Each Turn:

A. Command Phase

- Both players roll for command dice (CDs)
- Roll to determine initiative for the first pulse

B. Pulses:

- Initiative-side makes skirmish attacks
- Simultaneous artillery fire
- First Side Phasing
 - Control Segment*: Issue CDs and take control tests
 - Movement Segment*: Move units
 - Combat Segment*: Resolve combats
- Second Side Phasing: repeat segments a-b-c, as above.
- Remove suppression from artillery units
- Roll to determine initiative for next pulse, and return to B. Or, if the turn ends, go to 2.

2. Check against the Basic Length: Day ends, or another Turn?

3.0 The Command Phase

At the beginning of each turn, each army commander rolls a number of dice, based on his Skill: Poor (1), Average (2), Good (3), Great (4). The total score rolled is the number of Command Dice (CD) he will have for that turn. Place that number of dice aside or in a cup. (**For example:** Blücher (Good) rolls three dice. His total score is 13. He takes thirteen CDs and places them in his cup.)

During the Pulses of that turn, the CDs can be used to:

- * Issue commands to sub-commanders
- * Add a die to a combat
- * Re-roll a movement die
- * Influence a recovery attempt
- * Influence the Initiative roll

3.1 Initiative and Pulses

The next step in the Command Phase is for each player to roll for **Initiative** for the first pulse. Each army commander rolls two dice. One of the commanders (designated at the start of the game) also rolls the D4. The highest roll on the two dice wins the initiative. In the event of a tie, the D4 is a tiebreaker: if it is even, the initiative is won by the player who rolled the D4. If odd, by the other player.

The player who won the initiative chooses whether he wishes to be the **First Side** or the **Second Side** in the upcoming Pulse.

If a player rolls doubles on his two initiative dice, then he immediately receives a bonus number of CDs equal to the number showing on the D4.

Players must roll for initiative at the beginning of each pulse. In each case, if the D4 rolls a number equal to or less than the number of the pulse just completed, there will not be another pulse: the turn has ended. **For example:** At the end of the first pulse, the players roll for initiative for the second pulse. If the D4 rolls a “1”, however, the turn ends. Thus a turn always has at least one pulse, and no more than four.

Players may commit CDs to attempt to alter the Initiative roll. After they both roll, the lower-rolling player declares first if he wants to use a CD to re-roll. He may use only one CD, to re-roll one of his two initiative dice; he must spend the CD from his cup, and declare which die he is re-rolling. After his re-roll, the other player may declare if he wishes to re-roll one of his initiative dice. The re-rolled dice, even if lower than the original roll, must be used as the final Initiative rolls.

4.0 The Pulses

Much of what happens in each pulse will be explained in detail in subsequent chapters. We will quickly preview it here. First, the side holding the Initiative makes skirmish attacks with eligible units. Then both sides simultaneously resolve artillery fire. Then, the first side commander this pulse must choose which of his sub-commanders will receive commands. He takes CDs from his cup and places them on the bases of the sub-commanders which are receiving commands. Now the sub-commanders all take Control Tests. If desired, they may take re-rolls, if they have the CDs available to do so. Force Status is thus determined for all Forces in the army.

Then the first side moves its units. When the first side has finished moving, any combats it has initiated are resolved.

Next, the second side does the same thing: issuing commands, taking control tests for sub-commanders, moving units, initiating and resolving combats.

After this, both sides simultaneously remove suppression markers from all artillery units.

Finally, both sides roll for initiative again. Again, they may use CDs to re-roll one of their initiative dice. The winner of this roll gets to choose whether he will be the first side or the second side for the *next pulse*. When rolling for initiative for pulses after the first one, if the D4 rolls a number equal to or less than the number of the *just-completed* pulse, then the turn ends immediately. Any CDs not spent are discarded.

5.0 Ending the Turn and/or Ending the Game

When one turn ends, another begins. At the end of the turn whose number is equal to the basic length, both players should roll two dice. If *both* players roll equal to or less than the current turn's number, then there are no more turns: the day of battle has ended, and it is time to move on to assessing victory, or if playing a campaign or multi-day battle, to the procedures for that.

C. Skirmishing

1.0 Basic Concept

What FPGA calls “skirmishing” represents all of the ways that an infantry unit could inflict damage on an opponent from a distance. Thus it includes the effectiveness of a skirmish screen, which in turn has the effect of driving back enemy skirmishers and thus making one’s own attached artillery more effective. It also considers the relative aggressiveness of the unit’s skirmishing doctrine.

Only the side which holds the initiative may make skirmish attacks (hereafter “SK-attacks”).

2.0 Which Units Can SK-Attack

If a unit does not have a SK value listed for it, then it is assumed to have an SK value of zero. Most infantry units have either SK1 or SK2, although an extraordinary unit like the British rifles might be justified as SK3. Some infantry units such as the massed grenadiers of some nations, have no SK value, since they were not to be deployed in such a fashion. Normally only infantry units may SK-attack, although Russian Cossacks are the exception, being the only cavalry units rated SK2. (No other cavalry and artillery have an SK value.)

3.0 Skirmishing and Targets

A unit may skirmish attack any enemy unit within 6” of its *frontal perspective*, even if it can not see that unit. (The skirmishers have undoubtedly snuck up within range, and from several different angles, so visibility isn't a problem.) A unit may not SK-attack across terrain which is impassable to it (such as a river).

3.1 Skirmishing Restrictions

A unit may only skirmish attack one enemy unit per pulse. If more than one possible target exists, the owning player may select. A unit may only be attacked by a single enemy per pulse. (Thus, even if you have three units that might be eligible to SK-attack a single enemy, you may only do so with one of them.)

No units may skirmish attack on a turn when it is raining or snowing.

4.0 Resolving Skirmish Attacks and Making Saving Throws

To resolve SK-attacks, roll a number of dice equal to the unit’s SK value. Against an infantry or artillery unit, **each roll of 6 scores a hit**. You may not make a SK-attack against a cavalry unit.

A unit which is the target of a SK-attack is entitled to a saving throw if any of the following conditions apply:

- * if it is an MX infantry unit
- * if an enemy cavalry unit is within 2” of either the SK-attacking unit or its target.
- * it is completely protected by cover or in a town. (Being behind a stone wall isn't enough; a unit would have to be entirely in a walled town or fortified area in order to get this cover bonus.)

If any of these conditions apply, then the defender rolls a die for each hit that was caused by the SK-attack. A roll of 4+ negates that hit. (The defender does *not* get multiple attempts at saving throws if it meets more than one criterion. One saving throw per hit scored is the maximum allowed.)

Hits against an infantry unit (which are not saved) are immediately marked on those units. Against an artillery unit, any number of hits results in the battery being *suppressed*. Place a cotton puff to signify that it can not fire in the upcoming artillery segment. (The owning player may re-locate the battery; see D8.0).

A unit in a town may not make a skirmish attack, although it may be the target of a SK-attack.

D. Artillery Fire

1.0 Basic Concepts

Artillery fire is resolved simultaneously; players can take turns resolving, although no results apply to any targets until all fire is resolved. Each artillery unit may only fire once per pulse. After it fires, place a puff of cotton in front of it, to show that it may not fire again, and to remind you that it has movement limitations. Artillery units which are suppressed will already have that cotton there, to remind you that they may not fire in this pulse.

In FPGA all artillery units are divided into “Heavy” (usually representing 12-pounder corps batteries) and “Light” (smaller guns.) This designation, for purposes of fire, is not necessarily the same as “Foot” and “Horse,” which is a designation for movement. Most, but not all, Horse batteries will be Light guns.

