Napoleonic
Avant-garde Battles

"To be defeated is pardonable, to be surprised--never! "

Command Phase

- Roll 1d6 for each Brigade commander and CinC.
- Rolled 1d6 for each Artillery Battery
- The CinC can assign extra pips to commanders and Artillery Batteries in command range.
- Assign reaction tokens to units in command range. Each assigned token costs 2 pips (can be assigned in movement phase too)
- Roll for reserves and flankers, if they arrive announce where they are arriving.

1. **Rally**
   - Both sides rally fleeing and disordered troops up one level, e.g. from panicked to disordered. (Commanders may burn a pip to re-roll a failed rally test for units in command range)(Commanders 4” add personal influence and risk double5, double 6)
   - Blown Cavalry may attempt a recall using their own leadership if CinC or Cavalry commander burns a pip. If passed, they fall back 3d6

2. **CinC Roll for initiative (CinC can spend pips to add to their initiative roll, +1/pip)**
   - +1 if lost last turn
   - +1 if French
   - -1 if Russian or Austrian

3. **Movement A (Move Commanders first, 10” Ignore terrain)**
   - Side A moves (Place Flankers/reserves front ranks, declare Charges and move them, move commanders then battalions.)
   - Skirmishers may fire at enemy movements if pass morale test.

4. **Fire Phase 1**
   - Artillery first, and remove casualties and check for disorder, then small arms fire simultaneously (Side A declare all shooting first and fires, then side B) (Morale checks)

5. **Close Combat 1**
   - Resolve any Close Combat then Roll for disorder from break tests, or panic if disordered if within 6” of the combat.
   - recall Cavalry (cavalry that fight in hand to hand are blown if not recalled)

6. **Movement B (Move Commanders first, 10” Ignore terrain)**
   - Side B moves (Place Flankers/reserves front ranks, declare Charges and move them, move commanders then battalions.)
   - Skirmishers may fire at enemy movements if pass morale test.

7. **Fire Phase 2**
   - Artillery first, and remove casualties and check for disorder, then small arms fire simultaneously (Side B declare all shooting first and fires, then side A) (Morale checks)

8. **Close Combat 2**
   - Resolve any Close Combat then Roll for disorder from break tests, or panic if disordered if within 6” of the combat.
   - recall Cavalry (cavalry that fight in hand to hand are blown if not recalled)

9. **Cavalry movement A (Move Commanders first, 10” Ignore terrain)**
   - Side A moves Cav - resolve any Close Combat then Roll for disorder from break tests, or panic if disordered if within 6” of the combat. (recover blown cavalry in safe spot) (recall Cavalry)

10. **Cavalry movement B (Move Commanders first, 10” Ignore terrain)**
    - Side A moves Cav - resolve any Close Combat then Roll for disorder from break tests, or panic if disordered if within 6” of the combat. (recover blown cavalry in safe spot) (recall Cavalry)

11. **Reserve movement (Move Commanders first, 10” Ignore terrain)**
    - Any units in good order, not within 8” of an enemy unit may move or not in enemy LOS, if they did not fire, shoot or fight in hand to hand. Units that are in March column may move double if not within 8”, cost a pip. No formation changes allowed, Side A moves then B (not to within 4” of enemy) (no pip required for units in march column to move normally)

12. **End Phase: Reload**
    - all units that fired this turn now reload (Artillery cost a 1 pip to reload, add 1 pip to cost for each 25% crew lost.)
Army Generals, Brigade Commanders

Brigade Commanders:
The essential command element of NAB is the Brigade Commander, the Divisional Commanders have an influence as well, but the ordering of specific battalions etc is taken care of by the brigade commanders.

Orders:
A brigade commander is given d6 pips in the command phase of each turn. These pips can be “burnt” to order a battalion perform the following actions to battalions in command range (default range = 8”)

<table>
<thead>
<tr>
<th>Order Given</th>
<th>Order Executed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>The unit will move up to its full move distance, obeying all rules for wheeling and terrain disorder. Units may Oblique at 45 degrees, Move sideways or backward.</td>
</tr>
</tbody>
</table>
| Change formation       | • Change formation from line to column to line. (costs half movement)  
                         | • Form Square  
                         | • Reform  
                         | • Units within 8” and charge arc of enemy must pass a ld test to be able to change formation. |
| Charge                 | The unit will attempt to close on the enemy, see the charging rules. The unit must pass a ld test to be able to charge unit in good order. May change formation then charge, costs 2 pips, but must have LOS to target before charge and must pass morale check if within 8” |
| Fall back in good order| the unit will fall back 1 d6 and take a morale/disorder test (disorder modified by terrain)  
                         | or the unit will fall back 2d6 and take a morale/disorder test with a -1 penalty (+ modified by terrain)  
                         | Cavalry add 1 d6 to the movement. |
| React (2 pips)         | The unit will go on react  
                         | The unit may be placed on react in the command phase or the movement phase. |
| Fire a volley          | Must be in line and good order and has not moved. All front rank figures will fire. |
| General Advance        | All battalions/regiments that advance must be in some form of column, attack or march. It cost one pip to move the whole brigade one move forward, no formation changes allowed |
| Recall                 | CinC’s and Cavalry commanders may attempt to recall cavalry from combat, see the recall rules. Cavalry can also attempt a recall in the rally phase. |
| Reroll                 | May reroll any failed morale/disorder test (can only be rerolled once) The unit must be in command range, so only 1 pip can be spent, units further away requiring 2 pips cannot use the commanders ability to reroll. |
| Passage of lines       | The battalion may swap places with a battalion in front of it, both units must be in line and within 4 inches of each other. This cost both battalions a pip. The front battalion turns around and is moved back, the rear unit moves forward. |
Personal influence 4"
- A commander may add his personal influence on the battlefield, to do this they must be within 4" of the battalion they are influencing.
- They may influence more than one battalion if they are in range. There is some risk for the commander becoming involved so closely with the battalions.
- The commander must declare if they will be adding their personal influence for the test before rolling.

The benefits of personal influence
A commander with 4" adds +1 to the leadership of the battalion by using their personal influence.

The Risk (5,5 or 6,6)
If a double 6 or double 5 is rolled for any test where a commander adds his personal influence, then he has been unhorsed and loses all remaining command pips.

Generals/Division Commanders
The Army General (CinC) is the overall commander of the battle, the general is responsible for any changes and execution of that plan. The general can use his personal influence on any unit, but is mainly there to instruct the brigade commanders.

Commanders Movement and being targeted?
- May not be targeted if they are within 4" of a friendly unit.
- Stray artillery will only hit the commanders if they fail a "look out sir" roll. (a roll of 1 on a d6 means they are hit).
- Commanders and staff always move as light cavalry in open order and ignore terrain penalties.
- The commander may only give orders only AFTER he moves.

General of Divisional Commanders (CinC, command range determined by scenario, but by default is 8")
Give your General d6 command points, the general may burn a command point to do the following.
- Assign a pip(s) to a Brigade commander or artillery battery in the command phase, within command range.
- Attempt to recall cavalry during rally phase.
- Add an extra +1 to any morale test for a unit in personal influence range.
- Add +1 for each pip spent to the initiative roll.

Out of Command radius? (1 pip/command distance)
- Units out of Command Radius cost extra pips to order, this simulates and ADC delivering an order.
- 1 Pip / command distance or part of (e.g. if a commander is 12" away from a unit and his command range is 8", then it will cost 2 pips to order the unit. If the unit is 21" away, the commander will need to spend 3 pips to issue the order).
- Units out of command range may fall back in good order of their own accord (1d6 or 2d6) if they pass a morale test, this may be attempted if disordered too, but a failed test means they will break and run. (2d6 for infantry, 3d6 for cavalry).
- Cavalry out of command range are aggressive at a range of 12", if there are formed enemy within 12" and the cavalry are out of command they will attempt to charge.

Cavalry Command
Cavalry are deployed in Regiments, usually there will be two regiments in a cavalry brigade. The Brigade commander will receive d6 pips and can order each regiment to perform the following orders.
- Charge (Id test to charge units in good order)
- Change formation
- Move
- Most Cavalry will charge of their own accord at short range, and some at long range, this does not cost a pip.
- Fall back in good order (3d6 or 2d6, see the fall back rules)
- The cavalry commander may elect to separate 1/3rd of his command and give them charge orders, after the charge is completed, the unit must return to the commander for further orders and recovery. (It cost 1 pip to separate and 1 pip to charge)
- If the cavalry fall back or charge the commander may move the same distance if desired.

Exceptions
- British Cavalry must charge any unit in their LOS if out of Command. If in command they must pass a leadership test to avoid charging unless "blown"
- Other nations Cavalry must pass a leadership test to not charge at full range if out of command.

**Reaction**
- During the command phase or during your movement phase, a brigade commander or artillery commander may put a unit on reaction.
- The unit must be in good order.
- The unit may do one of the following if they pass a leadership test. (if the test is failed the unit does nothing and the reaction token is removed)

<table>
<thead>
<tr>
<th>React Options</th>
<th>The unit on react may do one of the following</th>
</tr>
</thead>
<tbody>
<tr>
<td>Counter charge</td>
<td>If charged, the unit may counter charge, the units will meet halfway and strike on initiative</td>
</tr>
</tbody>
</table>
| Charge        | - the unit must not have had a valid charge target at the start of their turn.  
               - When a valid target moves within LOS and range, the unit may interrupt normal movement and charge.  
               - The charge target gets normal charge reactions, and may also countercharge if they pass a leadership test. |
| Fire          | - roll a d6 to determine the range at which they fire, see the chargers rules.  
               - the unit will fire at enemy units moving into range  
               - or fire at units moving out of range  
               - or fire at units charging friends they are supporting  
               - artillery may also fire as reaction, but still cost a pip to fire.  
               - note: skirmishers can always do this. |

**Battalion/Regiment Command** (optional)
Any time a complete stand is removed, check to see if the battalion commander has been killed, on a roll of 1 on a d6 he is dead, and the unit suffers a -1 leadership penalty for that disorder test only.

**Commander Statistics**
Commander do not normally fight in hand to hand, but here are their stats, just in case you want them to lead that desperate charge or to hold the line.
- If a commander joins a unit their command radius is reduced to zero and he suffers the fate of the unit he joins.
- The unit he joins becomes stubborn and rerolls failed to hit rolls in hand to hand fighting.

