

The Column, Line, and Square

BATTLE MANUAL

by  
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## First Author's Preface

The idea for this Battle Manual was conceived in May 1970 very shortly after I first played the game with the New England Wargamers Association. I had become completely hooked on Column Line and Square but felt that my learning of the game was hampered by the way the rules were written. In fact the 2d edition of CLS was written by different people writing separate parts and different portions were written at different times during the evolution of the game. The result is difficult to use as a textbook and almost impossible to use as a quick table top reference. So it became my goal to present CLS in a way that is easier to learn and easy to check rules during play.

I began writing the Battle Manual in the summer of 1971. Immediately after a first draft of a few chapters was complete I contacted the games most knowledgeable authority, Fred Vietmeyer. Then there began a long extensive correspondence between Fred and myself with Fred tirelessly correcting my errors. The Battle Manual is the result of almost two years of such effort.

Thanks are due first to my co-author Fred Vietmeyer who not only corrected the work but made many constructive criticisms and suggestions and without whom the Battle Manual would be inaccurate and not authoritative. Secondly I am indebted to the members of the Led Cuirassier particulary Steve and Russ Markman, Ed Reichlein, Randy Linke, Steve Payne, John Collins, and Bill Bartlett who all read and used drafts and made valuable suggestions. Of course I owe many thanks to my wife Claudia and our kids who tolerated many hours of daddy's self imposed isolation. Also deserving of mention are some of my fellow B-52 crew members who with good humor let me take over the desk in our cramped crew quarters during two long overseas tours. My Air Force roomates at various times included Capt. Bob Priest, Lt. Dave Chicci, Capt. Allan Sabanosh, Lt. Don Burns, Lt. Sheldon Mayer, Lt. Larry Grannis, and Airman Jack Sabins.

Finally to all CLS players here's my wish: May you have many hours of enjoyable wargaming and may you always roll 6's for small arms and 1's for C.E.

Judson T. Bauman  
June 73  
Yuba City, Calif.

## Second Author's Preface

The concept of "Column Line and Square" has been crystallizing for over a decade now with tens of thousands of model soldiers used in hundreds of table top games in cities all over the U.S.A. and now even in Europe.

The game was put together using the engineering method I learned at Purdue, i.e., taking isolated blocks of research information and game theory and developing them into a pattern which is functional.

This "Battle Manual" is the latest of a series of rules write ups, the latest previous was the 2d Edition of "Column, Line and Square". Previously the rules were written in a legalistic style of the "warp" pattern (actually a textile term).

Imagine that the actual game proper is a square patch of red that exists in my mind only, and is as traditionally now played on the table top - and that white arrows are crossing this patch in horizontal parallel lines similar to a solvent extraction process in chemical engineering. This is the original "warp" pattern which was written by me in the First Edition, outlining the game by describing the major categories such as terrain, melee, and morale and listing the standard pattern for the normal situations. Then exceptions were noted.

The Second Edition continued this process as the game gathered more adherents; again each historical building block was checked and balanced (unbalanced equality) so that it continued the thread in a coherent strain to the original theme of creating a miniature Napoleonic world - like entering a time machine.

This pattern is fine for the Table Top General who is looking at the game set-up from a hill top and wants to see generalized patterns of movement, fire, etc. and takes note of the exceptions inherent in each game's separate game conditions. However for the novice player who marches onto the table top world of "Column, Line and Square", wide eyed with the dread of lurking dangers, it might be simpler at least initially to get the Napoleonic private's view of what he can or cannot do with his own little unit, without worrying about what other units can or cannot do, that he is not involved with. "Battle Manual" is written with this in mind. It is the "woof" approach, taking that same square patch of red but putting vertical yellow parallel arrows through it. The area covered is the same and nothing is advertently left out.

Rather than use a legalistic game rules approach, "Battle Manual" is written as a "military field manual" which again I am acquainted with due to my World War II and subsequent experience in the infantry and military government in Europe and which, of course, suited my then novice co-author better.

With the "Warp and Woof" concept in mind, I wish to thank the contributors to "Column Line and Square" upon which "Battle Manual" is based, among which are: Bruce "Duke" Seifried; the late Robert P. Cory, Ph.D; Lt. Col. Louis L. Bloom, U.S.M.C.R.; Theodore J. Haskell; Lt. Col. Hugh E. Reynolds, Jr., U.S. Army Reserve; and David P. Mort.

Concerning the "Organization of Forces" section, my special thanks to Ted Haskell for his contribution of the soldier sketches, Ed Strauss and Dave Mort for their contribution of drafting skills on the diagrams and to Jack Scruby in whose Magazine "Table Top Talk" I had previously shown some of the information.

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## INTRODUCTION

### Chapter 1. Overall Description of the Game

Column, Line and Square (CLS) is a table top wargame played with military miniatures of 30, 25, or 20 mm scale. It simulates land warfare of the Napoleonic era from 1808 to 1815. Simultaneous movement is achieved by prewritten orders or map marking. Table top movement is executed by direct measurement with tape or ruler rather than by counting off on a hexagonal or square grid.

CLS gives a comprehensive coverage of the myriad possible tactical details of the Napoleonic period. The rules provide for weather conditions, effect of numerous terrain features, battlefield obstacles, varied tactical doctrine, organization, and unit size according to nationality.

The game is intended to be played with painted figures reflecting the colorful uniforms worn in Napoleonic times. Most players prefer historically accurate painted units but CLS can be played with cardboard counters, unpainted plastic figures, or other improvisations. The figures are fastened onto stands (movement trays) for play.

CLS is very flexible in the number of players which can play. At one extreme a pair of aficionados can fight out a brigade size affair on a kitchen table. Just as easily as far as the rules are concerned, fifteen or twenty players can face each other along a 7 X 24-foot table and battle out a simulated Waterloo to find out if they could have changed the course of history. Some buffs even play CLS solo. However the typical game is probably one played on a 5 X 9-foot ping-pong size table with two to four players on a side.

Another merit of CLS is that in spite of considerable complexity the greenest novice may participate right from the start. In fact in the authors' view that is the best and most enjoyable way to learn CLS; play under supervision, read this manual, and play again, alternating until you can handle the mechanics by yourself. See Chapter 32 for a more detailed discussion of how to learn CLS.

#### How to use this Manual

Two Categories of Questions. The Column, Line and Square Battle Manual is intended primarily as an immediate table top reference for the player. Its organization is designed as a quick finder system. The overwhelming majority of questions which arise during play can be divided into two categories:

(1) procedures of play, such as how to measure small arms fire, or, (2) unit capabilities, "Do Hussars fire small arms?" for example.

Unit Capabilities Questions. If a question arises such as "How many operations can French Chasseurs a Cheval perform?" The player merely notes that Chasseurs a Cheval are Light Horse and goes to Chapter 20. In it he checks Movement and Operations on page 20-1. There he finds "A maximum of two operations per turn are permitted in massed formation." This example represents the unit capability approach; one works from unit to circumstance to rule.

Procedures Questions. The alternative type question centers about a procedure. Suppose after deciding the defending player must make the pre-melee morale check he wonders what defending units must check morale. He looks in Chapter 10, Melee Procedures and finds on page 10-1 "Pre-Melee Morale Check." In the third paragraph he finds...The defending player must check the morale of each unit which has a part of a stand within 6 inches of the melee contact point. In this type question he works from procedure to circumstance to rule.

Moderate familiarity with the manual will allow for very rapid rules finding and a great reduction of verbal battles to the advantage of the wargamer.

The Manual as a Textbook. The second function of the Battle Manual is to act as a home study text. Earlier versions of CIS rules were written down as they were decided upon. It was a good form to trace the evolution of CIS but a terribly frustrating form to anyone wanting a quick authoritative answer or anyone trying to brush up on "What Hussars can do" or "How to conduct a melee." A great deal of attention has been given to insuring adequate explanatory detail for the games' students.

## Chapter 2. Background

CIS has evolved over a long period from about 1958 to this writing in 1972. It began with independent players each experimenting with his own rules. But Fred Vietmeyer's dream of a Napoleonic miniatures warfare world drew together these players and sparked what eventually became the Midwestern Napoleonic Wargamers Confederation. It was the leadership of Fred Vietmeyer and his associates that produced Column, Line and Square. At least within the United States it is probably the most widely and extensively played Napoleonic miniatures game. Currently Vietmeyer corresponds with about 100 persons of which many individuals represent entire clubs. Groups are spread from California to Massachusetts. Thus every rule has been widely and thoroughly tested, which is another of the game's special merits.

Technically the basis for simulating organization and firepower is one figure casting per 20 actual historical men and 1 cannon casting for 8 actual guns (approximately a battery).

The unit sizes are based on tables of organization as modified by typical field strengths emphasizing the start of the campaigns when units were newly recruited. Careful attention has been given to what the basic units of different nations were trained to do in combat. This variance in tactical doctrine gives Napoleonic warfare its special flavor. The organization of all Napoleonic era armies changed significantly one or more times during the 20 year period (1796 to 1815 inclusive). CIS best reflects the period of 1808 through 1813 when tactical doctrine was most divergent, but is reasonably accurate up through 1815. As a tactical simulation it is sufficiently accurate to cover Napoleon's entire career as a commander from 1796 onward. However the battalion level organization of the major European powers including the French underwent radical changes before 1808 and therefore CIS does not reflect the organization of the earlier times.

The CIS distance simulation is based on one inch of table top equalling ten yards of actual terrain. However this is modified by a concept of collapsing time and distance to accommodate longer range weapons and behind the lines movement. On the other hand melee procedure stretches out the time scale so what actually occurred in a few seconds to thousands of soldiers is simulated by one player in several minutes.

In practice there is no particular relation between the turn and a precise period of time. The game is "balanced", that is the relationships among fire, movement and other unit capabilities seem to work out about right. Tactical blunders seem to

produce the appropriate disasters and tactically sound plans work out about as well as one would expect. In practice, if one thinks of a turn representing one hour of real time the results seem consistent.

CIS is a tactical game where units as small as a light infantry platoon or a sapper squad are represented. However, with a few additional rules it can be used as the tactical phase of a campaign or strategic game.

### Rationale for Rules

The following represent a sampling of the reasons behind some of the typical CIS rules. Wargamers desiring further explanations should write Fred Vietmeyer.

Combat Effectiveness. It is supposed that a unit which has sustained heavy casualties, 50% for CIS, may be rendered ineffective due to the grave reduction in size. The situation is checked by a die roll. If the unit stands or continues to fight, it may be thought that the officers and men elected to die to the last man rather than retreat. If they fall back two moves, the officers elected to pull the unit out of action rather than see it decimated. A rout is considered to be a retreat that could not be controlled by the officers or the troops just saw too many comrades die and were overcome by panic.

British +1 Volley Fire Increment. The British were the only infantry to train extensively with live ammunition and battle reports of the era reflect their superior volley fire capability.

Coloring of Artillery Sticks. The alternating red and white segments on the artillery sticks represent the bounces and the ground roll of ball shot. Obviously, the ball only took casualties from the ground up to head height. Therefore, the white is the portion of the ball's flight above the soldiers heads. The centers of the two short red segments represent the impact points for the beginning of the first and second bounces. The final long red portion represents the roll out until the ball is going too slow to cause casualties.

Low Ball. The "low ball" firing simulates a number of techniques and gun charges. To begin with, it represents the case where the ball shot was aimed at the ground fairly close to the cannon which resulted in the ball's entire path being close to or on the ground. But it also includes low charge ricochet fire and all manner of irregular loads such as grapeshot, bar shot, chain shot, double shot, scrap iron and so on. Keep in mind the effect

of a whole battery is being simulated by one cannon model.

Cavalry Swerve Around an Infantry Square. Historically cavalry had grave difficulty charging into a well formed infantry square. The infantry would rest their musket butts against the ground with bayonets outward. Thus charging cavalry were presented with a wall of bristling spikes to impale their horses or themselves upon. In practice the horses usually balked. Lancers are permitted to continue to melee the square because the lance was longer than the bayoneted musket.

#### Rules Reference

The Battle Manual presents the rules as given in "Column, Line and Square," 2d Edition published by the Midwestern Napoleonic Wargamers Confederation (Out of print). It includes all "Reviewed Referee Rulings" and other clarifications as of October 1972. Deviations from these are unintentional.

### Chapter 3. How to Take Your Turn

Although CLS is a simultaneous move game the mechanics of play call for a precise sequence of steps. The turn is divided into 6 major steps. They are:

1. Mark Maps or Write Orders.
2. Artillery Fire.
  - a. Horse artillery movement if before firing.
  - b. Training of weapons, hand pushes, and artillery firing including ball shot, rockets, howitzer and canister except "Held Canister."
  - c. Horse artillery movement if after firing.
3. General Movement including infantry and cavalry charges and limbering, unlimbering or movement of foot artillery.
4. Sapper Charges Explode.
5. Small Arms Fire and "Held Canister."
6. Melee. Includes morale retreats, cavalry swerves and melee. Each melee is carried out to the first breakthrough or other termination. Then uncovered fire, breakthroughs, and new melees repeating the cycle until all melee provoked actions have been completed.

After each step which causes casualties due to fire or explosion a unit C.E. check is made if required. (See Combat Effectiveness Retreats Ch 11)

#### \* Announcing the Steps

The host, umpire or commanders-in-chief should announce the beginning of each step after he has determined that all players have completed the last.

#### \* Moves Contrary to Orders

Each player is required to carry out what he has marked on the map or written in his orders. No revisions or modifications are allowed after artillery has commenced. In general failure to write down an order for a unit means the unit stands but may fire. An operation taken incorrectly should be retracted and corrected. If an incorrect operation or action is not detected it becomes uncontested after the next step has begun. If a player fails to take an action actually ordered the result stands after the beginning of the next step.

#### General Movement

Players should take care not to spoil the simultaneous movement feature of the game and call out for opponents to declare their charges at the beginning of General Movement so that the first 6-inches rule, and proportional movement rules can be correctly applied.

Chapter 4. Artillery

SECTION I. General Procedures

\* Movement and Operations

Operations Permitted. Artillery may perform the following operations: Move, Limber, Unlimber, and Fire. Horse artillery may perform three operations and foot artillery two operations per turn. In any case, no two operations may be alike. The actions of hand push and facing or training the weapon are considered part of the firing operation. Guns may be trained up to 180 degrees.

Movement. The path may curve any amount and the gun may face in any direction at the end. For the sequence, Move-Unlimber, the move distance is measured from the front face of the horse-limber stand to the front of the artillery stand. For the sequence, Limber-Move, the distance is measured from the front of the artillery stand to the front of the limber stand. The limbered condition is indicated by placing the rear edge of the artillery stand against the rear edge of the limber stand. An artillery piece may not be limbered and moved on a turn which starts with the gun and limber stand not touching.

Effect of Terrain on Movement.\*\*

Circumstance	Distance Adjustment
1. Ascending each contour.	-1"
2. Individual trees in #1 Woods.	Go Around
3. Moving in #1 $\frac{1}{2}$ Woods.	$\frac{1}{2}$ Speed, $\frac{1}{2}$ " Hand push, No lowest contour bonus.
4. #2 Woods or denser or swamp.*	Movement not allowed.
5. Off roads during weather condition 6.	Restricted to $\frac{1}{2}$ max. dist.
6. Moving on Very Rough Hills.	$\frac{1}{2}$ Speed
7. Fences, Hedges, Works, Trenches, Saps, and Pits.	May not cross
8. Small buildings and other constructions.	May not enter except as specified in game conditions.

\* May be placed in #2 through #4 Woods at set-on but not in swamp. Must travel on roads through #2 or denser woods and swamps.

\*\* Artillery receives a greater movement allowance when operating on the lowest contour. The lowest contour is defined as level open ground where the artillery does not pass across a river, stream, or through a swamp, etc.

\* Manning. The minimum figures for movement of an artillery piece are two men and one horse. However, two men alone may hand push the gun. Artillery with only one horse is limited to half distance. If the artillery horse team is replaced by two cavalry horses, movement is also halved. The minimum for firing is two artillerymen or sapper figures. They must be within 1 inch of the barrel or mounted on the cannon stand. Figures within 4 inches on one turn may, on the next turn, move to the gun and move and/or fire it.

When Operations May Be Performed. Foot artillery may fire any load during the Artillery Fire Step, but Held Canister is fired only during the Small Arms Fire Step. It must be limbered, unlimbered, or moved during the General Movement Step. For this reason, the order Unlimber and Fire cannot be performed for foot artillery. Horse Artillery also fires any load during the Artillery Fire Step and H.C. during Small Arms Fire, but may move during the Artillery Fire Step or during General Movement as the player desires. All artillery, except prolong guns, must unlimber before firing and limber before moving.

Horse Artillery Operations. Horse artillery may take three operations per turn. It may: (1) Move, Unlimber, and Fire, (2) Fire, Limber, and Move, (3) Unlimber, Fire, and Limber and add a hand push to any of the above. Of course, horse artillery may take fewer than three operations.

Forced Marches. Guard artillery may perform one forced march per game day. The forced march has a double movement allowance. Eligibility for the bonus movement, for being on the lowest contour, is determined separately for each of the two allowances. Other terrain effects are applied as given above. The artillery is allowed a free limbering and facing to begin and an unlimbering at the end of the forced march.

#### Prussian Prolong Gun

The prolong gun is pulled by its gun crew and may be ordered to make a Prolong Move and Fire, or Fire and Prolong move during the Artillery Fire Step. It may also move during the General Movement Step and fire Held Canister during the Small Arms Fire Step. If hitched to horses, it is moved according to the rules for a foot gun. (See Medium Foot Artillery and Prolong Gun in SEC. II)

#### \* Firing Ball (High Ball)

1. The player declares his aiming point.
2. Then with the white end of the stick touching the muzzle, he lays the artillery stick on a line connecting the gun muzzle to the aiming point. The line of fire must clear all friendly troops unless the gun is raised one or more contours above the intervening

figures. The line of sight must lie within  $\pm 45^\circ$  of the line of sight of the barrel as measured from the muzzle.

3. The windage bar is placed perpendicular to the stick with the 3, 4 mark under the red end.

4. He rolls one die.

5. The stick is now layed so that the white end touches the muzzle and the red end lies over the die score on the bar. Any range increase due to contour height is now added by moving the stick away from the muzzle the appropriate distance.

6. All living parts of figures, including horses tails, which lie directly under any red part of the stick are casualties and are marked immediately. All horse hits cause a casualty for rider and horse and all rider hits also kill the horse. Hits on non-living parts such as muskets, swords, lances, etc. are not casualties.

7. If as a result of the windage deflection, the ball shot carries over friendly troops no special penalty is invoked. However, friendly troops hit this way lose casualties as in 6 above.

#### \* Firing Low Ball

1. The white end of the stick is placed at the muzzle and the stick is aimed as in High Ball above.

2. Range increments are added as for High Ball.

3. No deflection is applied; and casualties are taken for any living parts under the first white portion of the stick.

4. Dice are rolled as for canister. Casualties taken may not exceed the canister dice score.

5. Low Ball penetrates #2 Woods only 3 inches and denser woods not at all.

#### \* Ball Hits on Inanimate Objects

Procedure. Once a ball hit occurs, a die is cast and the appropriate Artillery Effects Table entered to decide miss, damage or destruction. (See App II) A hits record is kept for targets which require more than one hit to destroy. Casualty markers may be used for this. Objects destroyed by ball hits are removed from

The table. Destroyed buildings and walls become rubble; whereas, fences, hedges, works, abatis, cannon, limbers and wagons once destroyed are removed and have no further effect.

Screening. Objects which are damaged or destroyed stop the ball. Missed objects do not, so targets beyond them must be assessed for damage until the ball is stopped or reaches the end of the artillery stick. (See Artillery Effects Tables App II)

Cannon, Limbers, and Wagons. Ball hits on cannon, limbers, or wagon stands do not count unless the cannon, limber or wagon model itself is hit.

Ball Stops in Water. High ball shot stops as soon as it touches water, i.e., lakes, streams and swamps, etc. High ball touches ground (water) at the midpoint of the first two red segments and at the beginning of the last long red segment. Low ball is not stopped by water.

Cannon Raised 7 Contours. Cannon raised 7 or more contours above the target will have their ball shot, including Unicorn ball, stop at the center of the second red segment.

Soft Ground. In case of soft ground (Weather Condition 6) high ball shots stop at the middle of the second red segment.

Night. Ball shot, either high or low, may not be fired at night, unless, the designer specifies such as in the case of a night bombardment of a town under siege.

Cover. Cover protects against bombshell and ball until the cover (wall, fence, hedge, works, etc.) is destroyed. However, ball shot fired within 2 inches of a normal hedge goes through without damaging the hedge. In the case of a howitzer, casualties are taken beyond the cover, within the radius of the howitzer burst. Ball hits take casualties behind fences, special stone walls, and hedges on the turn of destruction, and the ball continues on as indicated by the artillery stick. However, ball hits on works stop on the destruction turn and take no casualties beyond the works.

Ball Shot Penetrating Woods. High Ball penetrates #2 Woods only 3 inches and #3 Woods not at all. To check penetration of #1½ Woods, a die is rolled and with scores of 1, 2, or 3 the ball penetrates 6 inches and stops, with 4, 5, or 6 the ball travels full distance. Ball may be fired out of #1½ Woods up to 6 inches without penalty. For greater distances the result must be diced as indicated above.

High Buildings and Trees. These items are hit by high ball in the small white segments of the artillery stick.

#### \* Artillery Firing Canister

When Fired and Orders. Any load, High ball, Low ball or canister may be fired during the Artillery Fire Step and need not

be specifically ordered. However, "Held Canister" (H.C.) is fired only during the Small Arms Fire Step and must be specifically ordered. In any case, fire may be withheld and the withheld load has no effect on the loading for the next turn.

Firing Procedure. To fire canister the player lays the appropriate canister pattern down so that the square end is over the target and the triangular end is at the muzzle. (Alternatively, the pattern may be measured out with a protractor and ruler.) Two or more dice are rolled depending on gun capability. (See App I) The dice score total is the maximum number of casualties. These are extracted by the target unit player starting from the closest stand and working away from the gun.

Canister Effects.

1. Flanking Fire applies except the penetration depth of the files is as listed for the particular cannon, (See Fig. 9-2)
2. Using extra dice for enfilade does not apply, but taking casualties to the full range of the pattern does. (See Fig. 9-3)
3. Screening applies. (See Fig. 9-6)
4. Small Arms Fire die score adjustments for terrain numbers 3, 4, 5, 6 and 7 apply; but they are applied to each die of the canister dice roll. (See Ch 9)
5. Superior weapons fire applies. (See Ch 9)
6. Pass through fire applies. (See Fig. 9-4)
7. Canister penetrates #1, #1½, #2 and #3 Woods and all swamps to the full depth of the pattern. It penetrates #4 and #5 Woods up to 6 inches.
8. Canister range is increased like ball shot, 1 inch for each contour above the target. Range is added at the muzzle.
9. Canister cannot be fired over a screen of friendly troops whether the gun is raised or not. However, casualties may be taken behind an enemy screen if the cannon is one or more contours above and both the screened and the screen are on the same contour. Casualties are still taken from front to rear extracting them from the screen until it is eliminated, then taking them from the screened unit. (See Fig. 9-7)
10. Canister is screened by contours like small arms.
11. Canister does not damage hedges nor does the hedge affect the pattern.
12. Canister may not be fired if the pattern includes friendly troops.

Visibility

As for small arms, cannon may be fired at invisible targets. (See Ch 9 for visibility rules) For ball shot, casualties are extracted according to the number of ranks or files penetrated, alternating 2, 1, 2, 1, etc. Alternatively, the target unit may

be revealed (placed on the table) and casualties taken in the usual way.

### Concealment

Artillery concealed from opponents due to visibility rules is revealed on the firing turn. (Revealed means that the cannon casting is placed on the table.) If the cannon fires during the Artillery Fire Step, it must be revealed immediately after 2a Horse Artillery Movement Before Firing. If it is to fire Held Canister, it must be revealed immediately after 2c Horse Artillery Movement If After Firing. Howitzer firing bombshell is not subject to this rule.

### \* Ammunition Location

Ammunition is in the limber unless otherwise ordered. If ammunition is in the limber, the limber stand must touch the cannon stand in order to fire. If the ammunition is ordered to be on the cannon stand, the limber does not have to touch the cannon stand to permit firing. The location of the ammunition on the cannon stand must be specified exactly (eg. Trail chest or Gunner at left rear). Ball hits on these parts of the stands are rolled for, the Appropriate Effects Table entered using the loaded cannon, item, and hit results assessed accordingly.

### \* Interchangeability of Ammunition

Ammunition for each type is interchangeable with all other weapons of the same type. The types are: (1) Horse Artillery, (2) Medium Foot Artillery, (3) 12 Pounder, (4) Howitzer, (5) Swedish Horse Howitzer, (6) Unicorn Howitzer, (7) Prolong Gun, and (8) Rocket.

### \* Artillerymen

Movement. Free of the stand, artillerymen move as skirmishers up to 9 inches overland and 12 on a road.

Small Arms Fire. Artillery men may fire muskets as skirmishers if they do not fire a cannon that turn.

[C.E. Check. The C.E. Check is required for militia gunners only (See SEC III)]

Melee and Morale. The line artilleryman's melee vulnerability is 1. [Morale cast results are the same as for Light Infantry. (See Ch 16)] Guard artillerymen have a vulnerability of 2 and, of course, Guard Morale. Artillerymen do not charge. Off the stand,

single artillerymen are treated as infantry skirmishers in the event of melee. (See SEC. I)

Retreats. Artillerymen who fall back [1 or 2 moves] take their guns with them, routing gunners do not. The last artilleryman to die due to melee or fire may perform one or more destructive actions if so ordered by the gun's player. These actions are: spike the cannon, destroy the ammunition, destroy the limber (caisson) and kill the horses. Routing gunners may not perform any destruction. Destructions must be ordered before the next step of the turn. A spiked gun may not be fired for the rest of the game day, but may be repaired overnight.