2.0 Facing and Firing

An artillery unit may fire at any unit which is at least partially within range (some part of its base is within the artillery unit's range), and at least partially within its frontal 45-degree perspective. The artillery must be able to *see* its target, given the limits on visibility for weather and terrain. Artillery fire may only penetrate one inch into woods or forest, and is blocked completely by buildings or other forms of cover. (Units in those buildings or cover may be fired upon, but the fire can't go through the buildings or cover to hit another unit behind them.)

Artillery may *not* pivot or change facing prior to firing.

3.0 Targets

Artillery fire is resolved *by target*. The firing player points out an enemy unit he wishes to fire on, and then *all* of his units that will fire on that target must do so together. Once that fire is resolved, no other units may fire on that enemy unit in this pulse. The firing player may always measure the distance to any target before he announces which units will be shooting.

4.0 Line of Fire

The line of fire is not a razor-thin line; it is as wide as the artillery unit's frontage. When tracing a line of fire to a target, your artillery unit must have an "alley" of unobstructed fire on that target at least as wide as the artillery unit's frontage, in order to make a clear shot. If the line of fire is partially obstructed by terrain or cover, or the presence of another unit, then no shot may be taken.

A player may not fire "over" or "through" one unit to hit another. The gunners shoot at the closest target they can see in the direction they have chosen.

5.0 Mandatory Fire

If there are no enemy units within 6" of its frontal perspective, then an artillery unit may fire on any target it wishes. However, if there is at least one enemy unit within 6" of its front, *then that artillery unit must fire on the closest enemy unit to its front to which it has a clear line of fire.*

6.0 Resolving Artillery Fire

When firing, an artillery unit rolls two dice if within canister range, or one die if in roundshot range. If the die/dice score equal to or greater than the Hit Number (4+ for heavy; 5+ for light), then those dice cause hits on the target.

Gun Size	Canister Range	Roundshot Range	Hit #
Heavy	0-6"	6-16"	4+
Light	0-4"	4-12"	5+

Bonus Re-Rolls:

Under the following circumstances, an artillery unit may re-roll dice which miss: (1) When firing at a vulnerable target (in a river, fording, or on a bridge); (2) When firing at a unit's flank or rear. If the dice score their hit numbers this second time, count them as hits.

Penalty Re-Rolls:

Under the following circumstances, an artillery unit must re-roll dice which hit: (1) When firing at an artillery unit (counterbattery fire); (2) When firing at a unit that is protected by cover. In order to count as hits, the dice must once again score their hit numbers.

In the event that the firer is entitled to both a bonus and a penalty re-roll, do them in that order.

7.0 Grand Batteries

A grand battery is a Force, created by the army commander, and consisting only of artillery units. A player may only create a grand battery once per game, and no more than one grand battery may exist on a side. *In order to qualify as a "grand battery," this force must comprise at least four artillery units at the time of its creation.*

A Grand Battery may be created before the game begins, or during the game. If the latter, then the army commander in question must expend two CDs, and places a new officer anywhere within 20" of his base. This is the sub-commander for the Grand Battery, and he is considered "Normal" for purposes of calculating his radius and personality modifier (zero.) Optionally, players may wish to specify, before a scenario begins, that an artillery commander exists and is available, with a certain personality modifier. If created before the game begins, no CD expenditure is necessary.

During that pulse in which the Grand Battery is created, all the component artillery units must attempt to move so they are in base-to-base contact with the center unit, or another unit already part of the grand battery. During the time the artillery units are moving, they don't have to be within anybody's radius — the cost covers the orders to them all to move to form a grand battery. However, once declared as part of a grand battery, none of them may fire until deployed base-to-base as a grand battery,

7.1 Moving a Grand Battery

Units in the grand battery move as normal, individual units, although they must always end their movement such that they remain in base-to-base continuous frontage. Obviously, this makes the grand battery rather slow and bulky.

If component units of the grand battery are driven back or destroyed in combat or by enemy fire, then component artillery units must move to "close up" the ranks before they may fire.

If any of its component units has fired, then the Grand Battery may not move in the upcoming pulse.

8.0 Suppression and Re-location

If an artillery battery has been suppressed by enemy skirmish fire, the owning player may choose immediately to **re-locate** it. He may only do so if the battery is not attached to an infantry unit, and it is not part of a grand battery.

If eligible, the suppressed battery may be moved – immediately, as soon as the suppression marker is placed – by the owning player, six inches away from the unit which caused its suppression. It may not be moved out of its sub-commander's radius. It may not be moved within 6" of any other enemy units. It may not move through any impassable terrain. It may interpenetrate any friendly units, but may not end its move overlapping any of their bases.

It may end by facing in any direction. It is still suppressed, and thus may not fire in its upcoming Artillery Segment.

If the battery can not meet all these criteria, then it may not be re-located.

E. The Control Segment

1.0 Giving Commands

The first segment of each player's pulse is the "control segment." At this time the commander decides whether or not to give "commands" to his various sub-commanders. A **Command** involves the commander taking one or two CDs and placing them on a sub-commander's base. He may give CDs as follows:

Distance of the sub-commander from the army commander

Number of CDs that may be given

0-20"

Two

20-40"

One

40" +

Two must be expended, to place one on the sub-commander's base

(When giving a command to a sub-commander more than 40" away, the army commander must spend two CDs. One of them is discarded, and the other may be placed on the sub-commander's base.)

2.0 The Control Test

After the commander has given out any CDs for commands, all sub-commanders must now take Control Tests. This is done by rolling two dice **plus** any dice given by the army commander. Then, out of all the dice rolled, the sub-commander player may pick the two he wishes to use, and discards the others. He adds the scores of the two dice he picked, and consults the table below. (Obviously, if the army commander has given him no CDs, then the sub-commander is stuck with whatever he rolled on his two dice.)

If no enemy units are within 20" of any units in this sub-commander's Force, then he should roll on the right-hand column. If there are enemy units within 20", then use the left-hand column.

The final dice score is added to the sub-commander's Personality modifier, to obtain a result on the Force Status table.

<i>Roll</i>	Distance from Enemy Units	
	≤ 20"	> 20"
≤ 3	Withdraw	Hold
4-6	Hold	Hold
7-9	Active	Active
10+	Attack!	Active

If there are no enemy units within 20" of any units of the Force, then the sub-commander does not have to roll; he may choose "Hold" instead.

Example 1: Marshal Ney has a (+2) personality. There are enemy units within 20" of his Force. Napoleon has given him two CDs. He rolls four dice for his control test (all sub-commanders roll two, and Napoleon has given him two more.) To his dismay, three of those dice come up "ones," and the other die is a "five." He discards two of the "ones," and thus is left with a roll of 1 + 5 +2 (for his Personality. Thus Ney's final score is 8, and his Force Status is therefore "Active."

Example 2: Marshal Bernadotte has a (-2) personality. There are no enemy units within 20" of his Force. Napoleon has not given him any CDs. Bernadotte rolls his two dice, which total a score of seven. 7-2 (for his personality) equals 5, and therefore Bernadotte's Force is on "Hold." (Court-Martial proceedings commence after the game.)

2.1 Grabbing the Lapels

If the commander is in base-to-base contact with a sub-commander, then he may declare any Force Status for that sub-commander. No CDs need be expended and no Control Test is taken. The commander may only "grab the lapels" of one of his sub-commanders in a control segment.

3.0 What the Force Status Terms Mean:

Withdraw: All units must attempt to move away from the nearest visible enemy units, without getting closer to any other enemy units. Units which are already 20" from any enemy units, or which move 20" from enemy units, are not required to fall back further.

Hold: The sub-commander and the Force's artillery units may move normally. Infantry and cavalry may only change facing (for which they do not have to roll, even if within 6" of the enemy.) No other movement is allowed.

Active: The Force may be moved in any way the owning player wishes, within the normal movement rules.