<table>
<thead>
<tr>
<th>Rating</th>
<th>Ld</th>
<th>Skills</th>
<th>Personal Influence</th>
<th>Command radius</th>
</tr>
</thead>
<tbody>
<tr>
<td>Charismatic</td>
<td>10</td>
<td>+1 PIP</td>
<td>+2</td>
<td>10”</td>
</tr>
<tr>
<td>Inspirational</td>
<td>9</td>
<td>none</td>
<td>+1</td>
<td>9”</td>
</tr>
<tr>
<td>Competent</td>
<td>8</td>
<td>none</td>
<td>+1</td>
<td>8”</td>
</tr>
<tr>
<td>Uninspiring</td>
<td>7</td>
<td>-1 pip</td>
<td>+1 (1”)</td>
<td>7”</td>
</tr>
</tbody>
</table>
INFANTRY MOVEMENT

Basic Movement Sequence
1. Place reserves and flankers (no closer than 12” to enemy troops)
2. declare charges and reactions
3. execute charges and reactions
4. normal movement

Infantry Movement Rates (troops must pass a leadership test to charge formed troops in good order frontally)

<table>
<thead>
<tr>
<th>Infantry Formation</th>
<th>Back/Side</th>
<th>Slow Pace</th>
<th>Normal Pace</th>
<th>Charge ! movement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Line</td>
<td>2”</td>
<td>4”</td>
<td>6”</td>
<td>add d6”</td>
</tr>
<tr>
<td>&gt; 1 stand / 4 figures wide</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Column</td>
<td>2”</td>
<td>4”</td>
<td>8”</td>
<td>add d6</td>
</tr>
<tr>
<td>1 stand / 4 figures wide</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>March Column</td>
<td>2”</td>
<td>4”</td>
<td>8”</td>
<td>N/A</td>
</tr>
<tr>
<td>2 figures wide</td>
<td></td>
<td></td>
<td>10” on road</td>
<td></td>
</tr>
<tr>
<td>Square</td>
<td>1”</td>
<td>1”</td>
<td>1”</td>
<td>N/A</td>
</tr>
</tbody>
</table>

Disorder test modifiers for Terrain (units moving at slow pace do not risk disorder)

<table>
<thead>
<tr>
<th>Terrain</th>
<th>L woods</th>
<th>H woods</th>
<th>rough</th>
<th>fence</th>
<th>hedges</th>
<th>stream</th>
<th>Steep Slope</th>
</tr>
</thead>
<tbody>
<tr>
<td>Normal</td>
<td>-1</td>
<td>-4</td>
<td>-2</td>
<td>-2</td>
<td>-3</td>
<td>-1</td>
<td>-2</td>
</tr>
<tr>
<td>Charge</td>
<td>-4</td>
<td>auto</td>
<td>auto</td>
<td>-4</td>
<td>auto</td>
<td>-4</td>
<td>-4</td>
</tr>
</tbody>
</table>

Movement Rates
Different formations have different movement rates. The rates are for slow walking pace usually 2” and normal pace.

- A unit that moves normal or charges through terrain could be come disordered.
- Any unit moving slowly will not risk becoming disordered.
- Certain terrain will add further penalties to the disorder test
- Skirmishers may always move at 6”

Reserve movement phase
Any unit may move again in the reserve movement phase if they have not fired, charged, or fought in hand to hand that turn and it is in column. The unit must be in good order and not within 8” of any enemy troops that can clearly see them.

If the unit is in march column it may make a normal move for no pip cost.

You may order a general advance in this phase where all units in column may make a normal move.

You may not move to within 4” of the enemy in this phase.

Fall back in Good order

- Any unit may fall back in good order d6 inches if commanded, they must take a disorder test at the end of the move
- They may also choose to fall back more rapidly and fall back 2d6, but a -1 leadership penalty is applied to the disorder test.
- Any unit voluntarily falling back in good order as commanded, must test to see if they go disordered, this does not apply to the fall back after winning combat.
- Disordered troops that are ordered to fall back, must test to see if they get caught up in the retreat and flee, modified by -1 for being disordered and a further -1 if they move 2d6 back.
- Any unit that falls back off the table is lost from the battle.
Change Formation

• A unit may change formation in its movement phase.
• It takes half of a regular unit's movement to change from one formation to another.
• Raw troops take an entire turn to change formation.
• Veterans (drilled) may make a "free" formation change at the start of their move otherwise it costs half their move.
• To change formation, the center figure/stand in the front rank remains stationary, and the remaining figures in the unit are moved accordingly. There is no limit to the distance an individual figure may move in a formation change.
• The center stand remains stationary, and the line is formed to the left or right of this stand.

Pinning Fire (restricts formation changes)

• If a unit is within 8" and charge arc of an opposing Infantry or Cavalry unit, the unit must pass a leadership test in order to change formation (even if neither unit is charging). If this check is failed, the unit remains in its original formation and the pip is lost. (pinning fire and confusion stops them)

Disorder while changing formation?

• A unit that changes formation in terrain must pass a disorder test as if they were moving normally through the terrain feature.

Types of formation changes?

• The possible formation changes are from line to any sort of column and back again or to reform around the colours stand, or to form square.

Wheeling

• Units may wheel up 45 deg, march columns may wheel up to their movement value.

March columns

• March columns may turn and form a line on the spot, this costs all movement, drilled troops may do this as their drilled maneuver.

All units may move back or sideways 2" and may Oblique up to their full movement.
INFANTRY FORMATIONS AND MOVEMENT

March Column
- Up to one base wide, with the other bases turned behind it.
- May move in reserve movement phase for free
- May move 10" on a road
- May wheel any amount in one move, up to movement limit.
- Half Front rank may shoot
- May not charge
- Automatically broken if defeated in hand to hand
- May turn and form line on the spot, costs all movement.

Attack Column
- 1 or 2 bases of 3 wide. (3 to 6 figures wide, must be as equal ranks as possible, depends on your basing)
- May move in reserve movement phase, costs 1 pip.
- May wheel up to 45 dig
- Half First rank may fire
- Remove casualties from back ranks.

Formed Line
- Up to 3 stands wide. (depends on your basing)
- May NOT move in reserve movement phase
- May wheel up to 45 degrees in one move.
- May oblique move up to 45 dig.
- May about face, costs half movement.
- May move back 2"
- Half First rank may fire.
- Infantry in Line may fire in a full rank as a "Volley" if they didn't move (9" range)

Skirmish - Light infantry
- May move as normal in the normal and reserve movement phase. 6"
- Do not require pips to move.
- See the light infantry section for more details.

Bent Lines:
- An infantry unit may form a bent line.
- An enemy unit may not claim a flank or rear charge unless it is attacking the far end of a bent line, not one of the inside angles.
- Can conform to terrain.
- May move at a slow walking pace of 2"
- May not volley.

Square 1"
- At least four figures, facing equally in four directions.
- Move 1", in any direction.
- May NOT move in reserve movement phase.
- May only fire at charges with a volley, no pip required.
- +4 combat resolution Vs cavalry.
- Always fights first against cavalry unless disordered.
- Counts as four ranks when fired upon by artillery.
- No flanks.
- Each side of a square has ¼ of the front rank figures fighting/shooting.
Cavalry movement phase

- Cavalry may move or charge in the cavalry movement phase if they have not fired, charged, or fought in hand to hand that turn.
- Blown Cav may retreat 3d6 each movement phase.

*see the Cavalry section for more details*
Volley fire
A unit may fire in a full front rank if all these conditions are met:
- ordered by commander
- in a formed line or attack column and good order
- they have not moved this turn
- there are no friendly troops within the fire zone (directly ahead of them within 8")
- if there are more than one unit directly ahead of a volleying unit, then you may split the casualties up logically, for example if you inflict 4 causalities when shooting at two units, you will put 2 casualties on each unit.

Eligible Shooters
- Measure how many figures are in range and arc of the target.
- All formations may fire with half their front rank, rounding up.
- Volley fire is a full front rank, see the volley fire restrictions.
- Skirmishers: All figures may fire.

SHOOTING - Small arms fire  4+ to hit!

<table>
<thead>
<tr>
<th></th>
<th>Range</th>
<th>Long</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle</td>
<td>9&quot;</td>
<td></td>
</tr>
<tr>
<td>Musket</td>
<td>5&quot;</td>
<td>8&quot;</td>
</tr>
<tr>
<td>Carbine</td>
<td>3&quot;</td>
<td>6&quot;</td>
</tr>
<tr>
<td>Pistol</td>
<td>1&quot;</td>
<td>2&quot;</td>
</tr>
</tbody>
</table>

To hit modifiers, the base score to hit is 4+
- Veterans firing +1
- Raw Firing -1
- Disordered -1
- Long Range -1
- Target behind soft cover -1
- Target behind hard cover -2
- Shooting at charging enemy -1
- Shooting at skirmishers -1
- Shooting at deployed Artillery -1
- Shooting while mounted -1

7+ to hit?
- If the required number to hit is >6+, then the unit does not fire as the experienced battalion commander under the brigade commander countermands your order and orders his battalion to hold fire, or the fire was ineffective, save your powder!

Shooting restrictions
- Arc of Fire: Arc of fire is 45° to either side of the firing figure’s front center.

Notes
- Can a unit that charged shoot?
  If they are loaded then yes?
- Low on Ammo
  When a unit volley fires and rolls more 6’s than 1s, they are low on ammo and cannot volley fire for the rest of the battle.

Rifles
Rifles were even slower to reload than muskets, although they were far more accurate.
- Rifles can not reload in a turn that they moved
- Rifles are not affected by long range
- Rifles may be tap-loaded (a far faster reloading procedure) or fired without the leather patch that was used to grip the ball in the rifled barrel, the rifle will now count as a musket.

Casualties 4+
For each hit taken by a unit, roll a dice on a 4+ the unit takes a casualty.
Disorder from shooting
Any unit taking enough casualties must take a disorder test or a panic test if they are already disordered
• Raw troops test if they take any casualties
• Regular troops test if they take 10% casualties in a single phase
• Veteran test if they take 25% casualties in a phase.
• Elite/Guard troops test at 25%, but the test is not modified the number of casualties

The disorder test is modified by the number of casualties the unit took, e.g. if they took 3 casualties this means their leadership test is taken with a -3 modifier.

Enfilade fire -2 to morale
Enfilade fire is fire from the side and is especially powerful. It represents fire with an element of surprise against unprepared defenders.
• If a unit is fired from an enfilade position and any casualties are caused there is a good chance that the unit will rout/disorder as enfilade attacks cause a -2 modifier to the morale check if sufficient casualties are inflicted to cause a disorder or panic test.
• Enfilade fire is when a unit fires from a flank position, the unit must be to the side or rear of the enemy unit, i.e. totally out of the defending units firing arc.
• Most units, especially if already disordered are at serious risk from enfilade. In effect enfilade fire and melee attacks can be made against artillery, line or column infantry and cavalry. They cannot be made against skirmishers or squares.
HAND-TO-HAND COMBAT

Chargers?
- Declare chargers at the beginning of movement phase
- Infantry cannot charge Cavalry.
- The charge target must be in possible range and line of sight, you can pre-measure.
- Units must pass a leadership test to charge a formed unit in good order frontally unless they outnumber them > 2:1
- Yes you can charge after shooting on the previous shooting phase.

Charge movement
- Infantry add 1d6 to their movement when charging, cavalry add 2d6.
- Chargers moving through terrain, must pass a disorder test if they make contact with the enemy (e.g. -4 for light woods)
- The defender must declare his action before the charge movement distance is determined.
- If the charge fails to contact, the charge reaction still takes place.
- If the charging unit that fails to make contact due to not making the distance they must test for disorder.

Charge reactions
A charge reaction is made before rolling to see if the unit can make contact.

Flee
Unit flees 2d6 inches directly away and is broken, the first half of this movement must be directly away from the chargers, then the unit may flow around friendly units and terrain.

Fire and Flee (if loaded)
The defending unit fires a normal shot (no volley) and flees d6 inches and is broken.

Stand

Evade
Light cavalry, Skirmishers and Artillery crew may attempt to evade chargers. If they pass a leadership test they may flee in a chosen direction to cover or a friendly square etc. They rally automatically if they escape.

If the evading unit is caught by the chargers they are hacked as if caught fleeing.

Stand and Shoot (if loaded)
- If the unit passes a morale test they may volley, otherwise they may stand and shoot at normal effect.
- Roll a d6 to determine the range at which the volley is delivered, and halt the chargers at the point.
- If the range was further than the starting distance from the target to the chargers then the volley has been fired high or the unit was surprised or caught reloading.
- If the unit is in range resolve the effects of the volley as normal
- If the chargers are disordered, they will halt 1" away from the defending unit.
- If the chargers are not disordered from shooting they will move into contact (test for terrain disorder at this point)

Defensive fire Range.
The range of the defensive fire is modified as below

<table>
<thead>
<tr>
<th>Unit</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Militia</td>
<td>+2</td>
</tr>
<tr>
<td>Conscripts</td>
<td>+1</td>
</tr>
<tr>
<td>vet</td>
<td>-1</td>
</tr>
<tr>
<td>Elite</td>
<td>-2</td>
</tr>
<tr>
<td>Guard</td>
<td>-3</td>
</tr>
<tr>
<td>disordered</td>
<td>+1</td>
</tr>
</tbody>
</table>

Shooting at Chargers
Charging units do no benefit from cover.

