

An Historical Simulation Game-System



Series Rules



1.0 INTRODUCTION

This game is a two-player simulation of Napoleonic battles at the Grand Tactical level. You can play each game as an individual set-piece, or undertake a 'Campaign' consisting of several battles played in sequential order.

1.1 Inventory

See the Study Folder for a complete list of components. (One six sided die is needed for play—not included). If any parts are missing or with any rules questions please write:

Operational Studies Group

PO Box 267 • Havre de Grace, MD 21078 • USA
Send e-mail to: info@napoleongames.com

1.2 The Rulebooks

This rule book contains the basic rules that apply to all games in this series. The Study Folder contains Special Rules, Scenario Information, Historical Commentary, and Design Notes. All rules about the play of cards are in the optional booklet of Card Instructions (24.0).

1.3 The Map

The maps provide the playing surfaces, depicting the area where the battles occurred. A hexagonal grid overlaying the maps divides the playing surface into hexes. Each hex is 480 meters across (525 yards, 50 acres). Each hex has a four-digit code printed on it. Slope hexsides represent a rise of 50 to 100 feet or more. Crests are 20-50 feet. A hex is Woods or Marsh if one-third or more of the hex contains the terrain symbol.

1.4 The Playing Pieces

(1.41) The playing pieces are of five types: Combat Units, Vedettes (16.0), Leaders (5.0), Trains (18.0), and Markers. All combat units have a Full Strength side; most have a Reduced Strength reverse. Leaders, Vedettes and combat units with a Strength of "one" have a Flag reverse.

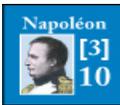
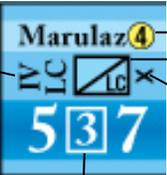
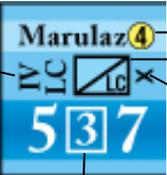
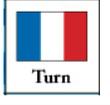
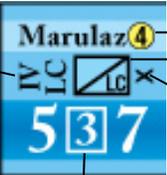
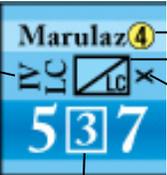
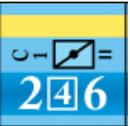
(1.42) **How to Read the Units:** The numbers and symbols printed on combat units include:

- Unit I.D.
- Command Designation (Glossary)
- Combat Strength: $\text{♣ one SP} = \pm 1 \text{ battalion, } 1 \text{ cavalry regt., or } 1 \text{ battery}$
- Initiative Rating (5.22)
- Movement Allowance (7.2)
- Size: XX Division, X Brigade, III Regiment, II Battery, [X] Ad Hoc Task Force
- Unit Type
- Number of Vedettes they can deploy (16.11)

(1.43) **Markers:** Markers are placed on the map to indicate status of units or hexes.

1.5 Initial Set up

Carefully punch out the units and sort them by formation. Then select a scenario (see Scenario Information in the Study Folder for details). The units are placed on the map according to the Initial Set up. The First Player (stated in the Scenario Information) always sets up before the Second Player. All units start hidden (8.0).

Leaders		Markers		
Name	 [3] 10 COMMANDER Command Points Movement Allowance	Failed Repulse	  Out of Supply	
Name	 II (4) 6 OFFICER Command Designation Initiative Rating Movement Allowance	Control	  Demoralized	
Combat Units		Out of Command	  In Command	
Unit I.D.	 4 Number of Vedettes	Pontoon Train	  Baggage Train	
Command Designation	 IV LC Unit Type	Burnt Bridge	  Turn	
Combat Strength	 5 3 7 Size Movement Allowance			
	 Initiative Rating			
				
Infantry	Heavy Cavalry	Vedettes (16.0)	Artillery (13.0)	Horse Artillery

Units designated ® are set up with their reduced side facing up. Each side may place one force under March Orders if it has a Commander on the map (20.1).

2.0 SEQUENCE OF PLAY

The Game is played in a series of Game-Turns, representing one hour of daylight, or 3-6 hours of night.

2.1 Day Game-Turns

Each Day Game-Turn is divided into two Player Turns subdivided into four Phases. The First Player resolves all four Phases of his Player Turn, and then the Second Player does the same. Each of the Phases must be resolved in the exact order given. After the Second Player Turn, the Game-Turn is complete and a new Game-Turn begins.

First Player Turn

A. Start Phase:

1. Weather Segment: The First player rolls on the Weather table on the first turn of each day, and at other times as determined by the Weather Duration Die Roll (23.12).

2. Card Segment: OPTIONAL (24.0) See separate 4-page folder.

B. Command Phase:

1. Supply Segment: On turns when weather is checked, or as indicated on the TRC, the Phasing Player checks supply for his forces (17.1). If not using the cards, the Phasing Player may declare a General Retreat (20.5).

2. Recovery Segment: On turns when Weather is checked, or as indicated on the TRC, the Phasing Player may attempt to Recover Units (22.1).