Attack! The Force will, in this pulse, move in the shortest possible path, toward the greatest number of enemy units, with the goal of initiating combats with them if at all possible. Units of the Force must move their full movement allowances toward the enemy, and the sub-commander should move so as to accommodate his entire Force going over to the attack.

3.1 Town/Fort Exemption

A player whose Force Status is "Attack!" may opt to "leave behind" units in the Force which start the Pulse in town squares or dug-in to fortification. During the movement segment, he may not move these units at all, deliberately leaving them out of radius as their parent Force moves out to the attack.

A Force with more than half of its infantry units in town squares or dug-in fortifications at the time of an "Attack" result for Force Status, may opt to change the result to "Hold."

4.0 "Attached" Officers

A sub-commander may exert the following influences on any unit of his Force within 3". He may do each of these things once per pulse, all for the same friendly unit, or spreading these activities out over several different units.

- 1) He may re-roll a movement roll for a unit.
- 2) He may re-roll a recovery attempt for one unit.
- 3) If he has a positive personality modifier, a friendly unit within 3" may get a bonus die in combat.

Doing these things is always voluntary. Each time the sub-commander does #3 he must subject himself to an officer casualty check.

5.0 Wing Commanders

Sometimes several Forces might be under the command of a "wing commander," who acts as a subordinate to the army commander.

During the Control Segment, an army commander may always issue commands to any Force in his army, as described above, even if those Forces belong to a wing. But the wing commander enables the army commander to extend his influence, if desired, as follows:

At the end of the Command Phase, before starting the first Pulse, the army commander may give any number of CDs to his wing commander(s). If the wing commander is more than 20" away from the army commander, one of these CDs is lost in "transit." (He could give four, for example, but only three would arrive.) The wing commander may then issue these CDs to Forces in his wing. The wing commander uses the same distances and guidelines for giving CDs as the army commander does, in E1.0, above.

A wing commander may also "grab the lapels" of one of his Force commanders, to ensure its force status.

By this method, the wing commander enables far-flung Forces to be better controlled than they would be, if they were dependent upon commands from a distant army commander.

F. The Movement Segment

1.0 Movement Allowances

All units have a basic movement allowance (called "Base Move.") When units begin their moves within 6" of any enemy units, however, this base move is replaced with a lower number, plus a die roll. This reflects the difficulty of precise movement and coordination, once units have gotten close to the enemy. Thus a French infantry unit, for instance, has a Base Move of 12, but when it starts within 6" of the enemy, its move is actually 6 + a die roll, thus anywhere from 7-12.

Type	Base Move	When w/in 6" of enemy
Foot Arty and Fast Inf.	12	6 + 1 die
Slow Inf.	10	4 + 1 die
Light Cav.	16	10 + 1 die
Horse Arty and Heavy Cav.	14	8 + 1 die
Officers	18	18

1.1 Fast and Slow Infantry

Infantry is classified as Fast or Slow, as follows:

- Slow** Austria, Prussia before 1811, Russia, Spain, Portugal before 1809, German minor states before 1807.
- Fast** France, Britain and minor British allies, Prussia after 1811, all others not listed.

2.0 Movement Allowances and Terrain

For each point of movement allowance, a unit may move 1" in clear terrain. Non-clear terrain, however, affects different unit-types in different ways. If any portion of a unit's base moves through rough terrain or across an obstacle, then the whole unit must be considered as doing so.

	<i>Infantry</i>	<i>Cavalry</i>	<i>Foot Arty</i>	<i>Horse Arty</i>
Rough, Woods	If no SK value, then prohibited. Otherwise, move at 1/2.	Heavy Cav prohibited. Light Cav moves at 1/2.	Prohibited	Prohibited
Obstacle	Costs an extra 2" to clear	Costs an extra 4" to clear	Costs an extra 4" to clear	Costs an extra 4" to clear

Officers are not affected by terrain. They can always move their full 18". To move the army commander, however, requires expending 1 CD.

2.1 Obstacles

The cost for moving across an obstacle is simply an *additional* expenditure of movement points caused by the obstacle, plus whatever normal movement would otherwise have occurred. The unit must pay that number of points, plus whatever cost of the terrain it is moving across. A unit must have enough total movement points remaining to get its whole base across the obstacle; it can't end the pulse "sitting on" the obstacle. So an infantry unit, for instance, would have to spend the extra point(s) to cross the obstacle, plus at least three more to move itself across completely, since its base is 3" deep.

3.0 Roads

An *artillery* unit may move along a road at a standard rate of 2" per every movement point expended, regardless of what other terrain may be in the area. A road through rough terrain is still a road — not rough terrain. Bridges and towns are "roads," for movement purposes. Infantry and cavalry units move along roads at a rate of 1" per movement point, regardless of surrounding terrain.

4.0 Elevations

The penalty for ascending *or* descending an elevation is one extra movement point. Whenever a unit changes elevation in its move, it must subtract one from its available movement allowance. If it moves along clear terrain and then comes to a hill, it must first subtract one. Then, with whatever amount of movement is remaining, it may move up (or down) the hill normally.

5.0 Directions of Movement

Units may always move straight ahead. There are several ways, however, that a unit may move in a different direction.

5.1 Wheeling

Any unit may "wheel," thus turning as it moves, to face a new direction. Measure the movement expended on the outside arc of the path. Any unit may wheel any number of times, movement allowances permitting. A unit may wheel into contact with the enemy.

5.2 Change Face

Any unit may make one "change of face" per pulse. This maneuver involves pivoting the unit either 90 or 180 degrees, while not moving at all. The base is simply turned around to face a new direction. An artillery or cavalry unit may do this free, once, in any pulse, prior to expending any movement points at all. Infantry may also perform this once in a pulse: an infantry unit must change face first, before expending any other movement points. Changing face requires **three** movement points if the infantry unit is entirely in clear terrain or a town. The unit can move normally with any remaining points. If the ground is mud, or the unit is at least partially in rough terrain, then changing face requires **all** of its movement points. A unit may not change facing on a bridge.

5.3 Retrograde or Flank Movement

Retrograding means moving backward while facing forward. Flank movement means moving to one side while facing forward. Artillery units may flank move or retrograde without any penalty at all. Infantry and cavalry units retrograde and flank move at double the normal terrain cost. In other words, whatever terrain they are moving through costs twice as many movement points as usual.

No unit may ever retrograde or flank move into contact with the enemy. No unit may flank move within 6" of any enemy unit.

5.4 Oblique Movement

Any unit may move obliquely, up to 45 degrees off its frontal perspective, without penalty. A unit may move obliquely into contact with the enemy. A unit may not oblique in, from, or through a town base.

6.0 Towns

Any unit may move *through* a town, treating it as a road, for purposes of movement, but cavalry and artillery may not end their movement in them. Only infantry units may start or end their movement in towns. Do not end a unit's movement partially in and partially out of a town base. If the unit does not have enough movement to enter the town base fully, then it can't enter at all.

7.0 Foot Artillery Movement Penalty

A foot artillery unit which fires has its movement allowance halved in that same pulse. This is done *before* applying any movement penalties for terrain.

8.0 Interpenetration

Units can never end a move overlapping each other's bases. However a friendly unit may move "through" another friendly unit. Infantry units which interpenetrate other friendly infantry units must pay an additional 3" movement cost, in addition to whatever other movement costs apply, in order to pass through. No other units suffer any penalties when moving through friendlies.

Interpenetration may be done as a part of any permissible movement, including retrograde, oblique, and moving by the flank. It may be done in rough terrain and across obstacles. In all cases, normal movement rules and penalties apply.

9.0 Contacting the Enemy

There is no "charge," per se. Units move into contact with enemy units as part of their movement in a pulse. Moving to contact an enemy unit is also called "attacking" it. For simplicity, the side moving to contact is called the "attacker" and the other side the "defender."