## SECTION II. Capabilities, Purchase and Special Procedures

Guard Artillery. Guard Artillery batteries cost 25 purchase points in addition to their respective poundage. All other capabilities are the same, except the guard artillery battery may perform a forced march and have guard morale.

### \* Horse Artillery (2 to 6 pound Horse Guns)

Purchase Cost. 6 pounds each.

Ball Shot Range. 30 inches + 1 inch per contour above the target.

Ball and Canister Max. Height. Fires over 2d contour above its own.

Canister. Use two dice and take casualties two ranks (files) deep.

Ammunition Supply. 7 ball and 2 canister rounds per game day.

Movement. Moving as skirmishers. (See SEC. I)

	Road Move	Road Move Lowest Contour*	Overland Move	Overland Move Lowest Contour*	Hand Push	Hand Push Lowest Contour*
Open	18"	27"	12"	18"	1"	2"
Gnd						
#1½	18"	27"	6"	6"	½"	½"
Woods						

\* See Note page 4-1

Horse Guns are permitted 3 operations per turn. (See App II for effects of fire)

\* Medium Foot Artillery (6, 8, 9, and 10 pounder Field Guns)

Purchase Cost. 6 pounds

Ball Shot Range. 36 inches + 1 inch per contour above the target.

Ball and Canister Max. Height. Fires over top of 4th contour above its own.

Canister. Use three dice and take casualties three ranks (files) deep.

Ammunition Supply. 7 ball and 2 canister rounds per game day.

Movement and Operations.

	Road Move	Road Move	Overland	Overland	Hand Push	Hand Push
		Lowest	Move	Move		Lowest
		Contour		Lowest		Contour
				Contour		
Open	12"	15"	6"	9"	1"	2"
Gnd						
#1½	12"	15"	3"	3"	½"	½"
Woods						

Medium Foot Artillery is permitted two operations per turn. (See App II for effects of fire, and SEC I for procedures)

\* 12-Pounder Field Gun

Purchase Cost. 12 pounds

Ball Shot Range. 42 inches + 1 inch per contour above the target.

Ball and Canister Max. Height. Fires over top of 6th contour above its own.

Canister. Use four dice and take casualties four ranks (files) deep.

Ammunition Supply. 7 ball and 2 canister rounds per game day.

Movement and Operations. Same as Medium Foot Artillery. (See App II for effects of fire)

\* Howitzers

Purchase Cost. 12 pounds.

Bomb Shell Range. 36 inches + 1 inch per contour above target.

Max. Height Bomb Shell. Fires over any obstacle.

Burst Circle. Burst circle is 3 inches in diameter, except British Howitzers which are 4 inches.

Ammunition Supply. Use 5 bomb shell and 1 canister round per game day.

Canister. Use five dice and take casualties five ranks (files) deep.

\* Firing Procedure. Howitzer shell fire is conducted by estimating the range to the target, declaring the line of sight (by designating the sight point if necessary) then measuring the distance with a tape measure from the muzzle along the line toward or through the sighting point. The windage bar is used twice with a range and a windage cast. For the range roll, the 3, 4 mark is placed at the measured spot with the 1 mark toward the gun. The windage bar is then applied to the resulting point, perpendicular to the line of sight and the burst location determined by a second die roll. The fate of troops and other items within the burst is decided by a further dice or die roll as indicated in the Howitzer Effects Table Appendix II. All howitzer bursts are limited to a 2-inch diameter circle in soft ground as in Weather Condition 6. Howitzers may not be fired at night unless the game designer specifies.

Alternate Firing Procedure. One alternate method uses a grid. (See App II) The spot measured becomes the center for the howitzer grid. One red and one green dice are rolled. The dice score indicates the grid coordinates to place the burst circle.

Movement. Howitzers are moved as Medium Foot Artillery except for Swedish Horse Howitzers which move as horse artillery. (See App II for effects of fire)

### Mortars

Purchase Cost 12 pounds. Purchase of mortars is only allowed when specified in the game conditions. Mortars move according to the rules for Siege Guns and fire according to the rules for Howitzers. They have a 4-inch burst circle. Mortars have 6 bomb shells per game day, but do not fire canister.

### Prolong Gun

Ammunition, ball range, max. obstacle height, and canister characteristics are the same as for Horse Artillery.

#### Prolong Movement and Operations.

	Road Move	Road Move Lowest Contour	Overland Move	Overland Move Lowest Contour
Open Gnd	9"	12"	6"	9"
#1½ Woods	9"	12"	3"	3"

The prolong gun is allowed 2 operations per turn when operated as a prolong gun. When hitched to a horse team it is operated (has same movement and operations) as Medium Foot Artillery.

Effects of Fire. The effects of fire are the same as for Horse Artillery. (See App II for effects)

### Rocket Batteries

Purchase Cost. Cost 6 pounds. Only British have rocket batteries.

Movement and Operations. Rocket batteries are allowed three operations per turn.

	<u>Overland</u>	<u>On Road</u>	<u>Troops Dismounted</u> <u>Leading Pack Horses</u>
Open Gnd	18"	24"	12"

Effect of Terrain on Movement. When mounted, all effects are as listed for massed cavalry in Ch 6. Dismounted, leading horses they move at full speed through #1 $\frac{1}{2}$  and #1 Woods and at half speed through #2, 3 and 4 Woods. See SEC I for procedures.

Rate of Fire and Ammunition Supply. May fire up to 6 sheafs (rounds) per turn and is supplied with 18 rounds per game day. (See App II for effects)

Operations. Rocket batteries are allowed three operations per turn. They may Move, Set-up, and Fire; Fire, Pack-up, and Move; or Set-up, Fire, and Pack-up. They conduct these operations during the Artillery Fire Step analogously to Horse Artillery. Note that rocket batteries may be moved like dismounted dragoons with the rocketeers leading the pack horses. They fire up to 6 sheafs (rounds) per turn.

Firing. The firing player merely declares his target or line of sight, then rolls two dice and enters the Deflection Table. (See App II for Deflection and Effects) Once the rocket path has been determined and distance measured with a tape, the effect of passing near or hitting units or objects is determined by additional dice rolls as indicated in Appendix II.

### Siege Guns

Purchase Cost. 18 pounds. Purchase of Siege Guns is not allowed unless specified in the game conditions.

Ball Shot Range. 48 inches + 1 inch per contour above the target. For ball firing use 12-pdr artillery stick adding 6 inches at the muzzle.

Canister. Use 12-pdr pattern with 4 dice taking casualties 4 ranks (files) deep.

Ball and Canister Max. Height. Fires over 6th contour above its own.

Ammunitions Supply. 5 ball and 1 canister round per game day.  
Movement and Operations. The Siege Gun is allowed up to 2 operations per game day. The allowed operations and sequences are the same as for Medium Foot Artillery.

Road Move    Hand Push    Note: No off road movement is allowed.

3"                    1"

Effects of Fire. Effects are listed in App II. Procedures are the same as for Medium Foot Artillery, except as noted above.

#### Swedish Horse Howitzer

Purchase cost is 12 pounds. Shell range is 30 inches + 1 inch per contour above target. Ammunition is the same as for regular howitzers. Movement, operations, and canister characteristics are the same as for Horse Artillery. For burst effects use a 3-inch diameter circle and the Howitzer Effects Table.

#### Unicorne Howitzer (Licorne)

This special Russian weapon costs 12 pounds. Unicorne shell range is 42 inches + 1 inch per contour above the target. It may fire bomb shell over any obstacle. It uses howitzer canister pattern, dice, and effects, its ammunition supply is 5 rounds of shell and one of canister, and moves as Medium Foot Artillery.

Firing Procedures. Range estimation and declaring the line of sight are handled in the same way as other howitzers. However, the range is measured off on the 12-pounder artillery stick and one die is rolled for windage deflection. The shell explodes at the estimated distance, but like a ball shot causes casualties in the red areas of the stick prior to the burst. The deduction for ranges shorter than the stick is taken from the white end. The burst casualties are determined in the same way as the regular howitzer, but the burst circle is 2 inches

### SECTION III. Militia Artillery

#### Purchase Cost and Types

Cost is 3 pounds per gun (Battery). Only Medium Foot and Horse Artillery may be purchased. Purchase is limited by total purchase points allotted to the side as follows: 1000 to 1999 up to 2 batteries may be purchased, 2000 to 2999 permits 4 batteries, and so on adding 2 batteries for each additional 1000 points. Of course, militia artillery may be forbidden by the game conditions.

#### Operations and Movement

Militia batteries are allowed one less operation per turn than regular units. However, all ball and canister effects are the same as their type. Movement allowances are the same as their type, except that militia artillery gets no special lowest contour movement. (See SECTION I.)

#### Firing

Generally, prior to firing a die is rolled to determine if the gun crew loaded the gun for firing that turn. A score of 1, 2, 3, or 4 allows firing. A score of 5 or 6 requires a wait of one turn. On the turn after the 5 or 6 score, the gun is loaded without a further die roll. If the gun was already unlimbered on set-on, the die roll is not required for the first turn firing. Likewise on the first turn after a night turn, a gun, if unlimbered, is considered loaded.

#### Crew Augmentation and Replacement

The crew cannot be augmented, but dead figures may be replaced. Militia morale is maintained until 3 or 4 gunners figures have been replaced. Then the unit achieves a normal artillery morale dice rating. The die roll to determine loading and the reduced number of operations allowed are maintained regardless of replacements.

#### Morale Cast Results

Double Dice Score	Result	
7 or larger	Stand	Note: See SECTION I. for artillery fall back and rout procedures.
6	FB-1	
5	FB-2	
4 or smaller	Rout	

C.E. Check

Die Score	Result
1	Stand
2,3	FB-2
4,5,6	Rout off Table

Adjustments. The die score is improved by one point (i.e., a 4 becomes a 3) if the personal command figure of a player of game rank, of at least field grade, who commands at least two basic units, is attached.

(See SECTION I. for artillery fall back and rout procedures as well as Ch 11)

## Chapter 5. Units and Formations

### General

Movements, facings, formations changes, C.E. and morale checks are ordered or made by certain basic units. The units are usually infantry battalions, cavalry squadrons and artillery batteries. The exceptions are some specified troops which operate in smaller units, or other troops such as sappers which do not usually operate in massed formations and, therefore, are ordered by the individual stand.

### Units

Basic Unit. The basic unit is the battalion, squadron, or battery in its historical constituency as defined in the "Napoleonic Army Organization" (NAO) part of this book.

Converged Unit. A converged unit is formed from stands detached from several other parent units. For example, a converged French Voltigeur battalion can be formed by detaching Voltigeur companies from their parent line infantry battalions. The converged unit may not be smaller than 50% nor larger than 150% of the size of the same type basic unit. In the Voltigeur example, the converged unit may not be less than 18 figures nor more than 54 because the basic French Light Infantry battalion has 36 figures. (Voltigeurs operate as light infantry) Units must be either historical (See NAO) or the parent Battalions must also be purchased.

Provisional Unit. A provisional unit is formed during the game by merging two or more units [which have fallen below C.E. and as a result are in a FB-2 state.] These units must be of compatible type, i.e., cavalry with cavalry or infantry with infantry. [Also a provisional unit may be formed from weakened units before they reach C.E.] The resulting unit must be as large as 50% of the original basic unit. To form a provisional unit, a flag (Command Stand) or a player's personal command figure must be attached during the rallying turn. [The provisional unit automatically routs off the table if reduced to  $\frac{1}{2}$  or less of new units strength by fire.]

Attachment. Small units such as companies or platoons, individual command figures, command stands, or sappers may be attached to a larger unit [and become part of that unit for C.E.] checks, morale checks, and orders.] Examples:

1. A mounted command figure of field grade or better (Major or above) is attached to a cavalry unit [improving that unit's C.E. results table.] (See Unit Capabilities) [The C.E. count is raised 1 figure, the C.E. die check score is improved one point, and morale results are unaffected.]

2. A command stand is attached to a cavalry squadron making it a "Command Squadron", [thus increasing that unit's C.E. count.] No other effects occur.

3. Two sappers are attached to an artillery battery, thereby, requiring the opponent to kill 5 figures to stop firing rather than 3. No other effects occur.

4. Independent regimental command stands must be attached to some battalion or squadron, but are usually attached to the first battalion of squadron of the regiment unless ordered otherwise. [Their figure count is added to the unit C.E. count.]

Attached unit stands must touch the basic to be considered attached. However, if the unit is in skirmisher formation, the attached stand need only be within 6 inches of another stand.

Detachment. Companies, occasionally platoons, may be operated separately from their parent units in special circumstances.

1. An infantry company or platoon may be detached to occupy a construction. [The parent unit's C.E. is reduced accordingly and] morale checks are independent.

2. Elite companies such as grenadiers or light infantry may always be detached from line infantry to operate independently. Line units detaching all their grenadiers more than 6 inches away lose the moral improvement due to them, [but retain them for C.E. count. C.E. count due to them will be lost if they are converged into a new battalion or attached to another unit.] (See Morale Checks Ch 11)

3. Detached units which are in a construction, or more than 6 inches away, or are out of sight of the parent unit due to an obstacle require separate morale checks. When a separate morale check is not required a detached elite company has the morale rating of its parent.

4. Detachment to form a converged unit reduces the parent unit's C.E. count.

5. Detached units are ordered separately.

6. Detachment is not an operation.

Other Unit Sizes. Some troops were historically operated in smaller units.

1. The Austrian division (with a small "d") is a two company unit formed from a light infantry battalion. Austrian divisions may be purchased as divisions [and have the corresponding C.E. count.] The Austrian light infantry battalion is allowed to break down into divisions during a turn and reform on another. [In this case, each division maintains its own independent C.E. count.] [When reformed, the C.E. count is again based on the original strength of the whole battalion.] It is also permissible to move as skirmishers and then reform in new divisions so as to charge particular divisions with all the casualties.

2. Cavalry unit players have the option of operating their cavalry in multisquadron units up to historical regimental size.

\* REFERS TO THE UNIT THAT WILL RECEIVE THE ADDITIONAL STANDS

DETACHED UNIT WILL USE ~~UNIT~~ MORALE PLUS INCREASE OR DECREASE IN PARENTS MORALE

In addition, the player, by so ordering, may break his cavalry down into independent squadrons [which then become the C.E. and morale check units.]

3. Some units such as British Marines historically operated as independent companies and so may be purchased and operated as such.

4. Multibattalion squares and other multibattalion formations do not affect the required morale and C.E. checks of the constituent battalions.

### \* The Formations

The possible formations are Column, Line, Square, Oblique, Ordre Mixte, and Skirmisher. All infantry units may form Column, Line, Oblique, Ordre Mixte, and Square. Cavalry units may form Column, Line, and Oblique. Light Infantry, Light Guard, Light Horse, Hussars, and Cossacks may form as skirmishers. (See Unit Capabilities)

Column. There are two column formations, single and double. Either must be at least four ranks deep or it becomes a line by definition. A road column is a formation no more than 5 figures wide and may be less than four ranks deep. (See Fig. 5-1)

Line. The line formation is three or less ranks deep. (See Fig. 5-2)

Oblique. The oblique formation may be slanted back to the right or left but in any case the stands must all face in the direction of march. They may be staggered "by stands" so that only the corners of the stands touch or "by ranks" so that each company leads or lags its neighbor by one rank. (See Fig. 5-3)

Ordre Mixte. Ordre Mixte is a part line part column formation made up of one or more battalions. If made up of more than one battalion, each battalion must have some stand or stands at the front of the formation. It moves at line formation speed. (See Fig. 5-4)

Multibattalion Columns. Any multibattalion formation which is at least 4 ranks deep on all files moves as a column. Any multibattalion formation which is 3 ranks (or less) deep any place moves as a line.

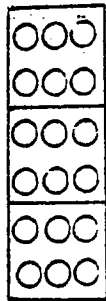
Square. The square is a four sided infantry formation with stands facing outward on all four sides. The minimum number of figures to form a square from one battalion is 16. Stands should be placed to obtain, as nearly as possible, equal numbers of figures on each side. Units in square may not move. The square has special properties for repelling cavalry. (See Cavalry Swerve Around Infantry Square Ch 6) The minimum number of figures to maintain a multibattalion square is 16 times the number of constituent battalions. Units in square formation which drop below the

minimum are considered to be in line formation for melee purposes and cavalry may melee them accordingly. However the stands of a broken square are not moved that turn. Once broken, the attacking unit may receive the melee dice advantage for enfilade by contacting a square fragment in the rear. Involuntarily retreating squares use the line movement allowance. (See Fig. 5-5)

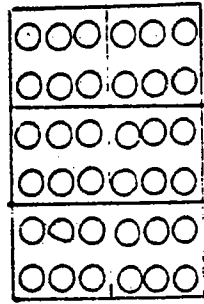
Bataillonsmasse. Only Austrian line infantry and grenadier battalions may assume the special characteristics of the bataillonsmasse. It is a double column formation with square like cavalry repelling characteristics. (See Ch. 10)

Massed Formations. Massed or closed formations are those where all stands touch one or more other stands. All of the above formations are massed. Massed formations of basic units may not be split to insert cannon or other items between the center companies. However the battalion's elite companies (grenadiers or lights) may be inserted at any position. Also formations may not deviate from their rectangular block shape to conform to hedges, river bends, or other natural curves. However, such formations may be made to conform to the line of breastworks or other formal fortifications. Elite companies in a battalion (grenadiers or lights) may refuse a wing, i.e., may be placed on the flank of a line firing outward toward the flank rather than forward. Thus, the formation may not be enfiladed by fire or melee on that flank.

Skirmisher Formation. Light infantry, Light Guard, Sappers, separate artillerymen and Light Cavalry units specified in the units capabilities chapters may operate in skirmisher formation. Unlike other formations the individual stands do not touch each other and individual stand facing may be random. (See Fig. 5-6)



SINGLE COLUMN  
ONE STAND WIDE



DOUBLE COLUMN  
TWO STANDS WIDE

FIG. 5-1  
COLUMNS

LINE FORMATION OF 3 RANKS

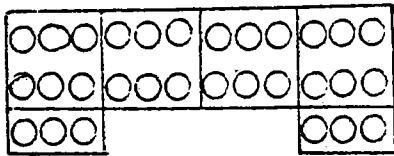
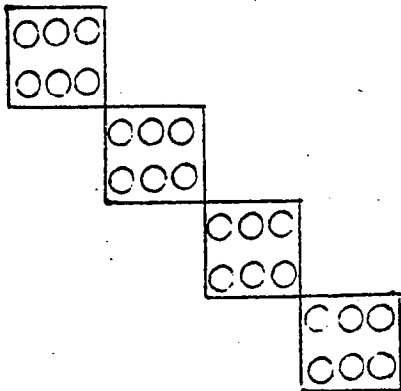


FIG 5-2  
LINE

OBLIQUE STAGGERED  
BY STANDS



OBLIQUE STAGGERED  
BY RANKS

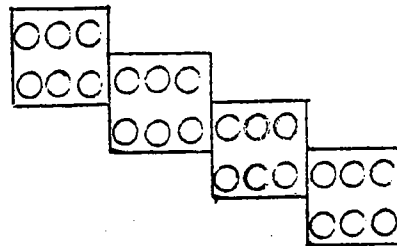
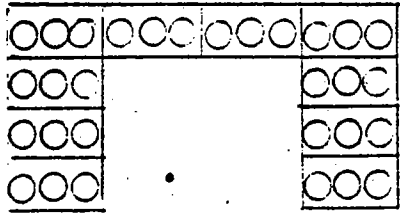
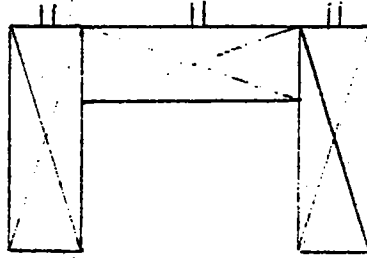


FIG. 5-3  
OBLIQUES

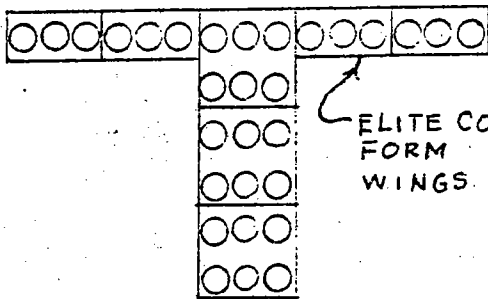
COLUMN-LINE-COLUMN  
ONE BATTALION



COLUMN-LINE-COLUMN  
THREE BATTALIONS



LINE-COLUMN-LINE  
ONE BATTALION



ELITE COS  
FORM  
WINGS

LINE-COLUMN-LINE  
THREE BATTALIONS

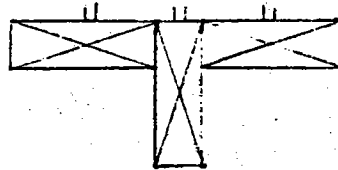
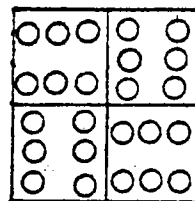
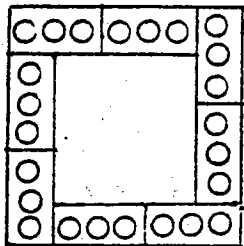
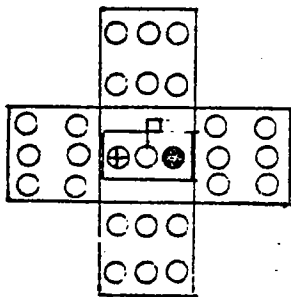


FIG. 5-4  
ORDRE MIXTE

NORMAL SQUARE FORMATIONS WITH A  
STAND CORNER AT EACH SQUARE CORNER.



DISTORTED SQUARE TO  
ALLOW COMMAND STAND  
IN CENTER.



DISTORTED SQUARE TO  
ALLOW FOR MISSING  
ELITES.

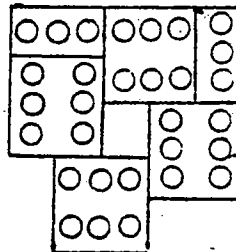
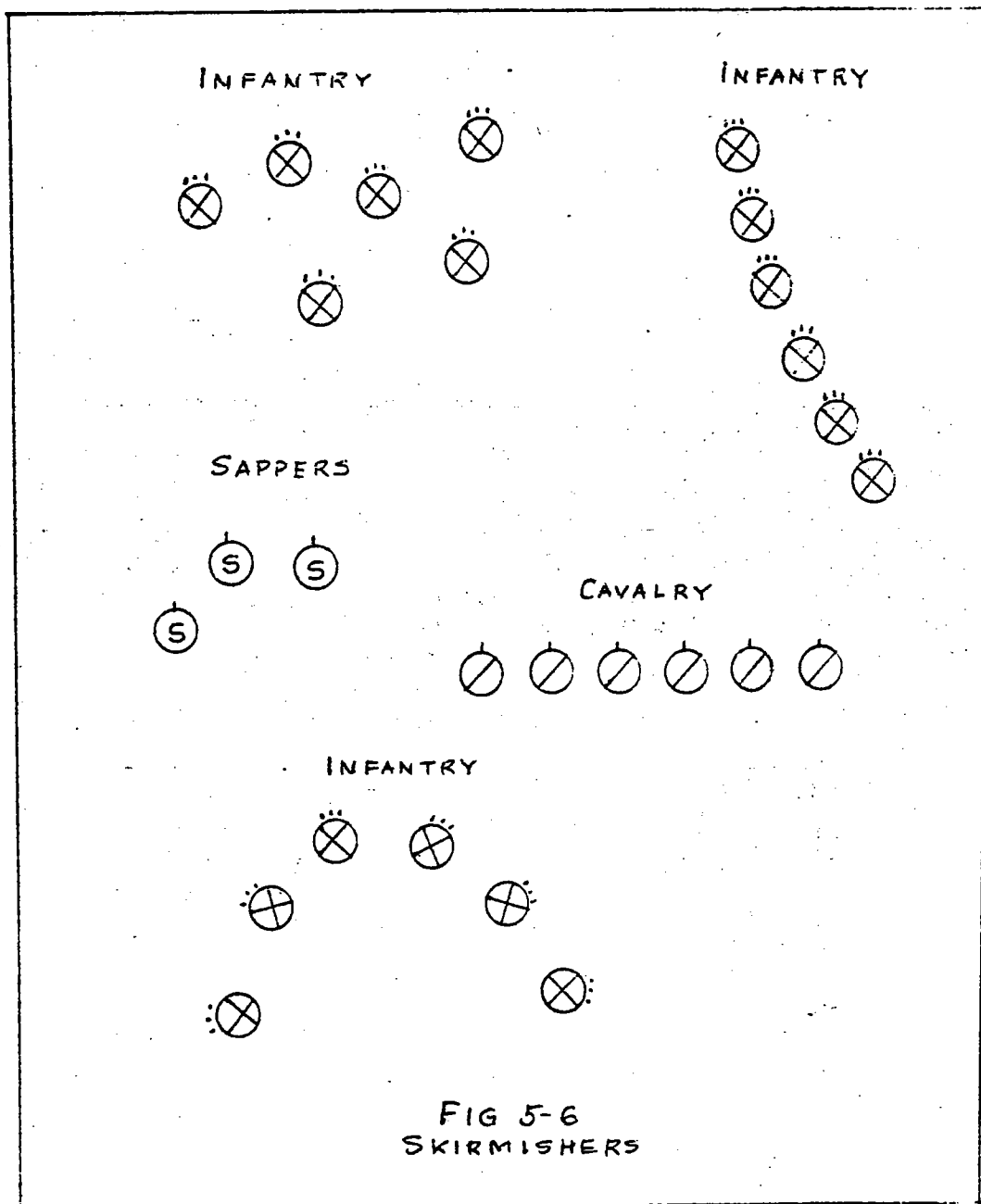


FIG 5-5  
SQUARES



## Chapter 6. Movement

Before we discuss any further procedures, we must define the term operation as used in CLS.