3. Reorganization Segment: The Phasing Player may use eligible Leaders to bring eliminated units back into play at reduced strength (22.2).

4. Command Segment:

- a. The Phasing Player removes all “Out of Command” markers from his forces.
- b. The Phasing Player allocates his Command Points (6.1), placing Officers and Combat Units (within Command Range) “in Command.”
- c. The Phasing Player may attempt to place formations that did not receive a Command Point ‘in Command’ by rolling against the Officer’s Initiative Rating (6.31).
- d. “Out of Command” markers are placed on all forces not in Command (6.1)
- e. Pontoon Bridges may be reconfigured (18.34).

C. Movement Phase:

1. The Command Movement Segment: The Phasing Player may move all of his forces that are in Command (or under a March Order [20.1]). Reinforcements enter at this time. Units may attempt to force enemy units out of the way by Repulse (9.0).

2. Initiative Movement Segment: The Phasing Player can now attempt to move Combat units that are marked “Out of

Command.” For each Out of Command unit he wishes to move he rolls against its Initiative Rating, then moves it if it passes (roll-move, roll-move). A die-roll equal to or less than this rating permits the unit to move up to its full Movement Allowance; however, the unit is still considered Out of Command and keeps its Out of Command marker. If the die roll is greater than its Initiative Rating, the unit may not move.

NOTE: Individual units within Command Range of their Officers, whose officer already on this turn failed his Initiative check, may not themselves roll for initiative.

D. Combat Phase

Combat is resolved in a series of Steps as outlined below:

- **1. LOS Step:** Both players simultaneously reveal all their Units and Leaders that are within Line of Sight (8.3) of the enemy.
- **2. Cavalry Retreat Step:** Defending cavalry, horse artillery, and Vedettes may Retreat Before Combat (10.2). After defending units have retreated, attacking cavalry may also Retreat Before Combat.
- **2A. Artillery Reaction Fire Step.** The non-phasing Player executes bombardment (13.0). Bombardment Strength may be reduced by Counter-Battery Fire (CBF, 13.5).
- **2B. Attack Declaration Step:** The attacker must declare which friendly units are attacking which enemy units (10.3).
- **3. Bombardment Step:** The Phasing Player executes artillery bombardment (13.0). CBF applies (13.5). Artillery that suffers a “Suppressed” result in Step 2A may not bombard now.
- **4. Cavalry Charge Step:** The Phasing Player executes cavalry charges (14.0).
- **5. Combat Step:** The Phasing Player conducts attacks (10.0).
- **6. 2nd LOS Step:** If opposing forces remain engaged (adjacent) after combat, they remain revealed. Forces no longer in Enemy LOS are again hidden (8.5).

Second Player Turn

Command, Movement and Combat Phases are resolved as described for the First Player. (If using the cards, begin with the optional Card Segment.)

A. Command Phase

B. Movement Phase

C. Combat Phase

D. Game-Turn Marker Phase

The Game-Turn Marker is moved into the next space on the Turn Record Track, and a new Game-Turn begins.

2.2 Night Game-Turns

The first and last Game-Turn(s) of each 24-hour period are Night Turn(s). Night PM comes before Night AM. The differences between Night and Day are summarized below:

- *The player turns in a Night Turn are reversed (the Second Player Turn is resolved before the First Player Turn).*
- *There is no Weather Segment—Weather for the night depends on the last daylight turn’s weather.*
- *The Start Phase is different (2.2A).*
- *Only units under March Orders may move (20.4).*
- *There is a Disengagement Phase (2.2A1).*
- *There is no Night Combat Phase.*

Second Player Night Turn

A. Start Phase

1. Disengagement & LOS Segment (Night PM turns)

The Phasing Player removes his units from any EZOCs one or two hexes, not entering another EZOC. If no hex is available, the units remain engaged. Units in a town, I.P., or chateau (15.0) are not required to Disengage. [Check LOS \(23.14\)](#).

2. Recovery Segment: All Friendly units still remaining in the Awaiting Recovery box are shifted to the Recovered Section.

3. Card Segment (Night AM turns): OPTIONAL

- Count VP's for cards played, and for leaders in Towns.
- Remove used Mode Cards from play. • Discard all cards from hand. • Adjust decks if directed to by the scenario instructions. • Reshuffle both decks.

B. March Order Dispatch Phase

(Night AM turns) Unless a General Retreat is declared, any one friendly Force may be sent a March Order (20.42). This March Order takes effect in the upcoming day.

EXCEPTION: If a General Retreat is declared, this becomes effective immediately.

C. Night March Phase

Units with a current March Order (20.4) in effect. Movement Allowance at night is 2/3 MPs (inf/cav).

First Player Night Turn

1st Player Night Turn comprises phases A-C above, and D.