The shooting roll to hit is modified as below
-1 for shooting at chargers
-1 for long range
+1 for point blank (1" or less)
Form Square/Reform from square

- A unit may attempt to change to or from square formation in response to a charge.
- To do so, it must pass a panic check.
- If it fails, it remains in the original formation and becomes disordered, if already disordered they must flee.
- If the charging enemy is within half of its charge movement, the unit attempting to change formation suffers a negative (-4) modifier to its' morale number. (E.G. a Hussar units charged 10" + 2d6, rolls 4,3 the charge distance is 17" half = 8")
- Further modifiers occur due to the type of formation the unit is in: -1 for line, -1 for march column.
- The unit may not shoot at the charging enemy. The troops are desperately trying to change formation.

Charge Redirection

If an enemy unit flees, the chargers may elect to pursue the fleeing unit if in range, they hit the fleeing unit and get a free hack and capture any standards.

If the unit is out of range, the chargers may redirect their charge on another unit that was revealed by the fleeing unit and not a valid charge target before the charge was declared.

Move to Contact

If the charge is successful, the charging unit is moved into contact with the defending unit. Both units may be shuffled sideways to tidy up the combat alignment in a fair and reasonable manner.

Disorder from Terrain Charged through.
If the chargers moved through terrain, take a disorder test for charging through terrain when they make contact.
Combat

- Chargers strike first (Unless attacking buildings or Cavalry vs Squares.)
  Units defending walls and hedges etc will strike simultaneously with chargers.
- Roll a d6 for each figure in the front rank of the attacking unit in contact with the enemy.
- If a unit has a wider frontage add an extra figure n each overlap.

Roll To hit?
Base roll to hit is 4+
- Roll a 1d6 for each figure in the front rank of the attacking unit, add 1 dice for each overlap, Square fight with with ¼ of their frontage to each side contacted.

Modifiers
Veterans +1
Raw -1
Disordered -1
Attacking defenders in building ? Defenders strike first , the assaulting unit requires 6+ to hit.

Casualties and fight back.
- For each hit one casualty is taken on a 4+
- Sabres Charging 3+
- Lancers 2+
- The defending unit will strike back with their surviving front rank ( front rank – 1/casualty taken from chargers)

BONUS POINTS TABLE to

Combat resolution
+1 for each casualty inflicted
+1 if outnumber , calculated after combat (Cavalry Models = 2 , Infantry =1)
+1 for flank attack (not vs square )
+1 higher ground
+1 for standard
+1 for flank support (both flanks must be supported , see support rules)
+1 for rear support (see support rules)
+2 for rear attack (Can be cumulative with flank to +3 )
+4 Square Vs Cavalry
-1 march column.
Supported units

- Infantry units that have friendly units within 4" inches of both of its flanks can be considered "confident". The armies were trained to operate in various formations and tactics. As long as things are "looking right" to an ordinary soldier, he was far more likely to do his duty.
- To give flank support, the units must be facing generally the same direction and be in roughly a line. (You should be able to draw a line from the front or back of the unit into the flank of a friendly unit within 4").

<table>
<thead>
<tr>
<th>Army:</th>
<th>Infantry receives support from:</th>
</tr>
</thead>
<tbody>
<tr>
<td>French</td>
<td>Any line or column receives support from any line or column</td>
</tr>
<tr>
<td>British, Russian, &amp; Austrian</td>
<td>Lines receive support from lines</td>
</tr>
<tr>
<td>Early Prussian</td>
<td>Lines receive support from lines</td>
</tr>
<tr>
<td>Later Prussian</td>
<td>Lines support lines, columns support columns</td>
</tr>
<tr>
<td>Allies</td>
<td>For simplicity allies receive support the same as the army</td>
</tr>
</tbody>
</table>

Who gives support?
Artillery batteries, cavalry units, infantry squares, and difficult or impassable terrain not occupied by enemy models always give support.
- Rear support is received from any friendly unengaged unit with 4" directly to the unit's rear. Rear support gives an additional +1 to the unit's combat resolution.
- Support does not have any effect for infantry Vs Cavalry
- Chargers may receive support if supported.

Combat Results
- Losers take a morale test modified by the close combat score (unless stubborn) if the test is failed they break and run 2d6 directly away from the enemy, 3d6 for cavalry.
- The first half of the flee move must be directly away for the cause of the panic, then units may flow around friends and terrain.
- A unit that passes its break test always falls back and becomes disordered. (1d6)
- A cavalry unit that loses a combat versus an infantry unit in square and fails its break test will make an immediate regular move in the same direction as the charge (they flow around and past the square) and become disordered/blown.
Caught fleeing

- A unit that is caught fleeing after hand to hand combat or fleeing a charge, loses its colours/eagle, this counts for victory points.
- The attackers get a free hit at the back of the fleeing enemy at +1 to hit and any charge bonuses.
- The unit then flees another 2d6 or 3d6, they are broken and shattered if they lose their standard.
- A shattered unit at <50% Strength will disperse with no chance to rally and are removed from the table.
- The winning unit then stands at the point at which they made contact.

Winners

- Units may pursue 2d6 or 3d6 (cavalry) if the enemy breaks
- Or they may try to pass a leadership test to stand.
- An infantry unit whose opponents fall back in disorder always falls back in good order (1d6) or can try to stand still by passing a leadership test if desired
- A Cavalry unit whose opponents fall back in disorder always falls back in good order or can be recalled
- A square will never pursue.

Drawn Combat.

If the combat is drawn then both units will fall back 1d6” disordered.
**Declare Charge!**

The Russian Battalion in Attack Column is ordered to charge the French line. They check to see if they can make the charge distance. (6"+d6" in this case) The Battalion passes a morale check and declares their charge. The French battalion has not fired this turn and is loaded, ready to fire, so they decide to stand and shoot.

If the French Battalion passes a morale check they may volley fire, otherwise they may stand and shoot at normal effect.

In this example the French being regular have a morale of 8, they roll 2d6 and roll 4 and 5, and have failed to coordinate they shooting and cannot fire a volley, half their front rank will fire.

**Stand and Shoot.**

Now the French see how long they can hold their nerve before they fire. Roll a d6 to determine the range at which the defensive fire is delivered, and halt the chargers at the point.

In this example the French show great resolve and roll a 3, so the Russians stop at a 3" distance from the French where the French will shoot.

The range of the defensive fire is modified as below

- Militia +2
- conscripts +1
- vet -1
- Elite -2
- Guard -3
- disordered +1

- if the chargers are disordered, they will halt 1" away from the defending unit.

The shooting roll to hit is modified as below

- -1 for shooting at chargers
- -1 for long range (over 4"
- +1 for point blank (1" or less)

If the range at which the defensive fire roll is higher than the minimum distance from the chargers to the defenders, then the defenders fired too soon or too high and missed.
Defensive fire

The French Battalion fires with 6 dice needing 5+ to hit.

Normal shooting requires 4+ to hit, but shooting at charging infantry is more difficult so they need 5+

They fire and roll, 5, 5, 6, 3, 1, 5 and score 4 hits!

Viva La France, good shooting, they then roll to kill and roll 4, 4, 6, 2

The Russians have taken 3 casualties (10%) and must test for disorder.

The Russian Battalion commander must encourage his Battalion to press on with the charge, he must pass a morale check at -3 to press in for the charge.

Morale 8-3 casualties = 5

The Regular Russian unit has a morale rating of 8, they need to roll a 5 or less to charge home.

If they pass the test, then they will charge into contact and strike first in hand to hand combat, many Frenchmen will die!

If they fail the test, they will halt 1” away from the French and their morale level will drop to disordered....

The Russian Battalion Commander rolls 2d6 ..... 3 and 6 = 9.

Oh no, the charge has failed and the Russians halt 1” short of their target be their morale level drops to disordered.
“God fights on the side with the best artillery” – Napoleon

3 gun types:
- Light (3-4 lbers) foot or horse
- Medium (6-9 lbers) foot or horse
- Heavy (12 lbers) foot

Artillery Command
Each Battery of Artillery comes with its own commander.
Roll 1d6 for each Battery
These pips are used to move, fire and reload.
It costs a pip to:
- move/pivot
- fire all guns at a single target.
- Fire a gun at a different target. (1 pip for each different target.)
- Reload all guns
- limber
- unlimber
- go on react

Artillery Reloading
the 25% rule
Loss of crew takes time to bring up more ammunition and to reload.
It normally takes artillery 1 pip to reload.
Artillery will take an extra pip for each 25% of the crew lost.

E.G.
A battery of 2 guns with 8 crew will cost an extra pip to reload if two gunners are lost, a battery of 3 guns will cost a pip for every 3 gunners lost.

Silencing the guns
Guns lose all pips of they fail a morale test from losing 25% casualties in a turn. (silences the guns)

Summary
So basically it cost an extra to pip to reload for every 25% of the crew lost.
A gun unable to reload one turn will automatically reload the next turn.

Reaction for Artillery.
- Artillery may go on react and fire at units moving into or out of canister range.
- Or to fire in support of units that the artillery is offering support to, e.g. at enemy charging these supported friends.
- To do this artillery must be in good supply and it helps to be fully crewed.
- It cost 1 pip to go on react and 1 pip to fire.
- It also costs 1 pip for each 25% crew lost.

e.g. a crew of 3 out of 4 will cost 2 pips to go on react and a further pip to fire.
Note: This crew of 3 will cost 2 pips to reload also.

Movement
- It takes half a move to limber or unlimber
- artillery may unlimber and fire, but may not move - unlimber and fire, so they may do 2 things but not 3.
- Only limbered artillery may move in the reserve movement phase.
- Horse artillery (only) may fire and limber in the cavalry movement phase.
- All artillery may unlimber on the spot and fire, if they do not move.

Charge reactions
- Horse artillery may flee using 3D6, even if unlimbered, limbering in the process halving the roll.
- Foot artillery crew may flee using 2D6, leaving the guns behind.
- All artillery may fire and flee by subtracting one D6 from their move.
- Artillery crew may seek shelter in a friendly square if they have sufficient movement. (see evade)
- While “sheltering” in the square, they take no part in fire or melee and the crew suffers the same fate as the infantry formation.
- Guns lose 1” of movement for each crew or horse killed, if this reduces their movement to zero then they may only pivot.
- Guns must be deployed within command range of their parent brigade commander.
Overhead Fire:
Ballshot may fire over friends on lower contours, as long as the distance from the gun to the near side of the friend is less than the distance from the far side of the friend to the target. Any troops may fire freely over enemy troops on lower contours. Some may argue that firing overhead wasn’t used much, if so, there may not be any friends within canister arc and range. Howitzers may fire overhead without restriction.

Firing Artillery 4+
- Arc of fire for artillery is 22.5 degrees to either side of the gun (45 degree cone)
- Declare target. Roll to hit 4+ modified as below.
- You must target the centre of the unit facing you are shooting at. Draw a straight line between the gun firing and the target unit’s front rank centre.
- You may shoot through enemy skirmishers at a more attractive target.

Shooting Modifiers
- Target at long range -1
- Target in soft cover -1
- Target in Hard Cover -2
- Unlimbered or moved or pivoted -1
- Shooting at skirmishers -1
- Veterans/Guard firing +1
- Raw firing -1

Hit:
- Roll d6 to see how far shot bounces.
- Number indicates how many inches the shot travels.

Casualties
- Roll to kill all figures along this line, Ballshot will kill on a 2+, no saves.
- Commanders will be hit if they fail (roll a 2+) to be alerted by nearby troops.