### An Operation

The basic operations in CLS are Change Formation, Face, Movement, and Fire. All units are rated as to whether they may perform one, two, or three operations per turn. (See Unit Capabilities) In addition there are many special operations which may be ordered such as for infantry to Climb Ladders, or Sappers to Set Charges. (See Ch 8) Some actions are not operations such as entering a house or light infantry forming skirmishers. All these exceptions are treated elsewhere. Note that stand facing may be part of a formation change, but does not cost an additional operation.

Limitations. No unit may fire more than once during a turn nor may it move more than once. Also it may perform only one of the Facing, Formation Change pair. However, dismountable dragoons may move both mounted and dismounted during a turn. (See Ch 23)

### Movement of Massed Units

Infantry. Infantry units may move straight ahead or back, obliquely, in a wheel, or may follow the bends and corners in a road.

Cavalry. Cavalry units may move straight ahead, in a curved path, in a wheel, or may follow the bends or corners of a road.

Oblique Movement. An oblique move is one where the stands constantly face in one direction while the movement is in a straight line but at some angle (up to  $45^{\circ}$ ) to the facing.

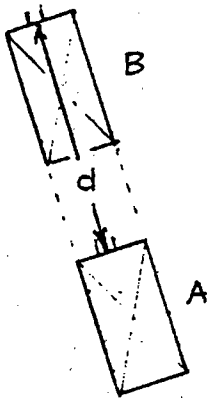
Curved Movement. Cavalry stands moving along a curved path must always face tangent to the path. Path curvature is limited to  $90^{\circ}$  per turn.

The Wheel. A wheel is a normal movement operation of a line formation pivoted about either flank. The rotation or path curvature may not exceed  $45^{\circ}$  for infantry or  $90^{\circ}$  for cavalry. The exception is elite companies in an infantry battalion may wheel  $90^{\circ}$ . A wheel may be part of a movement or constitute the whole movement.

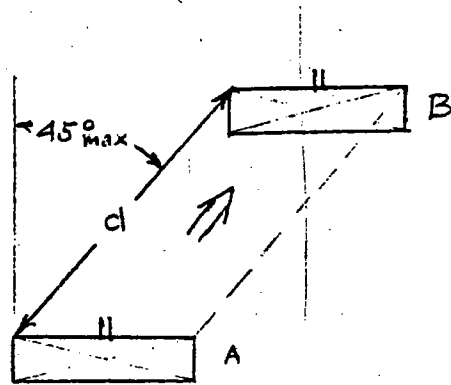
Road Column. The road column move is only allowed if the unit is in road column formation and the head of the column is on the road at the beginning of the turn, and the entire movement takes place on the road. Such units follow all bends and corners in the road keeping stands touching.

Fall Back. The Fall Back is a move of up to 3 inches to the rear with the stands still facing forward. Direction of movement is rearward  $\pm 45^{\circ}$ .

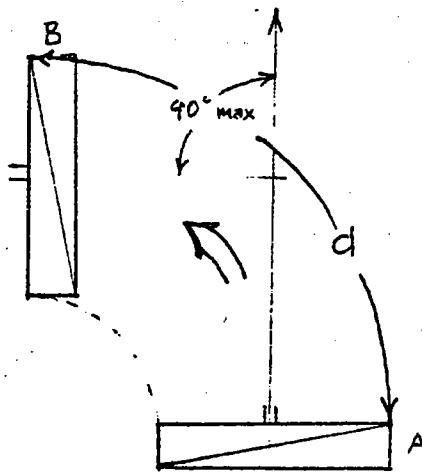
INFANTRY IN COLUMN  
MOVES STRAIGHT  
AHEAD



INFANTRY IN LINE  
MOVES OBLIQUELY



CAVALRY MOVES ALONG  
A CURVED PATH.



FOR ALL FIGURES  
"d" INDICATES  
DISTANCE TO BE  
MEASURED.

FIG. 6-1

MASSED INFANTRY - CAVALRY MOVEMENT

Fire and Fall Back. Fire and Fall Back is a special order. Firing of small arms is allowed if the target unit is within range at the beginning and the end of movement. The fall back distance must be ordered and is limited to 3 inches. As usual firing occurs during the Small Arms Fire Step.

Measuring Movement. Straight ahead or oblique movement may be measured from any point on the front of the formation to where that point stops. Curved movement such as an infantry wheel or a curved cavalry move is always measured along the arc made by the corner of the formation which goes the farthest.

Movement Orders. Movement may be ordered to a point (eg Move to the Hedge) or for a specific distance. The distance is always measured on the table top. The point order may be taken if within the unit's movement allowance. If too far, then the unit is moved its maximum distance allowance along the indicated path.

Terrain Penalties. Terrain penalties are always applied to the unit according to the location and path of its front center point. For example, if the front center point of a battalion's lead company crosses a stream with a 3-inch penalty, the penalty is applied to the battalion immediately. The fact that the rear companies in the column have not yet touched the stream does not matter. On the following turn those companies will continue with the battalion having already paid the penalty.

Terrain penalties are additive. Units crossing a stream (eg 3-inch penalty) and going up a contour (1-inch penalty) are penalized 4 inches. However, terrain penalties are always applied to the maximum distance. That is if the allowance is 9 inches, the order calls for 6 inches, and the terrain penalty is 1 inch. The resulting adjusted movement allowance is  $9 - 1 = 8$  and the 6-inch move is allowed.

In some cases the movement penalty may be difficult to apply. For example, suppose a unit has a 9-inch move order. After 9 inches of movement it arrives in the center of a stream which has a 3-inch penalty. Suppose further that a 6-inch move would be short of entering the stream. In this case, the unit moves 9 inches and the penalty is applied to the next turn's movement.

Effect of Terrain on Movement of Massed Infantry.

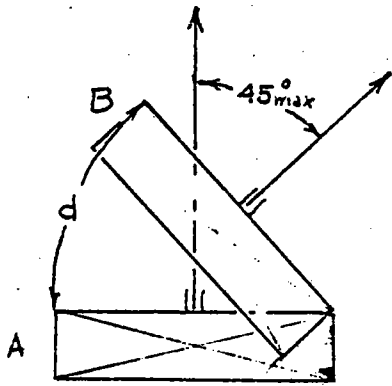
#1 Woods. (Single Trees) No penalties unless a formation change causes one or more stands to pass through or stop around a tree, then subsequent movement is limited to half speed on that turn.

#1½ Woods. Full speed in single column. Other formations move a maximum of 3 inches per turn. No limitations on facings or formation changes.

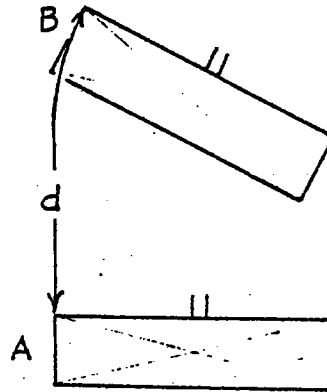
#2 Woods. (Semi dense) Any formation change reduces movement that turn to ½ maximum distance. No penalty for facings. The charge move is not allowed.

MAX DIST = full speed in single column  
3" in other formations

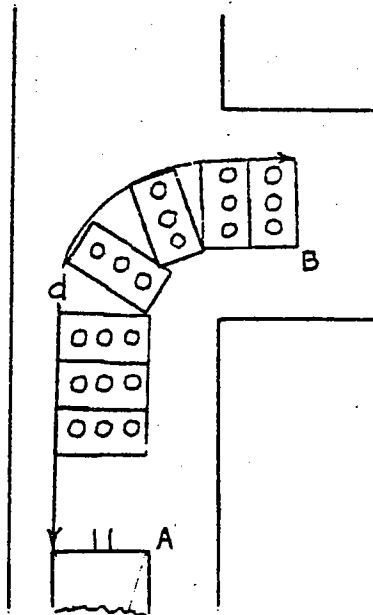
INFANTRY  
WHEELS RIGHT



COMBINED  
MOVEMENT AND WHEEL



INFANTRY COLUMN MOVES  
AROUND CORNER ON ROAD



COMBINED OBLIQUE  
MOVEMENT AND WHEEL

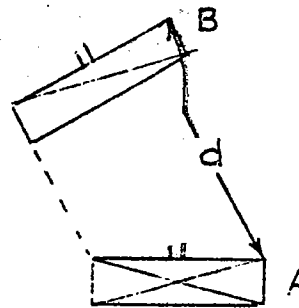


FIG 6-2  
MASSED INFANTRY IN CURVED MOVEMENT

JTB

X  
#3 Woods. (Dense) All restrictions of #2 Woods apply plus: all movement is at  $\frac{1}{2}$  maximum distance, and infantry may perform only one operation per turn.

#4 Woods. (Very Dense) Only facing of individual stands is allowed. Formation changes are prohibited. All other restrictions of #3 Woods apply.

#5 Woods. (Very, Very Dense) Formed infantry are not allowed.

6. Swamps. All movement is restricted to  $\frac{1}{2}$  speed. No charges are allowed.

7. Marshes. (Severe Swamps) All movement restricted to  $\frac{1}{3}$  speed. For a unit moving through a marsh a die is cast each turn for each figure of every stand in the swamp to determine the number of figures lost. Each cast of a 1 is a lost figure. (casualty)

8. Water. A unit crossing a body of water such as a stream may not make a charge move. It suffers a movement penalty as stated in the game conditions.

9. Contours. Passing contours uphill costs 1 inch per contour. Passing contours downhill has no effect. However, contours designated as cliffs may not be climbed without ladders. A unit retreating off a cliff is destroyed. Unless specified by the game designer, a cliff exists when a 1-inch wide stand cannot be balanced on the ledge formed by adjacent contours.

10. Impedimenta. Impedimenta cause a 3-inch movement penalty. Impedimenta includes cannon, limbers, wagons, rubble from a breeched or destroyed stone wall or other construction. A unit may not charge through impedimenta.

11. Abatis. Abatis cannot be crossed. An infantry unit may remove any abatis segment which its stands contact. During the turn of removal, the unit may not move, change formation or face, fire, or melee.

12. Hedges (Normal Hedges). Hedges must be crossed within  $\pm 45^\circ$  of the perpendicular. A movement penalty of 1 inch is applied.

13. Thicket Hedges (European Hedgerows). These are crossed with a 6-inch penalty. Other hedge rules apply except that a unit may stand in the hedgerow. Stands whose front or rear edge touches and lies parallel to the hedge are considered to be in the hedge.

14. Trenches and Saps. Trenches may be crossed by jumping in at the end of movement and climbing out on the next turn. To climb out a ladder is needed. It is an operation to place the ladder and climb out. Just climbing out is also an operation. Alternatively, a plank(s) or ladder(s) may be used to cross the trench. Ten figures per turn may cross (or climb) a ladder and 15 figures per turn may cross a plank. The game designer should specify which units and under what limitations ladders or planks are carried.

15. Pits. Pits are crossed by plank or ladder as trenches but the stands which jump or fall into a pit are lost.

\* 16. City, Castle, and Special Stone Walls. These walls must be scaled by ladder. Procedure is the same as climbing out of a trench above. Further details should be specified by the game designer.

17. Buildings. Buildings, houses and similar constructions may be entered when the stand touches the door, with some movement allowance remaining. Entry does not constitute an operation.

18. Plowed Fields. Plowed fields have no effect on infantry movement.

### \* Skirmisher Movement

General. The skirmisher move may be made in any direction relative to the initial stand facing, the movement path may have any curvature, and the stands may face in any direction at the end of the move. The skirmisher move is an operation but going from a massed formation to skirmisher is not, nor is reforming into a massed unit an operation. (See Fig. 6-3)

Measuring Skirmisher Movement. Skirmisher movement is measured separately for each stand. The measurement starts at the stand corner nearest destination and the stand movement stops with its most advanced corner at the measured point. (See Fig. 6-3)

#### Effect of Terrain on Movement of Skirmisher Infantry.

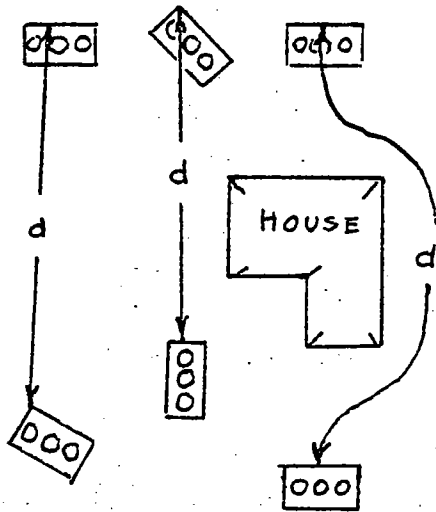
1. #1, #1½, #2, #3, and #4 Woods move at full speed.
2. #5 Woods and #6 Swamps move at half speed.
3. #7 Marshes move at 1/3 speed. The lost rule does not apply.
4. Water. Bodies of water (rivers, streams, ponds, etc.) cause penalties as stated in the game conditions.
5. Contours. Passing contours uphill costs 1 inch per contour. Passing downhill has no effect.
6. Impedimenta cause no movement penalty.
7. Abatis. Same as for massed infantry.
8. Normal Hedges cause no penalty.
9. Thicket Hedges or Hedgerows cause a 6-inch penalty.
10. Trenches, Saps, Pits, City walls, Castle walls, Special Stone Walls, Buildings, and Plowed Fields have the same effect on skirmishing infantry as they do on massed units.

#### Effect of Terrain on Cavalry Movement

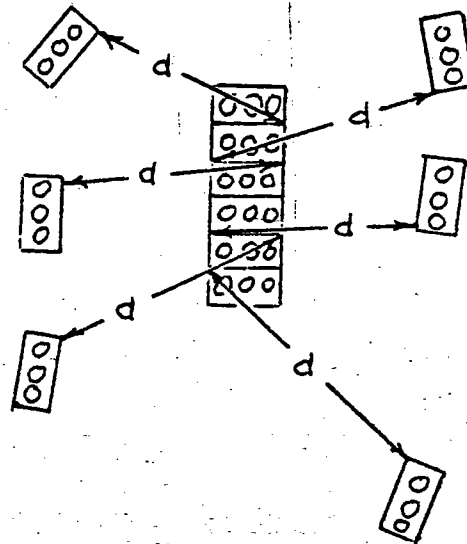
#1 Woods. (Single Trees) No massed unit may pass through trees if any stand must pass through a tree. Skirmisher formations may pass unimpeded.

#1½ Woods. Massed units move at full speed in single columns but at ½ speed in other massed formations. Skirmisher formations are unimpeded. No charge moves are allowed through or out of #1½ woods.

SKIRMISHER MOVE  
MEASUREMENT



SKIRMISHER MOVE  
TO FORM MASSES UNIT  
IN COLUMN



MASSED UNIT MOVES AS  
SKIRMISHERS AND REFORMS

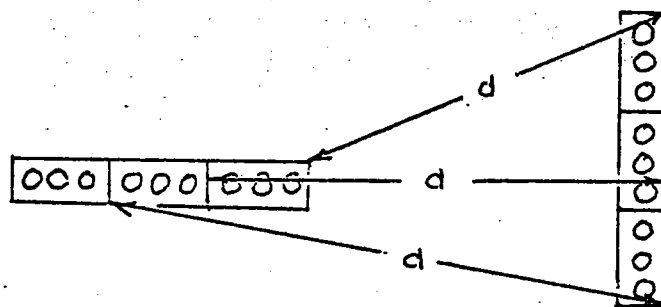


FIG. 6-3  
SKIRMISHER MOVEMENT

#2 Woods. (Semi-dense) No massed cavalry formation allowed, movement as skirmishers only but at full speed. No charge move is allowed through or out of the woods.

#3 Woods. (Dense Woods) Same effect as #2 Woods.

#4 Woods. (Very Dense Woods) Cavalry move as skirmishers only, movement allowance is halved, and no charge move through or out of these woods is allowed.

#5 Woods. (Very, Very Dense Woods) No cavalry is allowed in these woods.

#6 Swamps. Movement as skirmishers only and then up to half max. distance. No charge movement is allowed.

#7 Marshes. Movement in any formation up to 1/3 max. distance. For each unit moving through a marsh, a die is cast each turn for each figure of every stand in the marsh. Each cast of 1 is a lost figure (casualty).

8. Water. Cavalry crossing a body of water such as a stream or a pond may not make a charge movement. They suffer a movement penalty as stated in the game condition.

9. Contours. Passing contours uphill costs 1 inch per contour. Passing downhill has no effect. However, contours designated as cliffs may not be climbed. A cliff occurs where contours are less than half the width of a 3-figure infantry stand apart. Units retreating off a cliff are lost.

10. Rough Hills. Cavalry may not charge uphill. No charge melee dice increment is allowed.

11. Very Rough Hills. No mounted cavalry may travel on these hills.

12. Impedimenta. Some impedimenta (Cannon, Limbers, and Wagons) cause a 6-inch penalty to massed units. There is no penalty for skirmishing units.

13. Abatis. Abatis cannot be crossed by cavalry. They may be removed by infantry, sappers or destroyed by artillery or explosive charges.

14. Fences, Normal Hedges, Trenches and Works. These items may be jumped by Light Horse, Hussars, and Cossacks without movement penalty. Other cavalry may not cross. (See Ch 10)

15. Pits and Thicket Hedges (Hedgerows). These items may not be crossed by cavalry.

16. Rubble, Breeched City or Castle Walls, or Destroyed Stone Walls. These items are crossed with a 3-inch penalty and no charge move is allowed.

17. Plowed Fields. Cavalry is limited to half speed and no charge movement is allowed.

18. Houses. Houses are not entered by cavalry, but larger buildings such as barns or castles are. In all cases where it is to be legal for horses or cavalry to enter constructions it must be specified in the game conditions.

## Special Considerations in Movement

Blocking by Friendly Units. Massed units may not move through other massed units or skirmisher formations. However, skirmishers may move through massed or other skirmisher formations. In all other cases, formation changes, facings, and movements which are blocked by friendly units must be adjusted. The contact point for such a conflict is determined by the simultaneous movement technique. Then the conflict is resolved along these lines.

1. First come first use, such as crossing a bridge.
2. Shorten movement to less than ordered.
3. Rearrange stands in formation but not so as to move any closer to the enemy.
4. Allow only a partial facing.

Entering a Building or Construction. Entry is only through a door on the model. To enter the unit must reach the door and have some movement allowance remaining to enter. Entering is not an operation.

Ending Movement. Movement ends when:

1. The ordered move is accomplished.
2. The movement allowance is used up. (Objective move)
3. An enemy unit is contacted. Of course, winning the melee will allow a breakthrough if the movement was a charge.
4. The unit is blocked by an obstacle such as a house, unscalable wall, etc.
5. The unit is blocked by a friendly unit.
6. The unit's player elects not to complete a charge after the first 6 inches. (See Ch 8)

Forced Marches. Certain units, primarily Guard, specified in the Units Capabilities Chapters are allowed to perform one forced march per game day. The formation for the forced march is the single column (Road Column) and the movement allowance is double the normal. Overland it moves up to two column movements and on a road a double road column move is allowed.

The unit performing a forced march is allowed a facing and a formation change operation before moving, in order, to get into a single column. (Artillery is allowed a limbering) The distance is adjusted for terrain as for other moves. At the end of the move the unit is allowed no other operations on that turn, except that artillery may unlimber.

No forced march may be ordered into contact with an enemy formation based on enemy positions during map marking.

### Night Turn

The night turn represents the compression of the night hours into one turn. During it all units regardless of type, are allowed one 36-inch move. Units which move during the night turn may be subject to path deflection. If a unit makes more than 50% of its movement off a road, a die is cast with the following results.

Die Score	Result
1	Unit's path is deflected 6 inches left per foot moved.
2	" " " " " 2 " " " " "
3,4	No path deflection.
5	Unit's path is deflected 2 inches right per foot moved.
6	" " " " " 6 " " " " "

No unit may advance closer to the enemy than its own forward lines, unless the die throw forces it.

### Dragoon Procedures

Dismounting. If the mounted unit is in line formation the dismounted (foot) stands are placed, touching, in line, to the front, rear or either side facing away from the horses. If the horses are in column, the foot stands are placed on either side but may be in column facing front or rear, or in line facing away from the horses. Movement of the dismounted dragoons on that turn is measured from the horse stands. Dismounting is prohibited if there is no space for the foot stands, but this is decided on a stand by stand basis.

Horse Holder. One figure per stand remains with the horses while the dragoons operate on foot. This figure is the one at the right end of the stand. All the other figures on the horse stand may be marked by a ring type casualty marker to show the location of the holder. The horse holder may be hit by fire if the stand can be hit and may also be melee if the horse stand is contacted by an opposing unit. He may not fire. If the holder is killed by fire or melee, the whole stand is removed and the horses are considered lost.

Mounting. To mount, the foot stand must touch the horse stand. The dragoons may move to the horse stand, mount, then move mounted on one turn. But they may not move mounted on that turn if the horse stand made any movement before mounting.

Simultaneous Movement. For purposes of resolving simultaneous movement mounting or dismounting is a change of formation.

Casualties. When the squadron separates the losses are counted against the dismounted figures. When it rejoins, both horse holder casualties and dismounted dragoon casualties are applied to the mounted squadron.

Dragoons Leading Horses. Dragoons may lead their horses through some terrain features such as woods and hedges. In these cases, the dragoons dismount and the foot stand leads the way followed by the horse stand with horse holder. (For movement rates see Ch 24)

## Chapter 7. Facing, Changing Formation, and Simultaneity

### \* Facings

There are three facing operations: left face, right face, and about face which rotate the stands 90° left, 90° right, and 180° respectively. The stands are always rearranged so that the centroid of the formation remains stationary. (See Fig. 7-1)

### \* Changing Formation

The formation may be rearranged about any given company, except that no stand may be placed closer to the enemy than the key stand. The key stand is the lead stand in movement or the stand already closest to the enemy. Detached units beyond 6 inches do not participate in formation changes or facings. (See Figs. 7-2, 7-3, 7-4, and 7-5) Note that stand facing (rotation) may be a part of a formation change, but does not cost an additional operation.

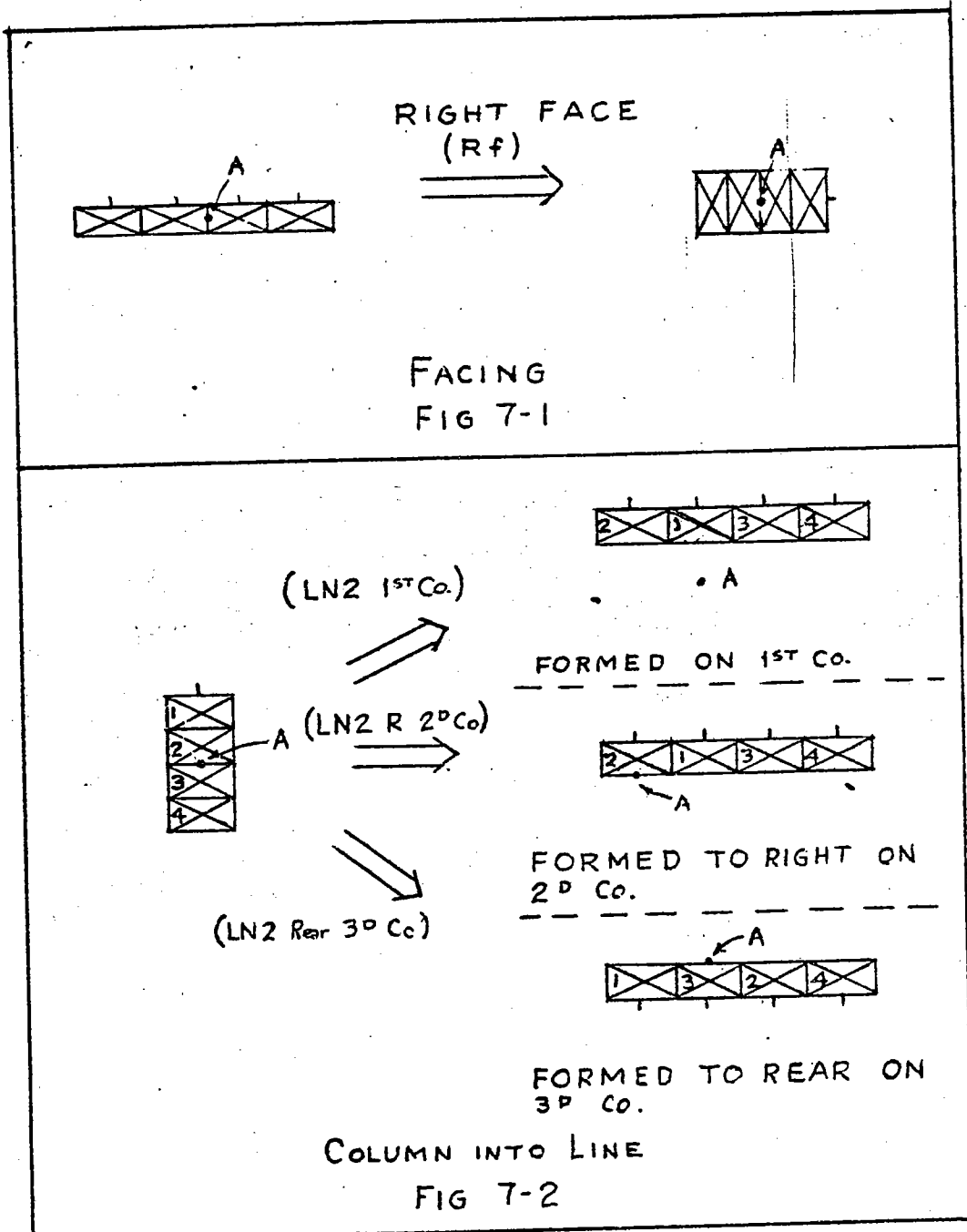
### Simultaneity

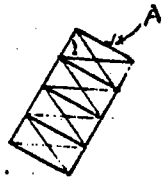
The simultaneity rules are required to establish unit contact points and who-gets-there-first on the table top. An equivalence between movement and facing or change of formation operations is used. Six inches of movement of any unit "takes the same time" as a formation change or facing. Neither operation nor firing affects the movement allowances. Firing requires no movement time.