D. Game-Turn Marker Phase

The Game-Turn Marker is moved into the next space on the Turn Record Track indicating the beginning of the next turn. Check the scenario for any turn-by-turn Victory Point awards.

3.0 STACKING

3.1 General Rule

It costs one Movement Point to stack one combat unit with another. You can move through a friendly unit's hex at no extra cost. *EXCEPTION: Road March (3.3). Apply stacking limits only at the end of a phase.*

3.2 Stacking Limits

(3.21) Basic Stacking Rule: Any two combat units, regardless of their size, type, or formation, may stack in a hex.

(3.22) Divisional Integrity: All units belonging to the same division may stack three to the hex without a leader present. *EXCEPTION:  Division-level formations with their own officer counter use 3.23 instead.*

(3.23) Leader Stacking Bonus: A hex with a Leader may contain up to 5 units, up to 2 of which may be infantry. If the stack has Divisional Integrity, 3 of the 5 units may be infantry. If the Leader leaves the hex then the overstacked units must leave too,  under the rules for [Retreat \(12.3\)](#) and [Displacement \(12.36\)](#).

(3.24) Free Stacking Units: Leaders, Deployed Pontoon Bridges, and Markers do not count against the stacking limit. Up to 3 vedettes (16.0) may join any stack over and above the

stacking limits noted above. *EXCEPTION (16.12).*

3.3 Stacking Restrictions

Units in Road March: can unstack but may not stack. Units may not move through friendly units in Road March. Units in Road March may move through friendly units not in Road March.

Pontoon and baggage trains: may not stack with any type of unit (including other train units) and if displaced, they are destroyed (18.16).

Chateaux: A chateau loses its combat effect if the hex contains more than two defending infantry units, plus any leaders and vedettes (15.21).

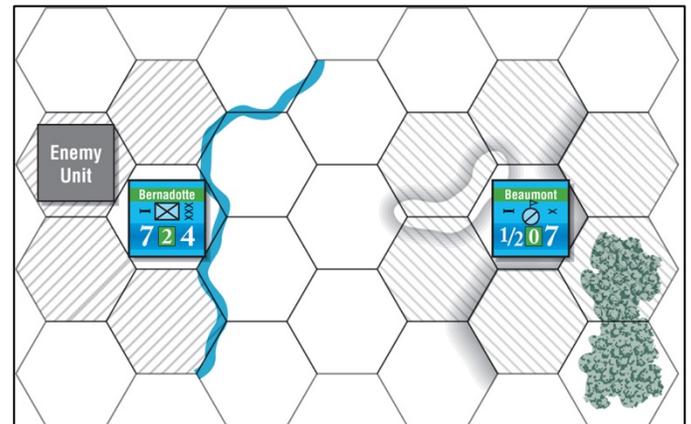
4.0 ZONES OF CONTROL

4.1 General Rule

The six hexes immediately surrounding a Combat Unit comprise its Zone of Control (ZOC). All Combat Units and vedettes exert a ZOC at all times, even into a hex occupied by an enemy unit. Leaders, Pontoon and Baggage Trains do not have ZOCs. If a Friendly Combat Unit is in an Enemy ZOC (EZOC), the opposing units are equally and mutually affected by the other's ZOC.

4.2 ZOCs and Terrain

ZOCs extend into all terrain types except across unfrozen Rivers or into Improved Positions and Chateaux. If an unfrozen River hexside intervenes (whether the hexside is bridged, unbridged, or contains a ford), the hex is not in a unit's ZOC.



Combat Units' and Vedettes' ZOCs extend into all adjacent hexes except across River hexsides. A Vedette ZOC is identical to a regular ZOC, except it does not block enemy retreats.

4.3 ZOCs and Movement

(4.31) Stops Movement: Combat Units and vedettes may freely enter EZOCs but then may not  move again until they:

- *Retreat Before or After Combat,*
- *the enemy retreats or is eliminated,*
- *they Disengage during a Night Turn (2.2A1), or*
- *after a successful Repulse (9.21).*

NOTE: The term "Engage" used throughout the rules refers to a unit entering an EZOC (Glossary).

(4.32) Prevents Movement: Leaders may not enter EZOCs

voluntarily unless a Friendly Combat Unit occupies the hex. A Train cannot move into an EZOC at all.

4.4 ZOCs and Combat

During the Combat Phase every Phasing Combat Unit in an EZOC must attack (10.31 for exceptions). Every enemy Combat Unit that is in a Phasing Combat Unit's ZOC must be attacked. See Retreat Before Combat (10.2) for exceptions.

4.5 Other Effects of ZOCs

- *Night Disengagement* (2.2A1)
- *Leaders* (5.3)
- *Retreats* (12.31)
- *Vedettes* (16.25)
- *Lines of Supply* (no effect—17.44)

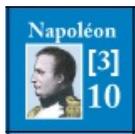
5.0 LEADERS

5.1 Purpose

Leaders perform four important functions:

- They place Combat Units in Command (6.0) so that they may be moved as a formation, not individually.
- They Reorganize eliminated units (22.2).
- They facilitate the Advance After Combat of more than one Combat Unit (12.4-B).
- They facilitate Stacking (3.23).