9.1 Who May Contact Whom

Artillery units may never attack an enemy unit. **Infantry** may attack any enemy unit. Units which *move* as **Light Cavalry** may attack any enemy unit unless that unit is in a town. Units which move as **Heavy Cavalry** may not attack units in towns, nor in rough or wooded terrain.

9.11 Interpenetration and Contact

Units may interpenetrate friendly units in the same pulse that they attack the enemy, as long as they completely clear all friendlies by the point of contact.

9.2 How Units React When Attacked

Infantry does not react when attacked; its attacker squares up to conform to the defender. The defending unit is assumed to be trying to get into the most favorable formation appropriate for this type of combat.

9.21 Cavalry When Attacked by Infantry

Cavalry may opt to fight a combat when attacked by enemy infantry. Turn the cavalry to face an infantry attacker (if not already facing), and the combat will be fought there. Alternatively, cavalry may **Evade**, when attacked by infantry.

9.22 Cavalry When Attacked by Cavalry

Cavalry may opt to fight a combat when attacked by enemy cavalry. Turn the cavalry to face the attacker (if not already facing), and the combat will be fought there. (A counter-charge is assumed to have happened.)

Alternatively, cavalry may *attempt* to Evade, when attacked by cavalry. Unlike cavalry evading infantry, this is not automatic. To make an evasion attempt against enemy cavalry, follow this procedure:

Attacker and defender each roll one die. Light cavalry units add +1 to the roll, except for Russian Cossacks, which add +2. If the defender's modified roll is equal or higher, then his cavalry has successfully evaded. If the attacker's roll is higher, then there is no evasion: a combat will take place. The defender immediately loses 1SP, prior to resolving the combat. (If this breaks the defender, the attacker may continue his move, and even contact another defender if he is eligible.)

9.23 How Cavalry Evades

The attacking unit moves to contact with the cavalry. At the *moment of contact* determine whether or not the cavalry has evaded. Do not do any other move until this is resolved. If the cavalry evades, it turns directly away from the attacker and takes a full move away from that attacker, not coming closer to any other enemy units if possible. It moves until it has made a full move, or until it reaches the limit of its sub-commander's radius, whichever comes first. If an evasion would leave the cavalry "sitting on" other friendly units, then move through those friendly units and stop behind them.

A cavalry unit may evade any number of times it is attacked in a pulse.

If an evasion is not possible, then it may not be done. Fight a combat instead.

Once a defending cavalry unit has evaded, the attacker may continue his move with any remaining movement allowance, and contact another defender if he is eligible, or even this same defender again, if close enough.

9.24 Multiple Contacts

Once a unit is already contacted by the enemy, it is locked in combat. It may not try to evade if attacked by an additional enemy unit.

9.3 Contacting Artillery / Artillery Escape

Artillery units do not fight combats. When contacted, they make an immediate "Artillery Escape" roll. They make this roll even if they are *attached* (in base-to-base contact and contiguous front) to an infantry unit. Suppression has no effect on this process; a suppressed battery may still evade and cause hits.

Cross-index the type of artillery trying to escape with the type of attacker contacting it. Roll two dice, attempting to roll less than or equal to the number shown below.

Defender	Attacker	
	Infantry	Cavalry
Ft. Artillery	7	6
Hs. Artillery	9	7

If the escape attempt succeeded, the artillery evades, according to the same procedure described above for cavalry evasion. If the roll fails, the attacker has overrun the artillery battery. Remove it from the board, eliminated. In either case, the attacker may keep moving.

If the attacker contacted the artillery unit on its front, then the artillery unit may have caused casualties by canister fire. Whether or not the artillery unit evaded, if either of its dice came up **odd**, then one hit was caused to the attacking unit. (Only one hit is scored, even if both dice roll odd numbers.)

9.31 Attached Artillery

An artillery unit, regardless of its type, may only attach to one **infantry** unit from its own Force. To note that it is attached, during movement the owning player should move the artillery in side-to-side contact and a contiguous front with one infantry unit, facing the same direction. An infantry unit may only be attached to one artillery unit. Artillery never attaches to cavalry.

When an enemy contacts this combination of infantry and artillery, treat them as a single defender. The artillerists will take refuge in, and share the fate of, their attached infantry unit. They do not "fight" in the ensuing combat, but if the attacker contacted the *front* of the defender, then the defending artillery rolls to Escape, even though it is not going to escape. The roll is made to see if either die comes up odd, thus causing 1 Hit on the attacker, as above.

If the attacker contacted the defenders on their flank or rear, they will both turn to face the attacker, but the artillery does not roll, because it has no chance to cause any casualties to the attacker.

In the subsequent combat, the artillery unit will share the fate of its attached infantry unit. If it is broken, the artillery unit is destroyed. If the friendly infantry survives the combat, no matter how battered, the attached artillery unit survives unscathed. If the infantry falls back, the artillery will fall back with it, still attached.

9.32 Multiple Attackers, Multiple Evasions

If an attacking unit still has movement points remaining, and it contacted an artillery unit which escaped, or a cavalry unit which evaded, then it may continue its move, possibly contacting another enemy unit. Additionally, an artillery or cavalry unit which just evaded one attacker, might be contacted by another attacker. In each case, the procedures outlined above are followed. Any number of possible evasions or escapes might occur in a given pulse.

9.33 One Attacker against two Artillery Units

Because infantry and cavalry units have twice the frontage of artillery units, they might simultaneously attack two artillery units. In such a case, each artillery unit rolls to escape, and each might cause a hit on the attacker.

10.0 Moving Through Officers

If an enemy unit of any type moves through an officer, that officer must take a casualty check. If he survives, move him to safety. You may move him up to his normal 18" movement distance.

11.0 Moving in the Presence of the Enemy (The 6" Rule)

There is a basic limitation on how your units can move when close to the enemy. Units have a "contact zone" which extends 6" in all directions. Once an **infantry or cavalry** unit enters the enemy's contact zone it must move either toward or away from the closest enemy units (if several enemy units are equidistant, the moving player may choose.) Note that this rule applies *only if the unit moves*. You might elect not to move a unit.

The 6" Rule applies even if your unit can't see the enemy unit (as in a forest, for instance.) This is because the presence of enemy skirmishers and/or the noise made by enemy units only 600 yards away will no doubt alert your brigadiers to impending danger and make them cautious.

Note that you might start your move more than 6" from the enemy, but once you've drawn within 6" you must abide by the 6" Rule.

Artillery is exempt from this rule; it may maneuver freely in the enemy's 6" zone.

11.1 Chaos and Friction: The 6" Rule, Part Two...

When within the contact zone, your infantry and cavalry commanders might no longer be reliable. When rolling for the movement of an infantry or cavalry unit which **starts its move** in the enemy's contact zone, note this additional restriction:

If you roll a 1 on the move die, this unit may not move to close with the enemy, even though his movement allowance would permit it. The unit may not move closer to any enemy units, although it may move away from the enemy. If any move, in any direction, would bring it closer to the enemy, then it simply may not move this pulse at all!

If you roll a 6 on the move die, this unit **must** move to close with the closest enemy unit within its frontal perspective. You may not choose an enemy unit, unless two are equidistant; it must charge toward the closest one. You may not opt *not* to move this unit after having rolled; it must charge the nearest enemy to its front. Enemies to the front take priority; if there are no enemy units within its frontal perspective at all, then it will move to contact the closest enemy within 6".

Artillery units never suffer from these restrictions.

This rule remains in place regardless of Force Status. If, for instance, the Force must "Attack!" in this pulse, but the player rolls a "1" for a unit, then that unit still may not close with the enemy.