1. Formation changes and facings take 6 inches of movement.
2. During the first part of the movement in the General Movement Step, all units move 6 inches if they have a movement order. Obviously, they may make a shorter move if so ordered.
3. The remainder of the movement is taken with the various units moving proportional increments until contact is established. The proportion used is based on the ratios of the units' movement allowances.

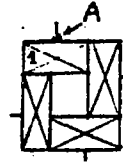
Example. Light Horse moves 24 inches in line and Line Infantry 12 inches in road column. In the first part of movement both units move 6 inches. Now the infantry has 6 inches remaining and the light horse 18. However, the ratio of movement allowances is  $24:12 = 2:1$ . So the light horse is moved 2 inches for every inch the infantry is moved. After the infantry completes the remaining 6 inches, the light horse will have 6 to go if contact has not already been established. The light horse player then completes his move. (For charging units and provisional orders see Ch 8)

Forced Marches. The doubled speed is used to resolve simultaneous movement, except for the first 6 inches of the forced march which takes the same time as other 6-inch movements or operations.

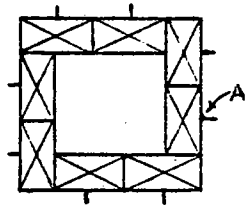




(SQ)  
⇒



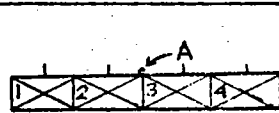
FORMING A SQUARE  
FIG 7-3



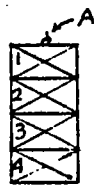
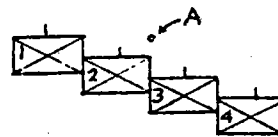
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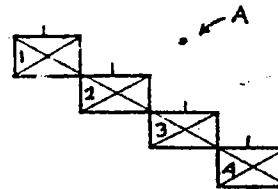
SQUARE TO COLUMN  
FIG. 7-4



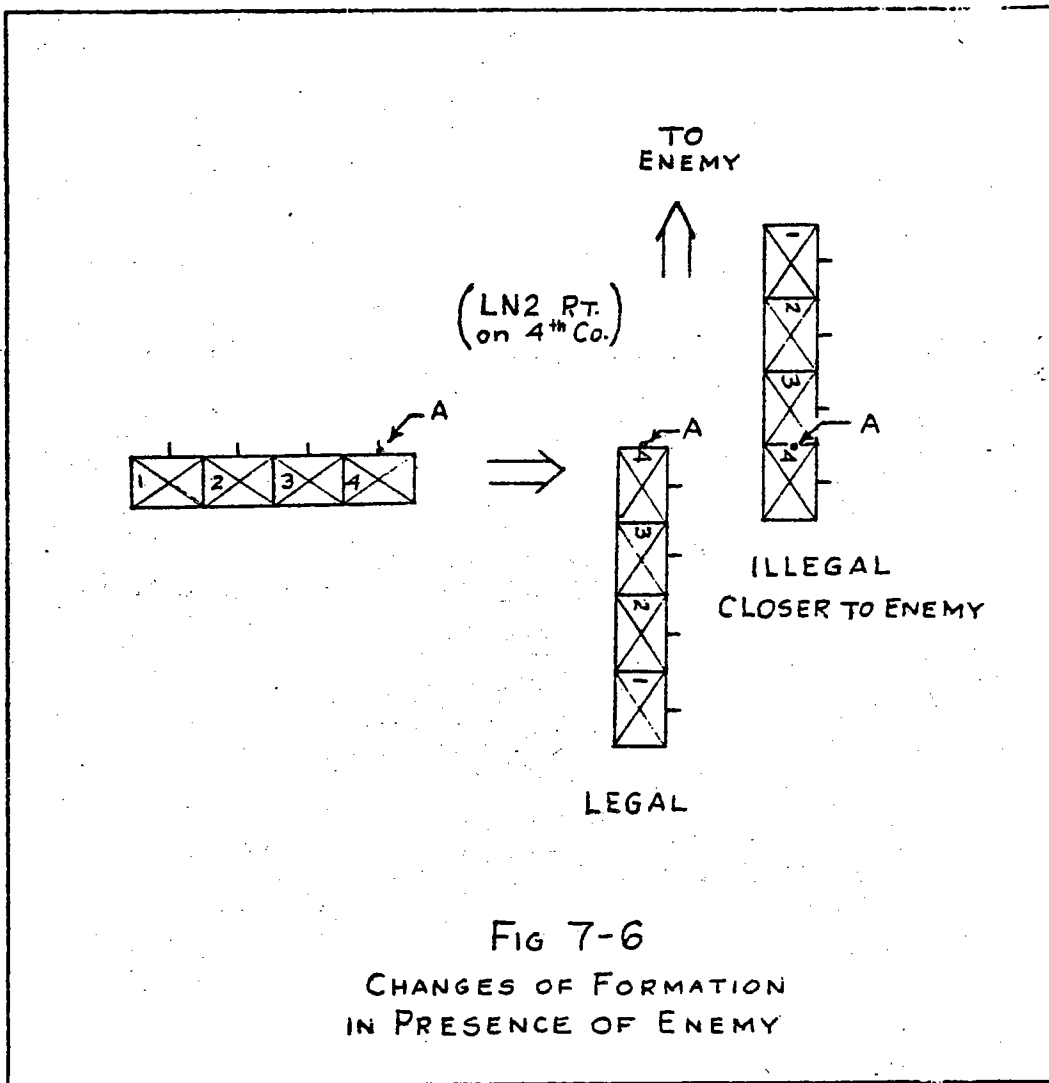
(OBLQ RT)  
by RNKS  
on 1<sup>st</sup> CO  
⇒



(OBLQ RT)  
by STPS  
on 3<sup>rd</sup> CO  
⇒



FORMING AN OBLIQUE  
FIG. 7-5



## Chapter 8. Charge Procedures

### Definitions

\* Charge. A charge is an attacking move, specified as a charge, which is intended to result in a melee. Any unit may be ordered to charge, unless its state [(e.g., Fall Back 2)] or location (e.g., in woods) prevents it. Each unit has a specified maximum charge distance. (See Unit Capabilities) Contact for melee must be reached within the charge distance or the special distance is not allowed. An ordered charge must be completed if legally possible.

Attack. An attack is a move intended to result in a melee, which for any reason cannot be a charge. Ordinarily, the attacker receives no melee dice increment. (See Hussars and Russian Heavy Foot Guards for exceptions) An attack results from an ordered move into contact where a charge was not specified; or from an ordered charge which due to circumstances loses its melee dice increment.

### Charge Orders

\* Charges must be ordered. The target point, or target unit or path must be specified, otherwise the charging unit must go straight ahead. Breakthroughs must be ordered in order for the unit to receive the breakthrough privilege. Certain conditional charge orders can be made. They are discussed under CiC.

### Simultaneous Stand Movement

Each player who has ordered a charge must announce the fact at the beginning of General Movement. Proportional movement of stands is employed to determine the contact points of all units moving into contact. (See Simultaneity Ch 7)

The First 6 Inches of the Charge. The charging unit is moved 6 inches and all other units make their first 6 inches of movement or perform a facing or change of formation operation. At this point the player must cease a charge move which cannot legally be completed. He may now leave his unit there or he may substitute a normal move retaining the path specified in his charge order. At the end of the first 6 inches of the charge, opponents whose units have Charge if Charged (CiC) orders activate those orders. (See CiC below)

Proportional Movement. After the first 6 inches, all units are moved proportionally to their maximum movement allowances until the contact point is established. (See Simultaneity Ch 7)

For example, consider a Hussar squadron charging an infantry battalion which is in column on a road. The Hussars have a 24-inch charge move and the infantry a 12-inch road column move.

The Hussars move 2 inches for every inch of the infantry.

1. The Hussars advance 6 inches and the infantry 6 inches toward the Hussars.

2. The players estimate (or measure) the distance between their units. Suppose it is 17 inches. The Hussars are moved 10 inches and the infantry 5 inches (Half the Hussar movement). Now they are only 2 inches apart so the players estimate the point  $\frac{2}{3}$  of the way from the Hussars to the infantry and establish the contact position. Stands are moved into contact at this point.

#### Charges or Movement to Contact Less than 6 Inches (Freezing)

There are two limitations on this situation. The CiC unit is not allowed a charge melee dice increment and no defending (target) unit may make a formation change or facing. Of course, the target unit may make a movement.

#### Conditional Charge Orders and Procedures

Charge if Charged (CiC). This order may be given to an eligible unit in addition to a regular set of operations. (e.g., Advance 6 inches, Fire. or CiC) The CiC unit reverts to the CiC order if it becomes the target of a charge or attack. No unit may be ordered to both charge and CiC.

CiC Procedure. After the first 6 inches of movement, players of charging units decide whether or not they can complete their ordered charges. Players who can, announce their targets. The CiC unit player at this moment will revert to his CiC order and do one of four things.

1. If he has moved 6 inches, he continues proportional movement toward the charger into melee contact. If the distance between at the start of movement was 6 to 12 inches, melee contact is established exactly midway between the unit's start points. (The first 6 inches of all units movement is "at the same speed".) Both units get their melee dice increments if otherwise eligible.

2. If the CiC unit was stationary, he immediately moves the initial 6 inches toward the charger as if both units had moved their initial 6 inches simultaneously. If not yet in contact, both charger and CiC units are moved proportionally into contact. Again contact is established at the midway point if separation was between 6 and 12 inches initially.

3. If the CiC unit has performed another operation at the beginning of General Movement, like facing or changing formation, then the charging unit is moved a second 6 inches. The CiC unit responds now with his first 6-inch movement toward the charger, followed by proportional movement into melee contact. The chargers first 6 inches and the CiC's formation change are considered to "take the same time" and the CiC response begins after that. The

6 to 12-inch separation rule is now applied to the relative position at the end of the formation change.

4. When units are less than 6 inches apart at the start of movement or at the end of the CiC's formation change, then the CiC unit is not moved at all and does not get a charge melee dice increment.

5. Other situations involving change of formation or facing operations are to be worked out assuming those operations are equivalent to 6 inches of movement of the opposing unit.

Distances separating units are measured along the path of travel and, therefore, are not necessarily straight line distances.

Charge if Charged to Support the 3/73 Battalion (CiC,S,3/73).  
This order is activated by a charge against the 3/73 Battalion and is treated in other respects just like the CiC above.

Charge if Charged the Breakthrough of the 1/69 Squadron.  
(CiC,BT,1/69) This order requires the unit to charge any unit which destroys the 1/69 by melee and begins a breakthrough.

#### Charge Restrictions

Charge Distance But No Dice Increment. In some cases the distance is allowed but not the melee dice increment.

1. If the charging unit passes into woods or water.
2. If the unit being attacked stands within 4 inches behind a hedge, narrow bridge, stream fence, or works.
3. If the unit being attacked is in a house or other construction.
4. Cavalry charging behind infantry or a unit charging behind an attacking unit.
5. Two or more cavalry units with line charge capability only, for four or more ranks (By definition a column) at the melee contact position. The exception is Cuirassiers and other heavy cavalry with column charge increments. They may charge behind cavalry which have only line charge increments and neither's charge increments are affected.

6. In the case where the charge is made across impedimenta the movement penalty is applied to the charge distance.

No Charge Move or Dice Increment. In some cases neither charge move distance nor melee dice increment is allowed.

1. If a unit has retreated voluntarily or involuntarily on the previous turn or the unit has not rallied after an involuntary retreat.
2. If a unit attacks from within #1 $\frac{1}{2}$  or denser woods. Hussars, however, may attack out of woods in skirmisher formation and receive a melee dice increment if the target is another skirmisher formation. (See Ch 23)
3. If cavalry attacks across a plowed field.
4. Cavalry units which have a line charge only, attack.

in column.

5. In Weather Condition 6 (Soft Ground).
6. Cavalry units may charge at night only along roads and streets.
7. Formations of 1 or 2 figures.

#### Breakthrough (See Ch 10)

#### Massed Units Contacting Infantry Skirmishers in the Open

Any massed unit which charges, attacks or advances (toward the enemy) into contact with a skirmishing infantry unit in the open automatically destroys every stand contacted without any melee dicing or premelee morale checks. The advancing unit's movement stops only upon contact with a massed unit or at the end of its ordered movement. This rule applies even if the skirmishing infantry were attacking. The skirmishers may fire small arms at the massed unit using the contact position to determine screening. They may be prevented from firing if the unit has rifles which were fired on the previous turn or if the contact is a moot melee.

#### Other Contacts in Skirmisher Formation.

1. If skirmishing infantry are in the woods ( $\#1\frac{1}{2}$  or denser or swamps) a normal melee ensues regardless of the opponents formation.
2. If the skirmishing unit is cavalry, a normal melee ensues regardless of opponents formation or whether in open or wooded terrain.
3. Hussars receive a +1 melee dice increment when in skirmisher formation and the opponents are also in skirmisher formation, regardless of the terrain.

#### Premature Halting of the Charge

A charging unit before it reaches its intended target will be stopped by contact with another enemy unit. If the enemy unit is then destroyed by small arms fire, the charge is completed as if the interfering unit had not existed.

#### Miscellaneous Charge Restrictions

1. Artillerymen, rocket troops, and train may not charge.
2. No unit may charge onto the table top.

## Chapter 9. Small Arms Fire (Musket, Carbine, and Rifle)

### Volley Fire Procedures

1. Select target units for all volleys to be fired and check azimuth and range.
2. Count number of figures in unit firing.
3. Roll one die.
4. Adjust die score by applying increments for terrain and characteristics of unit firing. Multiply the adjusted score by the number of figures firing and divide by ten. The result is the number of casualties in the target unit. Fractional scores of  $\frac{1}{2}$  or larger are whole kills. Lesser fractions have no effect.
5. The target unit player marks casualties on target units distributing them as he wishes, except he takes casualties from the front row first until it is eliminated.
6. Now the opponent fires all his small arms as described above. Fire is assumed to be simultaneous and all figures hit on this turn may fire on this turn. The exceptions to simultaneous fire are Superior Weapons Fire and Pass Through Fire. (See later in this Chapter.)
7. If the front stand (or stands) of a moving formation are eliminated by small arms fire, then the remaining stands may be pushed forward in their place if sufficient movement allowance remains. In this case, movement distance is checked for each stand.

### General Rules of Small Arms Fire

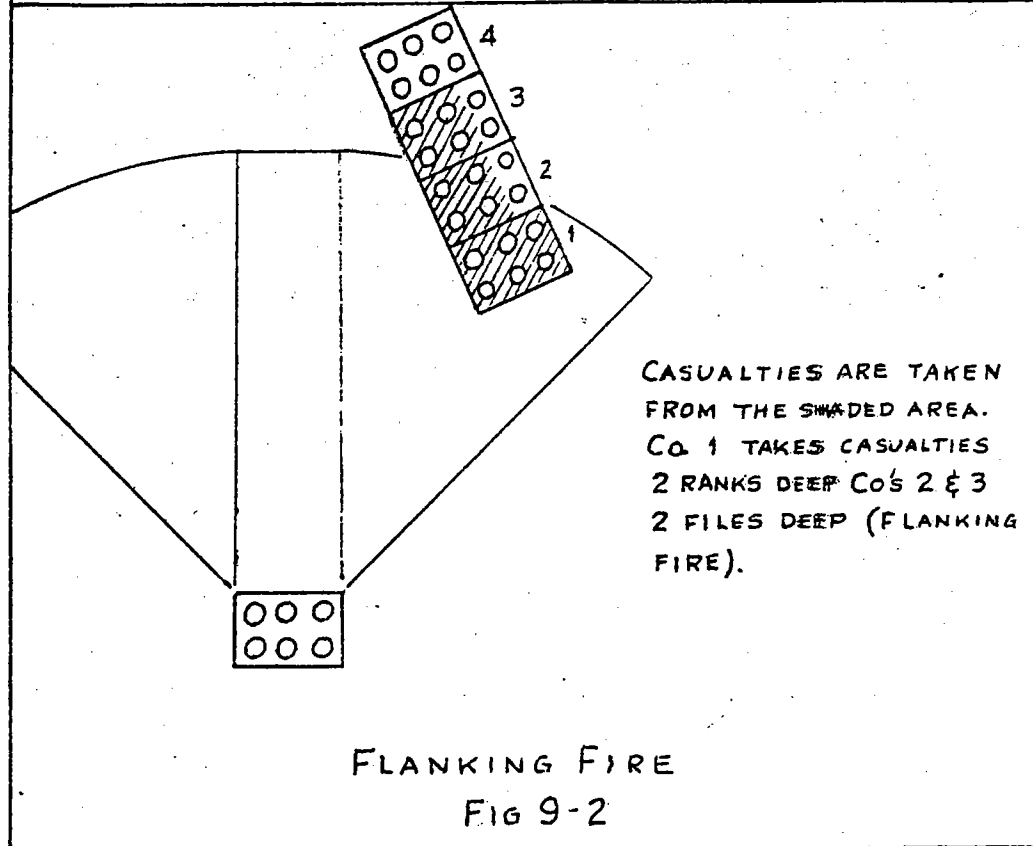
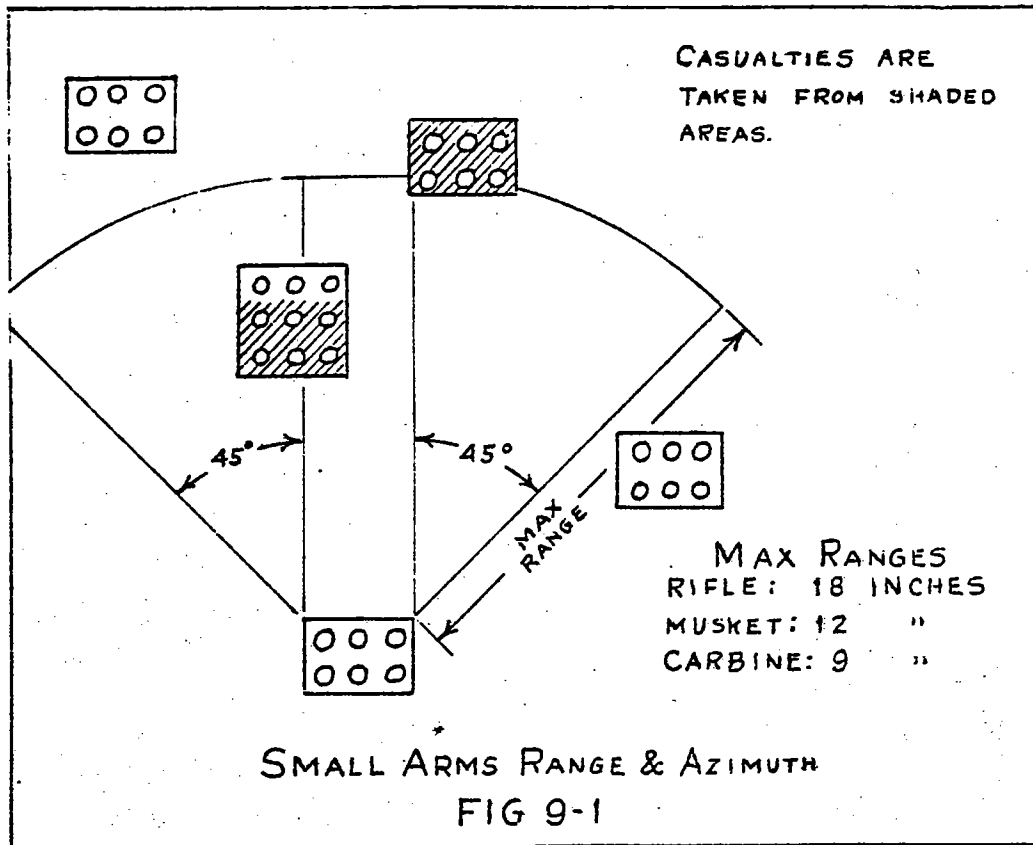
Last Operation. Small arms fire is always the last operation of a turn. Even for Fire and Charge and Fire and Fall Back fire is resolved after the movement.

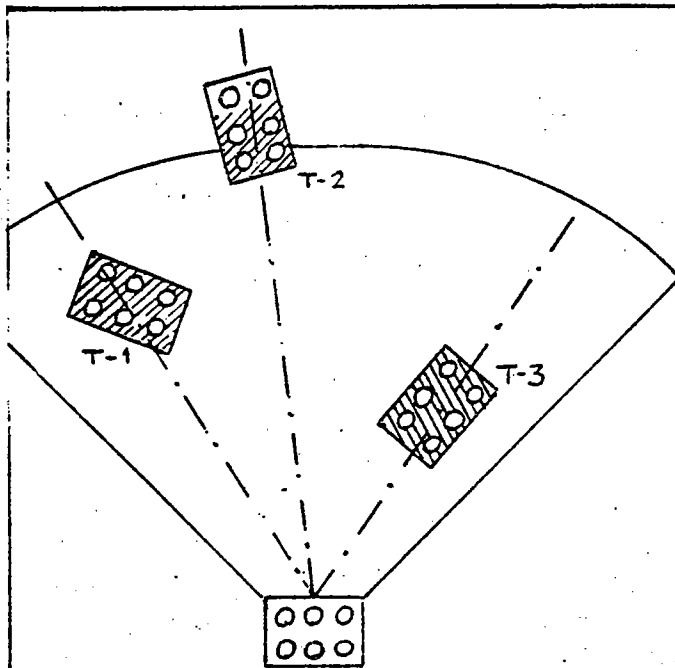
Volley Fire Unit. The unit for volley fire is the battalion (squadron), company, or platoon in the case of a single stand of elites.

Range and Azimuth. Range and azimuth are measured from any point on the front edge of the firing stand. Range and azimuth are checked by company or platoon for volley fire and by stand for skirmisher fire. For two single rank stands of the same unit touching back to front, the measurement of range and azimuth from the front stand counts for the rear one. The permitted field of fire is shown in Fig 9-1. In CIS azimuth is defined as the angular direction measured in the plane of the table top.

#### Weapons.

1. Rifles. Range 18 inches. Fire only every other turn. Rifle units may not fire on the turn after meleeing. Only British rifles are equipped with this weapon.
2. Muskets. Range 12 inches. Fire every turn. All units in CIS which are permitted to fire small arms, fire muskets unless specified otherwise.
3. Carbines. Range 9 inches. Fire every turn. Light Horse and Hussars fire carbines.





TARGET  
STAND ENFILADE

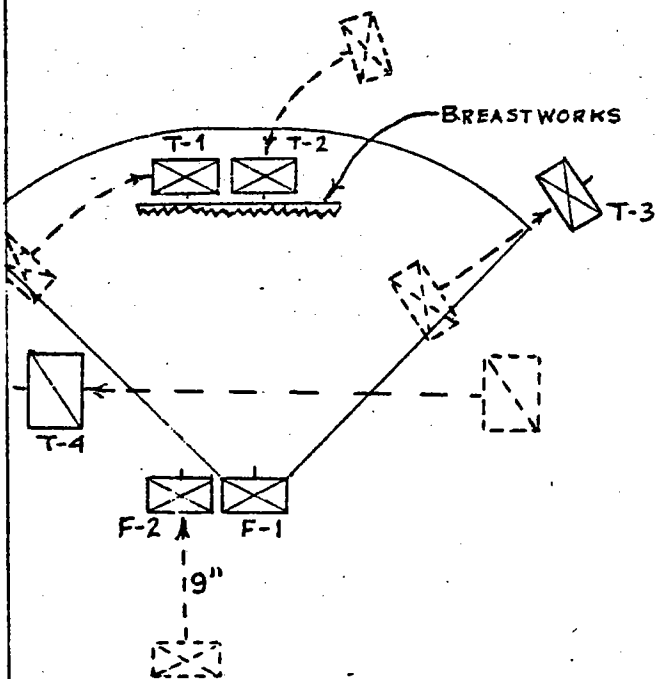
T-1 NO, BUT TAKE  
CASUALTIES 2 RANKS  
DEEP

T-2 NO, FLANKING FIRE  
CASUALTIES 2 FILES  
DEEP

T-3 YES,

CASUALTIES ARE  
TAKEN FROM SHADED  
AREA.

ENFILADE FIRE  
FIG 9-3



TARGET PASS THROUGH  
STAND FIRE

	F-1	F-2
T-1	YES	NO
T-2	NO	NO
T-3	NO	NO
T-4	YES	NO

PASS THROUGH FIRE  
FIG 9-4

Visibility. Units within range and azimuth of the firing unit may not be fired upon if they are not visible to the firer, except as noted below. However, units visible to one unit are considered visible to all units on that side. Guerillas are a further exception to the visibility rule. (See Ch 32 for Guerilla rules) Otherwise visibility is restricted as follows:

Normal visibility	36"
Weather #3	24" (Except Hussars which are 36")
Weather #5	12"
Weather #2	No visibility through smoke.

If the observed unit is in #1 $\frac{1}{2}$  or denser woods, in a thicket hedge, behind any hedge, if it is night or the unit is in a building, then the visibility is 6 inches.

Scouts. Scouting units or figures must survive pass-through-fire to be eligible to observe enemy units for their side.