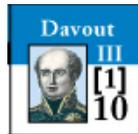
5.2 Types of Leaders



Commander



Officer



Commander-Officer

(5.21) Commanders: Commanders have a Command Range of 4 hexes and a Movement Allowance of **10**. Standing at the top of the “chain of command,” they may place friendly Officers and Combat Units in Command. Each Commander has a **Command Rating** in brackets that is the number of Command Points he may execute in a given Command Phase. With each Command Point he can place in command one Officer plus one Combat Unit. An integrated division (3.22) counts as “one unit.”

EXAMPLE: A Commander with a Command Rating of [1] may place one Officer and one Combat Unit in Command.

(5.22) Officers: Officers are the middle link in the chain of command. They are in charge of specific Formations (Corps or Divisions). An Officer commands all Combat Units that share his Command Designation. Each Officer has an **Initiative Rating** in parentheses that is used to determine if he will move (if not already placed in Command by a Commander.) A die roll equal to or less than his Initiative Rating puts him in Command. Officers have a Command Range of 3 hexes and a Movement Allowance of 6.

EXAMPLE: Bernadotte commanded the I Corps in 1806. All French Combat Units that bear the I Corps designation and a dark green stripe are part of Bernadotte's Formation, and may be placed in Command only by him or by a Commander.

(5.23) Commander-Officers: Commander-Officers are Commanders with a [1] or [2] rating. They are also Officers of their particular formations. Their Command Range is 4. A Commander-Officer always has to spend his first command point to put his own formation in command.

EXAMPLE: A Commander-Officer with a [2] Command Rating may command his own formation plus another formation, and 2 more units of any friendly formation.

5.3 Leaders and EZOCs

A Leader may only enter an EZOC if accompanied by Friendly Combat Units or if a friendly Combat Unit is already there. A Leader may exit an EZOC during the Movement Phase but friendly units in the hex must remain there.

EXCEPTION: (3.23).

5.4 Leaders and Combat

(5.41) Advance After Combat: Leaders and all (undemoralized) infantry and cavalry units of their stack may advance one hex into a hex vacated by the enemy as a result of combat.

(5.42) Retreat and Capture: Leaders stacked with friendly combat units can always retreat with their stack. Every Leader in a retreating stack is subject to a separate die-roll:

Die Leader

1-5 retreats 1-4 hexes, per combat result. *

6 is captured (immediately removed from play).

* If the stack is eliminated, use the table below (5.51)

5.5 Leader Capture or Displacement

(5.51) A Leader alone is subject to capture whenever adjacent to enemy combat units that exert a ZOC into the Leader's hex; or whenever he is the target of a bombardment that produces a result. As soon as this occurs, roll a die:

Die Leader

1-5 is displaced to nearest friendly-occupied hex (a path of retreat is not needed for one man)

6 is captured (immediately removed from play).

(5.52) Replacement Officer: If a Corps officer is captured, place his counter on the Turn Track two turns in the future (if he is captured on GT 4, place him on the track for GT 6). That turn bring the leader in at the start of the Command Phase, within one hex of the **friendly unit nearest to his last hex**. Henceforth the officer will have *one point less* than the original Initiative (a “1” stays a “1”). A Commander-Officer's replacement (5.23) is an officer with an Initiative of 4. (When Commanders are captured they not replaced.)

6.0 COMMAND

6.1 The Command Movement Segment

During the Friendly Command Movement Segment, the Phasing Player uses the following procedure to determine which of his Officers (and Forces) are in Command:

STEP 1: Each commander may use his Command Rating (5.21) to place in Command friendly units within his

Command Range (4 hexes). With each Command Point he can place in command one Officer plus either any one Combat Unit or  one stack of an Integrated Division. If an Officer is in Command, then all his units within his Command Range (3 hexes) are automatically in Command. If in Road March the entire Road March column is in command.

STEP 2: Conduct Initiative Checks (6.31) for any/or all Officers not placed in Command by a Commander.

STEP 3: After all Command Points have been allocated, the Phasing Player places Out of Command (OOC) markers on top of each Officer, unit or stack not in Command. If an entire corps is out of command, place the OOC marker on the corps officer who has failed his Initiative roll. If individual units of a corps are in command, while the rest of the corps is OOC, place in Command Markers on the units in command, and place the OOC marker on the corps officer.

6.2 Effects of Command

IN COMMAND: An Officer or Combat Unit placed in Command in this Command Segment is in Command until the next Friendly Command Segment. Units in Command may move and Advance After Combat. Trains, Commanders, and units under March Orders are always in Command.