Near Miss:
If the roll to hit missed by 1 then the shot may still hit

- Place template on target figure
- Roll d6 for scatter direction
- Roll d6 for scatter distance
- Roll d6 for length of damage trail
- 1,2 Overshot: indicates the ball bounced high d6”
- 3,4 Left or right: indicates the ball flew wide of the target and was close but missed.
- 5,6 Undershot: indicates the ball fell short d6”

Canister 4+
- Canister fire is resolved as musketry fire, with the number of shots determined by the calibre of the weapon firing.
- There must be no friendly troops within range and fire arc.
- You may fire through skirmish screens with canister, any skirmish screens take the first casualty from the canister.
- Veterans/Guard firing +1
- Raw firing -1

Casualties 3+
- For each hit taken by a unit, roll a dice on a 3+ the unit takes a casualty no saves.
Shell or Shrapnel 4+

(5 hits)
- Declare target. Roll to hit 4+
- Veterans firing +1
- Raw firing -1
- target at long range -1

Hit:
- Roll a 2+ and shell explodes, the target unit takes 6 hits (4+ to hit)
- on a 1 the shell bounces straight ahead d6” then explodes.
- Target still under the centre of a round 3” template is hit, as if by canister and takes 6 hits (4+ to hit)
- If only partly under the template then any unit touched by a 3” round template takes 2 hits (4+ to hit)

Near Miss:
If the roll to hit missed by 1 then the shot may still hit
- Use SCATTER template, DEVIA left or right as well, then as for a hit.

Casualties 3+
- For each hit taken by a unit, roll a dice on a 3+ the unit takes a casualty with no save.

Shell or shrapnel may start fires. If a cannon hits a flammable target, roll to determine if a fire starts. A fire begins as a 2” circle and may spread.

Troops may attempt to put out fires, if there is a source of water nearby. If a unit is within 8” of a supply of water, it may attempt to extinguish the blaze. See the terrain rules.

Shooting at Artillery
- If firing canister, shot or small arms at artillery randomise what is hit by using the location chart.
- small arms or canister will not damage the limber or gun
- the crew will be silenced if they fail a morale test at 25% casualties from a single round of shooting. (disordered and lose current pips)
- ball will only kill one crew member per hit.

Location
- 1-5 crew
- 6 gun (a hit and wound on a gun with Ballshot destroys the gun)
- Small arms will not damage the gun

Artillery Tables

Artillery Movement

<table>
<thead>
<tr>
<th>Artillery</th>
<th>Unlimbered</th>
<th>Limbered (foot)</th>
<th>Limbered (horse)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light</td>
<td>3”</td>
<td>6”</td>
<td>10”</td>
</tr>
<tr>
<td>Medium</td>
<td>2”</td>
<td>4”</td>
<td>8”</td>
</tr>
<tr>
<td>Heavy</td>
<td>1”</td>
<td>3”</td>
<td>8”</td>
</tr>
</tbody>
</table>

Strength of Artillery

<table>
<thead>
<tr>
<th>Artillery</th>
<th>Canister (3+)</th>
<th>Shot (short range) miss d3</th>
<th>Shot (long range) miss d6</th>
<th>Shell (Shrapnel)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light</td>
<td>10” (5 shots)</td>
<td>16” (2+)</td>
<td>32” (2+)</td>
<td>10-30” Brits only</td>
</tr>
<tr>
<td>Medium</td>
<td>10” (6 shots)</td>
<td>18” (2+)</td>
<td>36” (2+)</td>
<td>12-32” Brits only</td>
</tr>
<tr>
<td>Heavy</td>
<td>12” (7 shots)</td>
<td>24” (2+)</td>
<td>48” (2+)</td>
<td>15-36” Brits only</td>
</tr>
<tr>
<td>Howitzer</td>
<td>8” (5 shots)</td>
<td>24” (2+)</td>
<td>48” (2+)</td>
<td>8-36” (6 shots)</td>
</tr>
</tbody>
</table>
CAVALRY FORMATIONS AND MOVEMENT

Movement rates

<table>
<thead>
<tr>
<th>Back/Side</th>
<th>Formed Cavalry in Column 2 Figures wide</th>
<th>Formed Cavalry in Line &gt; 2 figures wide</th>
<th>Skirmishing Cavalry</th>
</tr>
</thead>
<tbody>
<tr>
<td>Walk</td>
<td>2&quot;</td>
<td>6&quot;</td>
<td>6&quot;</td>
</tr>
<tr>
<td>Trot</td>
<td>2&quot;</td>
<td>8&quot;</td>
<td>8&quot;</td>
</tr>
<tr>
<td>Canter</td>
<td>2&quot;</td>
<td>10&quot;</td>
<td>12&quot;</td>
</tr>
<tr>
<td>Charge</td>
<td>1&quot; add 2d6 &quot;</td>
<td>add 2d6 &quot;</td>
<td>add 2d6</td>
</tr>
</tbody>
</table>

Disorder test modifiers

<table>
<thead>
<tr>
<th>Light woods</th>
<th>Heavy woods</th>
<th>rough</th>
<th>hedge/ditch/wall</th>
<th>stream</th>
<th>Steep Slope</th>
</tr>
</thead>
<tbody>
<tr>
<td>Walk</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Trot</td>
<td>-2</td>
<td>n/a</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td>Canter/charge</td>
<td>-4</td>
<td>n/a</td>
<td>-3</td>
<td>-3</td>
<td>-2</td>
</tr>
</tbody>
</table>

Movement and disorder

- Cavalry that do anything other than walk slowly through terrain can become disordered, just like infantry.
- Disordered Cavalry are not aggressive.

Charging

Cavalry must pass a morale test to charge formed units frontally unless performing an aggressive charge.
- Cavalry add 2d6 to their movement when charging
- Cavalry may not charge/assault up or down medium, steep and extreme steep slopes
- Cavalry may not charge/assault across walls/hedges/other obstacles
- Cavalry may not charge/assault out of or into woods/villages/towns

Aggressive

- Napoleonic cavalry were aggressive / impetuous.
- Any cavalry unit that begins its turn with formed enemy infantry units 8" away is compelled to charge. The unit must attempt to charge. (Keep an eye on your cavalry sir !)
- Some cavalry units were even more aggressive, but will be dealt with under the appropriate army lists. (e.g. British Cav must make a leadership test to not charge at 12"

Maneuvering during a Charge

- Cavalry units that have contacted all the front rank figures in an infantry formation during a charge may lap round flanks if space is available they will now get a +1 to the combat result, and a +2 if they lap right around to the rear. (it’s a good idea to charge in line)
- Cavalry that charge an infantry unit that forms square may choose to flow around the square one full move from the front of the square instead of hitting the square, they may not follow up into another unit, but must avoid contact. This does not apply if the cavalry are doing an “aggressive” charge, see the aggressive rules.

Follow up/break through.

- Cavalry that charge and break an enemy, may pursue into fresh enemy if not recalled, but are still counted as blown/disordered as they make contact.
- The follow up charged unit must stand and the combat is fought straight away. This can keep going... The fresh enemy must be in a direct line from the charge.
- This will keep going until the Calvary have moved 3d6 from the initial combat in a dead straight line from the initial charge. So mark a point where the cavalry made first contact during the charge.
- A cavalry unit that loses a combat versus an infantry unit in square and fails its break test will make an immediate regular move in the same direction as the charge (they flow around and past the square) and become disordered/blown.
Cavalry vs Cavalry

- If cavalry fighting cavalry ends in a draw or neither side breaks, then both cavalry break through $2d6$ and the charging Cavalry become blown.
- If both cavalry are ferocious charges then the break through rule still applies.
- They may follow up into another unit or attempt to be recalled.

Recall (costs a pip)

- After combat cavalry a Calvary commander may attempt to recall the cavalry unit that has just fought in hand to hand.
- Just like standing after combat, a recall requires a successful leadership check to NOT pursue a withdrawing enemy.
- The recall roll is modified by the close combat victory score, if they win by a lot, they are more inclined to keep after the defeated troops.
- A recall is an attempt at a fall-back in good order maneuver $3d6$.
- Cavalry that recall through friendly units could cause disorders, as in the burst through rules.
- You must decide to either, recall or pursue before the enemy have fled.
- if the enemy do not break, and the cavalry do not break, then Cavalry may still be recalled with a successful recall test.
- May be recalled in rally phase by General or Cavalry Commander (not part of squadron) burning a pip, but still use own disordered leadership, these Cav may fall back again in the normal and cavalry movement phase (the successful recall counts as an extra move).
- Cavalry that charged can be recalled to avoid becoming blown, a cavalry unit that is successfully recalled from combat is not blown after their first charge, see the table below.

<table>
<thead>
<tr>
<th>Charge number recalled</th>
<th>Blown ?</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st Charge recalled</td>
<td>not blown</td>
</tr>
<tr>
<td>2nd Charge recalled</td>
<td>not blown on a 4+</td>
</tr>
<tr>
<td>3rd Charge or more</td>
<td>not blown on a roll of 6+</td>
</tr>
</tbody>
</table>

E.G.

Your Brave French Dragoons charge a unit of Spanish infantry who fail to form square. The Dragoons subsequently win the combat by 3 and the Spanish break and run. You see some KGL cavalry lurking about and decide to try and recall the Dragoons from their pursuit. The Dragoons won the combat by 3, so they must pass a leadership test modified by 3 to be recalled. The Dragoons are Veterans with a leadership of 9, therefore they need to roll 6 or less on 2d6 to be recalled. You roll a 3 and a 1 for a total of 4 and the Dragoons are recalled, Vive La France! This was the Dragoons 1st charge so they are not blown and fall back $3d6$ towards a safe spot. They must however pass a disorder test, they roll a 5 and 6 for an 11 which is over their leadership and become disordered.

But this result allows the dragoons to rally from disorder and be ready for the KGL hussars.

Blown Cavalry:

because of extreme fatigue the mounts suffer when charging the following rules apply

- Cavalry that charge and fight in hand to hand combat against a formed unit are considered blown after the combat resolution, this can be avoided if the cavalry are successfully recalled.
- They will not be blown if running down fleeing skirmishers or any other fleeing unit.
- Blown Cav may not charge and are considered disordered until they recover, mark them as disordered they have no formation.
- Blown Cav move $3d6$ in each of their sides movement phases towards a “safe” place.
- Blown Cavalry can recover by rolling an accumulated 10 on a d6, adding d6 to the tally every cavalry phase spent recovering.
- To recover, be in a “safe spot” out of enemy fire and announce that they are recovering this turn. They may not move while recovering. Roll a d6 to recover in the cavalry phase adding to the total until 10 is reached.
- Cavalry hit by artillery or small arms fire while recovering, must move to a safer spot and try to recover again, all accumulated recover points are lost.
- Blown Cavalry may attempt to recall in the rally phase at their modified leadership if general burns a pip, but once blown they must recover.
Light Cavalry
- Light Cavalry can make any number of formation changes for free in the normal movement phases. (just move light cavalry from one pint to another in a new formation and facing without movement penalty, but test for disorder for terrain)
- can change formation in the reserve movement phase

Column (3 figures wide)
- May wheel any amount in one turn, up to movement limit.
- No lap bonus vs infantry in square formation.
- May move for free in reserve movement phase.

Line
- One or two ranks deep, no limit to width.
- May move in reserve movement phase
- May wheel up to 45 degrees in one turn
- May lap around the flanks of a unit they charged and gain a +1 to the combat resolution, or a +2 if they lap all the way around to the rear.
- No lap bonus vs infantry in square formation.