Firing in the Blind. A player may fire volleys in-the-blind toward the suspected location of enemy units hidden by woods, smoke, or fog, etc. In this case the firer may only hit stands within range and which lie straight ahead of the firing stands.

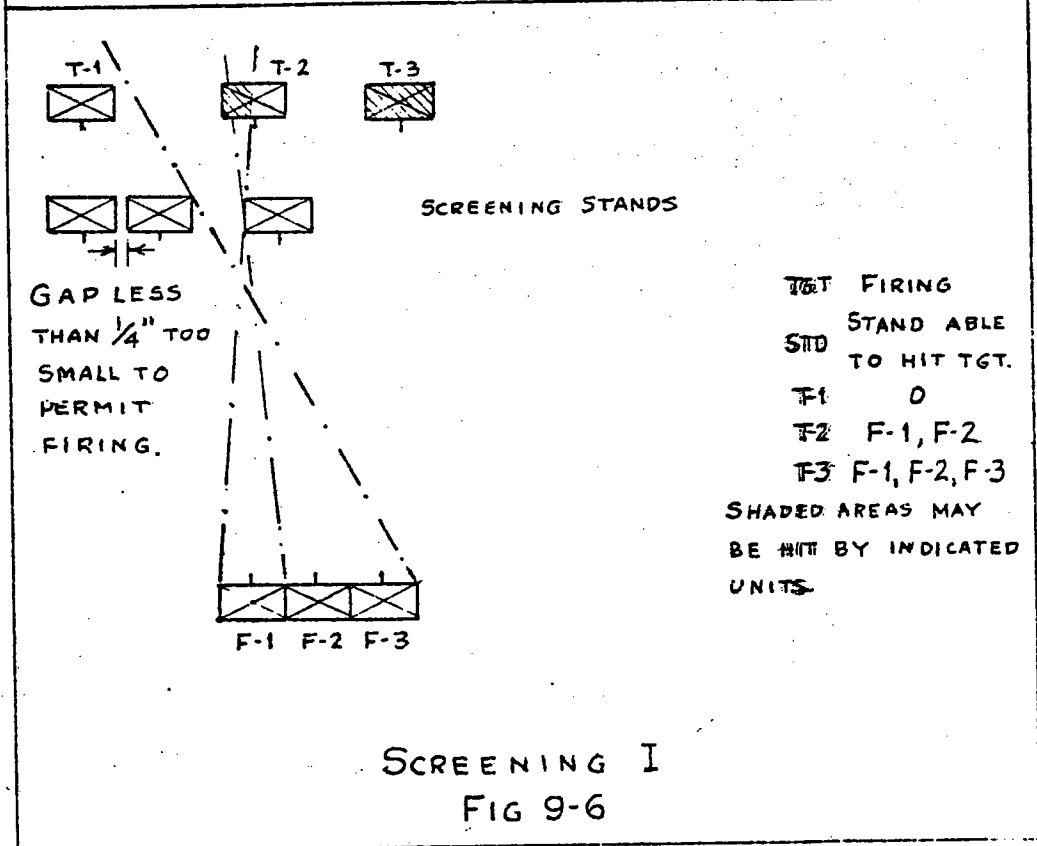
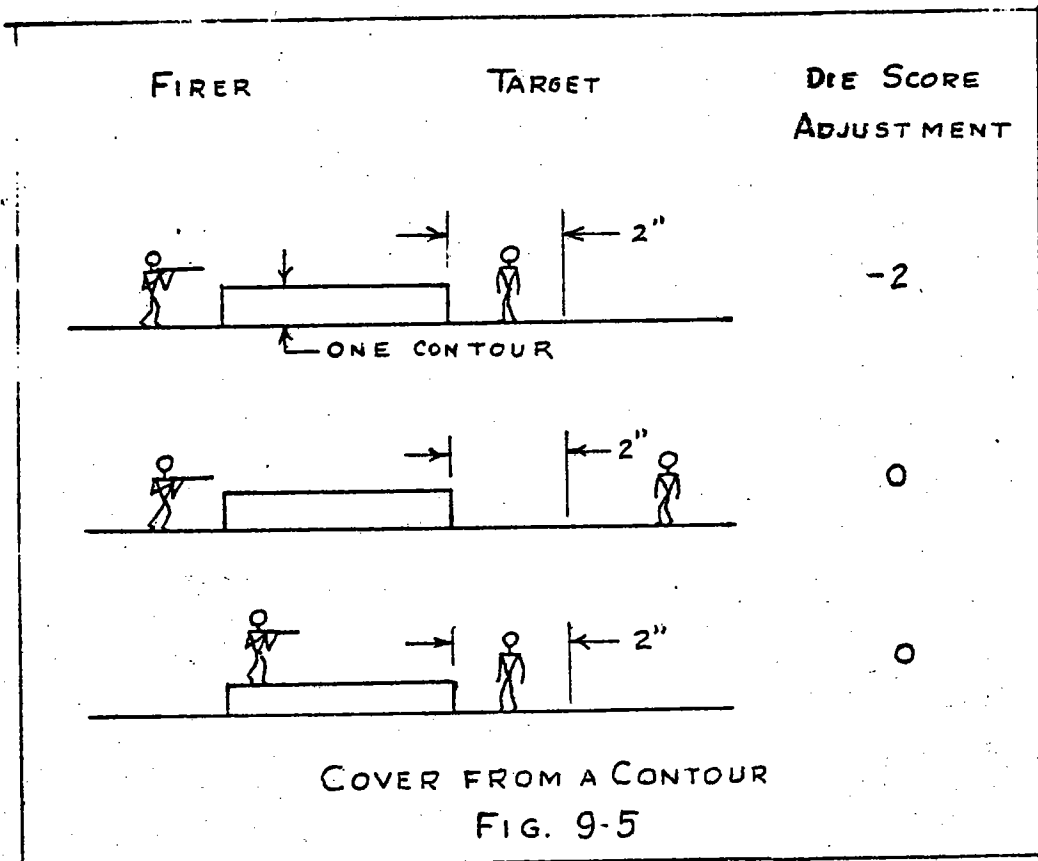
Rain. Small arms may not fire during rain unless the unit is in a roofed construction. However, during light rain, small arms dice scores are adjusted -2. (See Weather Procedures Ch 14)

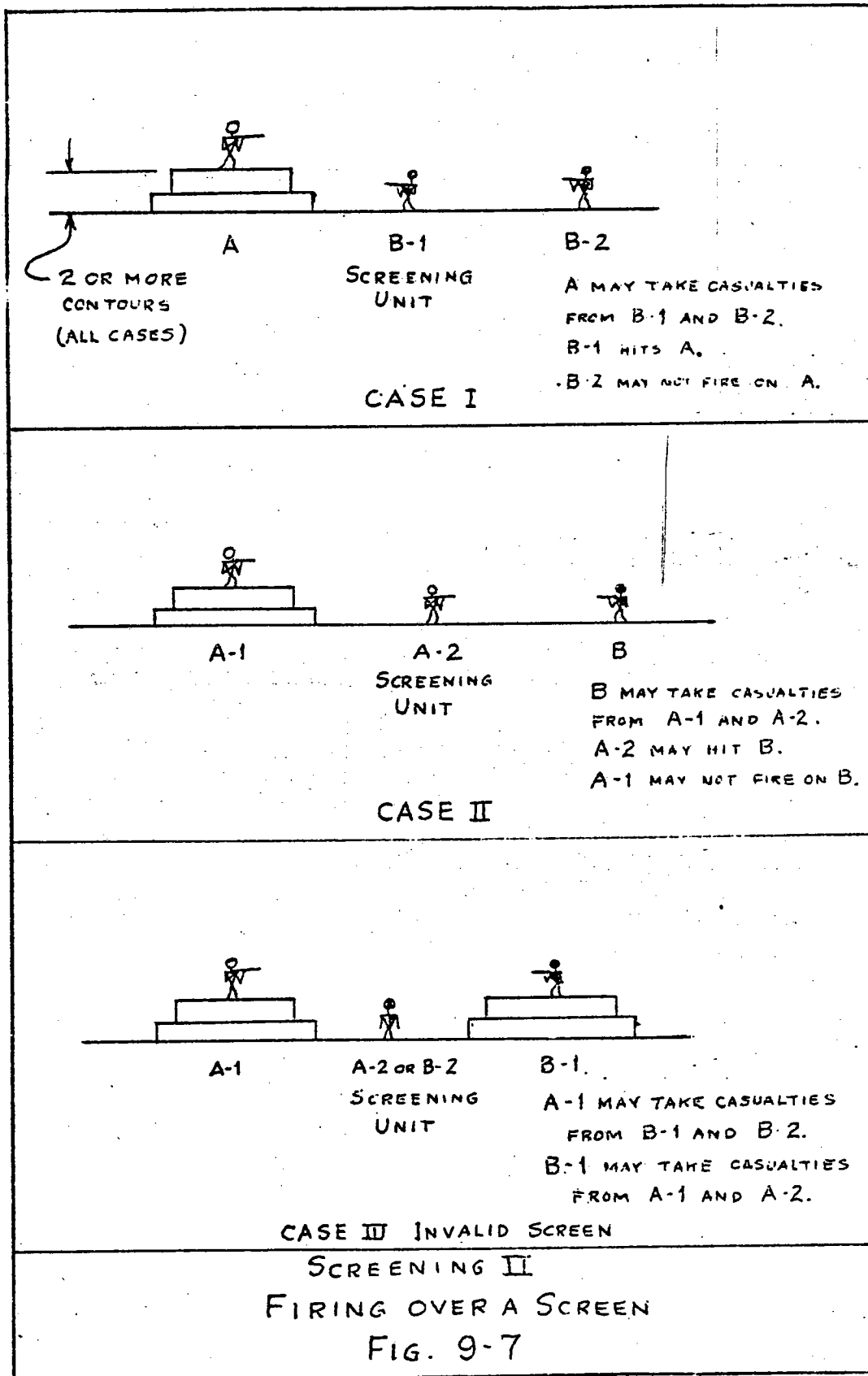
Formation Depth. On level terrain only the first two ranks of a massed formation may fire. Small arms fire only penetrates two ranks deep into the target. However, if the third rank is raised one contour, it may also fire and be hit. If the third rank is of a different unit than the front two, it may not fire but may still be hit. If the second rank stand does not touch the front rank stand, it is screened by the front stand and may not fire nor be hit through it. Third and later ranks of a formation, not necessarily of the same unit, firing up into the second or higher floor of a house may also fire at and be hit from the upper floors.

Flanking Fire. Flanking fire is scored two files deep on the target unit as illustrated in Fig. 9-2.

Enfilade. Enfilading fire may only be claimed by a unit firing in volley. To claim enfilade, the firer must be able to lay a line from the front center point of the firing stand through both sides of the target stand and have range beyond the far side. The firer gets an extra die for enfilade and casualties are extracted up to the range of the weapon. (See Fig. 9-3) Fire from houses loop-holed or windowed constructions can not be enfilade. Infantry squares may not be enfiladed but the Austrian Bataillonmasse may.

Screens. A screen stops small arms and canister fire. When one stand lies in the way of another's line of fire, it forms a screen. Screening stands may be of any arm, infantry, cavalry, manned artillery, or even manned wagons. Stands in skirmisher formation one rank deep form a screen if there is a  $\frac{1}{4}$ -inch or smaller gap between them. Also houses and other such obstacles





form screens. Protection from screening is determined by the individual figure. If a figure can be "seen", it can be hit.

If the gap between friendly screening stands is large enough, volleys may be fired through it. If the front edge of the firing stand, maintaining its orientation, can be passed through the gap in the direction of fire, the stand may fire a volley.

A cavalry skirmisher line making melee contact in #2 or denser woods does not screen ranks behind. (See Figs. 9-6, 9-7, and 9-8)

Smoke. In weather condition #1, a pall of smoke exists over the entire battlefield and remains in place throughout the game day. In condition #2, the smoke remains until the end of the turn after firing. No visibility is allowed through the smoke. In other weather conditions, the smoke disperses and has no effect.

### Small Arms Dice Score Adjustments

Dice scores are reduced for different types of cover, terrain and condition of the firing unit. They are raised for the eliteness of the unit and lowered for militia status.

Circumstance	Adjustment
1. Target stand hit enfilade.	Use an extra die
2. Target behind abatis.	0
3. Target stand is one or more contours uphill or is in a massed formation in #1½ Woods.	-1
4. Target stand is:	
a. within 2 inches behind a rock, hedge, fence, or a single contour.	
b. a massed formation in #2 or denser woods or a skirmisher formation is #1½ Woods (or denser)	-2
c. in the open and firing stand in open but on opposite sides of area of woods (#1½ or denser).	
d. in a swamp.	
5. Target stand is:	
a. in a building, trench, or sap.	
b. within 2 inches behind works or special stone wall. (Works protect only on the side they are located.)	-3
6. Target stand is on but behind the parapet of a castle or defensive city wall. (Protection is -1 from inside the castle or city wall.)	-5
7. Target stand is within 4 inches behind 2 or more contours. (See Fig. 9-8)	No hits may be scored.
8. [Firing stand in a FB-1 state]	-1
9. Firing stand in Light Rain, and not under a roofed construction.	-2

Circumstance	Adjustment
10. [Firing stand in FB-2 state]	-3
11. Firing stand in routed state or in rain. No small arms fire allowed.	

The circumstances to apply the contour adjustment are illustrated in Fig. 9-5. Range is reduced for all small arms to 6 inches in #4 or denser woods. Eliteness increments are contained in the Unit Capabilities Chapters.

Applying Dice Score Adjustments. Upward adjustments for eliteness and downward adjustments for militia status, fall back condition, or rain are always applied. But only the largest of the applicable terrain increments is used. For volley fire the single die score is adjusted but for skirmisher or volley enfilade the double dice score is adjusted.

#### \* Skirmisher Fire

1. Light Infantry, Light Guard, Light Horse, Hussars, and some single figure stands such as sappers or guerillas may fire as skirmishers. Also Light Infantry, and Light Guard in constructions other than works may fire as skirmishers regardless of their formation.

2. After target selection, for each figure if desired, azimuth and range are checked from the stand face as for volley fire. Note that target selection may be made before each dice roll and need not be done all at once as for volley fire.

3. Two dice are rolled for each figure. The double dice score is adjusted for the fall back state, militia status, and terrain but not for eliteness. Resulting scores of 7 or larger cause casualties.

4. Casualties are extracted according to the way in which the firer chose his targets. He kills specific figures if he targeted specific figures. The target stand player extracts casualties in any pattern of his choice from a stand if only the stand was specified.

5. Enfilade fire cannot be claimed.

#### \* Superior Weapons Fire

Superior weapons fire occurs for units with different range weapons which come within range of one another during a move. The unit with the longer range weapons fires first, the casualties are extracted and C.M. checked, if necessary, before the shorter range weapons are fired. Superior weapons fire is an exception to the rule of simultaneous fire because figures killed by longer range weapons do not get to fire. The hierarchy of ranges is:

1. Canister loads of 12 pound and larger foot guns. (24")

2. Canister loads of Medium Foot Artillery. (18")
3. Rifle fire. (18")
4. Canister loads for horse artillery, Prolong guns, and howitzers. (15")
5. Muskets. (12")
6. Carbines. (9")
7. Bows. (6")
8. Thrown Grenades. (1 1/16") When allowed in game conditions.

Superior weapons fire is not allowed at night, in weather condition #1, through smoke in weather condition #2, nor for weapons 1 through 4 in fog. However, superior weapons fire can be obtained in the foregoing conditions by using advanced figures or units which spot the target unit at the maximum range and relay location to the firing unit under the one-see-all-see visibility rule.

If the front stand (or stands) of a moving formation are entirely eliminated, then the following stands (2 ranks deep as usual) may fire if within range at the end of movement.

#### Pass Through Fire

Eligibility of Firer. A firing unit in order to claim pass through fire may not have performed more than a formation change, facing, or movement of 6 inches.

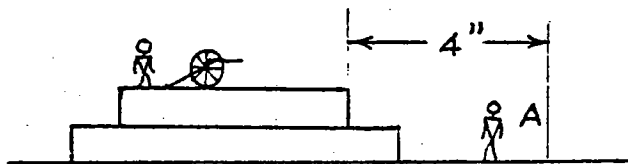
Target Unit. The target unit must come within range during its move and stop in cover or in a screened spot still within range of the firer, or it must pass through range and stop out of range, or it must pass through range and enter a melee.

Procedure. When the foregoing conditions are met, the firer may claim pass through fire and score hits on the target unit as if it did not have the protection of the position at the end of movement. Casualties are removed from the target unit and C.E. checked, if necessary, before it is allowed to fire, another exception to simultaneous fire. (See Fig. 9-4)

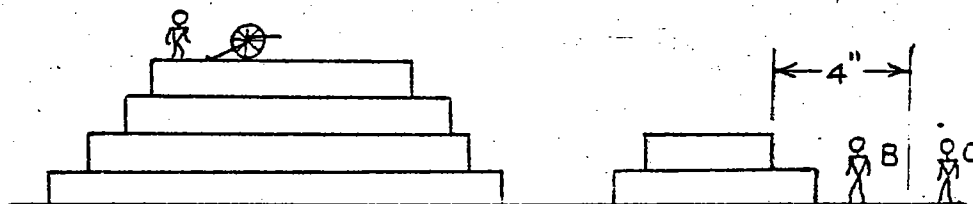
Special Rules. Pass through fire is not allowed in weather condition #1 or at night. The target undergoing pass through fire may be enfiladed. If the target unit passes through cover, such as woods, before reaching its final position the pass through fire is not reduced by the cover.

#### Fire and Fall Back

Fire and Fall Back is a special order. Firing of small arms is allowed if the target unit is within range at the beginning and the end of movement. The fall back distance must be ordered and is limited to 3 inches. As usual firing occurs during the Small Arms Fire Step, the direction of fall back is rearward  $\pm 45^\circ$ . (See Note below)



B TROOPS PROTECTED, NO HITS ALLOWED.  
 A,C TROOPS NOT PROTECTED.



EFFECT OF PROTECTION IS THE  
 SAME FOR SMALL ARMS FIRE.

FIG. 9-8  
 PROTECTION DUE TO  
 2 OR MORE CONTOURS

### Fire and Charge

Fire and Charge is a special order which may be performed if an attacking infantry unit is within musket range of the target at the beginning and the end of the movement. The attacker loses 3 inches off his charge movement allowance when in column. Screening and small arms fire casualties are resolved during the Small Arms Fire Step. (See Note below)

Note: If the target unit is artillery, the artillery movement that turn is used to determine if it was within range at the beginning of movement.

## Chapter 10. Melee Procedures

### Starting a Melee

Melees occur when opposing units' stands contact on the table top. Units which charge into contact are allowed their charge melee dice increments. With two exceptions, attacking units do not receive a melee dice increment. Units which accidentally run into each other cause a moot melee where neither unit gets a melee dice increment nor are they allowed premelee small arms fire. (For exceptions see Ch's 19 and 23.)

### Premelee Morale Check

Procedure. After contact has been established and small arms fire casualties have been extracted and C.E. checked, if required, a premelee morale check is conducted. Both sides role one die. The respective die scores are multiplied by the number of figures each side has involved and the resulting products compared. The player with the lower product must check morale for all his involved units.]

Involvement. Involvement is determined differently for attacker and defender. Any unit which charges or attacks is an attacker and is involved. A defender is any unit which is not attacking, but is being attacked. All of the defenders' units within 6 inches of melee contact point are involved, except for infantry squares and skirmishers. There may be an attacker and a defender, two attackers, or a moot melee.

Attacker Checks. If an attacking player must check morale, he must check each different type cavalry unit separately up to historical regimental size. For example: The attacker has 3 squadrons of light horse operating as one unit and a column of 2 squadrons of cuirassiers operating as one unit. He may then make two morale checks, one for the light horse and one for the cuirassiers. Units of two or more squadrons must be from the same historical regiment to be allowed a single morale check, otherwise morale is checked by the squadron. In any case, he may check by squadron. Attacking infantry is always checked by the battalion or smaller unit if detached or operated as such.

Defender Checks. The defending player must check morale of every involved unit with a part of a stand within 6 inches of the melee contact point, if he does the premelee morale check. Cavalry unit organization as listed for the attacker applies to the defenders check as well.]

Moot Melee. For a moot melee both sides use defender rules to test for involvement.

Results of the Check.] If the units pass the morale check, then the players proceed to the melee dice throws [and morale checks.] If a checking player's unit must retreat then his opponent may take casualties from him. A [FB-1 or FB-2] allows an opposed throw and a rout an unopposed throw.] (See Ch 11) ↑

FB or  
FB with  
CABLE HAWK

## Melee Casualties

Melee casualties are determined from the difference between the adjusted dice scores of both players as follows.

1. One player rolls two dice, adds the charge melee dice increment if any, and/or positional or terrain increment to his score. This result is his adjusted score.
2. His opponent rolls two dice and adds his increments.
3. The difference is divided by the losers melee vulnerability. (See Unit Capabilities Chapters)
4. All fractions are dropped and the result is the number of casualties to be extracted from the loser's unit.
5. The loser selects casualties from figures of the stand in contact.

Melee Involvement. Other involved defender units take casualties after the first contacted unit is wiped out. The closest unit is next. (But see Ending Melee below.) However, nearby skirmishers and infantry squares are not involved and do not feed into the melee.

When separately charging units of one side or both sides enter the same melee, casualties are extracted in an alternating sequence. The sequence is decided by the attacker in an attacker-defender situation or if not by the winner of another opposed dice throw between the opponents.

## Melee Morale Checks

During the melee, the morale of the unit in contact is checked when the players' opponent throws doubles. (See Ch 11 for the effects of losing a melee morale throw.)

## Ending the Melee

The melee is terminated in one of three ways: One unit is destroyed, one unit fails a morale check and retreats, or one player withdraws his unit by a voluntary retreat. (See Ch 11 for voluntary retreats)

## Breakthroughs

Eligibility. Any charging or attacking unit which: (1) had a breakthrough order (BT), (2) wins the melee, and (3) has some movement allowance remaining, may, at the players option, breakthrough.

Procedure. The breakthrough unit may face and/or change formation and charge or attack into a new melee. It must go through the pre-melee morale check for each new melee. There is no limit to the number of new melees, only the total distance traveled that turn is limited.

Attacking Units. Breakthroughs by these units are limited to their normal movement allowance.

Charging Units. These units receive an extra 50% charge movement allowance called a Breakthrough Bonus. So long as they win the melees, they may charge successive target units until their total distance traveled is 150% of the charge movement allowance. The breakthrough unit gets its charge dice increment for melee contacts within the charge distance allowance but not for contacts within the bonus distance.

Weather Condition 6. No breakthrough bonus is allowed.

### Cavalry Swerve Around an Infantry Square

Lancers or Cossacks with lances may charge or attack and then continuously melee a square. All other cavalry must swerve or fall back unless the square is broken by the initial melee toss. (A square is broken if it is reduced below 16 figures per constituent battalion.) After the initial toss and morale checks, if required, the player of the non-lancer cavalry must roll one die for each unit.

Die Score	Result
1,2	Swerve Left
3,4	Fall Back 1
5,6	Swerve Right

Swerve Path. The swerve path extends to the full length of the cavalry unit's charge distance and maintains approximately the original direction once the square is passed. Cavalry units unable to swerve due to no remaining charge distance allowance, fall back  $\frac{1}{2}$  inch.

Post Swerve Firing. Stands in the square which have not fired that turn may fire small arms and are allowed pass-through-fire on the swerving cavalry. Other previously masked, unfired units, may also fire on the swerving cavalry.

Opposed Throw. After the swerve or fall back the square's player takes an opposed throw against each swerving unit. (see Ch 11 for opposed throws.)

Swerves Blocked by Friendly Units. If a swerve is blocked by friendlies or an unpassable obstacle the cavalry player continues to roll the die until he obtains a legal swerve or fall back. If both swerves and the fall back are blocked, then the unit routs to the rear. In this case, the square's player takes an unopposed throw against the cavalry. (See Ch 11 for unopposed throw)

Swerve Blocked by Enemy. If the die throw results in a swerve into an enemy unit then a regular melee results but the swerving cavalry loses its charge melee dice adjustment and may not breakthrough if it wins.

Multibattalion Square. An infantry battalion which retreats out of a square due to a bad morale check [or C.E. rout,] or fails to arrive in its ordered position in the square, leaves a hole where its stands should have been. [A C.E. FB-2 allows closing up of the remaining stands.] Swerve rules still apply to contacts on the

outside but charging or attacking units may enter through the hole and contact the remaining stands enfilade and cavalry swerve rules do not apply there.

Cavalry Contacts Square and Other Enemy Unit. If this occurs the cavalry swerves or falls back if possible. It does not stay to melee the other unit.

#### Austrian Bataillonsmasse

This double column formation is treated as a square on its front face. Cavalry contacting the Bataillonsmasse enfilade swerve as usual but are allowed the extra enfilade melee die on the first toss. The Bataillonsmasse is broken, like other squares, when it drops below 16 figures and loses its special cavalry repelling ability.

Bataillonsmasse Charges Cavalry. If the Bataillonsmasse charges a standing non-lancer cavalry formation the cavalry must give way. After the first melee throw the cavalry (Assuming the square is still unbroken) retreat  $\frac{1}{2}$  inch, and the bataillonsmasse player gets an opposed throw against the cavalry.

#### Enfilade

To obtain the extra enfilade die on the first melee toss, the charging unit must contact the target unit so that:

1. A straight line may be drawn perpendicularly from the front center of the chargers' stand through both sides of the defenders' stand, or
2. The charger contacts the target unit stand to the rear of the above side positions.

Note: A charging unit which is itself hit, enfilade is not allowed the charge melee dice increment against the enfilading unit.