OUT OF COMMAND: If an Officer or Combat Unit is Out of Command at the end of a Friendly Command Segment, it remains so until the next Friendly Command Segment. Out of Command Combat units suffer the following penalties:

- They may not damage or repair Spans (7.6).
- May expend their full Movement Allowance during the Individual Movement Segment only if they pass an individual Initiative check (6.32).
- May NOT Advance After Combat

Combat Units do not have to be in Command in order to attack (10.0), Bombard (13.0), or Charge (14.0).

6.3 Initiative Checks

(6.31) Officer Initiative Checks: To conduct an Initiative check for Officers not receiving direct Command, roll the die. If the result is equal to or less than his Initiative, the Officer is

in Command and all units in his Formation within Command Range (3 hexes) are also in Command. If the die roll was greater than the Initiative Rating, place an Out of Command marker on the Officer. An officer Out of Command because he reorganized units this turn cannot perform an Initiative check.

(6.32) Combat Unit Initiative Checks: During the Initiative Movement Segment, Out of Command units may check for Initiative. You can bypass your Corps Officers and rely upon the initiative of individual units if you wish to do so. However if you roll first for an officer's initiative, then any of his units that are in command range may not roll for initiative. If the OOC Unit passes this check it may move, but its Out of Command marker is not removed as a reminder that it may not advance after combat.

NOTE: Officers who successfully roll for Initiative are in Command—individual units that successfully roll for Initiative remain Out of Command.

EXAMPLE: Two combat units are in range of their Officer who failed his Initiative die roll. These combat units may not roll for Initiative. If the Player did not roll for the Officer, he could roll for the units in the Initiative Movement Segment.

(6.33) Demoralized: The Initiative of a Demoralized unit is always 1 less than printed (21.2).

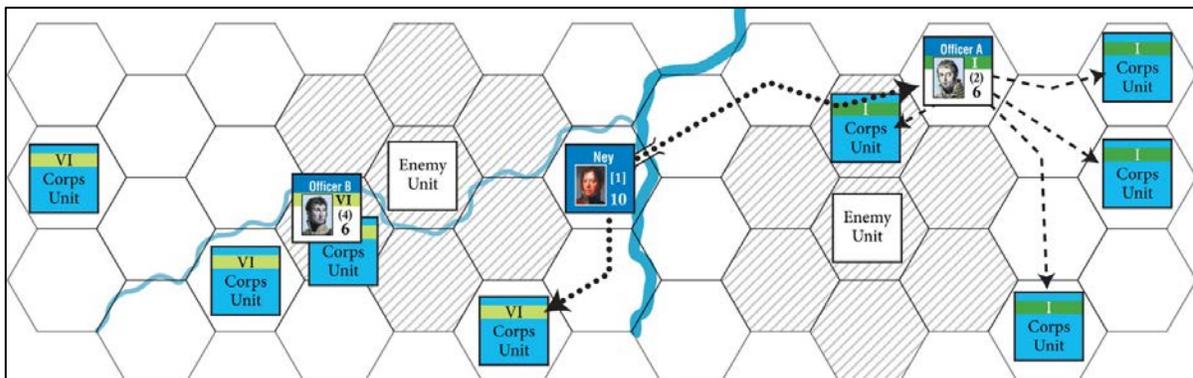
(6.34) Divisional Initiative: The Player may choose to roll once for each integrated division (3.22), using the best initiative in the division as the whole stack's initiative.

6.4 Command Range

Commanders have a Command Range of 4, Officers a Command Range of 3 hexes. All hexes count as "one" regardless of terrain. Units belonging to the same formation in a Road March column are in Command if they are within two hexes of any other unit of their formation in Road March, on a connected road or trail, that is itself already in command. Command Range may not be traced:

- into an EZOC which is unoccupied by Friendly Combat Units;
- into an enemy-occupied hex; or
- across an unbridged and unfrozen River or Lake Hexside.

EXAMPLE: Officer A belongs to I Corps. Officer B belongs to VI Corps. Ney, the Commander, is within 4 hexes of Officer A so he can use his Command Point to put that Officer in Command (note that the command range may only cross River hexsides at Bridges). Officer A then transmits Command to his four units of his corps (within 3 hexes). Ney also puts one Combat Unit of VI Corps in Command. Command Range cannot enter EZOCs. Officer B will have to roll for Initiative. If successful, his remaining 3 units are in command.



7.0 MOVEMENT

7.1 The Basics

During the Movement Phase, the Phasing Player may move all, some, or none of his units up to their full Movement Allowance (MA) in any direction, subject to terrain restrictions and the presence of Enemy units and EZOCs. A unit must be in Command, under a March Order, or must pass an Initiative check to be able to move. The Phasing Player may move units individually or as a stack. Whether moving individually or by stack, each move must be completed prior to moving the next individual unit or stack.