Lancers
- Strike first vs Squares
- Kill on 2+ when charging
- otherwise count as light cavalry

Cossacks
- Cossacks were deployed in small units of about 100
- While formed they count as light cavalry/Lancers
- Find fords easier (d6 then roll a d6 lower than it, see the fording rules)
- Cossack lancers Kill on 3+ when charging

Abilities while Skirmishing
- May be deployed as skirmishers, while skirmishing they may move freely in woods.
- Still require pips can command to move
- Skirmishing Cavalry are not aggressive
- Will not charge a formed unit or artillery frontally.
- Must pass a morale test to charge a formed unit or artillery in the flank or rear.
- May evade
- May charge into and out of woods
- Do not become blown after combat while skirmishing
- Auto rally if choose to flee from a charging enemy.
**Hand to hand saves**

Cavalry are well trained in hand to hand fighting, Cuirassiers are especially hard to hit in close combat. If a hit and wound is scored against a cavalry figure they will get a chance to ignore the wound as below.

<table>
<thead>
<tr>
<th>Cav type</th>
<th>Hand to Hand save</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cuirassier</td>
<td>4+</td>
</tr>
<tr>
<td>Heavy Cav</td>
<td>5+</td>
</tr>
<tr>
<td>Light Cav</td>
<td>6+</td>
</tr>
</tbody>
</table>

**Shooting**

Cavalry historically equipped with carbines may fire while mounted suffering a -1 to hit.

**Dismounting**

Certain Cav types did fight dismounted, and in certain terrain situations it may be necessary

- 1 in 4 figures must remain with the horses
- The remain figures may move up to 6" from the horses as skirmishers, but suffering a -2 ld penalty.
- Costs 1 pip to dismount, place the figures within 6" of the horses.
- Must remain within 6" of the horses at all times.
- The horses may be lead at slow walking pace.

See the Troops section for more details on Cavalry ratings and abilities.
**Skirmish Formations**

- Skirmishers screens **DO** block LOS for small arms fire
- do not cost a pip to move, Cossacks do cost a pip to move though.
- Skirmishers **MUST flee** if charged by a formed unit.
- Skirmishers that find themselves within charge reach of formed infantry and in Charge arc at the start of their movement phase must fall back 1d6 until out of charge range. This counts as their move (or at half charge range of Cavalry).
- may only move into charge reach and arc if providing a screen (within 2” of friendly troops)
- may not move to within 8” of Cav in open ground.
- May always move in reserve movement phase if they didn't shoot
- All figures may fire
- may fire in enemy movement phase, skirmishers were used to disrupt enemy movement, so declare you are firing if an enemy unit moves with firing range and line of sight, pass a leadership test to shoot.
- -1 to hit from shooting

**Light infantry**

- Battalions defined as “light” may deploy up to half their strength as skirmishers, the remainder of the battalion will remain with the colours/eagle stands.
- The deployed skirmishers can move as normal but must remain up to one full move from the parent unit (6”)
- **Defend Terrain feature** skirmishers may be deployed in a terrain feature and can only leave the terrain feature if forced by enemy troops or if within the one full move (6”) of the parent unit.
- Any skirmishers that find themselves too far away from their parent unit and not defending a terrain feature must move back towards their parent unit.

**Integral skirmishers**

Some battalions in the army lists come with integral skirmishers. These skirmishers must be deployed within 2” of the parent unit, but may range up to 6” from the parent unit, as with light infantry skirmishers.

**Charging**

- Skirmishers may only charge other skirmishers
- They may stand vs Cossacks and other skirmishers
- If charged by formed troops they must attempt to evade or flee.
- When a parent unit charges through a skirmish screen the skirmishers fall back behind the parent unit, just place the skirmishers behind the parent unit but they do not join.

**Recalling skirmishers**

Skirmishers may be recalled and join the strength of the parent unit.
The Brigade commander "burns" a pip, and if the skirmishers pass a leadership test they may be place back with the parent unit.

**Morale and Panic**

- Skirmishing units cannot be disordered but may panic if they take 25% casualties in one round of shooting
- Skirmishers that rally in the rally phase are free to move and shoot that turn.
- Skirmishers losses and panic do not affect the parent unit.
- Skirmishers suffer the same fate as their parent unit and will flee if the parent unit breaks and runs and cannot attempt to rally until the parent unit does.
There are 4 states of Morale
- Good Order
- Disordered
- Broken
- Jubilant

Disordered Units
- A disordered unit suffers a (-1) penalty to all its activities, -1 to shooting, -1 to morale
- The unit’s Morale may still be affected by characters within personal influence range.
- May move but no formation changes except to attempt to form square when charged.
- may not charge
- if ordered to fall back in good order, they must take a morale test to see if they rout instead of fall back.
- may voluntarily flee in movement phase.
- a disordered unit that loses a round of hand to hand combat breaks and runs 2d6.

Shaken Units > 50%
Any unit that has taken > 50% Casualties is considered shaken
Shaken units are permanently disordered and therefore cannot charge the enemy.

Shattered Units > 75%
Shattered Units are removed from play as they disperse with no hope of recovery.

Rallying
- Troops that rally from disorder are free to move and charge as normal.
- Troops that rally from broken are disordered
- Skirmishers that rally are free to move and shoot as normal
- Artillery that have fled from the guns can shoot the turn that they move back to the guns if the guns are loaded, they count as moving.
- Commanders may burn a pip to reroll rally tests if in command range.
- Commanders may add +1 personal influence to units within 4” (but risk a double 5 or double 6)

When to take disorder/panic tests

From shooting
A unit must test if it suffers a specified percent of its starting number as shooting casualties. The specific percent depends on the troop type: (rounding up)

- Raw check for ANY casualties
- Regular check at 10% casualties (e.g. a 24 figure battalion will test each time it takes 3 casualties in a round of shooting)
- Veteran check at 25% casualties (e.g. a Veteran unit of 24 figures will check morale when they take 6 casualties in a round of shooting)

Note: these tests are modified by the number of casualties taken in that shooting phase, e.g. a unit takes 3 casualties from a shell hitting them, they suffer a -3 morale penalty when testing.
- Skirmishing units cannot be disordered but may panic if they take 25% casualties in one round of shooting, not modified by the number of casualties though.
- Artillery will be silenced if disordered from enemy fire (25%), they must rally to be able to fire again.
- Commanders may burn a pip to reroll rally tests if in command range.
- Commanders may add +1 personal influence to units within 4” (but risk a double 5 or double 6)
Break Tests from combat

- There is a break test at the end of each close combat phase, but a unit will not have to make more than one break test/phase.
- Units within 6" of a friend that break from combat must take a morale/disorder test. (formed units ignore breaking skirmishers but must test if artillery break.)
- Commanders may burn a pip to reroll rally tests if in command range.
- Commanders may add +1 personal influence to units within 4" (but risk a double 5 or double 6).

Panicking Units

- A unit in good order (not disordered) which fails a morale test becomes disordered.
- A unit already disordered that fails a morale test will break and run 2d6 inches directly away from the cause of the panic.
- Commanders may burn a pip to reroll rally tests if in command range.
- Commanders may add +1 personal influence to units within 4" (but risk a double 5 or double 6).

Routers - Movement and Burst-Throughs:
Routers move straight away from the cause of the rout. If a routing unit encounters a friendly unit, and there is not a gap of at least 1 base width, through which it can flow, it bursts through the friend (squares are not subject to burst-through). Routed units will then try to return to their own point of entry or table edge.

Burst-through:
When a routing friend bursts through a unit, it must pass a morale test to see if it can open its ranks to let the routers through. If the unit makes the required score, it succeeds, and suffers no ill effects from the burst-through. If it fails, it drops one morale state (good order to disordered, disordered to routed), and may not fire that turn.

JUBILANT

- To become JUBILANT, a unit must be in good order, and have either completely destroyed an opposing unit, caused it to run, retreat, retire or surrender, or have captured a standard or General. Or performed any other particularly heroic feat.
- It then automatically becomes Jubilant, adding +1 to its morale, and remains so until it is disordered.
- The effect of Jubilation is cumulative; each time that the unit becomes Jubilant it adds another plus one to its morale up to 10.
- If the unit is disordered it is no longer jubilant.

Lost Colours
A unit that has lost its colours by being broken and caught fleeing after fighting in hand to hand combat is considered shaken, i.e. it is -1 to all rolls and morale tests. And permanently disordered. If their standard is re-captured they are reinstated as disordered and must rally. If the unit is reduced to <50% strength it is then removed from play as they rout with no further chance to rally.

Surrender

- Any unit that breaks/panics with no possible line of retreat; will surrender.
- The enemy must delegate at least half as many troops to guard these prisoners.
- The Guards and prisoners move at a slow walking pace.
Brigade Morale
Count the total number of stands/units/figures (depends on your basing system) in each brigade. Test for Brigade integrity when the following loses are reached. The tests are conducted in the command phase after rolling for pips. So that units which bolt can rally in the same phase.
e.g. 1 Stand = 4 figures

50% Losses (Brigade Faltering)
Each unit in good order must take a morale test. If failed they must fall back 2d6 and take a disorder test at -1
Each disordered unit or shaken unit must take a morale test, if failed they flee 2d6

60% losses (Brigade Broken)
The brigade is broken
Each unit in good order must take a morale test. If failed they must fall back 2d6 and take a disorder test at -2
Each disordered unit or shaken unit must take a morale test, if failed they flee 2d6
Here I will try an cover as many different types of terrain that you may come across, but before each battle players should discuss the cover benefits, and movement restrictions that each type of terrain should impose.

### Basic Types

**Clear Terrain vs Difficult**

Clear terrain such as open ground and gentle slopes has no effect on movement or deployment.

**Difficult Terrain**

Any area classified as not clear is considered difficult terrain. Most difficult terrain will be classified in more detail below but in general, the following rules apply:

- All units movement in terrain will possibly cause disorder, see the disorder modifiers.
- Any formation changes in difficult terrain will cause a disorder test at the normal movement modifier.
- Cavalry may not charge into or out of difficult terrain. Cossacks may charge into and out of wooded areas as the only exception.
- Artillery may pass through difficult terrain, if limbered, but may not unlimber or deploy in difficult terrain.
- A unit is said to be in the terrain if 50% or greater of the unit is in the terrain feature.
- Crossing narrow linear obstacle such as a stream or hedge, a unit is considered to have crossed when 50% of the unit has crossed the obstacle.

### Built up areas

- The town sectors are clearly defined with a fence or wall of some sort or could be particular structures such as farm houses.
- Each sector can usually hold up to a battalion (x figures) but the players must decide before the battle the actual capacity of each sector/building model.
- The stands can be placed facing out of any town edge.

### Shooting out

- Stands may shoot out of the town at half effect in the direction they are facing (half the number of figures rounded up).
- If one stand fires the whole unit counts as shooting.

### Moving in and around

- A unit must be at the very edge of the town before it's move to enter the sector, it may not shoot the turn it enters the sector.
- You may not enter the town in the reserve movement phase.
- Stands are free to move around in the town sector during their movement phase.
- Entering the sector allows the battalion to be deployed at the town sector edges facing out as shown above.
Cover
- The town provides cover, -1 or -2 to to hit with shooting depending on the type of cover.

Assaulting
- Units assaulting always strike last, if the building sector is described as hard cover then the attackers only hit on 6's. (Hard cover type buildings)
- units attacking an undefended facing (must enter as normal) of the built up area enter and fight as normal , the attackers count as charging
- troops may not charge out of a town sector, but may move out as a disordered unit, they may attempt to rally from disorder as they move out.

Leaving a town sector
- Troops may move 4" out of a town sector in any direction in any formation that will keep them all within 4", They must then take a morale test to form up or will be disordered.

Panic?
- A unit in a town will not panic and run from shooting, the worst that can happen to them is that will become disordered, therefore the only way to force a unit out of a town is by close assault or by fire.