## Charge and Melee Dice Score Adjustment

Circumstance	Effect on Ch Dist.	Effect on Ch Inc.	Attacker Dice Adj.
1. Charging unit contacts defender enfilade.	-	-	Use extra Die 1st turn
2. Attacking uphill contacting defender within 4" of contour.	-	-	-1
3. (a) Swerving cavalry, (b) charging across impedimenta, (c) charging across a <u>fence</u> , normal <u>hedge</u> , narrow <u>bridge</u> , or <u>works</u> and contacting defender within 4" or (d) charging across or into <u>water</u> .	-	L	0
4. Attacker outside meleeing troops in #1½ Woods.	-	L	-1
5. (a) Defender within 2" behind a normal <u>hedge</u> , <u>fence</u> , <u>rocks</u> , or <u>works</u> *, or (b) defender within #2 or Denser Woods and attacker outside (c) Infantry attacking infantry in a hedgerow.	-	L	-2
6. Attacker outside and defender in <u>construction</u> ** (other than works), in a <u>sap</u> , or behind a special <u>stone wall</u> .	-	L	-3
7. (a) Attacker crosses rocks contacting defender beyond 2", (b) Both attacker and defender in #1½ or #2 Woods <sup>c</sup> , (c) Attacker is heavy cavalry <sup>cc</sup> on any portion of a 4 contour or higher hill (d) attacker and defender in swamp or marsh.	L	L	0
8. (a) Cavalry attacking infantry both in #3 or Denser Woods, or (b) heavy cavalry <sup>cc</sup> and lancers in #1½ Woods.	L	L	-2
9. Attacker on plank crossing trench or pit.	L	L	-4
10. (a) Attacker on ladder crossing trench or pit. (b) attacker climbing out of trench, (c) defender behind castle wall attacker on ladder.	L	L	-5

### Charge and Melee Dice Score Adjustment (Cont'd)

Circumstance	Effect on Ch Dist.	Effect on Ch Inc.	Attacker Dice Adj.
11. (a) Defender behind abatis, (b) attacker is cavalry and defender is in a hedgerow.			No Melee Allowed

Note: Terrain penalties are applied to movement allowance whether charge distance is allowed or not.

- Key:
- No effect
  - L Attacker loses special charge distance allowance or loses charge melee dice increment.
  - \* Units behind works, hedges, rocks or fences are not protected from the rear.
  - \*\* If a building has more than one floor 50% or more of the garrison must be on the street floor. Troops on upper floors are considered to be on the street floor for melee.
  - c When skirmishing cavalry contact infantry in #2 or denser woods, the second rank is involved in the melee.
  - cc Heavy cavalry are unarmored and armored cuirassiers.

Note: Many of the above call for loss of the charge distance, also (i.e., no charge allowed). For charge distance restrictions see Ch 8. For a summary of all charge adjustments see App II.

## Chapter 11. Retreat and Rally Procedures

### Morale Retreats

Morale Check Unit. The morale check unit is usually the basic unit, that is, morale is checked by infantry battalion, cavalry squadron, or artillery battery. Exceptions are cavalry operating in multisquadron units up to historical full regiments which may be checked as a single unit. British marines, Austrian light infantry divisions, and similar small units which may be purchased and operated independently are checked as a unit. Like wise, detached units such as hussar companies operating independently as skirmishers, or an infantry company in a house, or an infantry company out of sight or more than 6 inches away from its parent battalion are checked separately. Finally, detached single figures such as [commanders,] sappers, train, etc. are checked separately.

When Required. Units must check morale in several circumstances. Premelee and melee morale checks have been mentioned in Ch 10. Frequently, morale check is also required when a unit is passed, within 6 inches, by another which is routing for any reason or falling back due to bad morale. (See Fig. 11-1) However, units in constructions (e.g., houses, works) do not check morale for nearby retreats. Also, no unit need check for a retreating unit which was in skirmisher formation. Such retreating skirmishers may pass through any other unit. Since proximity (within 6 inches) of elite battalions affects line infantry morale rating, the elite are checked before the line units. Troops in constructions check morale only when meleed.]

Artillery. For artillery retreat procedures see Ch 4.

Procedure. To check morale of any unit its player throws two dice and compares the score to the morale dice table for that type unit. (See Unit Capabilities) The result will be Stand, Fall Back 1, Fall Back 2, or Rout.]

Stand. The unit continues unaffected.]

Fall Back 1. (FB-1) The unit is moved away from the enemy in a straight line, one full move according to the formation it is in. (Squares use a line move distance) The unit faces the enemy. If the FB-1 is the result of a melee or premelee morale check, the opponent is allowed an opposed throw. An opposed throw is a conventional melee throw except casualties are only extracted from the retreating unit. Scores against the stand unit are ignored. Units not in melee which FB-1 do not lose any casualties.

Units ending a turn in a FB-1 state remain in FB-1 for one turn and may not advance toward the enemy while in the FB-1 state.

Units which must be moved off the table for a fall back are considered destroyed.]

[Volley fire increment for the FB-1 state is -1.]

Fall Back 2. (FB-2) Same as FB-1 except the distance is 2 moves, and the volley fire increment is -3. Also, if the FB-2 unit is infantry facing Hussars, the Hussars' player may take an unopposed throw. (For unopposed throw see Rout below)

[Rout. A routing unit is moved back three full moves and its stands face in various directions but away from the enemy. If the rout is the result of a premelee or melee morale check, the opponent is allowed an unopposed throw, that is, his entire adjusted dice score causes casualties.]

[Routed units may not fire weapons or advance toward the enemy from the moment of the rout until after they have been rallied. Routed units are destroyed if opposed by any cavalry in the melee. Units which must move off the table to accomplish the rout are automatically destroyed. [If guard is attached to a unit which routs, the guard falls back 3 but is in the FB-2 state otherwise.]

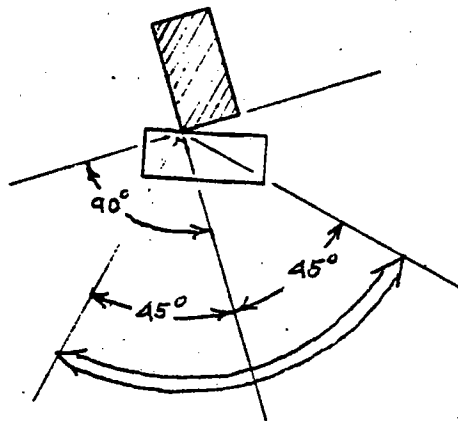
### Retreat Rules

Retreat Path. The player whose unit falls back or routs must immediately determine his retreat path. The path selected is always away from the enemy and within 45° of a reference line. When in melee contact that line is the perpendicular to the front face of the enemy stand. When not in contact, the reference line connects the nearest point of the retreator to the nearest corner of the enemy unit causing the retreat. When no particular enemy unit instigates the retreat the line is constructed from the nearest point of the retreator to the nearest point of the closest enemy unit. Once this path has been established by the immediate commander of the retreating unit, all friendly units with a part lying within 6 inches of the retreating massed unit's path must check morale. Exceptions are noted above under When Required. (See Figs. 11-1 and 11-2)

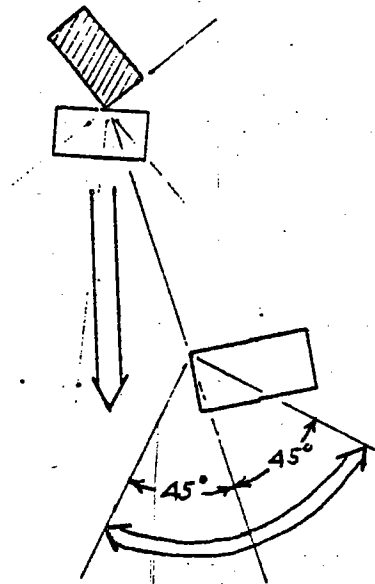
Blocking a Retreat. Units whose retreat path is blocked by other friendly units oblige the blocking units to check morale. If the blocking unit Stands, a [FB-1 or FB-2] unit stops its retreat upon contact with the blocking unit. A routing unit may not be blocked, it passes through like a skirmisher formation, but the unit passed must still check morale and will lose its charge increment.

Blocked by a Charging Unit. If the retreating unit was charging and the blocking unit was charging behind it, the retreating unit will lose its charge melee dice increment while the blocking unit retains it.

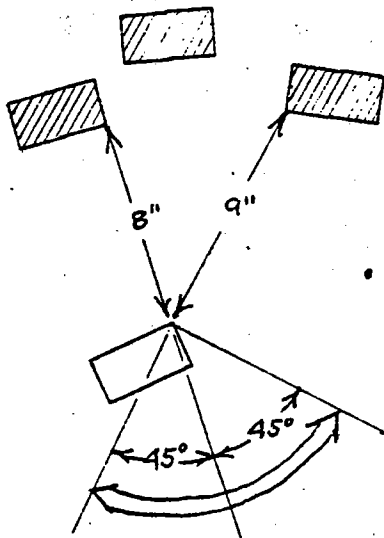
Enemy Unit Blocks Retreat. In this case the retreating unit is automatically destroyed. To pass to the rear, the gap between unpassable obstacles or blocking units must be at least 2 inches larger than the retreating unit's stand width.



UNIT LOSES MELEE MORALE CHECK.



UNIT PASSED BY RETREATING FRIENDLY UNIT, LOSES MORALE CHECK.



UNIT'S PLAYER COMMANDER IS KILLED AND UNIT LOSES MORALE CHECK.

KEY



RETREATER

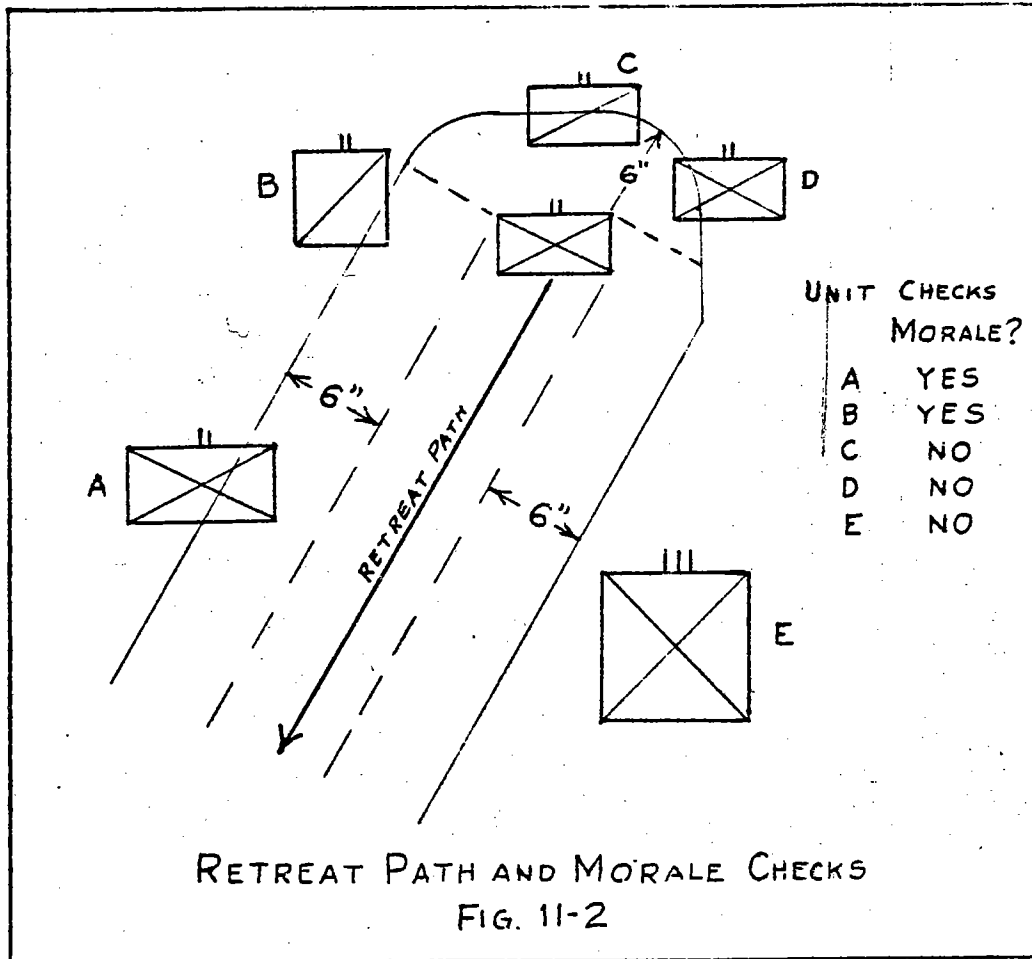


ENEMY UNIT



ALLOWED DIRECTIONS.

FIG. 11-1  
DETERMINING RETREAT DIRECTION



RETREAT PATH AND MORALE CHECKS  
FIG. 11-2

Terrain and Obstacles. For all morale retreats, all terrain penalties such as those for impedimenta, woods, swamps, fording, and so on are applied to the retreat distance. However, for C.E. retreats no such penalties are applied. If the retreaters must move off a cliff, into an unfordable stream, or other deadly hazard, the unit is automatically destroyed. If however, the retreaters moves to an unpassable obstacle such as an unclimbable wall, it is dissolved and lost for the game. A retreat path less than the width of the retreating unit prevents its passage.

[Both Sides Retreat. If both opposing units in melee must FB-1 or FB-2 opposed throws are taken against both.]

[Final Dice Throw. On the dice throw which destroys the last enemy stand in the melee, the winner does not check morale.]

[Attacks Against Retreated Units.

1. FB-1, or FB-2 Units. If a unit falls back due to morale and is attacked on the retreat turn or any later turn before rallying is complete, it requires another morale check. It must at least FB-1 if in a FB-1 state or FB-2 if in a FB-2 state. However, it may FB-2 or Rout if so indicated by the morale dice score. The attacker takes an opposed or unopposed throw according to which retreat is made. One full turn without melee is required to rally the unit back to full powers.]

2. Routed Units. Routed units are completely destroyed if meleed by cavalry. If meleed by infantry, they rout again with the winner taking an unopposed throw.

### Voluntary Retreat

An attacker (or charging unit) may voluntarily retreat from a melee any time. Also, a defender may voluntarily retreat if he has not moved that turn. [Any time after the first melee toss the retreaters rolls an additional morale check and if the unit passes it may fall back one move and face the enemy.] If an attacker makes a voluntary retreat, the defender is allowed an opposed throw. Next turn, it may take any action except the charge or attack. The turn after, full powers are restored. Only one voluntary retreat per unit is allowed per turn and an infantry square may not voluntarily retreat.

### Rallying

Routed Units. On a turn following a morale rout the unit may be rallied. A flag (Command Stand) or the command figure representing a player whose game rank is field grade or higher and who commands more than one basic unit, is required to rally a routed unit. The routed unit may move toward the flag or command figure but it may not move closer to the enemy to do so. One turn without melee is required to rally. Rallied units have full powers restored after the rallying turn.

Morale Fall Back Units. Units which fail morale check and fall back one or two moves do not have to be rallied by a flag or

command figure. However, they must remain one full turn in the fall back state without melee or movement toward the enemy before full capabilities are restored. Cossacks do not have to remain in a FB-1 state but return to full capability immediately on the next turn.

#### Combat Effectiveness Retreats

When Checked. Combat Effectiveness (C.E.) must be checked for any battalion, squadron, militia battery or other designated C.E. unit which falls to  $\frac{1}{2}$  or less of its original strength by means of fire (Small arms, artillery, and explosive charges). A unit which is charging or attacking is checked for C.E. at or below  $\frac{1}{3}$  strength. Units in constructions or forts (including works) do not check C.E.

Melee Losses. To require a C.E. check the unit must be reduced by fire, but if a unit already reduced below the C.E. check point by melee is reduced one or more figures by fire, a C.E. check is required.

C.E. Checks During the Turn. C.E. is checked if required after each instance of artillery fire, small arms fire, or explosion or fire (e.g., burning house). A check is made after each level of superior weapons fire and for pass through fire before the rest of small arms fire, if applicable. The results of the C.E. check are carried out before other fire or steps take place.

One Check. Each unit need only check C.E. once during a game.

#### Basic C.E. Unit

The basic units which check are usually infantry battalions, cavalry squadrons, and militia batteries. Cavalry operating in multisquadron size units up to historical full regiments may check as one unit. Attached player figures are part of the C.E. unit as are command stands. Exceptions are multibattalion formations where the battalion remains the C.E. check unit. Units detached into building do not count as part of the "original strength." When multisquadron cavalry formations break up to maneuver in smaller units the smaller units become the C.E. unit. If recombined, the C.E. count reverts to the reformed unit. (See Provisional Unit pg 5-1 for C.E. effect on that unit)

#### C.E. Check Procedure

To perform a C.E. check, one die is rolled for each unit.

Score	Result
1,2	<u>Unit Stands.</u> Will not check C.E. again. Will be permitted to fight until last figure is dead.
3,4	<u>Fall Back 2.</u> Movement is the same as for a morale FB-2 except no terrain penalties are applied and passed units do not have to check morale.
5,6	<u>Rout.</u> Units routs off the table. By-passed units must check morale. Unit is lost and may not be rallied.

Note: See the individual Unit Capabilities Chapters for modifications to the required die score for results. C.E. retreat procedures given here apply to militia artillery except as listed in Ch 4.

After FB-2

On the turn following the FB-2, the unit must continue moving back to the set-on line or 12 inches from the edge of the board, whichever is farther. The unit then remains there in a morale type FB-2 state until a provisional unit can be formed. A unit with a FB-2 which carries it off the table is destroyed. (See Ch 5 for Provisional Units.)

## Chapter 12. Marking Maps or Writing Orders

### General

The first step of each turn is for each field commander to mark his side's map or write orders for his units. All operations and other actions of the units must be ordered, except small arms and artillery fire. However, artillery's "Held Canister" must be ordered. In this text "ordered" means that the action was marked on the map or an order was written.

Once play for the turn has begun, (with step 2 Artillery Firing) orders may not be changed. All ordered actions must be carried out if they are legal. Units which receive no orders must stand but may fire as noted above. Units with illegal orders must stand.

There is no time limit for writing orders but one may be set in the game conditions. For example: Orders writing starts simultaneously for both sides and no player or side has a right to be in the room alone. The first side finished may call time on the opponents. Then the opponents have exactly 5 minutes to complete orders and the side calling time may not make any changes in their own orders.

Map marking is preferable to writing orders since movement by arrows on a map is much less ambiguous than a verbal explanation. However, since maps of suitable scale require special facilities to reproduce, written orders are frequently used. Orders can be made clearer if a small diagram of the intended movement is drawn.

Suggested symbols for map marking or orders writing are later in this chapter. Acceptance of abbreviations and symbols is up to the group playing but in any case, they should be clear and unambiguous.

### Orders Requirements

Unit Designation. Obviously, the unit's type and numbering or name must be noted.

Movement. Direction or path and distance or objective must be stated.

Charges. The direction or path is specified or else the target unit named. To be eligible for the breakthrough bonus, Breakthrough (BT) must be ordered.

Formation and Facing. The unit's formation at set-on must be specified and all subsequent changes and facings. Formation changes and facings which require a key company or stand must have that key noted.

Firing. Only artillery's Held Canister need be specified.

Fall Back or Fire and Fall Back. The distance must be noted.

Charge if Charged to Support. A specific unit to be supported may be listed.

Forming a Multibattalion Square. Each battalion may be ordered into position independently so the resulting formation is a square or each battalion may receive the order "Form Square with..." followed by a list of the other units in the square.

Sapper Orders. All sapper activities must be ordered. The location and facing of the works, bridge, etc. must be noted.

Detachment and Merging. Detachment, attachment, and the formation of a provisional unit must be ordered. Provisional units, once formed, are ordered as one unit.

Rallying. The unit being rallied and the officer figure, if applicable, or command stand doing the rallying must be so ordered.

Special Actions. Infantry may perform special actions in which case they are ordered. For example: Enter house, remove abatis, lay plank across trench, etc.

### Special Operations

In many cases, the rules do not specify whether an action constitutes an operation or not. For example, infantry climbing a ladder to scale a wall. In these cases, it is the game designers' responsibility to write a rule to cover the instance.

### Map Marking and Orders Abbreviations

Here are a list of abbreviations which you may find useful for writing orders or marking maps.

#### Formation of Change of Formation.

LN1.	(Form) 1 rank	SQ	(Form) square
LN2	(Form) 2 ranks	SK	(Form) as skirmishers
LN3	(Form) 3 ranks	ULM	Unlimber
COL	(Form) single column	LIM	Limber
COL2	(Form) double column	MLF	Move, Limber, Fire for Hs Aty
		FLM	Fire, Limber, Move, for Hs Aty

#### Facing.

Lf	Left Face (90° rotation)
Af	About Face (180° rotation)
Rf	Right Face (90° rotation)

#### Movement.

M 9"	Move 9 inches
W	Wheel
RW 45°	Right Wheel 45°
CH	Charge
CH+BT	Charge and Breakthrough
A	Attack

CH+BT, Life Gds Charge the Life Guards and Breakthrough.  
 CiC Charge if Charged  
 CiC,S,3/40 Charge any unit which charges the 3/40. (Charge if charged to support the 3/40)  
 F+FB3" Fire and Fall Back 3 inches  
 FB Fall Back  
 F+CH Fire and Charge.

Fire.

HC Hold Canister

Sapper Operations.

B WKS Build Breastworks  
 Set Ch Set Charge

Sample Map Moves and Written Orders.

Map Marking	Written Order with diagram.	Meaning
		Move 9 inches along path as shown.
		Move 6" forward and form Square
	CH+BT along road	Charge down road and breakthrough.
	Det 4th Co M house, ent <hr/> COL M 12"	Detach 4th Co which moves to house and enters.
		Sapper builds segment of works facing as shown

## Chapter 13. Sappers

### Equivalent Names and Purchase Points

Line sappers cost 3 points per figure and guard 4. They are variously designated as sappers, engineers, pioneers, and genie in different armies. All these units are regarded as sappers. The number of sappers permitted on a side may be limited by the game designer.

### Formations Permitted

Sappers operate as individual stands but may be massed, Massed sappers are permitted column, line, oblique, square, and may break down into skirmisher formation.

### Movement and Operations

Sappers usually operate in single skirmisher stands in which case they have a maximum of three operations per turn. They are any unlike three of Move, Face or Change Formation, and Fire. Any building or constructing takes the whole turn. Sappers may not move, fire, or melee on any turn they build, set charges, or light grenades. Massed sappers are allowed two unlike operations per turn.

#### Basic Movement Allowances.

Formation	Line	Column	Line Charge	Column Charge	Road Col	Skirmisher Overland	Road
Distance	6"	9"	9"	12"	12"	9"	12"

Effect of Terrain on Movement. Effect of terrain on movement depends on formation (See Ch 6).

### Small Arms Fire

Sappers fire muskets with a +1 volley fire adjustment. Musket fire is adjusted as depicted in Ch 9.

### Operating Artillery

Sappers may operate artillery. The sapper is the equal of the artilleryman in all artillery operation.

### Charge and Melee Dice Adjustments

Massed sappers have the same adjustments as Grenadiers. (See Ch's 17 and 10.) Melee vulnerability is 2 for line and 3 for Guard and armored sappers. Individual sappers in the open are treated like infantry skirmishers if attacked, that is, they are automatically

wiped out by an attacking massed unit but may fire muskets prior to contact. (See Ch 10 for melee procedures and dice adjustments and Ch 8 for Massed Units Contacting Infantry Skirmishers in the Open.)

#### Morale Cast Results

Double Dice Score	Result	
5 or larger	Stand	Note: See Ch 11 for procedures.
4	FB-1	
3	FB-2	
2	Rout	

#### C.E. Check

Massed sappers have the same C.E. check procedure and die score adjustments as line infantry. (See Ch's 15 and 11 for adjustments and procedures.) Skirmisher sappers do not check C.E.

#### Sapper Charges

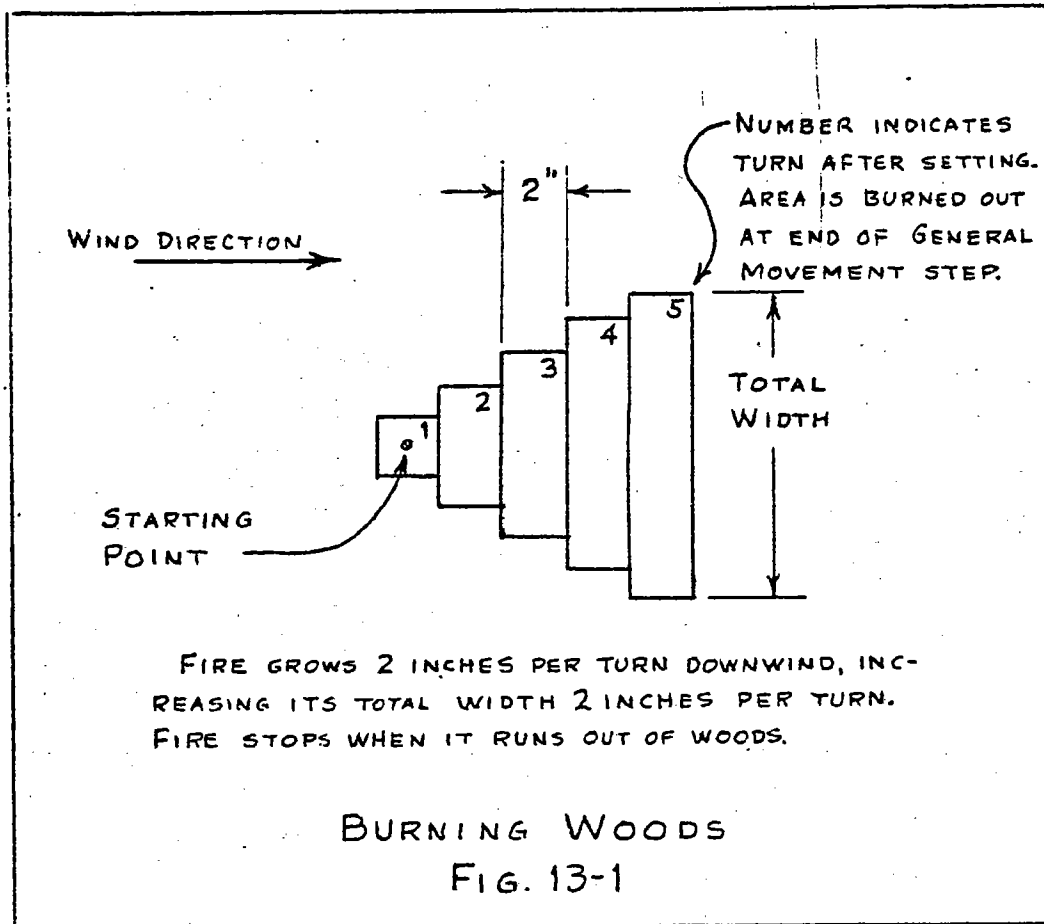
Procedure. Sappers may set charges to destroy houses, bridges, fortifications, etc. Setting of charges must be announced, but not pointed out by the player whose sappers are setting them. Sapper charges go off the turn after set during the Sapper Charges Explode Step. Any unit may snuff out a sapper charge by contacting it. Snuffing does not have to be ordered; the player snuffing simply declares the fact.