7.2 Movement Points (MPs)

(7.21) Each hex costs a number of MPs. The amount varies depending on the terrain in the hex and on the hexside crossed (the Terrain Effects chart). The MP costs are deducted from the Movement Allowance of the unit as it moves from hex to hex. All MP costs are cumulative. Unused MPs may not be saved up from turn to turn or loaned by one unit to another. When a unit ceases movement, all unused MPs are forfeit. *EXCEPTION: If a hex has both Woods and a Chateau, ignore the Chateau cost.*

(7.22) Cavalry Costs: Horse Artillery, Trains, Leaders, Cavalry and Vedettes pay cavalry costs for all terrain types.

7.3 Minimum Movement

A unit may never expend more MPs than its MA in a single Movement Phase; however, if the cost of the first hex and hexside exceeds the printed Movement Allowance of the unit, it may move into the hex and end its move for that turn.

7.4 Movement Restrictions

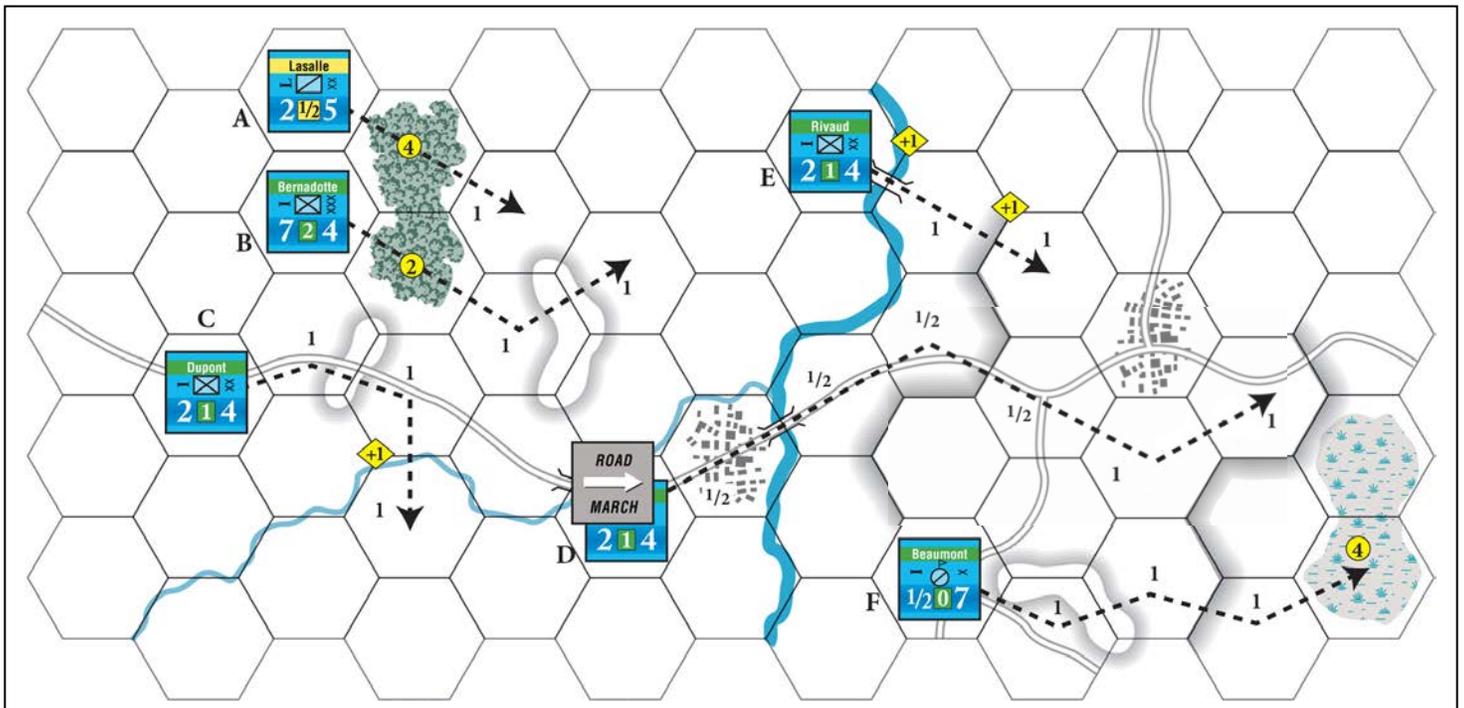
Once the Phasing Player has removed his hand from the unit he is moving he may not return to moving that piece again without the consent of his opponent.

A Unit cannot enter a hex occupied by an opposing unit. *EXCEPTION: Cavalry Charge (14.0).*

7.5 Road March

In order to benefit fully from the road, a formation would have to make a long narrow column: trains in the middle, infantry marching off to either side.