Damage
- Each type of building starts with a number of wounds/hit points.
- Buildings and sectors may be damaged by artillery and fires, any artillery hit does d6 damage and every end phase that the building is on fire it will sustain d6 hits.
- Fires and artillery will reduce the structure's hit points, when the hit points are reduced to zero by fire the terrain is engulfed and no unit may enter the building/sector as it collapses.
- Artillery damage will also reduce the sector to rubble and it will collapse when the hit points are reduced to zero.
- A building that has collapsed will have the cover modifier reduced by a maximum of 1. (e.g. a building offering hard cover at -2 will be reduced to soft cover -1)
- When a structure collapses, any units within the structure at the time must pass an immediate panic check, if failed they will flee 2d6 away from the building.

Fire and Building damage table
- Any terrain feature listed below that is hit by an exploding howitzer shell, will have a chance of catching on fire.
- Roll a d6 to see if the fire is started.
- Each end phase, roll to see if any troops nearby extinguish the blaze.
- If the blaze keeps going, roll to see if it spreads down wind, the wind will be in a random direction, and will not change for the duration of the battle and roll for how many hit points of damage are done to the structure.
- Troops touched by a fire, will move d6 inches away from the fire in a chosen direction and must pass a disorder test, troops in a burning sector/building must leave or suffer a -2 leadership penalty when testing morale.
- Fire will do d6 points of damage each end phase to a structure/sector.

<table>
<thead>
<tr>
<th>Type of Structure/Terrain</th>
<th>Cover</th>
<th>Hit points</th>
<th>Start fire</th>
<th>Extinguish</th>
<th>Spread 2&quot; downwind</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy Stone Structure</td>
<td>-3</td>
<td>100</td>
<td>6+</td>
<td>2+</td>
<td>6+</td>
</tr>
<tr>
<td>Stone Buildings</td>
<td>-2</td>
<td>50</td>
<td>6+</td>
<td>3+</td>
<td>6+</td>
</tr>
<tr>
<td>Heavy Wood structure</td>
<td>-2</td>
<td>30</td>
<td>5+</td>
<td>4+</td>
<td>6+</td>
</tr>
<tr>
<td>Wood Buildings</td>
<td>-1</td>
<td>20</td>
<td>5+</td>
<td>5+</td>
<td>6+</td>
</tr>
<tr>
<td>Small wood buildings</td>
<td>-1</td>
<td>10</td>
<td>4+</td>
<td>6+</td>
<td>6+</td>
</tr>
<tr>
<td>Woods</td>
<td>-1</td>
<td>N/A</td>
<td>5+</td>
<td>5+</td>
<td>4+</td>
</tr>
<tr>
<td>Fields/Crops</td>
<td>0</td>
<td>N/A</td>
<td>4+</td>
<td>6+</td>
<td>3+</td>
</tr>
</tbody>
</table>

Woods

Light Woods
- Line of sight is 4" into light woods
- Skirmishing Infantry and Cossacks move normally
- Artillery may not deploy
Heavy Woods
- Line of sight is 2" into heavy woods
- No Cavalry movement at all, except for Cossacks
- No artillery movement or deployment
- Skirmishing Infantry and Cossacks move normally.

Roads:
- A unit in march column moves 10" on a road
- Limbered artillery add 2" to their movement on a road.

Bridges:
- A formed unit must be in march column to cross a bridge.

Hedges
- Hedges offer a -1 cover modifier from small arms fire for troops conforming to the hedge for cover.
- Cavalry may not charge units defending a hedge.
- See the movement rules for disorder modifiers for units moving across these features.
- Infantry defending a hedge will strike simultaneously with chargers.

Walls and Fences
- Stone walls give a -2 cover modifier
- Wooden fences give a -1 modifier.
- Cavalry may not charge units using a fence/wall as cover.
- Infantry defending a hedge will strike simultaneously with chargers.

Ditches
- Ditches and Earth works will offer a cover modifier depending on the depth and how the troops will use the cover; this should be discussed before a game.
- Will cause disorder as for hedges.
- Infantry defending a hedge will strike simultaneously with chargers.

Streams:
- Can cause disorder, check movement rules

Fording Rivers
- If at the start of the game players agree that a river depicted on the gaming table may be crossed, other than by the use of a bridge, then the position of the specific fording point(s) should be indicated.
- Should players not wish to indicate any fording point(s) at the start of the game, then the location of possible fording points may be found on a “hit or miss” basis using the following method.
- Once a unit has contacted the river’s edge throw 1 x D6 and note the figure scored. Now throw 1 x D10, if the score is equal to or less than the score thrown on the Ordinary dice, then a 25mm section of the river can be forded.
- All failed test sections of the river may not be forded for the rest of the game. No further test on the failed river section may be undertaken for the rest of the game.
- If there are any restrictions as to which type of troops may cross at the fording point(s), then this must also be agreed at the start of the game.
Nab Order system

Chain of command:
- Before the game, assign the Divisional commanders and the Brigade Commanders.
- The divisional commander can send orders and messages to the Brigade commanders.
- The Brigade commanders cannot send messages back again.
- If there are two players, each player plays the part of the Divisional commander, sending orders to the other player as the brigade commander.
- It must be remembered that the players only send orders and messages as the divisional commander; some role playing is required.
- The orders are written in the command phase and travel via a courier to the Brigade commander.
- The Brigade commander can read the orders in the command phase when they reach him.

Types of orders

Attack!
- The brigade commander must attack in all earnest, within their capabilities.
- The commander issues orders to attack, this could be a specific enemy unit/brigade, or terrain. (e.g., take that hill)
- The ordered brigade must advance towards this position until in short musketry range, if enemy are present they must attempt to assault with at least 1 battalion each turn to dislodge the enemy.
- Artillery will advance until within short range then unlimber and fire in support of the attacking brigade.

Hold!
- The commander issues orders to defend an objective.
- The brigade must move to and deploy so that they will hold this objective.
- The Brigade commander will not initiate any assaults unless the enemy are disordered/broken within short musketry range.
- Cavalry may still perform aggressive charges.

Fall Back
- The commander issues orders to fall back to a specific objective/terrain piece, where the brigade will revert to hold orders.
- No units may initiate an assault.
- Cavalry may still perform aggressive charges.

Message movement
- Each divisional commander has one courier.
- The courier moves as light cav 8 movement and can move in any phase.
- The courier may be targeted if not within 4 of friendly troops and they are the closest target.
- If the courier is killed the message is lost and the commander may issue another order after a turn’s delay.
- The player sending the order is responsible for moving the courier.

Communication
If the Divisional commander and the brigade commanders are in base to base contact then they may discuss orders.

Sample order.
Circle the order and note the objective,

Your Orders Sir
Circle one
Attack     Defend     Fall back
Sample Map and Order System

- You will need to make a quick sketch of the battlefield, and write your orders on the map.
- You can keep this secret from the enemy if you have an umpire/neutral party to keep everyone honest, or you can play with open order for all to see. (use your imagination)

See the example below:

1st Brigade to ATTACK this Village

2nd Brigade to HOLD this hill
Austria

- Modify initiative roll: -1 to die roll if Austria is predominant force on the players side.
- Austrian Mass: Only Austro-Hungarian infantry may perform this formation. In this formation all the figures in a unit form a solid block and face outwards. The formation combines the bonus of an infantry square when defending against cavalry with a movement of 4"

Britain

- British line infantry roll four dice for each three figures firing, i.e. one extra dice for each full stand of three figures
- British cavalry in any formation and in good order within a charge move and LOS of the enemy must make a morale check to not charge at the first opportunity. (12")

France

- Modify initiative roll:
  A. +1 to die roll if France is predominant on players side.
  B. +1 to die roll for the French side if Napoleon is present on the table.
  These modifiers are cumulative.
- All French guard artillery units add 1" to their movement rate. French 12lb guns move as 10lb guns.
  - Mixed Order
    All French infantry may deploy an extra company as skirmishers.

Drilled

With the exception of between 1813 and 1814 and recruits anytime the French were noted for their remarkable ability to change from line into column and back again. Thus they are drilled, where applicable. Elite models or companies attached to larger units are drilled or not drilled as per the larger unit.

Russia

1. Modify initiative roll by -1 if Russia is predominant force on the players side.
2. Russian infantry may not change formation and move during the same phase prior to 1808.
3. Russian artillery get minus one to the number needed to hit prior to 1811.

Prussia

Prussian troops may not change formation and move during the same phase prior to 1809.

Minor nations

1. Minor nation troops may not move and change formation, except Portuguese after 1811.
2. Portuguese line infantry roll four dice for each three figure stand firing. Alternately: Portuguese line stands in line formation may subtract one from the number needed to hit.
3. Minor nations, even if using the French organisation system, cannot use Mixed Order.
**Reserves & Flankers (requires a paper map of the field)**

- Up to 1/3 of your units may be left in reserve, off the table at the start. An additional 1/3 of your units may arrive on the table later as flanking units (if applicable).
- Reserves arrive along the player's own table edge and flankers along one of the two "neutral" table edges.
- Before the game begins, **draw on a map** where the reserve and flanking units will arrive and what turn. When all units arrive, they place their front ranks on the table at the start of their turn. They may then move onto the table, but may not charge.
- Cavalry will be able to charge in the Cavalry phase.
- The arrival of reserves & flankers should be announced a turn before they arrive as scouts see them coming.
- Reserves can only arrive on your own table edge. They can arrive in any formation at the approximate spot as listed on the diagram on a 1d6 roll of 4+
- Add 1d6 each turn after needing a single roll successful roll for reserves/flankers to arrive.
- Flanker may arrive further up a flank, but need a higher reserve roll to be successful. 4+, 5” or 6+
- The French command system was exceptionally well suited for this sort of maneuver, they receive a +2 bonus for flanking troops. The later Prussians adopted a more flexible command system later in the wars, after 1813 they should receive a +1 bonus when attempting a flank arrival.

**Optional flanker deviation**

<table>
<thead>
<tr>
<th>Flanker arrival deviation d6</th>
<th>place the front ranks where you planned them then roll.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Flankers cannot be placed within 8” of enemy troops.</td>
</tr>
<tr>
<td>1,2</td>
<td>2d6&quot; left and move on</td>
</tr>
<tr>
<td>3,4</td>
<td>leave them there and move on.</td>
</tr>
<tr>
<td>5,6</td>
<td>2d6&quot; right and move on</td>
</tr>
</tbody>
</table>

Optional extras:
- Flankers may arrive up to 3/4 way up a flank 5+
- Flankers may arrive any place on a flank 6+
- Flankers may arrive anyplace on a flank 6+
- Reserves may arrive anywhere on your table edge 4+
**Opposed Flank Marches**

If both sides have flank marches arriving on the same flank, the player with initiative flankers will arrive first, the enemy flankers will be delayed by 1 turn or may be deployed as reserves within 16” of the intended flank.

**Disease & Desertion**

For pickup battles, where you want to reflect the bad conditions of everyday army life in the era. Units are bought at full strength, but once you & your opponent have arrived for the game they will lose a random number of figures due to stress, disease, desertion, etc. Units with 18 or more models lose d6 figures, units with less lose d4.

For TRULY despicable conditions allow your opponent to decide to reroll any/all units once per unit. He must live with the second result even if it is lower than the first.

**Game Length**

The length of a game can be timed, or an agreed amount of turns.