Effects of Sapper charges. The sapper charge burst circle is 4 inches in diameter. All constructions and equipment are destroyed and all troops and horses killed within the burst; they are not subject to saving throws. A sapper charge may be used to blow a hole in the wall of a building or other construction. This is called a breach and infantry may enter through it. The game designer must specify if walls are not breachable.

Supply of Charges. Each sapper figure starts out with one charge per game day. Extra charges may be carried by a supply wagon or artillery caisson. The sapper must move to and stop at the wagon to get another charge.

#### Bridges

Sapper may build bridges. The number of turns required is determined by rolling two dice and dividing the score by the number of sappers working. A fraction left over requires a whole turn. The game designer may use a similar rule or any other one of his own devising for other such large projects.



## Setting Fires

Sappers may set fire to woods and other combustible objects. Fires are also started by two howitzer hits or a rocket hit.

Woods on Fire. Only in weather condition #2 may woods be burned. The fire destroys a square 2 inches on a side on the turn after setting. Then the fire spreads downwind 2 inches per turn and grows wider 2 inches per turn. (See Fig. 13-1)

Buildings and Other Flammable Constructions. Flammable buildings and constructions burn down on the turn after set. However, the game designer must specify the flammability of constructions other than wooden houses.

Smoke. Smoke extends downwind in weather condition #2. It drifts 12 inches and stays in place for the three turns after the fire is set. No visibility through the smoke is allowed. In other weather conditions it goes straight up or disperses and does not affect visibility.

Casualties. Figures remaining in burning woods or buildings by the sapper Charges Explode Step are killed.

## Siege Rules

Defensive constructions and grenades are not allowed unless the game designer invokes them in the game conditions. He may invoke both by declaring that "Siege Rules" are in effect. "Siege Rules" also include permission to purchase siege guns and mortars.

## Defensive Constructions

When allowed in the game conditions, the sapper may also:

1. Build a 3-inch segment of works, abatis, saps, trench, or a flooded pit.
2. Mine (Tunnel) 1 inch per sapper per turn.
3. Remove one 3-inch segment of abatis per turn, per sapper.

Players whose sappers are constructing works, abatis, trenches, pits, or saps must point out and announce that fact during the turn. Sapper constructions are considered complete at the end of the turn and a model of the item is placed on the table within 1 inch of the sapper. Units receive no protection or other effect from items under construction during the turn.

## Grenades

When permitted by the designer in the game conditions sappers may light and throw grenades. Throwing range is 1 1/16 inches with a 2-inch diameter burst circle. A die is thrown for each figure in the burst. Die throws of 4, 5, and 6 kill figures. The horse artillery effects table is used for effects on objects. The grenade must be lighted on the turn before it is thrown. To light, the sapper must not move, fire, melee, or get killed. Grenades may be snuffed out on the turn they are lighted by any opposing unit.

## Chapter 14. Miscellaneous Procedures

### Entering the Table

1. A player entering his troops onto the table must, prior to map marking, inform any opposing player who has troops within 12 inches of the entry point. He must tell his opponent the number of entering troops, whether there is any cavalry but not the identity of the units.

2. Troops entering at a road or specified entry point may not be blocked by placing opposing units near that point.

3. No unit entering the table penetrating 9 inches or less from the edge, may be charged or attacked on the entering turn.

4. No unit may charge onto the table.

5. Contact between entering units and enemy unit will cause a moot melee.

### Capture of Artillery, Wagons, and Other Equipment

Capture occurs when the artillery or wagon crew are all dead and the capturers' stand with live figures is touching. Possession is effective immediately upon completion of the turn. The captured cannon and/or limbers (wagons, etc.) may be used if appropriately manned. The ammunition supply consists of whatever rounds remain from the original players firing. The game designer may call for a C.E. point award for capture of artillery.

### Removal of Equipment

1. Cannon, limbers, and other equipment are removed from the table when destroyed by fire or explosion as noted elsewhere.

2. A cannon or limber may be removed by the player in possession if its companion piece has already been destroyed.

### Ammunition Resupply

Cannon ammunition is resupplied overnight if the game includes a night turn.

### Commander Killed

If a player's personal command figure is killed or retreats off the table because of being attached to a unit which retreats off the table, then all units under his command must check morale.

### Divulging C.E. Units

A player must divulge his C.E. unit upon his opponents

request. This condition is especially important for cavalry which may operate in multisquadron formations and Austrian Light Infantry operating in divisions of two companies.

### Weather Roll

If a weather roll has been specified in the game conditions, after the troop rosters are set, but before set-on, the host will roll one die for weather determination. A 1, 2, 3, or 4 prescribes perfect weather; no modification of the rules is required. A roll of 5 or 6 requires an additional roll to determine the weather condition and affect on the rules. The die score with the corresponding weather conditions and effects on rules follow.

1. Bright Windless Day. No gunsmoke dispersion. Smoke from fire goes straight up. No CiC orders or other conditional moves and no pass through fire are allowed. Charges are continued to the end of normal movement if contact cannot be made. (No stop at 6 inches)

2. Light Wind. Cast one more die: 1, 2 wind from north; 3, 4 wind from west; 5 wind from south; 6 wind from east. Smoke from fires drifts 12 inches downwind and stays for 3 full turns. Smoke from small arms fire stays in place until end of following turn. There is no visibility through smoke, however, defenders get to fire small arms before melee as usual. No pass through fire or superior weapons fire is permitted unless the target can be seen. The conditional Charge if Charged type order is only allowed if the defender can see the attacker over 6 inches away. During night moves, night visibility rules supersede smoke rules. Woods may be burned in a light wind.

3. Dark Hazy Windy Day (Summer) or Falling Snow (Winter). Reduced visibility to 24 inches for all units except line Hussars which have 36-inch visibility. Any massed formation or skirmisher screen, screens troops behind from being seen.

4. Rain. Procedure: Before each turn, the host will cast one die. A score of 1, 2, 3, or 4 gives perfect weather. A score of 5 starts Light Rain and 6 Rain. After Light Rain has started the next 6 will cause Rain. Rain continues until the host casts another (2d) 6. Then the rain stops and the ground is soft as in weather condition 6. When a third 6 is cast the ground becomes hard.

Effects of Rain. In Light Rain small arms fire outside of roofed constructions requires a -2 increment. No other effects occur. In Rain small arms may not be fired outside of roofed constructions. After Rain water (rivers, swamps, etc.) is impassable. For hard ground, the water obstacles become passable again.

5. Fog. Game starts in fog. Visibility within the fog is 12 inches. Units raised one or more contours above the table level have a normal 36-inch visibility into other raised areas, but only 12 inches into fogged areas. Host casts one die each turn after the

first. The fog dissipates upon a cast of 6.

6. Soft Ground. No cavalry charge move distance or melee dice increment. No breakthrough bonus. Artillery moves  $\frac{1}{2}$  max. distance off roads. Artillery high ball stops at the center of the second red segment. The howitzer burst circle is reduced to 2 inches in diameter.

#### Searching Guerillas

Troops within 6 inches of a civilian figure at the end of General Movement may request that the civilian figures come to the troops to be searched. The non-guerilla civilians must report to the troops. Refusal constitutes positive identification as a guerilla. The guerilla may instead report to the military unit in which case a melee automatically ensues when the guerilla stand touches the military. It is a moot melee. Civilian figures must continue to obey the last order given them until given another by a military unit.

#### Firing on Civilians

Civilians used as shields may be fired upon and killed with no adverse effect on the firer. However, in other circumstances if a civilian figure is killed accidentally or intentionally the opponent of the killer gets a free guerilla figure which may enter at any point on the edge of the table on the following turn.

#### Unit or Figure Leaving Table Top

Any unit or figure which leaves the table top voluntarily or otherwise is automatically lost for the remainder of the game.

#### Free Artillery Shot for Interference

This interference rule applies unless it is modified by the designer in the game conditions. Small arms targeting, retreat paths, charge and breakthrough decisions and all such tactical decisions should be left to the immediate player commander of the unit in question. During steps 2 through 5 interference, helpful suggestions and so on from the other players or even from the player's own commander can be penalized by allowing the interferers opponent a free artillery shot during the Artillery Fire Step of the next turn.

## PART II. UNIT CAPABILITIES

### Chapter 15. Line Infantry

#### Equivalent Names and Purchase Points

Nationality	Unit Name	No Figs.	Unit Purchase Points
Austria	Fusilier Bn	60	60
Britain	Foot or Line Bn	33	33*
France	Ligne Bn	36	36**
Prussia	Musketeer Bn	32	32ç
Russia	Musketeer Bn or Infantry Bn	20	20çç

\* Includes regimental command stand of 3 figures. Most British regiments fielded only one battalion in a theater of war. Fencibles and King's German Legion (KGL) are rated as line infantry.

\*\* Includes Voltigeur and Grenadier companies at one point per figure when a full regiment is purchased. The 3 figure command stand is purchased for 3 points with the whole reg't.

ç One Prussian Fusilier battalion may be purchased at one point per figure for every regiment (2 Bn) of Musketeers. (See Ch 16 for Fusilier battalions)

çç Also includes grenadiers and schutzen at one point per figure. For every line musketeer regiment (2 Bn) purchased, one line Jaeger battalion may be purchased for one point per figure. Also each Brigade (2 Reg'ts of musketeers) is allowed an extra combined grenadier battalion at one point per figure.

#### Formations Permitted

Formations permitted, line infantry are column, line, square, oblique, and ordre mixte. Battalions which contain light infantry such as French Voltigeurs and British Light Companies, can detach and operate them as light infantry. Austrian Fusilier battalions may form square or may form into a double column called a "bataillon-masse" which is treated as a square for repelling cavalry. However, the bataillon-masse fires forward only and may be enfiladed by small arms fire just as a regular double column. (See Ch 10 for further details on the Bataillon-masse)

#### Movement and Operations

A maximum of two operations per turn are permitted. They are any unlike pair of Face or Change Formation, Move, or Fire. Russian line infantry may make only one operation per turn but retain that one operation when other infantry are reduced to one by terrain. (e.g., woods).

### Basic Movement Allowances

Formation	Line	Line Charge	Col	Col Charge	Road Col
Distance	6"	9"	9"	12"	12"

### Effect of Terrain on Movement. (See Ch 6)

### Small Arms Fire

Fire is by volley except that light infantry detached from the parent line battalion may fire as skirmishers when in skirmisher formation.

### Small Arms Die Score Adjustments for Eliteness

Type Unit	Adjustment Per Cast
-----------	---------------------

- |  |    |
|--|----|
| 1. Elites in British line battalions.  | +2 |
| 2. Elites in other nations' line battalions and center companies of British line battalions. | +1 |

Elites are grenadiers and light infantry. Line infantry behind breastworks and other formal fortifications may have their stands conform the line of the works and still fire volleys. (See Ch 9 for terrain and other situational adjustments to the die score.)

### Charge and Melee Dice Score Adjustments

Circumstance	Attacker Die Score Adjustment
1. French or Prussian column charge.	+1
2. Line charge and other nations column charge.	0

Melee vulnerability of line infantry is 1. Vulnerability of attached guards or grenadiers remains that of their type. The vulnerability, charge increment, and morale of the command stand figures is the same as the rest of the unit except for some nationalities. In British, French and Bavarian line infantry regiments, the command stand figures have the characteristics of grenadiers. (For terrain dice increments see Ch. 10)

### Morale Cast Results

Two dice score	Result
7 or larger	Stand
6	FB-1
5	FB-2
4 or lower	Rout

### Morale Dice Score Adjustments.

Circumstance	Dice Score Adjustment
1. British Kilted Highlanders with grenadiers attached.	+2
2. British Kilted Highlanders Without attached grenadiers, other line units with attached grenadiers, or other line units within 6 inches of a guard or grenadier unit which does not fall back that turn.	+1
3. Line units without attached guards or grenadiers but a guard or grenadier unit within 6 inches falls back or routs that turn.	-1

### Adjustments to C.E. Check Die Score

The die score is improved by one point (i.e., a 5 becomes a 4) if:

1. The unit is Russian infantry, or
2. The personal command figure of a player with game rank of field grade or higher and who commands at least two basic units is attached.

Above adjustments are not additive. (See C.E. Check Procedures Ch. 11)

## Chapter 16. Light Infantry

### Equivalent Names and Purchase Points

Nationality	Unit Name	No Figs.	Unit Purchase Points
Austria	Jaeger Bn	36	72*
Britain	Light Infantry Bn	44	88**
	Rifle Bn	24	48***
France	Légere Bn	36	72ç
Prussia	Jaeger Bn	24	48
	Fusilier Bn	24	48çç
Russia	Jaeger Bn	16	16ççç
	Jaeger-Grenadier Bn	16	32§

\* May be purchased and operated in divisions of two companies.

\*\* Includes command stand of 4 figures.

\*\*\* Some Rifle battalions had 10 companies and therefore, cost 60 points. (Example: 5/60 Rifles)

ç Includes Carabinier and elite Voltigeur at 2 points per figure.

çç Prussian Fusiliers may be purchased at one point per figure if one battalion is purchased for every full line regiment (2 Bn).

ççç Jaeger battalions cost 1 point per figure when purchased with one line regiment (2 Bn) but cost 2 points per figure otherwise.

§ Jaeger-Grenadier battalions may only be purchased with a permanent grenadier regiment (2 Bn). For every Regiment of grenadiers one battalion of Jaeger-Grenadiers may be purchased for 2 points per figure. They operate as light infantry.

All rules which apply to light infantry apply to light companies detached from parent line battalions. Dismounted dragoons act as light infantry. Dismounted American Indians act as French elite Voltigeurs.

### Formations Permitted

Light infantry may form column, line, square, oblique, ordre mixte, and skirmisher, except Russian line Jaegers which may not deploy as skirmisher. However, elite companies of Russian Jaegers may skirmish.

### Movement and Operations

A maximum of three operations are permitted per turn. They are Face or Change Formation, Move, or Fire.

### Basic Movement Allowance.

Formation	Line	Line Charge	Col	Col Charge	Road Col	Skirmisher
Max. Distance	6"	9"	9"	12"	18"	12"

Effect of Terrain on Movement. Effects depend on formation. See Ch 6 for effects on massed or skirmisher formations.

Exceptions to these penalties are French Légere Voltigeurs and Russian Schutzen-Jaegers which are not impeded and move at full speed through #5 Woods, #6 or #7 Swamps and passing contours uphill.

### Small Arms Fire

Volley Fire. Light infantry in massed formation fire volleys, with an increment of +1 per cast. British light infantry in a line battalion get a +2 increment. Dice score adjustments as listed in Ch 9 for volley all apply.

Skirmisher Fire. Skirmisher fire is described in Ch 9.

### Charge and Melee Dice Score Adjustments

All melee dice score adjustments for light infantry are the same as those for line infantry. (See Ch's 10 and 15) Melee vulnerability is 1, except for some elites. French light infantry Carabinier, Russian Jaeger-Grenadiers, and the British Fusilier light company have a melee vulnerability of 2. Melee vulnerability of command figures in the units mentioned above are also 2.

### Morale Cast Results

Double Dice Score	Result	Notes:
6 or larger	Stand	Morale cast results are
5	FB-1	not adjusted for the presence or
4	FB-2	attachment of elites. The French
3 or 2	Rout	Carabinier, Russian Jaeger-Grenadiers, and British Fusilier

Lights have a Grenadier morale rating. This rating applies when these figures are detached and considered separately for morale checks.

### Adjustments to C.E. Check Die Score

Same as for line infantry. See Ch 15 for adjustments and Ch 11 for procedures.

### British Rifles

Rifles are fired only every other turn. British Rifle units are allowed one forced march per game day. (See Ch 6)

## Chapter 17. Grenadiers

### Equivalent Names and Purchase Points

Nationality	Unit Name	No Figs.	Unit Purchase Points
Austria	Grenadier Bn*	24	48
Britain	Fusilier Bn**	33	66
	Marine Co.	ç	ç
France	Grenadiers	**	**
Prussia	Grenadier Bn*	32	64
Russia	Grenadier Bn*	20	40

\* Austrian and Prussian line grenadiers are converged battalions from their parent line infantry battalions. Two companies of grenadiers may be purchased for 1 point per figure for every 2 Bn line infantry regiment; otherwise they cost 2 points per figure.

\*\* A player may also converge grenadiers from line infantry regiments if the converged unit existed historically. (See NAO)

ç British Marines cost 2 points per figure and are purchased and operated in 3-figure companies or larger units up to line battalion size. They have British line infantry organization.

### Formations Permitted

Formations permitted, grenadiers are column, line, oblique, ordre mixte, and square. British Fusilier light companies may detach and assume skirmisher formation. Austrian grenadiers may assume the "Bataillonsmasse" formation. (See Ch 15 and 10 for the characteristics of the Bataillonsmasse.)

### Movement and Operations

A maximum of two operations are permitted per turn. They are any unlike pair of Face or Change Formation, Move, and Fire.

Basic Movement Allowance. Movement allowances are the same as line infantry. (See Ch 15) Hungarian grenadiers are allowed one forced march per game day.

Effect of Terrain on Movement. (See Ch 6)

### Small Arms Fire

Small arms fire is by volley. All volley fire rules which apply to line infantry apply to grenadiers, except the volley fire increment is +1. An exception is grenadiers in a British line battalion which have an increment of +2. (See Ch 9 for Small Arms Dice Score Adjustments)

## Charge and Melee Dice Adjustments

Circumstance	Attacker Dice Score Adjustment
1. French or Prussian column charge.	+2
2. Line charge of all nationalities and the column charge of all nationalities except French or Prussian.	+1

Grenadier melee vulnerability is 2. Other dice adjustments  
are in Ch 10.

## Morale Cast Results

Double Dice Score	Result	
5 or larger	Stand	Note: No adjustment is made for the presence or attachment of Guards.
4	FB-1	
3	FB-2	
2	Rout	

## Adjustments to C.E. Check Die Score

The die score is improved by one point (i.e., a 5 becomes a  
4) if:

1. The unit is Austrian (German) Grenadiers.
2. The unit is Oudinot's (French) converged grenadiers.
3. The unit has attached the personal command figure of a  
player with game rank of at least field grade who commands at  
least two basic units.

(See Ch 11 for procedures)

## Chapter 18. Light Guard Infantry

### Equivalent Names and Purchase Points

Nationality	Unit Name	No Figs.	Unit Purchase Points
France	Light Guard Bn*	36*	108
	Guard Marine Crew	6	18
Prussia	Guard Fusilier Bn	32	96
	Guard Jaeger Bn	24	72
	Guard Schutzen Bn	24	72
Russia	Guard Jaeger Bn	24	72
	Guard Marine Bn	24	72
	Finland Jaeger Bn	24	72

\* The 36 figures represent a common organization for a Light Guard infantry battalion with a 4-figure regimental command stand. However, there are several possible organizational patterns. The designations Young Guard and Old Guard represented a seniority system rather than tactical training and some of both Young and Old Guard units were trained as Light Guard. See NAO to determine which French Imperial Guard Units have light guard capability.

Notes: British Heavy Foot Guard Light Companies are rated as Light Guard. Dismounted Guard Dragoons operate as Light Guard.

### Formations Permitted

Formations permitted are column, line, square, oblique, ordre mixte, and skirmisher.

### Movement and Operations

A maximum of three operations are permitted per turn. They are Face or Change Formation, Move, and Fire.

Basic Movement Allowance. The movement allowances are the same as for Light Infantry. (See Ch 16) Light Guard units are allowed one forced march per game day.

Effect of Terrain on Movement. (See Ch 6)

### Small Arms Fire

Volley Fire. Light Guard Infantry in massed formation fire volleys with an increment of +1 per cast. Dice score adjustments as listed in Ch 9 for volley fire all apply.

Skirmisher Fire. Skirmisher fire is described in Ch 9.

## Charge and Melee Dice Score Adjustments

Circumstance	Attacker Dice Score Adjustment
1. French and Prussian column charge.	+2
2. Line charge of all nationalities and the column charge of all nationalities except French or Prussian.	+1

Melee vulnerability is 2. See Ch 10 for further melee dice score adjustments.

## Morale Cast Results

Double Dice Score	Result	
4 or larger	Stand	Note: This morale table applies to guard units.
3	FB-1	
2	FB-2	

## Adjustments to C.E. Check Die Score

In two cases the die score is improved by one point (i.e., a 5 becomes a 4):

1. The sides' commander-in-chief who has game rank of at least general is present on the table, or
2. The personal command figure of a player of at least field grade game rank and who commands at least two basic units is attached.

See Ch 11 for procedure.

## Chapter 19. Heavy Guard Infantry

### Equivalent Names and Purchase Points

Nationality	Unit Name	No Figs.	Unit Purchase Points
Britain	Foot Guards	44	132
France	Grenadiers a Pied	36*	108
	Chasseurs a Pied	36*	108
	Fusilier Grenadiers	27**	81
	Guard Grenadiers	32	96
Prussia	Guard Grenadiers	32	96
Russia	Imperial Guard	24¢	72

\* The battalion's figure count includes a 4-man command stand. The second battalion has 32 figures.

\*\* This battalion's figures include a 3-man command stand. The second and third battalions have 24 figures.

¢ Some Imperial Guard units are rated as Light Guard. (See Ch 18 for capabilities.) The Russians advanced regular line units to Guard status for outstanding field performance. For example: the Pavlov Grenadiers became Heavy Guard Infantry after 1813. For specific Guard units see NAO.

### Formations Permitted

Formations permitted, heavy guard infantry are column, line, oblique, ordre mixte, and square. Units which contain light infantry companies such as British Foot Guards may detach them and operate them as Light Guard Infantry.

### Movement and Operations

A maximum of two operations per turn are permitted. They are any unlike pair of Face or Change Formation, Move, and Fire.

#### Basic Movement Allowances.

Formation	Line	Line Charge	Col	Road Col	Col Charge
Distance	6"	9"	9"	18"	12"

All guard units may perform one forced march per game day.  
Effect of Terrain on Movement. (See Ch 6)

### Small Arms Fire

Fire is by volley and all small arms dice score adjustments in Ch 9 apply. Volley fire dice increment is +2.

### Charge and Melee Dice Score Adjustments

Circumstance	Attacker Dice Score Adjustment
1. French and Prussian column charge.	+3
2. Line charge of all nationalities and column charge of all nationalities except French or Prussian.	+2
3. Russian Heavy Guard in any formation but not in a charge.	+1

Other increments are covered in Ch 10. Melee vulnerability 3.

### Morale Cast Results

Double Dice Score	Result
4 or larger	Stand
3	FB-1
2	FB-2

### Adjustments to C.E. Check Die Score

In two cases the die score is improved by one point (i.e., a 5 becomes a 4):

1. The side's commander-in-chief, who has game rank of at least general, is present on the table, or
2. The personal command figure of a player of at least field grade game rank and who commands at least two basic units is attached.  
(See Ch 11 for procedures)

## Chapter 20. Light Horse

### Names and Purchase Points

Nationality	Unit Name	No Figs.	Unit Purchase Points
Austria	Chevauleger Sq	6	12
British	Light Dragoon Sq*	4	8
France	Chasseur à Cheval Sq	10	20
Russia	Chasseur à Cheval Sq (konno ieguerski)	8	16

\* Light Dragoons do not operate dismounted. Some British units carrying the name Light Dragoon were actually Hussars.

### Formations Permitted

The formations permitted are column, line, oblique, and skirmisher.

### Movement and Operations

A maximum of two unlike operations per turn are permitted in massed formation. Three are permitted if movement takes place in skirmisher formation. The possible operations are Face or Change Formation, Move, and Fire.

#### Basic Movement Allowances.

Formation	Line	Line Charge	Col	Road Col	Skirmisher
Distance	24"	24"	24"	36"	24"

Effect of Terrain on Movement. (See Ch 6 for effects on massed or skirmisher cavalry formations.)

### Small Arms Fire

Small arms fire dice scores are adjusted as noted in Ch 9. Fire by Light Horse is diced as volley **OR** skirmisher fire depending on the formation. The volley fire increment is 0. Light Horse fire carbines with a range of 9 inches.

Fire Prior to Melee. Light Horse melee ability is greatly reduced if they fire their carbines before melee contact with a massed unit.

Case 1. If the Light Horse are in a massed formation, the charging unit takes an opposed throw and the Light Horse Fall Back 1. They remain in a morale FB-1 state for the next turn.

Case 2. If the Light Horse are in skirmisher formation, all the stands contacted by the charging unit are automatically destroyed.