(7.51) Road March Procedure: All units (including Trains and Demoralized units) may use Road March. The player may declare Road March at any point in the unit's movement. As the Phasing Player begins to move a unit on the road, he declares that it will use the road MP cost and the unit is marked with a "Road March" marker. A unit in Road March need not remain on road hexes, but is in Road March until declared otherwise (7.56).



EXAMPLES: Unit A is a Cavalry unit so must pay 4 MPs to enter a Woods hex. Unit B is infantry and only pays 2 MPs for Woods. Note that crossing a Crest hexside does not cost MPs. Unit C is not in Road March so must pay 1 MP for each road hex and +1 MP to cross a stream hexside. Unit D is already in Road March so pays only 1/2 MP for each road hex and ignores the +1 MP cost to cross bridges and move up Slope. Note that a unit in Road March may leave the road at any time. Unit E pays +1 MP to cross the Bridge and +1 MP to move up the Slope. Unit F is a cavalry type unit and must pay 4 MPs to enter a Marsh hex. Moving down slope costs 0.

NOTE: There is no cost to declare Road March, and no cost to rotate the directional arrow on the Marker.

(7.52) The Road March Rate: When in Road March, a unit moving from Road to contiguous Road hex pays 1/2 MP and ignores other terrain costs including Spans. When *not* in Road March a unit moving from trail/road to connected trail/road hexes pays 1 MP per hex (ignoring all other terrain costs *except* Spans).

(7.53) Road March Restrictions: The restrictions below apply to combat units and trains (not Leaders and Vedettes).

Units in Road March may move through and end the Movement Phase adjacent to Friendly units that are *not* in Road March. However, units in Road March may *not*:

- *stack or move as part of a stack.*
- *move through a hex containing other units in Road March, nor may other units move through units in Road March.*
- *enter a hex connected by road to an adjacent Friendly unit in Road March.*

(7.54) Road March and Enemy Units: Units in Road March may not make a regular attack, bombard, or charge during the Combat Phase. If attacked they are not penalized but immediately remove the Road March marker. A Unit in Road March must attempt Repulse (9.0) if it enters an EZOC.

(7.55) Road March and Command: A unit in Road March is in Command if within two hexes of another unit of its formation in Command (6.4).

(7.56) Ending Road March: It costs 1 MP to remove a Road March marker voluntarily during the Movement Phase.

(7.57) Vedettes and Leaders: Vedettes and Leaders alone do not need Road March Markers. They always pay road movement rates. Vedettes and Leaders may ignore Road March restrictions and are ignored by units in Road March.

7.6 Bridges and Trestles

Bridges cross Rivers. Trestles cross Stream hexsides. The term "Span" includes both Bridges and Trestles.

(7.61) Crossing a Span: Units may only cross an unfrozen River hexside by moving over a Bridge or Pontoon (18.33). Combat Units not in Road March pay the following MPs to cross a span:

- +1 MP to cross a Bridge or Trestle
- +2 MPs to cross a Damaged Bridge (even if in Road March).
- *Units in Road March, Leaders, and Vedettes never pay extra MPs to cross undamaged spans. Leaders and Vedettes do not have to be in Road March.*

(7.62) Damaging Trestles: Any Combat Unit that is not in an EZOC and in Command may damage a Trestle by expending 1 MP in either hex adjoining the spanned hexside. Place a "Burnt Bridge" marker on the damaged Trestle. Damaged Trestles are treated as if they do not exist for purposes of movement, combat, or tracing supply.

(7.63) Damaging Bridges: To damage a Bridge use 7.62 and:

- *Only Infantry units may damage Bridges.*
- *It costs 2 MPs to damage a Bridge.*
- *Artillery, trains, and supply lines may not cross.*

When  attacked across any bridge, defenders are doubled.

In addition, when attacking across a **damaged** bridge:

- Use the CRT shifting two-columns left.
- Ar* does not convert to Shock. Do not use Shock Table.
- Instead of "Sk" result each side  reduces 1 unit; no retreat.
- Dr, Dr2, Dr3, Dr4 requires an Initiative die roll. If the lead unit passes its Initiative check, it may advance across the bridge and defender retreats 1-4 hexes. If lead attack unit fails its Initiative,  reduce it and both sides remain in place.
- For retreats across a bridge (damaged or undamaged—12.33).

(7.64) Bridge Repair: Follow the procedure for damaging a Bridge (paying 2 MP) or Trestle (1 MP). Multiple repair attempts in a turn are allowed. For each attempt, roll one die:

Die	Bridge	Trestle
1-3	is repaired	is repaired
4-5	•	is repaired
6	•	• = no effect

Notes: If either end of the span is:

- *in an EZOC—apply modifier of +1 to repair die roll.*
- *occupied by an enemy Combat Unit—repair not permitted.*

(7.65) Using a Repaired Span

A Bridge or Trestle may be crossed by any units the moment it is repaired. It may be used for tracing Supply starting on the turn following its repair.