**Game length**

7 turns, roll at end phase to see if the battle ends.
5+ play turn 8
6+ play turn 9

**Victory Conditions – meeting engagement**

- Broken brigade 5VP
- Shaken Units 1VP
- Shattered Units 2 VP
- Victory locations 5VP (there should be at least 3)

Victory location are captured if an unbroken unit (shaken units can hold objectives) is within 4” and there are no enemy units within 6” of the objective.
### Napoleonic Avant-garde Battle points system breakdown/figure

#### Infantry Morale

<table>
<thead>
<tr>
<th>Infantry Morale</th>
<th>Base Cost / Figure</th>
<th>Morale</th>
<th>Special</th>
<th>Additions</th>
<th>cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Militia</td>
<td>2</td>
<td>6</td>
<td>Test any Casualties</td>
<td>Rifles</td>
<td>+1</td>
</tr>
<tr>
<td>Conscripts</td>
<td>3</td>
<td>7</td>
<td>Test any Casualties</td>
<td>Skirmishers</td>
<td>+1 each</td>
</tr>
<tr>
<td>Line</td>
<td>4</td>
<td>8</td>
<td>Test 10% Casualties</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Veteran</td>
<td>5</td>
<td>9</td>
<td>Drilled, 25%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Guard</td>
<td>6</td>
<td>10</td>
<td>Drilled and Stubborn, 25%</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Example:*

- 24 Line Infantry = 24 x 4 = 96 points
- 24 Line Infantry with 4 skirmishers = 24 x 4 points + 4 x 5 points = 116 points
- 24 Veteran Light infantry with rifles with 4 skirmishing rifles = 24 x 6 points + 4 x 7 points = 172 points
- 32 Guard with 4 skirmishers = 32 x 6 + 4 x 7 = 220 points

#### Cavalry Morale

<table>
<thead>
<tr>
<th>Cavalry Morale</th>
<th>Base Cost / Figure</th>
<th>Morale</th>
<th>Special</th>
<th>Additions</th>
<th>cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Raw</td>
<td>8</td>
<td>7</td>
<td>Test any Casualties</td>
<td>Cuirassier</td>
<td>+5</td>
</tr>
<tr>
<td>Line</td>
<td>10</td>
<td>8</td>
<td>Test 10% Casualties</td>
<td>Skirmish Capable</td>
<td>+1</td>
</tr>
<tr>
<td>Veteran</td>
<td>12</td>
<td>9</td>
<td>Drilled, 25%</td>
<td>Lance</td>
<td>+1</td>
</tr>
<tr>
<td>Guard</td>
<td>15</td>
<td>10</td>
<td>Drilled and Stubborn, 25%</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Example:*

- 12 Raw heavy cav = 96 points
- 12 Elite Heavies will cost 180 Points
- 12 regular Cuirassiers will cost 180 points

#### Artillery Calibre

<table>
<thead>
<tr>
<th>Artillery Calibre</th>
<th>Base Cost / Figure</th>
<th>Additions</th>
<th>cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light / Howitzer</td>
<td>40</td>
<td>Raw</td>
<td>-5</td>
</tr>
<tr>
<td>Medium</td>
<td>60</td>
<td>Vet</td>
<td>+5</td>
</tr>
<tr>
<td>Heavy</td>
<td>80</td>
<td>Guard</td>
<td>+10</td>
</tr>
</tbody>
</table>

*Example:*

- A battery of 2 light guns + 1 Howitzer will cost 120 points
- An Elite Battery of 2 Heavy Guns and 1 Howitzer will cost 230 points

#### Commanders

<table>
<thead>
<tr>
<th>Rating</th>
<th>Ld</th>
<th>Skills</th>
<th>Personal Influence</th>
<th>Command radius</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Charismatic</td>
<td>10</td>
<td>+1 PIP</td>
<td>+2</td>
<td>10&quot;</td>
<td>100</td>
</tr>
<tr>
<td>Inspirational</td>
<td>9</td>
<td>none</td>
<td>+1</td>
<td>9&quot;</td>
<td>80</td>
</tr>
<tr>
<td>Competent</td>
<td>8</td>
<td>none</td>
<td>+1</td>
<td>8&quot;</td>
<td>60</td>
</tr>
<tr>
<td>Uninspiring</td>
<td>7</td>
<td>-1 pip</td>
<td>+1 (1&quot;)</td>
<td>7&quot;</td>
<td>40</td>
</tr>
</tbody>
</table>
**Infantry**
- Muskets and Bayonets

<table>
<thead>
<tr>
<th>Troops Type</th>
<th>M</th>
<th>Morale</th>
<th>Skills</th>
<th>Check for disorder from shooting Casualties at</th>
</tr>
</thead>
<tbody>
<tr>
<td>Militia</td>
<td>6&quot;</td>
<td>6</td>
<td>Raw</td>
<td>Any</td>
</tr>
<tr>
<td>Conscripts</td>
<td>6&quot;</td>
<td>7</td>
<td>Raw</td>
<td>Any</td>
</tr>
<tr>
<td>Line</td>
<td>6&quot;</td>
<td>8</td>
<td>None</td>
<td>10%</td>
</tr>
<tr>
<td>Veteran</td>
<td>6&quot;</td>
<td>9</td>
<td>Drilled</td>
<td>25%</td>
</tr>
<tr>
<td>Elite</td>
<td>6&quot;</td>
<td>10</td>
<td>Drilled and Stubborn</td>
<td>25% not modified by no. of Casualties</td>
</tr>
<tr>
<td>Guard</td>
<td>6&quot;</td>
<td>11</td>
<td>Drilled and Stubborn</td>
<td>25% not modified by no. of Casualties</td>
</tr>
</tbody>
</table>

**Special Abilities**

- **Drilled**
  Units which are drilled may make a free formation change from line to column or column to line at the start of their movement phase, this still costs a pip but doesn't cost any movement. If within 8" and charge arc the unit must still pass leadership test to change formation.
  This drilled formation change is done before movement, so the unit may charge after doing so, but the charge must be declared before the attempt to change formation.

- **Stubborn**
  Stubborn units will always take break tests at their unmodified morale with any commander bonuses.

- **Raw**
  It takes a raw unit it's full movement to change formation.
  They check for disorder/panic at any casualties.

- **Line**
  Line troops check for disorder at 10% casualties, this disorder test is modified by the number of casualties.
  It takes half their movement to change formation.

- **Veteran**
  Veteran troops test for disorder/panic at 25% casualties

- **Elite/Guard**
  Elite and Guard troops are drilled and stubborn
  The test for disorder at 25% casualties, but the test is not modified by the number of casualties.

**Commanders**

Commander do not normally fight in hand to hand, but here are their stats, just in case you want them to lead that desperate charge or to hold the line.

If a commander joins a unit their command radius is reduced to zero and he suffers the fate of the unit he joins.

- The unit he joins becomes stubborn and rerolls failed to hit rolls in hand to hand fighting.

<table>
<thead>
<tr>
<th>Rating</th>
<th>Ld</th>
<th>Skills</th>
<th>Personal Influence</th>
<th>Command radius</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>10</td>
<td>+1 PIP</td>
<td>+2</td>
<td>12”</td>
</tr>
<tr>
<td>B</td>
<td>9</td>
<td>none</td>
<td>+1</td>
<td>10”</td>
</tr>
<tr>
<td>C</td>
<td>8</td>
<td>none</td>
<td>+1</td>
<td>8”</td>
</tr>
<tr>
<td>D</td>
<td>7</td>
<td>-1 pip</td>
<td>+1 (1”)</td>
<td>6”</td>
</tr>
</tbody>
</table>
Cavalry

Light Cavalry
- may make formation changes for free at any point of movement
- Aggressive (must attempt to charge formed units within 8" and LOS)
- Sabres (3+ to kill when charging)
- Lancers (2+ to kill when charging)
- 6+ save in hand to hand fighting
- May have Carbines or pistols depending on scenario and troop type.
- Cossacks see cavalry rules

<table>
<thead>
<tr>
<th>Troops Type</th>
<th>Morale</th>
<th>Recover modifier</th>
<th>Skills</th>
<th>Check Casualties at</th>
</tr>
</thead>
<tbody>
<tr>
<td>Raw</td>
<td>7</td>
<td>-2</td>
<td>LightCav</td>
<td>Any</td>
</tr>
<tr>
<td>Line</td>
<td>8</td>
<td>0</td>
<td>Light Cav</td>
<td>10%</td>
</tr>
<tr>
<td>Veteran</td>
<td>9</td>
<td>+2</td>
<td>Light Cav</td>
<td>25%</td>
</tr>
<tr>
<td>Elite</td>
<td>10</td>
<td>+3</td>
<td>Light Cav Drilled</td>
<td>25% Not 'mod' by cas’</td>
</tr>
<tr>
<td>Guard</td>
<td>10</td>
<td>+4</td>
<td>Light Cav Drilled &amp; Stubborn</td>
<td>25% Not 'mod' by cas’</td>
</tr>
</tbody>
</table>

Heavy Cavalry
- Ferocious Charge (enemy autobreak if defeated in hand to hand by charging heavy Cav)
- Aggressive (must attempt to charge formed units within 8" and LOS)
- Sabres (3+ to kill when charging)
- Lancers (2+ to kill when charging)
- 5+ save in hand to hand (4+ save for cuirassiers in hand to hand)
- may have Carbines or pistols depending on scenario and troop type.

<table>
<thead>
<tr>
<th>Troops Type</th>
<th>Ld</th>
<th>Recover modifier</th>
<th>Skills</th>
<th>Check Casualties at</th>
</tr>
</thead>
<tbody>
<tr>
<td>Raw</td>
<td>7</td>
<td>-2</td>
<td></td>
<td>Any</td>
</tr>
<tr>
<td>Line</td>
<td>8</td>
<td>0</td>
<td></td>
<td>10%</td>
</tr>
<tr>
<td>Veteran</td>
<td>9</td>
<td>+2</td>
<td></td>
<td>25%</td>
</tr>
<tr>
<td>Elite</td>
<td>10</td>
<td>+3</td>
<td>Drilled</td>
<td>25% Not 'mod' by cas’</td>
</tr>
<tr>
<td>Guard</td>
<td>10</td>
<td>+4</td>
<td>Drilled &amp; stubborn</td>
<td>25% Not 'mod' by cas’</td>
</tr>
</tbody>
</table>

- The recovery modifier may vary depending on scenario and the quality of the mounts, but in general, the higher quality units are better at recovering from a charge.
NAGB Scenario 1 – Meeting Engagement

Both forces have been issued order to capture a handful of strategic objectives while scouting enemy strength in the area.

Table setup

- Both players add terrain to the table to make a reasonable and historically pleasing battlefield.

Game size: 1500 – 2000 points

Duration: 2.5 hours or 7+ turns.

Objectives

- Players roll off to determine who places the first of d3+1 Objectives
- Players then roll off to determine their table edge to attack from.
- Players then place 1 objective each within 12” of the enemy table edge.
- Objectives must be a logical site within 8” of the centre line and not within 10” of another objective.

Reserves and Flankers

- Players may place 1 Brigade in reserve and may outflank with 1 brigade. Record on a map where flankers will arrive and what turn.

Deployment

Deployment will vary on table size, but all units may be deployed at least 12” from the centre of the table.

Game length

- 7 turns, roll at end phase to see if the battle ends.
- 5+ play turn 8
- 6+ play turn 9

Victory Conditions – meeting engagement

- Broken brigade 5VP
- Shaken Units 1VP
- Shattered Units 2 VP
- Victory locations 5VP each

Victory location are captured if an unbroken unit (shaken units can hold objectives) is within 4” and there are no enemy units within 6” of the objective.
Command Phase:
- Roll 1d6 for each Brigade commander and CinC.
- Rolled 1d6 for each Artillery Battery
- The CinC can assign extra pips to commanders and Artillery Batteries in command range.
- Assign reaction chits to units in command range, cost 2 pips.
- Roll for reserves and flankers, if they arrive announce where they are arriving.