12.0 Moving Officers

Officers can move at any time during the Pulse, and this should be done with care, so as to keep units within their radii. Since you often don't know how fast your units will be moving, it is probably best to move officers last.

All officers may move up to 18". Unlike units, they have no flank or rear and can move in any direction; their movement is always voluntary and reliable. One does not roll to move them; they can always move up to 18".

12.1 Moving the Commander

All officers may move freely except the commander. In order to move the commander, a player must pay 1 CD. This represents the effort of moving the headquarters and staff and disrupting the circuits of command during such a move.

13.0 Units and Radii

As we've seen, each sub-commander has a radius. *All units of his Force must remain within that radius by the end of every pulse.* A player may never deliberately end a pulse with units out of the radius, if that can be prevented by moving those units or the sub-commander in a different way.

13.1 Penalties for Being Beyond the Radius:

Sometimes, as a result of combat, units might advance or fall back out of their sub-commander's radius. The player, at his first opportunity in the next pulse, must move his sub-commander and the units of that Force in such a way as to bring all units back within the sub-commander's radius. Until this is accomplished, a unit outside its sub-commander's radius is penalized as follows:

- * It is considered "Vulnerable" in combat
- * It may not make a skirmish attack
- * An artillery unit may not fire in the Artillery segment.
- * It may not recover any lost SPs.

G. The Combat Segment

1.0 Moving to Contact

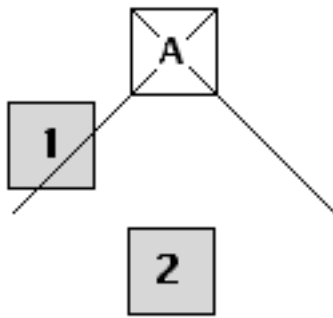
The player who is moving his units is called the **Attacker**. The player who is not active in that part of the pulse is the **Defender**. There is no "charge." The attacker simply moves, announcing his intention to move units into contact, and then doing so, assuming the die rolls cooperate. At this time, as they are contacted, defending units must react, if they are eligible: cavalry might evade (unless already contacted by another attacker), and artillery must roll to escape.

1.1 Direction of Contact

An attacking unit may only move into contact using its front. It may never move backwards or sideways into contact with the enemy.

1.2 The Closest Enemy to Your Front

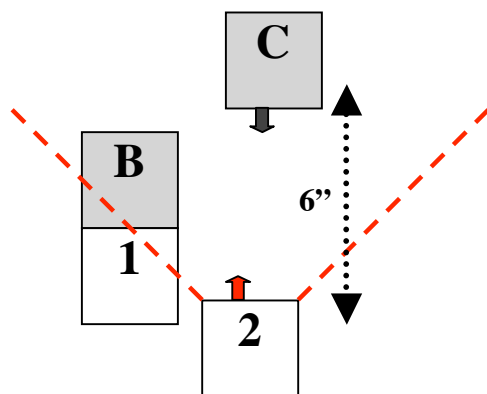
Once within 6" of the enemy, an attacking unit must contact the closest enemy unit to its front. If two defending units are equidistant from the attacker's front, the attacking player may choose. If it is unclear which enemy unit is closest to a unit's front, determine whether half or more of the enemy unit's base lies within the unit's frontal perspective. If the enemy unit's base is at least half within your unit's frontal perspective, then it is to your "front." This should be relatively easy to figure, since the unit bases are all exactly square. Use a ruler, string, or other straightedge on the perfect 45-degree line of the corners.



In the example French unit A faces two Prussian units. Prussian unit 1 is closer, but is more than halfway out of A's frontal perspective. Prussian unit 2, although further away, is actually the closest enemy to A's front.

1.3 Covering Enemy Units

When you move a unit into contact with an enemy unit, you have "covered" that enemy unit. As you move subsequent units, they are not required to move directly toward or away from any covered enemy units, as per the 6" Rule. In other words: you may ignore the contact zone of a covered enemy unit.



In this example, French 1 has attacked Austrian B. Normally, B would be considered the closest enemy unit to French 2's front, because most of B's base lies within 2's frontal perspective. But French 1 has covered Austrian B by attacking it. Thus, French 2 now ignores Austrian B, and may attack C, instead, if he wishes. (Assuming he doesn't roll a one on his movement die.) *Because B is covered, C is now the closest enemy unit to French 2's front.*

Note that French 2 could *not* move to attack Austrian B in the flank, because Austrian C is now the closest unit within 6" of French 2's front. If 2 is going to attack anybody, it must be C.

If C were not present, or were at least 6" behind the rear of B, then French 2 could indeed move to attack B in its flank.

1.4 Squaring Up the Attacker

Although units will usually contact each other at some sort of angle, players should "square up" the attacker's base once contact is made. This makes it much easier to tell, in complex situations, which units are contacting which, and who may advance in what direction, etc. In a tight situation with many units, it might happen that by squaring up, you inadvertently swing your flank around into contact with somebody else. If there's no way to square up without doing that, then square up both units as best possible without contacting any other enemy units.

1.5 Multiple Contacts

An attacking unit may only move to contact with one defending unit. No more than one attacking unit may contact a defender's front. The attacker may ultimately move a second of his units into contact with that same defending unit, but only if it can contact the defender in the flank or rear. For each instance of combat, *there may be only one defending unit*. Thus, a combat may consist of one attacker versus one defender, or two attackers versus one defender.

1.6 Contact and Obstacles/Cover

If a defending unit is directly behind an obstacle, the attacker need not have enough movement to clear the obstacle; he need only be able to move into base-to-base contact with the defender. The obstacle (a wall, for instance) will be between them, giving the defender a bonus in this combat. (It will count as cover.)

If *both* attacker and defender are in cover (both in the woods, for instance), then both units are considered protected by cover, and both will get the benefit, when their opponent rolls against them.

2.0 Procedure for Combat

1. An attacking unit moves to contact a defending unit. Cavalry may attempt to evade; artillery must roll to escape, possibly causing a hit on the attacker, in the process.
2. The attacker is squared up, if possible. Another attacking unit may contact this defender, if eligible.
3. The attacking side keeps moving, repeating this procedure as more of his units continue to contact more defending units.

Then, once there are no more units to move, combats are resolved one at a time, *starting at one side of the board (Initiative-holder's choice) and moving down to the other side*. This order must be obeyed! The attacker can not "plan" the order of combat resolutions to try to get a more advantageous situation. Each combat is resolved in this fashion:

1. The attacker adds together the SPs of his attacking units. If there are two attacking units, the attacker must designate which one is the "Dominant Unit."
2. Each side grabs a handful of dice equal to the amount of SPs they have in the combat.
3. Each side may get bonus dice.
4. Each side throws all the dice it has, hoping to score Hits. Each Hit scored will cause a 1SP loss to the enemy side. Under certain circumstances, one or both sides may have to make re-rolls.
5. The side which has scored the most hits has won the combat, with ties won by the defender.

2.1 Designate the Dominant Unit, if Appropriate

If the attacker has more than one unit in the combat, he must designate one as the **Dominant Unit**. It must be the unit which has the higher SP strength. If there is a tie, and one unit is cavalry and one is infantry, the cavalry unit will be dominant. If both attacking units have the same SPs and are of the same type, the attacker may choose. The dominant unit is the one which will bear the brunt of most of the losses.

2.2 How Many Dice to Roll

In the combat, each side will roll a number of dice equal to its total SPs. Plus, either side may be eligible for **Bonus Dice**:

- * A sub-commander within 3" of the unit may give bonus dice. He may only do this for one friendly unit per pulse, and does so at some risk to himself (see 2.4, below).
- * A side gets a bonus die for each mixed brigade (MX) it has in the combat. (*Exception*: An MX unit does not get its bonus die if it is in, or attacking, a town or fortification.)
- * The army commander may contribute one of his CDs to any one combat in a combat segment, as long as the unit in question is within 20" of his base.