Case 3. If they are in skirmisher formation and are attacked by skirmishing infantry, they retain their melee vulnerability of 2 and melee the infantry.

### Charge and Melee Dice Score Adjustments

Circumstances	Attacker Dice Score Adjustment
1. Line charge.	+2
2. Attacking in column, in skirmisher formation, or in non-charging melee.	0

Notes: When defending infantry is in a thicket hedge, no melee is allowed. When in woods, if the cavalry contacts the infantry while the infantry is changing formation, (is frozen) no negative increment is applied to the cavalry. Light Horse melee vulnerability is 2. Light Horse may not melee infantry squares after the first melee dice throw unless the square is broken. (See Ch 10.)

### Morale Cast Results

Double Dice Score	Result	
6 or larger	Stand	Note: When elite companies of French line Chasseurs à Cheval are present in 50 % strength or more in a squadron, the morale dice score is raised one point for that Sq.
5	FB-1	
4	FB-2	
3, or 2	Rout	

### Adjustments to C.E. Check Die Score

The die score is improved 1 point (i.e., a 5 becomes a 4) when the personal command figure of a player of game rank of at least field grade who commands at least two basic units is attached.

## Chapter 21. Lancers

### Equivalent Names and Purchase Points

Nationality	Unit Name	No Figs.	Unit Purchase Points
Austria	Uhlans	6	12
France	Chevauleger Lanciers	10	20
Prussia	Uhlans	6	12
Russia	Uhlans	8	16

### Formations Permitted Lancers

The formations permitted are column, line and oblique.

### Movement and Operations

A maximum of two unlike operations per turn are permitted. They are a pair of Face or Change Formation, or Move.

#### Basic Movement Allowance.

Formation	Line	Line Charge	Col	Road Col
Distance	18"	24"	24"	36"

Effect of Terrain on Movement. Lancers operate as massed cavalry only, and are subject to all the same restrictions as Light Horse in massed formation. (See Ch 6) Lancers may jump Fences, Normal Hedges, Trenches, and Works.

### Small Arms Fire

Lancers do not fire small arms.

### Charge and Melee Dice Score Adjustments

Circumstance	Attacker Dice Score Adjustment
1. Initial melee cast of Line charge or attack.	Use 3 dice
2. All casts for a line charge	+2
3. Attacking in column or non-charging melee.	0

Lancers may continuously melee an infantry square. A lancer may claim both the extra dice for lances and enfilade and use 4 dice on the first melee toss. Melee vulnerability is 2. (See Ch 10 for other adjustments)

Morale Cast Results

Morale cast results are the same as for Light Horse. (See Ch 20)

Adjustments to C.E. Check Die Score

The adjustments are the same as for Light Horse. (See Ch's 20 and 11)

## Chapter 22. Cossacks

### Purchase Points

Units	No Figs.	Unit Purchase Points
Cossack Company (Non-Guard)	2	3
Guard Cossack Company	2	6

Non-Guard Cossacks operate in regiments of 6 Co's and Guard Cossacks in regiments of 8 Co's and both have a command stand. The player with Russian forces may purchase Non-Guard Cossacks to exceed the 1:4 cavalry to infantry ratio without being required to inform his opponent. However he may not exceed the 1:3 ratio in any case.

### Formations Permitted

Cossacks are permitted column, line, oblique, and skirmisher formation. When operating as skirmishers, single stands may operate independently.

### Movement and Operations

A maximum of two unlike operations per turn are permitted in massed formation. Three are permitted if movement takes place in skirmisher formation. The possible operations are Face or Change Formation or Move.

#### Basic Movement Allowances.

Formation	Line Lance	Line No Lance	Col	Road Col	Skirmisher
Distance	18"	24"	24"	35"	24"

Effect of Terrain on Movement. The effects on movement depend on formation. (See Ch 6)

### Small Arms Fire

Cossacks do not fire small arms.

Charge and Melee Dice Score Adjustments

Circumstance	Attacker Dice Score Adjustment.	
	Non-Guard	Guard
1. First melee toss with lances in massed formation	Use 3 Dice -1	+2
2. Line charge	-1	+2
3. Skirmisher or non-charging melee or melee in #1½, #2, or #3 Woods.	-1	0
4. Melee in #4 Woods.	-2	-1

All the other melee dice adjustments listed in Ch 10, which do not conflict with this chapter apply. Cossacks with lances may continuously melee an infantry square. Their melee vulnerability is 2.

Morale Cast Results

Double Dice Score	Result	
7 or larger	Stand	Note: Cossacks return to full capability immediately on next turn and may attack enemy units after a FB-1.
6	FB-1	
5	FB-2	
4 or lower	Rout	

Adjustments to C.E. Check Die Score

The basic table is one point worse for Cossacks.

Die Score	Result	
1	Stand	Note: Die score is improved by 1 point (i.e., a 4 becomes a 3) when the command figure of a player of game rank of least field grade, who commands at least 2 basic units is attached.
2,3	FB-2	
4,5,6	Rout	

## Chapter 23. Hussars

### Equivalent Names and Purchase Points

Nationality	Unit Name	No Figs.	Unit Purchase Points
Austria	Hussaren	6	15
Britain	Light Dragoons (Hussars)*	4	10
France	Hussards	10	25
Prussia	Hussaren	6	15
Russia	Gousari	8	20

\* British Hussar Reg'ts carried the title of Light Dragoons.

### Formations Permitted

The Formations permitted are column, line, oblique, and skirmisher. When operating as skirmishers, single stands (companies) may operate independently.

### Movement and Operations

In massed formation a maximum of two unlike operations per turn are permitted. Three are permitted if movement takes place in skirmisher formation. The operations are Face or Change Formation, Move, and Fire.

#### Basic Movement Allowances

Formation	Line	Line Charge	Col	Road Col	Skirmisher
Distance	24"	24"	24"	36"	24"

Effect of Terrain on Movement. The effects depend on formation.  
(See Ch 6)

### Small Arms Fire

Hussars fire carbines with a 9-inch range. They fire in volley or as skirmishers, depending on their formation. The volley fire increment is 0. Dice score adjustments are in Ch 9.

Fire Prior to Melee. The effect is the same as for Light Horse.  
(See Ch 20)

### Visibility

Hussars may see 36 inches in weather condition #3.

### Charge and Melee Dice Adjustments

Circumstance	Attacker Dice Score Adjustment
1. Line charge	+2
2. Skirmisher attack in woods or open terrain with enemy in skirmisher formation	+1
3. Attacking in column, target unit not in skirmisher formation, but Hussars skirmishing, and a non-charging melee.	0

Hussars take an unopposed throw for melee casualties if opposing infantry falls back 2. Hussars may not melee infantry squares after the first cast unless the square is broken. (See swerve rule Ch 10) Melee vulnerability is 2. See Ch 10 for other applicable dice score adjustments. Also, the note for cavalry concerning contact during a formation change applies. (See Ch 20)

### Morale Cast Results

Double Dice Score	Result	
5 or larger	Stand	Note; When the elite companies of French Hussars are present in 50% strength or more in a squadron the morale dice score is raised one point for that squadron.
4	FB-1	
3	FB-2	
2	Rout	

### Adjustments to C.E. Check Die Score

The adjustments and procedures are the same as for Light Horse. (See Ch 20 and 11)

## Chapter 24. Dragoons

### Names and Purchase Points

Nationality	Unit Name	No Figs.	Unit Purchase Points
Austria	Dragoner Sq	6	12
Britain	Dragoon Sq	6	12
France	Dragon Sq	10	20
Prussia	Dragoner Sq	6	12
Russia	Dragounski Sq	8	16

Note: Guard Dragoons cost  $3\frac{1}{2}$  points per figure.

### Formations Permitted

Mounted dragoons are permitted column, line, and oblique. Dismounted dragoons are permitted all the formations of Light Infantry. (See Ch 16)

### Movement and Operations

Mounted. Mounted dragoons may perform a maximum of two unlike operations per turn. The permissible operations are Face or Change Formation, and Move.

Mounting-Dismounting. If Mounting or Dismounting takes place during a turn a maximum of three operations is allowed. They are any unlike three of Move (on foot), Mount, Dismount, Move (on horse-back), and Fire. Fire must be dismounted and be the last operation when used.

Dismounted. Dismounted dragoons act as Light Infantry with all their capabilities. (See Ch 16) When dismounted one figure per company stays with the horses. This figure and the horses with him may move at dismounted speed. Dragoons may always move dismounted leading their horses. (See Dragoon Procedures Ch 6)

#### Basic Movement Allowances.

Formation	Line	Line Charge	Col	Road Col	Dismounted Leading Horses
Distance	12"	18"	18"	24"	12"

Effect of Terrain on Movement. When mounted all the effects as listed in Ch 20 for massed units apply. Dismounted Dragoon units may lead their horses through woods and swamps as follows.

#1½ or #1 Woods. Full Speed.

#2 through #4 Woods and Very Rough Hills. Half Speed.

### Small Arms Fire

Dragoons fire muskets (Range 12") when dismounted only. All rules which apply to Light Infantry small arms fire apply to dismounted Dragoons. (See Ch's 9, 16 and 19)

### Charge and Melee Dice Score Adjustments

Circumstance (Mounted)	Attacker Dice Score Adjustment
1. Line charge.	+3
2. Column charge, attack, or non-charge melee.	0

See Ch 10 for other dice score adjustments. Dragoon melee vulnerability is 3. Mounted Dragoons may not melee an infantry square after the first toss unless the square is broken. Dismounted Dragoons charge and melee as Light infantry. (See Ch's 16 and 10)

### Morale Cast Results

The results are the same as for Light Horse. (See Ch 20)

### Adjustments to C.E. Check Die Score

The adjustments and procedures are the same as for Light Horse. (See Ch 20 and Ch 11)

## Chapter 25. Unarmored Cuirassiers

### Unit Names and Purchase Points

Nationality	Unit Name	No Figs.	Unit Purchase Points
Britain	Life Guards*, Horse Guards*	6	21
France	Grenadiers à Cheval*	10	35
	Carabinier before 1810.	10	25
Prussia	Kurassiers before 1814.	6	15
Russia	Kyrassi, most before 1813.	8	20

\* Guard Units. See NAO for further line and guard unarmored cuirassiers. Line units cost  $2\frac{1}{2}$  points per figure and guard units  $3\frac{1}{2}$  points per figure.

### Formations Permitted

The permitted formations are column, line, and oblique.

### Movement and Operations

A maximum of two operations per turn are permitted. The possible operations are Face or Change Formation and Move.

#### Basic Movement Allowances.

Formation	Line	Line Charge	Col	Col Charge	Road Col
Distance	12"	18"	18"	18"	24"

Effect of Terrain on Movement. The effects are the same as for massed Light Horse except unarmored cuirassiers may not jump fences, normal hedges, and trenches. (See Ch 6)

### Small Arms Fire

Unarmored cuirassiers do not fire small arms.

### Charge and Melee Dice Adjustments

Circumstance	Attacker Dice Score Adjustment
1. Column charge or line charge	+4
2. Attack or non-charge melee.	0

See Ch 10 for other adjustments. Unarmored Cuirassiers may not melee an infantry square unless it is broken on the first

melee toss. Unarmored Cuirassiers have a melee vulnerability of 3. They do not receive the charge distance or increment when traveling on any portion of a four contour or higher hill.

Morale Cast Results

Double Dice Score	Result	
5 or larger	Stand	Note: Guard units use the Guard Cavalry results table.
4	FB-1	
3	FB-2	
2	Rout	

Adjustments to C.E. Check Die Score

The adjustments are the same as for Light Horse. See Ch's 20 and 11 for adjustments and procedures.

## Chapter 26. Cuirassiers

### Names and Purchase Points

Nationality	Unit Name	No Figs.	Unit Purchase Points
Austria	Kurassier	6	18
France	Cuirassier and Carabinier after 1810	10	30
Prussia	Kurassier after 1814	6	18
Russia	Kyrasi after 1812	8	24

### Formations Permitted

Formations permitted Cuirassiers are column, line and oblique.

### Movement and Operations

Cuirassiers are permitted two operations per turn. They are any unlike pair of Face or Change Formation and Move.

#### Basic Movement Allowances.

Formation	Line	Line Charge	Col	Col Charge	Road Col
Distance	12"	18"	18"	18"	24"

Effect of Terrain on Movement. The effects are the same as for massed Light Horse except Cuirassiers may not jump fences, normal hedges, and trenches. (See Ch 6)

### Small Arms Fire

Cuirassiers do not fire small arms. Cuirassiers are impervious to small arms beyond 6 inches. Austrian Cuirassiers are small arms proof only in the forward 180° arc of the stand. Cuirassiers are not protected against canister.

### Charge and Melee Dice Adjustments

Circumstance	Attacker Dice Score Adjustment
1. Column or line charge.	+4
2. Attack or non-charge melee.	0

See Ch 10 for other adjustments. Cuirassiers may not melee

infantry squares after the first melee cast unless the square is broken. Melee vulnerability is 4. For Austrian Cuirassiers attacked in the rear 180° of the stand, the vulnerability is 3. Cuirassiers do not receive the charge distance or increment when traveling or any position of a four contour or higher hill.

#### Morale Cast Results

The results are the same as for unarmored cuirassiers. (See Ch 25)

#### Adjustments to C.E. Check Die Score

Adjustments and procedures are the same as for Light Horse. (See Ch's 20 and 11)

## Chapter 27. Guard Cavalry

Most Guard cavalry units cost one point more per figure than other units of the same type. However, Guard dragoons cost  $3\frac{1}{2}$  points per figure and Guard Cossacks 3 points per figure. All such units use the Guard morale results table and C.E. Check table. In all other respects guard units perform according to their type.

### Forced Marches

All guard units are allowed one forced march per game day.

### Guard Morale Cast Results

Double Dice Score	Result
4 or larger	Stand
3	FB-1
2	FB-2

### Adjustments to C.E. Check Die Score

In two cases the die score is improved by one point (i.e., a 5 becomes a 4).

1. The figure representing the side's commander-in-chief, who has game rank of at least general (any grade of general), is present on the table, or
2. The personal command figure of a player of at least field grade game rank and who commands at least two basic units is attached. (See Ch 11 for procedures)

## Chapter 28. Militia Infantry and Cavalry

### Purchase Cost and Unit Names

Militia infantry and cavalry cost  $\frac{1}{2}$  point less per figure than line units of the same type.

Type	Points per Figure of Militia
------	---------------------------------

Ordinary Infantry	$\frac{1}{2}$
Light Infantry or Grenadiers	$1\frac{1}{2}$
Light Horse and Dragoons	$1\frac{1}{2}$

Some unit names and their types are:

Nation	Line	Light Infantry	Cavalry
Austria	Landwehr Frei Corps	Grenzers Freiwilliger Jaeger	Landwehr Dragoons.
Britain	Isle of Skye Militia	...	...
France	National Guard	Chasseurs de Montagne	Honor Guard, Light Cavalry, Garde de Paris Dragoons
Prussia	Landwehr	Freiwilliger Jaeger zu Fusz	Freiwilliger Jaeger zu Pferd, Landwehr Lancers
Russia	Militia, Chasseurs, and Foot Cossacks ...		Cossacks*, Kalmucks, Bashkirs

\* See Ch 22.

The game designer must specify if militia units are to be forbidden otherwise, they are allowed. In any case the player may not purchase more line militia battalions than line infantry regiments. American militia woodsmen are rated the same as Austrian Grenz.

### Formations, Movement and Operations

Militia infantry and cavalry units are allowed all the formations and movement and number of operations of their type.

Effect of Terrain on Movement. The effects are the same as for their type.

Small Arms Fire

Militia units fire in volley or as skirmishers according to formation. However, all small arms fire dice scores are adjusted -1. An exception is Austrian Grenz which do not suffer the adjustment when in skirmisher formation. Other adjustments for terrain and situation are applied as usual. (See Ch 9)

Charge and Melee Dice Score Adjustments

All militia infantry and cavalry melee dice scores are adjusted -1 for militia status besides the usual adjustments for their type and for terrain and situation. (See Ch 10)

Morale Cast Results

Militia units have morale results at one point higher than the score for regular units of their type.

Double Dice Score	Militia Line Inf.	Militia Light Inf. or Lt. Cav.	Militia Grenadiers
8 or larger	Stand	Stand	Std
7	FB-1	Stand	Std
6	FB-2	FB-1	Std
5	Rout	FB-2	FB-1
4	Rout	Rout	FB-2
3 or lower	Rout	Rout	Rout

C.E. Check

Die Score	Result
1	Stand
2,3	FB-2
4,5,6	Rout off table

Adjustments. The die score is improved by one point (i.e., a 4 becomes a 3) if:

1. The unit is Russian infantry, or
2. The personal command figure of a player of game rank of at least field grade who commands at least two basic units is attached.

The effects of Russian nationality and command figure attachment are not additive.

## Chapter 29. Miscellaneous Figures and Equipment

### Commanders

Each player is required to be represented on the table top by a command figure. These cost no purchase points but do add to the army C.E. count.

Movement. Commanders move as skirmishers.

	Overland	On Road
Dismounted	9"	12"
Mounted no Cuir.	24"	36"
Mounted with Cuir.	18"	24"

### Hitting the Commander.

Ball, Bombshell, and Rocket. When a commander is hit by high ball, low ball, bombshell, or rocket a two dice cast of 12 is required to "kill" the figure.

Canister and Small Arms. If the range is less than 6 inches, the commander figure is killed under the same rules as other figures. If over 6 inches, then one die is cast. Scores of 1, 2, 3, or 4 have no effect and 5 or 6 kill the figure. Note, the cuirassier figures are invulnerable to small arms over 6 inches away.

When attached to a unit, the command figure is the last figure to be killed by small arms, canister, or melee in the formation.

### Melee Vulnerability.

Dismounted without Cuirass	2
Dismounted with Cuirass	3
Mounted without Cuirass	3
Mounted with Cuirass	4

If attacked or charged in the open, the command figure may melee. It is not wiped out like an infantry skirmisher.

Morale. Same as Guard. (See Ch's 19 or 27) However, presence or attachment of a command figure does not affect a unit's morale.

C.E. Check. The command figure of a player whose game rank is at least field grade and who commands at least two basic units improves the C.E. check die score by one point, (i.e., a 5 becomes a 4) for any unit to which it is attached. A command figure so utilized may be detached any turn after the check.

Guard units C.E. check score is also improved if the side's commander-in-chief, who has at least general rank is still present.

Note that the effects on the C.E. check score of attaching a player's command figure, or of Russian nationality, or guard status are not additive.

Stopping a Fall Back. If a commander scores a good morale check, it acts like a regular unit and will stop a massed unit's FB-1 or FB-2. The commander is then attached to the fall back unit.

## Guerillas

Guerillas cost 5 points each. Up to 2 accompanying civilians per guerilla may be purchased for no additional points. Guerilla purchase is allowed if the game designer so specifies.

Movement. Guerillas operate independently and are allowed three operations per turn. They may operate as dragoons. For example, they may move on foot, mount, and move on horseback, but they still maintain the longer mounted movement allowance.

	Overland	On Road	Leading Horse
On Foot	12"	18"	12"
Mounted	24"	36"	...

The Effects of Terrain on Movement. Guerillas are unimpeded by any woods, hills or swamps.

Small Arms Fire. Guerillas fire muskets as skirmishers but dismounted only. Dice score adjustments in Ch 9 apply.

Melee. Guerilla melee vulnerability is 1. They do not operate in masse and so do not charge.

Morale. The double dice score of 7 or higher, they Stand and on a 6 or less they Rout.

Sapper Capability. The guerilla chief, like a sapper, may build works and other constructions, set fires, and set charges. Other guerillas may set fire to combustible structures and stores and woods in weather condition #2. All guerillas may spike cannon.

Observation. Opposing units observed by one side's guerillas are not considered observed by all units until that guerilla physically moves to and touches a friendly army unit. For off the table action, observation by guerillas is the same as for other army units.

## British Staff Officer

Cost is 2 points per figure. Moves up to 30 inches per turn overland in skirmisher fashion or 36 inches on a road. Terrain adjustments to movement are the same as for skirmishing Light Horse. (See Ch 6)

## Command Stand Figures

Formation Position. Command must be within 4 ranks of the front of the massed formation.

Movement. Separate regimental command stands move as skirmishers and may move through a massed unit.

Small Arms Fire. Separate regimental command stands, such as the French and British line infantry have, do not fire. Command group figures (Officer, musician, standard bearer, pikeman, etc.)

within the first company of a battalion do fire small arms. In the case of the command stand of a Tyrolean Jaeger battalion, the three man stand is considered to be part of the first company so its figures fire small arms. Other similar cases may be decided the same way.

Melee. The command stand figures of British, French, and Bavarian line infantry regiments have the charge increment and melee vulnerability of their grenadiers. However, they do not raise their unit's morale like a grenadier company. Characteristics of other unit's command stands are the same as the center companies. Exceptions are noted in NAO. Command stands are exempt from the requirement to pick casualties from the stand in melee contact.

#### Wagons

Movement allowance overland is 12 inches per turn. A wagon is allowed two operations per turn. Operations are Load, Move, and Unload. To move a wagon, one train or sapper figure is required. and two horses for full movement. One horse gives half speed. Wagon capacity and allowed cargoes must be decided by the game designer. The designer may specify a purchase point cost; otherwise, they are free.

#### Assault Boats

Assault boats cost no purchase points unless the designer specifies a value. Assault boats move 6 inches per turn on water. They are allowed two operations per turn. The operations are any unlike pair of Load, Move, and Unload. There is no requirement for a launching or beaching operation. These are a part of movement. A boat holds up to 10 figures, plus a sapper, train, sailer or marine to operate it. The game designer may specify that an assault boat carries an artillery piece and crew or limber and horses, etc. Units may not fire from assault boats.

#### Observation Balloons

The game designer must state whether they are allowed and the purchase cost, if any. The balloon may carry two men (Sappers) and two grenades. It rises 6 inches per turn and if untethered drifts downwind 12 inches per turn.

#### Train

Purchase cost is 3 points per figure with no particular organization required.

Movement and Operations. As skirmishers, they may perform up to three unlike operations per turn. They are allowed Face or Change Formation, Move, and Fire. Train may operate wagons and assault boats.

Basic Movement Allowances are 9 inches overland and 12 inches on a road. The adjustments are the same as for Light Infantry. (See Ch 6)

Small Arms Fire. Train may fire muskets as skirmishers. All dice score adjustments in Ch 9 apply.

Charge and Melee. Train do not charge, but may attack as skirmishers. (See Ch 10 for skirmisher attack) Melee vulnerability is 1. Train operating wagons are not considered skirmishers and are not automatically wiped out by a charging massed unit but melee as a massed formation.

Morale and C.E. Train morale rating is the same as line infantry except that the proximity of elites is no help. The C.E. check does not apply.

### Bashkirs

These Russian units cost 1½ points per figure and have the formations and organization of Cossacks. Like Cossacks, the purchase of Bashkirs by the Russian player does not have to be announced when the 1:4 cavalry infantry ratio is exceeded. (See Ch 22)

Movement and Operations. A maximum of two unlike operations per turn are permitted in massed formation and three are permitted if movement takes place in skirmisher formation. The operations are Face and/or Change Formation, Move, and Fire.

#### Basic Movement Allowances.

Formation	Line	Col	Road	Skirmisher
Distance	18"	18"	30"	18"

Effect of terrain on movement is the same as for Light Horse. (See Ch 6)

Small Arms Fire. Bashkirs fire arrows with a 6-inch range. They fire as skirmishers, regardless of actual formation, twice a turn during small arms fire. A double dice score of 10 or better is required for a hit. The dice scores are adjusted as noted in Ch 9. Rain has no effect on arrow firing. Bashkirs are impervious to arrows.

Charge and Melee. The melee dice score is adjusted -1 for any charge, attack, or non-charging melee in open terrain or any melee in #1½, 2, and 3 Woods. It's adjusted -2 in #4 Woods. Melee vulnerability is 3. Bashkirs may not continuously melee infantry squares. All the adjustments listed in Ch 10 apply, except those which conflict with the above.

Morale and C.E. Morale cast and C.E. cast results are the same as for Cossacks. (See Ch's 22 and 11)

## Chapter 30. Organizing and Hosting a Game

### Introduction

Column, Line and Square lends itself easily to club play with 10 or even more players on a side. The suggestions for game hosting, organization and design are intended for club play with 3 to 10 players on a side. Smaller games are set up more simply.

### Who Does What

CLS requires some advanced preparation even for a small game. Usually a club will meet and parcel out responsibilities. Things which should be decided in advance are:

1. Who will be the host? And where the game will be played.
2. What is the date and time to start and stop?
3. Who will command opposing armies? Many clubs rotate commanders. Sometimes who will be on the opposing sides is also decided. Some clubs have permanent French and Allied factions.
4. Who will design the game and when should the maps and game conditions be distributed. For some clubs, the host is always the designer. Opposing sides should have the game conditions and maps in their possession well before game day. The bigger the game, the more advanced notice is required. Customary notice varies from one week to three months.
5. Who will bring the figures and hardware?
6. Whether and when meals will be served by the host and any compensatory "forage fee" may be decided at this meeting.

### Game Design

The task of game design may be performed by one person or by a committee. One approach is to have one experienced player design and host the game. But to reduce the complaints about a biased set up, the design is submitted to the opposing commanders for revision and approval before publication.

Another method is to have one person design the game without knowing which players will attack and which will defend. Attacker and defender roles are assigned by dice throw (card draw, etc.) after the design is complete. Many variations are possible.

CLS is designed to be played without an umpire, but having an impartial non-playing umpire allows many fascinating variations in game conditions, including secret march-on conditions. Also this way greater historical simulation is possible.

### Commanders

The player commanding a side has several responsibilities. In some respects he has duties which compare to an actual army commander.