1. Rally:
   - Both sides rally fleeing and disordered troops up one level, e.g. from panicked to disordered.
   - Commanders may burn a pip to re-roll a failed rally test for units in command range.
   - Blown Cavalry may attempt a recall using their own leadership if CinC or Cavalry commander burns a pip. If passed, they fall back 3d6
   - CinC Roll for initiative (CinC can spend pips to add to their initiative roll, +1/pip)
     - +1 if lost last turn
     - +1 if French
     - -1 if Russian or Austrian

2. Movement A (Move Commanders first)
   - Side A moves (Place Flankers/reserves front ranks, declare Charges and move them, move commanders then battalions.)

3. Fire Phase 1
   - Artillery first, and remove casualties and check for disorder, then small arms fire simultaneously (Side A declare all shooting first and fires, then side B) (Morale checks)

4. Close Combat 1
   - Resolve any Close Combat then Roll for disorder from break tests, or panic if disordered if within 6" of the combat.
   - Recall Cavalry (cavalry that fight in hand to hand and are not recalled are blown)

5. Movement B (Move Commanders first)
   - Side B moves (Place Flankers/reserves front ranks, declare Charges and move them, move commanders then battalions.)

6. Fire Phase 2
   - Artillery first, and remove casualties and check for disorder, then small arms fire simultaneously (Side B declare all shooting first and fires, then side A) (Morale checks)

7. Close Combat 2
   - Resolve any Close Combat then Roll for disorder from break tests, or panic if disordered if within 6" of the combat.
   - Recall Cavalry (cavalry that fight in hand to hand and are not recalled are blown)

8. Cavalry movement A (Move Commanders first)
   - Side A moves Cav - resolve any Close Combat then Roll for disorder from break tests, or panic if disordered if within 6" of the combat. (recover blown cavalry in safe spot) (recall Cavalry)

9. Cavalry movement B (Move Commanders first)
   - Side A moves Cav - resolve any Close Combat then Roll for disorder from break tests, or panic if disordered if within 6" of the combat. (recover blown cavalry in safe spot) (recall Cavalry)

10. Reserve movement (Move Commanders first)
    - Any units in good order, not within 8" of an enemy unit may move or not in enemy LOS, if they did not fire, shoot or fight in hand to hand. Units that are in March column may move double if not within 8", cost a pip. No formation changes allowed, Side A moves then B (not to within 4" of enemy) (no pip required for units in march column to move normally)

11. End Phase: Reload
    - all units that fired this turn now reload (Artillery cost a 1 pip to reload, add 1 pip to cost for each 25% crew lost.)

Infantry Movement Rates
- troops must pass a leadership test to charge an unit in good order frontally, commander may add personal influence.

<table>
<thead>
<tr>
<th>Infantry Formation</th>
<th>Back/Side</th>
<th>Slow Pace</th>
<th>Normal Pace</th>
<th>Charge Movement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Line</td>
<td>2&quot;</td>
<td>4&quot;</td>
<td>6&quot;</td>
<td>add 6&quot;</td>
</tr>
<tr>
<td>Column</td>
<td>2&quot;</td>
<td>4&quot;</td>
<td>8&quot;</td>
<td>add d6</td>
</tr>
<tr>
<td>March Column</td>
<td>2&quot;</td>
<td>4&quot;</td>
<td>8&quot;</td>
<td>N/A</td>
</tr>
<tr>
<td>Square</td>
<td>1&quot;</td>
<td>1&quot;</td>
<td>1&quot;</td>
<td>N/A</td>
</tr>
</tbody>
</table>

Disorder test modifiers for Terrain (units movingly slowly do not risk disorder)

<table>
<thead>
<tr>
<th>Terrain</th>
<th>L woods</th>
<th>H woods</th>
<th>rough</th>
<th>fence</th>
<th>hedges</th>
<th>stream</th>
<th>Steep</th>
</tr>
</thead>
<tbody>
<tr>
<td>Normal</td>
<td>-1</td>
<td>-4</td>
<td>-2</td>
<td>-2</td>
<td>-3</td>
<td>-1</td>
<td>-2</td>
</tr>
<tr>
<td>Charge</td>
<td>-4</td>
<td>auto</td>
<td>auto</td>
<td>-4</td>
<td>auto</td>
<td>-4</td>
<td>-4</td>
</tr>
</tbody>
</table>

CAVALRY FORMATIONS AND MOVEMENT

<table>
<thead>
<tr>
<th>Cavalry Movement</th>
<th>Back/Side</th>
<th>in Column</th>
<th>Line</th>
<th>Skirmishing Cavalry</th>
</tr>
</thead>
<tbody>
<tr>
<td>Walk</td>
<td>2&quot;</td>
<td>6&quot;</td>
<td>6&quot;</td>
<td>6&quot;</td>
</tr>
<tr>
<td>Trot</td>
<td>2&quot;</td>
<td>8&quot;</td>
<td>8&quot;</td>
<td>8&quot;</td>
</tr>
<tr>
<td>Canter</td>
<td>2&quot;</td>
<td>10&quot;</td>
<td>10&quot;</td>
<td>12&quot;</td>
</tr>
<tr>
<td>Charge</td>
<td>add 2d6</td>
<td>add 2d6</td>
<td>add 2d6</td>
<td>add 2d6</td>
</tr>
</tbody>
</table>

Disorder test modifiers

<table>
<thead>
<tr>
<th>Terrain</th>
<th>L woods</th>
<th>H woods</th>
<th>rough</th>
<th>hedge/ditch/wall</th>
<th>stream</th>
<th>Steep</th>
</tr>
</thead>
<tbody>
<tr>
<td>Walk</td>
<td>0</td>
<td>n/a</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Trot</td>
<td>-2</td>
<td>n/a</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td>Canter/Charge</td>
<td>-4</td>
<td>na/</td>
<td>-3</td>
<td>-3</td>
<td>-2</td>
<td>-4</td>
</tr>
</tbody>
</table>

Artillery Movement and shooting

<table>
<thead>
<tr>
<th>Artillery</th>
<th>Unlimbered</th>
<th>Limbered (foot)</th>
<th>Limbered (horse)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light</td>
<td>3&quot;</td>
<td>6&quot;</td>
<td>10&quot;</td>
</tr>
<tr>
<td>Medium</td>
<td>2&quot;</td>
<td>4&quot;</td>
<td>8&quot;</td>
</tr>
<tr>
<td>Heavy</td>
<td>1&quot;</td>
<td>3&quot;</td>
<td>6&quot;</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Artillery</th>
<th>Canister (3+)</th>
<th>Shot (short)</th>
<th>Shot (long)</th>
<th>Shell (Shrapnel)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light</td>
<td>10&quot; (5 shots)</td>
<td>16&quot; (2+)</td>
<td>32&quot; (2+)</td>
<td>10-30&quot; Brits only</td>
</tr>
<tr>
<td>Medium</td>
<td>10&quot; (6 shots)</td>
<td>18&quot; (2+)</td>
<td>35&quot; (2+)</td>
<td>12-32&quot; Brits only</td>
</tr>
<tr>
<td>Heavy</td>
<td>12&quot; (7 shots)</td>
<td>24&quot; (2+)</td>
<td>48&quot; (2+)</td>
<td>15-36&quot; Brits only</td>
</tr>
<tr>
<td>Howitzer</td>
<td>8&quot; (5 shots)</td>
<td>24&quot; (2+)</td>
<td>8-36&quot; (5 shots)</td>
<td></td>
</tr>
</tbody>
</table>
Shooting at Artillery - Location

1-5 crew
6 gun (a hit and wound on a gun with Ballshot destroys the gun, small arms no damage)

<table>
<thead>
<tr>
<th>Type of Structure/Terrain</th>
<th>Cover</th>
<th>Hit points</th>
<th>Start fire</th>
<th>Extinguish</th>
<th>Spread</th>
<th>2&quot; downwind</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy Stone Structure</td>
<td>-3</td>
<td>100</td>
<td>6+</td>
<td>2+</td>
<td>6+</td>
<td></td>
</tr>
<tr>
<td>Stone Buildings</td>
<td>-2</td>
<td>50</td>
<td>6+</td>
<td>3+</td>
<td>6+</td>
<td></td>
</tr>
<tr>
<td>Heavy Wood structure</td>
<td>-2</td>
<td>30</td>
<td>5+</td>
<td>4+</td>
<td>6+</td>
<td></td>
</tr>
<tr>
<td>Wood Buildings</td>
<td>-1</td>
<td>20</td>
<td>5+</td>
<td>5+</td>
<td>6+</td>
<td></td>
</tr>
<tr>
<td>Small wood buildings</td>
<td>-1</td>
<td>10</td>
<td>4+</td>
<td>6+</td>
<td>6+</td>
<td></td>
</tr>
<tr>
<td>Woods</td>
<td>-1</td>
<td>N/a</td>
<td>5+</td>
<td>5+</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td>Fields/Crops</td>
<td>0</td>
<td>N/a</td>
<td>4+</td>
<td>6+</td>
<td>3+</td>
<td></td>
</tr>
</tbody>
</table>

BONUS POINTS TABLE for Combat resolution

+1 for each casualty inflicted
+1 if outnumber enemy, calculated after combat (Cav = 2, Inf = 1)
+1 for flank attack
+1 for standard/colours
+1 for flank support (both flanks must be supported, see support rules)
+1 for rear support (see support rules)
+2 for rear attack (Can be cumulative with flank to +3)
+4 Square vs Cavalry
-1 march column

Support?

<table>
<thead>
<tr>
<th>Army</th>
<th>Infantry receives support from:</th>
</tr>
</thead>
<tbody>
<tr>
<td>French</td>
<td>Any line or Col, receives supp’ from any line or Col’</td>
</tr>
<tr>
<td>Brits, Russian, Austria</td>
<td>Lines receive support from lines</td>
</tr>
<tr>
<td>Early Prussian</td>
<td>Lines receive support from lines</td>
</tr>
<tr>
<td>Later Prussian</td>
<td>Lines receive support from lines</td>
</tr>
<tr>
<td>Allies</td>
<td>For simplicity, Allies work the same as the army.</td>
</tr>
</tbody>
</table>

Small Arms Weapon Ranges

<table>
<thead>
<tr>
<th></th>
<th>Range</th>
<th>Long</th>
<th>Wound</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle</td>
<td>9”</td>
<td></td>
<td>4+</td>
</tr>
<tr>
<td>Musket</td>
<td>8”</td>
<td>5”</td>
<td>4+</td>
</tr>
<tr>
<td>Carbine</td>
<td>6”</td>
<td>3”</td>
<td>4+</td>
</tr>
<tr>
<td>Pistol</td>
<td>2”</td>
<td>1”</td>
<td>4+</td>
</tr>
</tbody>
</table>

React

- During the command phase or during your movement phase, a brigade commander or artillery commander may put a unit on react.
- The unit must be in good order
- The unit may do one of the following if they pass a morale test. (If the test is failed the unit does nothing and the reaction chit is removed)

The unit on react may do one of the following

Counter charge
- if charged the unit may counter charge, the units will meet half way and strike on initiative

Charge
- the unit must not have had a valid charge target at the start of their turn.
- When a valid target moves within LOS and range, the unit may interrupt normal movement and charge.
- The charge target gets normal charge reactions, and may also countercharge if they pass a leadership test.

Fire
- roll a d6 to determine the range at which they fire, see the chargers rules.
- the unit will fire at enemy units moving into range
- or fire at units moving out of range
- or fire at units charging friends they are supporting,
- may stand and volley without a leadership test.
- artillery may also fire as reaction, but still cost a pip to fire.
- note: skirmishers can always do this.

To hit modifiers

4+

- Veterans firing +1
- Raw Firing -1
- Disordered -1
- Long Range -1
- Target behind soft cover -1
- Target behind hard cover -2
- Shooting at charging enemy -1
- Shooting at skirmishers -1
- Shooting at deployed Artillery -1
- Shooting while mounted -1