2.3 How to Score Hits

Both sides roll all their dice. The goal is to score Hits.

Unit	Rolling Against	Hits on
Infantry	Infantry, or <i>defending</i> against cavalry	5+
Infantry	Any unit in cover, or when <i>attacking</i> cavalry	6
Cavalry	Any unit in cover	6+
Cavalry	All others	5+

2.31 Re-Roll Bonuses:

Under certain circumstances, a unit may do a “Bonus Re-Roll.” All dice that missed are rolled again, and are considered hits if they come up 6. The bonus re-roll may be taken more than once, if a unit qualifies for multiple bonuses. The Bonuses are:

- * Heavy cavalry rolling against Light cavalry
- * Rolling against an enemy who is *Flanked*.

(Note that there is no combined-arms bonus. A unit that is being attacked from more than one side is automatically flanked, however, and thus all its attackers get the re-roll bonus.)

2.32 Re-Roll Penalties:

Under certain circumstances a unit is penalized, and must do a “Penalty Re-Roll.” All dice that scored hits are rolled again, and are only considered hits if they come up 4+. The penalty re-roll may be applied more than once if multiple penalties apply. (In that case you would re-roll, and then any remaining hits would be re-rolled again, and so on.) The Penalties are:

- * The rolling unit is *vulnerable* (on a bridge, fording or otherwise in a river.)
- * The rolling unit is outside the radius of its sub-commander

2.33 Order of Calculating Dice:

For each unit, add any extra dice first, then do any re-roll bonuses, and finally any penalties.

2.4 Generals Wading Into the Fray

A sub-commander may contribute bonus dice to a combat if his base is within 3” of the unit (if his side is defending) or the dominant unit (if his side is the attacker.) He contributes a number of bonus dice equal to his positive personality modifier. (A +2 sub-commander would contribute two dice, etc.) He must contribute exactly that number of dice (if he is a +3, he must contribute three dice, etc.) A general with a zero or negative personality modifier may not contribute bonus dice.

Use dice of a different color, or roll them separately from the unit’s other combat dice. They score hits using the same criteria as the unit to which they are given. Any hits they score are counted normally, but any rolls of one (1) on these dice require the sub-commander to take an Officer Casualty Check (see: H4.0). The more ones rolled, the greater likelihood that our hero has gotten into trouble.

3.0 "Flanked"

If your unit has any enemy unit within 3” of its flank or rear, it is “flanked” if a majority of that enemy’s base falls behind your front line. (See A5.0)

As combats are resolved, units may fall back or advance, and a unit may find itself suddenly flanked: it has not yet resolved its combat, but a friendly unit nearby has suddenly retreated, and an enemy unit is now on its flank. Remember, however, that the attacker — before resolving any combats — must choose one side of the board, and resolve his combats strictly in order moving from that side to the other side. He may not otherwise plan or arrange the resolution of his combats to make such advantages more likely.

A unit in a town is never flanked, nor may it be considered as flanking an enemy unit. (It is holed up in the town, not maneuvering in the field as a threat to the enemy.)

4.0 Applying Losses

Hits are applied simultaneously to both sides. Remember that each hit against a unit reduces it by 1SP, and once a unit reaches zero SPs, it is Broken. In a simple one versus one combat, it is easy to apply the hits. But when one side has more than one unit involved, hits must be applied in the following manner:

4.1 Dividing Hits Between Two Attacking Units

The defender rolls against the dominant enemy unit. This is important to note, because the defender might have bonuses or penalties that apply against that unit, but not against the other attacker. (**For example:** a British heavy cavalry unit is charged by French 6SP Lt. Cavalry and 4SP Heavy Cavalry units. The French light cavalry are dominant, because of their greater strength. This means that the British, being heavy cavalry, will be entitled to a re-roll bonus against the French, because Heavy Cavalry is rolling against Light Cavalry.)

All hits the defender scores will be against the dominant unit. If he breaks the dominant unit and still has hits “left over,” then one – and only one – of those extra hits can be scored against the other attacking unit.

For example: a British 6SP infantry unit is attacked by French 3SP cavalry and 3SP infantry units. Because the two French units have the same strength, the cavalry is dominant. The British are hit and roll six hits. They break the French cavalry and still have three hits left to apply. One of those can be scored against the infantry, but the other two are wasted.

4.2 Who Won the Combat?

In the simplest sense, whichever side scored the most hits “won” the combat, with ties always going to the defender. Normally, when an attacker wins the combat, his dominant unit must advance to occupy the ground formerly held by the defender. *There are four possible outcomes from a combat:*

4.21 One Side Is Broken, But The Other Side Isn't

Regardless of the total number of hits scored, if one side breaks, then it has lost the combat. If the defender broke, then the attacker must move his dominant unit to occupy the defender's ground, if possible.

4.22 Neither Side is Broken, But One Side Scored More Hits

The side which scored the most hits wins the melee. If the attackers lost, they must fall back, and the defenders hold their position. If the defenders lost, the defending unit must fall back, and the attacker's dominant unit must occupy the defender's ground, if possible.

4.221 Infantry in Squares

If the defender was an infantry unit, and the attacker's side included at least one cavalry unit, then the defender is said to have been “in squares” (even if the attacker's side also included an infantry unit.) Infantry in squares never fall back. They must be broken in order for the attacker to have won the combat. Thus, even if the attacker scored more hits against an infantry unit in squares, the attacker must fall back, unless he broke the defender.

4.63 Nobody Scores Any Hits, Or There Is A Tie And Nobody Breaks

In this case, the defender has won. All attackers must fall back.

4.64 Everybody Breaks

It is possible, albeit statistically unlikely, that both sides will break or annihilate each other in the combat.

4.7 Advance After Victory

A victorious defending unit never advances after combat; it holds its position. A victorious attacking unit must advance to occupy the space left by the defender who fell back or routed.

An advancing unit which is partially blocked by other friendly or enemy units must advance as far as possible to occupy the vacated ground, without contacting any other units.

An advance that carries the attacker into rough terrain, a town, or across an obstacle does not involve any movement penalties: the momentum of victory has carried the position.

5.0 Combat Involving a Town

If a defending unit is in a town, and must fall back, then it must fall back completely out of the town base it had occupied. The victorious attacker will occupy that town base. Remember that cavalry may not attack a town.

If, however, the defending unit is prevented from falling back *completely* out of the town base (by, for instance, impassable terrain), then the defending unit does not fall back at all. It loses another 1SP instead. (It remains holed up in the town, unless that one more SP loss caused it to break.) The *attacker's* units fall back 3". (They are regrouping for another attempt to storm the town.)

H. Retreat, Loss, and Recovery

1.0 Falling Back

As a result of losing a combat, a unit may **Fall Back**, retreating, still under the control of its officers. Resolve each fall back as it happens, after resolving the combat which caused it. Then move on to resolving the next combat.

The units of the losing side calculate the difference between the number of hits they scored and the number the winners scored on them. For example, if the losers scored 2 hits, and the winners scored 5, then the difference is 3. **The fall-back distance is 3" plus the SP loss difference.** (Attackers do *not* count any losses they suffered from contacting the defender's artillery, immediately prior to the combat.)

A unit that must fall back is moved as directly away from its enemy in this combat as possible, without moving closer to other non-routing enemy units, if possible. This is a special kind of movement that doesn't account for terrain, or direction, etc. The distance of the fall-back is determined, and then the player measures, and simply moves the unit this new distance, still facing in the direction of the enemy from this combat.

1.1 Falling Back Penalties

A unit which falls back as a result of combat, might have to fall back "through" friendly units. If its fall-back distance would result in it overlapping friendly units or obstacles, then keep falling back until it has enough open ground to stop. Do the same with obstacles: don't leave a unit "sitting on" an obstacle as a result of a fall-back. Keep falling back until it clears the obstacle. Obviously, this means that units might fall back much more than their initial intent or die roll would indicate.

An **infantry** which is forced to fall back through friendly infantry units, causes 1 Hit to be suffered by any/every friendly infantry unit it thus interpenetrates while falling back. No such loss is caused by the falling-back of cavalry or artillery units, nor by a cavalry or artillery unit falling back through an infantry unit.

If a unit can't fall back the entire distance it is required to, due to the presence of enemy units or impassable terrain, then it falls back as far as it can. If it can't fall back at least 3" then it takes another hit.

2.0 Suppression

Artillery units may be **Suppressed** by skirmish attacks. A suppressed artillery unit may not fire in the upcoming artillery segment. It is not otherwise penalized. Suppression is removed at the end of each pulse.

3.0 Broken Units

When a unit suffers hits that reduce its SPs to zero, it is "broken" and removed from the board. Mark one loss on the army morale track. Broken units should be set aside for post-battle victory and pursuit calculations.

4.0 Officer Casualties

An officer must roll to determine his fate whenever he exposes himself to certain dangers. The owning player must make this roll for each of his officers, each time they meet any of the criteria, below. (This could entail several rolls in a single pulse, if the officer is really in the thick of it.)

- * When he uses his personality modifier to contribute bonus dice to a combat.
- * When any enemy unit moves through him.
- * When he is within 1" of a friendly unit that breaks.

Whenever an officer meets any of these criteria, the owning player must roll two dice. An officer is killed on a roll of 12. An officer who contributed bonus dice to a combat must add one to his dice roll for every "one" he rolled on those bonus dice in that combat. (See: G2.4)

4.1 Replacing a Fallen Officer

When an officer is killed or wounded, he might not be immediately replaced. Still, *somebody* on his staff takes over the reins, whether or not a battlefield promotion occurs. Since our game uses no particular time scale, we abstract the period of confusion when an officer falls.

Either mark a change on the officer's label or place a new officer with a new label, but in any event, the officer's ratings will change. A new sub-commander retains the same radius of the dead man, but loses any (V) bonus, and has his personality modifier reduced by -2 (to a minimum of -3.)

An army commander is replaced by his chief of staff, who thus has to do double-duty amid the confusion. The army commander's skill is reduced to "Poor."

A wing commander is not replaced when killed. He is removed from the board (along with any CDs he currently had remaining to use in this turn). For the rest of the day, the army commander will have to issue commands to sub-commanders, himself, without benefit of a wing commander.

4.2 Overrunning the Army Commander

If enemy infantry or cavalry units move through the army commander, he not only needs to check to see if he is a casualty, but he also immediately loses all the CDs that remain in his cup.

5.0 Recovering Lost SPs

Infantry and cavalry units may be pulled back to the rear to rest and recover. During a pulse in which a unit is: (a) at least 20" from any enemy units, *and* (b) in a Force whose status is "Hold," then a recovery attempt may be made for that unit. Each unit which meets these criteria may make one recovery attempt, which is done during the Movement Segment of a pulse.

The owning player rolls one die for each recovery attempt. He may roll once per eligible unit. If he rolls *less than* the number of hits currently on the unit, then one hit is removed (i.e., SP restored by one.) Note that a unit with a single hit can not recover from it, because you can't roll less than a 1.

For example: a British infantry unit starts the game at 6SPs. It has taken 4 hits, so Wellington wisely pulls it back to recover. If it meets the criteria above, then it may roll to recover. If the die rolls 1-3 (less than 4), then one of the hits is removed.

If the army commander is within 20" of a unit making a recovery roll, he may contribute a CD to allow a re-roll. He may do this once for any given unit, and the re-rolled die is the final result. He may contribute to as many different units as he wishes.

I. Victory

1.0 How a Battle Ends

Throughout this chapter I will use the generic labels "Army A" and "Army B," for purposes of clarity. A battle can end in one of three ways:

1. Army B might break (suffer a collapse of army morale), resulting in a victory for Army A. There might then be a **Pursuit** of defeated Army B.
2. The game might end by both players rolling less than or equal to the game's basic length (night falls) without either army having broken. As a result, this day of battle is a **Draw**. There might be another day of battle, or one or both armies might withdraw during the night.
3. Both armies might break at the end of the same turn. In this case, the battle has ended in a **Draw**.

2.0 Army Break Point

Each army has a **Break Point**. If playing a scenario, then this has been provided for you. If designing your own scenario, you must calculate it, as follows:

First, establish the army's "mood" going into the battle: its level of confidence. This can be one of three levels. Each level has a percentage value:

Confident (35%)
Fair (30%)
Shaky (25%)

Next, count all the units of the army: infantry, cavalry, and artillery. Multiply this number by the multiplier, rounding up fractions over 0.5. For instance, if Wellington's army is confident, and has a total of 26 units, then $26 \times .35 = 9.1$. His army's break point for this game will be 9.

3.0 Army Morale Check

Keep track of all *infantry and cavalry units* in an army which have broken. At the end of a turn in which the number of these units equals or exceeds the army's break point, you must roll to check **Army Morale**. Indeed, from that point forward, at the end of every turn in this day of battle, you must check.

Note that, when calculating the break point, all units are counted. But when counting broken units, only infantry and cavalry (not artillery) units count toward the army morale check.

If an army fails its morale check, the game proceeds to the final determination of pursuit and victory.

To check army morale, the commander should roll two dice. To the roll he must add the number of the current turn just completed, and he must add one for each eliminated unit *beyond* the army's break point. (For example, if the break point was 9, and he has lost 11 units, then he must add two.)

Thus the army command roll is:

2 Dice + Turn Number + Units lost *beyond* Break Point

If the result of this roll totals **14 or less**, the army has passed its morale check. Proceed to the next turn, if there is one. If the result was **15 or more**, the army's morale has collapsed. Proceed to the Pursuit steps, explained later in this chapter.

3.1 Reinforcements and Army Morale

As reinforcements enter the field, they increase the army's break point. Apply the multiplier for confidence level to the total number of reinforcements that have arrived this turn, and increase the break point accordingly. (If a corps of 14 units has arrived, and the army's confidence is "fair," then 30% of 14 is 4.2 — add 4 to the army's break point.) Note that this can get an army out of trouble, if it has just passed its break point, but is "saved" by the arrival of fresh troops. Everybody loves to be reinforced: go get 'em, lads!

4.0 If Both Armies Break

It is possible that both armies might break at the end of the same turn. In this case, the battle has ended in a draw. (Both sides have fought each other to the point where neither army is battle-effective any more.)

5.0 If Nightfall Comes and Neither Army has Broken

If the two sides are unbroken, each player should take a piece of paper and secretly write "stay" or "leave" on it, then reveal them simultaneously. If both have written "stay," then there will be a second day of battle. If there are multiple allied armies on one side, the two (or more) commanders may talk and decide if they will stay or go. The allies need not agree; one of their armies can quit the field, while the other remains for a second day of battle.

If both players have written "leave," then the battle has ended in a draw. If side A has written "leave," then his army withdraws during the night. The battle is over; side B wins a Marginal Victory.

6.0 If One Army Breaks

If Army B breaks, then Army A has won a Decisive Victory. (If more than one army is present on a side, both must break in order to say that this side has broken.) Army A (the victorious side) now checks to see if it can **Pursue** the defeated Army B.

6.1 Will there be a Pursuit?

Each side totals the number of light cavalry SPs remaining (units which “move as” light cavalry) at the moment one army has broken. If the losing side has an equal or greater number remaining, then it has covered its retreat, and there is no pursuit.

If, however, the winning side has a greater number of light cavalry SPs remaining, then it gets a number of dice equal to the difference by which it is superior. These are known as the “pursuit dice.” Add bonus dice to this number, based on the amount of daylight left for the pursuit, as follows:

Break on Turn	Pursuer Dice	Break on Turn	Pursuer Dice
One	12	Five	4
Two	10	Six	2
Three	8	Seven +	0
Four	6		

Note that if the winning side does not have an advantage in light cavalry SPs, then there is no pursuit, and thus no pursuit dice, no matter how early the enemy breaks.

(For example: the Russian army breaks at the end of Turn Four. It has only 12 SPs of light cavalry remaining. The French still have 18SPs of light cavalry. The French will get six dice for light cavalry superiority, plus another six for the early turn, for a total of 12 pursuit dice.)

6.2 Pursuit Procedure

The winner rolls all his pursuit dice at once and then sorts them out according to how they rolled. Each die which scores a certain number will cause an additional hit on a certain kind of unit in the enemy army.

Roll	Losses
1	Two hits on enemy infantry
2	One hit on enemy infantry
3	One hit on enemy cavalry
4	Enemy artillery unit destroyed
5-6	No hits on enemy

The losing player now allocates these hits upon his surviving units, as he sees fit. He may spread them out or allocate them to a specific unit (which symbolizes a “rearguard” that might have been overwhelmed.) Additional units on the losing side are thus possibly broken.

6.21 Pursuit and Multiple Armies

A broken army may not be pursued, if it has another allied army still holding the field. Let us say that the (F)rench army is facing both the (A)ustrians and (R)ussians. If A breaks at the end of Turn 5, but R is still holding the field, then A will not be pursued at all; even if R then breaks next turn. (Only R would be pursued in this case, since it was the only army of that side remaining when its morale broke.)

7.0 The "End of the Day" Procedure

Armies that are *not* being pursued at the end of the day must complete certain steps.

First, units which have taken hits each get one recovery attempt, as per H5.0.

Second, count the number of infantry and cavalry units that have broken. Each one can be converted into a 1SP “cadre” representing the lightly-wounded and stragglers. Thus, if an army has lost 6 infantry and 4 cavalry units, it now has 6 SPs of infantry cadres and 4 of cavalry cadres. These cadres may be given to any infantry or cavalry units still on the table as replacement SPs, under the following restrictions:

- * “Guard” cadres must be counted separately. They can be used as replacements in any other unit, but a Guard unit may only take Guard cadres as replacements.
- * No unit may take cadres as replacements that would increase its SPs above its original starting SPs.
- * An MX unit may take either infantry or cavalry cadres, or any combination of both.

Note again that an army that is being pursued may not do either of these steps.

7.1 Converging Weak Units and Changing Force Structure

If there is not going to be a second day of battle, *and* if an army is not being pursued, then it may converge weak units after the “End of the Day” procedure. Two units may be converged only if:

- * They are both at or below half their starting SPs.
- * If cavalry, they are the same type of cavalry (light or heavy)
- * Neither is a guard unit

A converged unit takes the lesser abilities if converged from two different types of units. For instance, an SK1 and an SK2 unit would converge as an SK1 unit. The new converged unit may not have a higher SP value than the lower of the two original units had at the start of the game.

After converging, players may re-combine, abolish, or otherwise re-arrange their Forces, recalculating sub-commander radii, as needed.

7.2 Final Steps

Lastly, any reinforcements said to arrive overnight are added to the army, and the army’s new Break Point may thus be calculated for the next day of battle.

Appendix One: Sample Unit Values

Austrians: (Slow)	SP	SK	Moves as	Fights as
Line Infantry	5 SP	SK1		
Grenadiers	6 SP			
Jägers	6 SP	SK2		
Grenzers	5 SP, MX	SK2		
Cuirassiers	7 SP		Hvy Cav	Hvy Cav
Dragoons	5 SP		Lt Cav	Lt Cav
Uhlans	5 SP		Lt Cav	Lt Cav
Hussars	6 SP		Lt Cav	Lt Cav
British (Fast)	SP	SK	Moves as	Fights as
Line Infantry	6 SP	SK2		
Light or Elite Infantry	7 SP	SK3		
Guard Infantry	8 SP	SK2		
Hvy Dragoons	7 SP		Hvy Cav	Hvy Cav
Lt. Dragoons	5 SP		Lt Cav	Lt Cav
Hussars	6 SP		Lt Cav	Lt Cav
French (Fast)	SP	SK	Moves as	Fights as
Line or Legere (1805-07)	6 SP	SK2		
Line or Legere (1808+)	5 SP	SK2		
1813-14 Conscripts	4 SP	SK1		
Young Guard, Elite Inf.	7 SP	SK2		
Old Guard infantry	8 SP	SK2		
Cuirassiers, Carabiniers	7 SP		Hvy Cav	Hvy Cav
Dragoons, Lancers	5 SP		Lt Cav	Hvy Cav
Hussars	6 SP		Lt Cav	Lt Cav
Chasseurs	5 SP		Lt Cav	Lt Cav
Guard Cavalry	8 SP		Lt Cav	Hvy Cav
Prussians: (Fast)	SP	SK	Moves as	Fights as
Grenadiers, Guard Inf	7 SP			
Line or Light Infantry	5 SP, MX	SK2		
Reserve Infantry	5 SP	SK1		
Landwehr	4 SP	SK1		
Grenadiers	6 SP			
Cuirassiers	6 SP		Hvy Cav	Hvy Cav
Uhlans, Dragoons	5 SP		Lt Cav	Lt Cav
Hussars	6 SP		Lt Cav	Lt Cav
Landwehr Cav	4 SP		Lt Cav	Lt Cav
Russians: (Slow)	SP	SK	Moves as	Fights as
Line Infantry	5 SP	SK1		
Grenadiers	6 SP			
Guard Infantry	7 SP			
Cuirassiers	6 SP		Hvy Cav	Hvy Cav
Hussars	6 SP		Lt Cav	Lt Cav
Dragoons	5 SP		Lt Cav	Lt Cav
Cossacks	3 SP	SK2	Lt Cav	Lt Cav

Appendix: Reduced Scale FPGA

Players using the reduced scale bases can still use a normal ruler, but they will need to use the following measurements, replacing those found elsewhere in the book:

Army Commander's Radius: 15"

Sub-Commanders' Radii: for a normal officer, multiply the number of units in his Force by 0.7. For an exceptional officer, multiply by 1.2. In all cases, round up to the nearest full inch.

Skirmish Distance: 4" SK-attacks hit only on 6, if enemy cavalry is within *one* inch.

The Six-Inch Rule becomes the Four-Inch Rule.

A **unit is flanked** when an enemy is within 2" of its flank.

Attached Officer range is 2".

Fall-Back Distance is: 2" plus the difference of the losing side.

Artillery Table:

Gun Size	Canister Range	Roundshot Range	Hit #
Heavy	0-3"	3-12"	4+
Light	0-2"	3-9"	5+

Reduced-Scale Movement Table:

(Note that the need to retain the d6 means that it is possible, under certain rolls, for a unit to move greater than its normal Base Move, when within 4" of the enemy.)

Type	Base Move	When w/in 4" of enemy
Foot Arty and Fast Inf.	8	3 + 1 die
Slow Inf.	7	2 + 1 die
Light Cav.	12	6 + 1 die
Horse Arty and Heavy Cav.	10	4 + 1 die
Officers	12	12

Distance of the sub-commander from the army commander

0-15"

15-30"

30" +

Number of CDs that may be given

Two

One

Two must be expended, to place one on the sub-commander's base