7.7 Other Movement Rules

Night Movement (2.2B)

Night Disengagement (2.2A1)

Cavalry Charge (14.0)

Movement of Trains (18.11)

8.0 HIDDEN FORCES

8.1 General Rule

All forces start the game hidden and remain hidden until revealed. Reinforcements are hidden upon entry.

8.2 Hiding Units

From each stack of units, select one of the following to cover the stack: a Leader, a Vedette, a unit with strength of "one" (*those counters have a flag on their reverse sides*). If none of the above are present, use a Road March Marker, a Demoralized Marker, an Out of Supply Marker, if any of the above apply; or a Hidden Force Marker. Place the selected counter on top of the stack with the flag or status marker showing.

8.3 Revealing Units—Reconnaissance

A Hidden Force is revealed:

- During the Movement Phase if in a Repulse—only units involved are revealed at the time of Repulse (9.0).
- During the Movement Phase upon entering an EZOC—consult the "Reconnaissance Table." If no Repulse is attempted, each player will reveal all Friendly LC and/or vedette units present in the hex, then cross-reference to determine whether other units will be revealed or whether the vedette(s) are eliminated.
- In the LOS Step at the beginning of any Combat Phase if in an EZOC or within LOS—both sides are revealed. All hidden units within the LOS must be revealed.
- When a unit retreats or advances after combat into an EZOC; only the adjacent units on both sides are revealed.

8.4 Determining Line of Sight (LOS)

(8.41) General Rule: The LOS is a straight line of 3 hexes

from center to center. The LOS is obstructed by Blocking Hexes and Blocking Hexsides, or a hex occupied by units of either side. If any hex or hexside *between* the sighting unit and the target is blocking terrain, the Line of Sight is blocked. *EXCEPTION: Adjacent units are always in LOS of each other. See also 23.0 for Weather effects on LOS.*

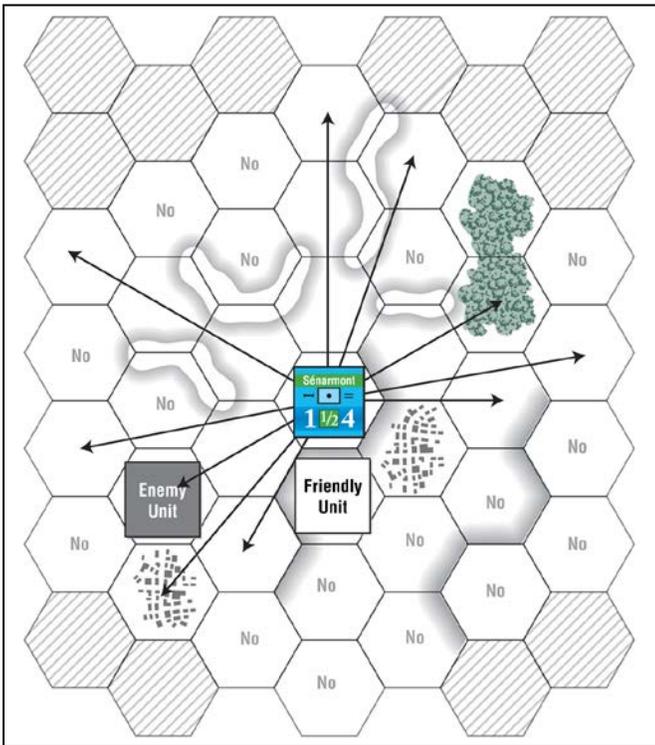
(8.42) Blocking Hexes: Woods, Chateaux, Hilltops, and Town hexes are Blocking Hexes. A Slope hex blocks the Line of Sight unless the viewing unit is either 1) on the hilltop and is viewing a hex downslope through the Slope hexside; or 2) on a Slope hex viewing another slope hex with no other blocking hexes intervening.

(8.43) Blocking Hexsides: Crest and Slope Hexsides are Blocking Hexsides. The LOS is blocked if it passes through the juncture of two or more blocked hexsides or the juncture of a blocking terrain hexside and a blocking terrain hex. *EXCEPTIONS: LOS for the sighting unit (only) is **not** blocked by:*

- Crest hexsides adjacent to the sighting unit, including the vertices on both ends of the hexside (diagram below), or
- Slope hexsides adjacent to a sighting unit on a hilltop hex. A unit on a hilltop can see enemy units below, but the units on lower ground can't reveal the unit on the hilltop. *NOTE: This is the only time that LOS is not reciprocal (also 13.34).*

8.5 Obscuring Hidden Forces

A Unit remains revealed as long as it stays in an EZOC, and/or sighted by an enemy LOS. At the end of the Combat Phase, all units not in LOS are re-hidden.



EXAMPLE: Each hex on the diagram is labeled as to whether Senarmon's unit has an LOS into that hex. Note that artillery cannot fire over friendly units, even when on a hilltop. Blocking Terrain in this example is Towns, Woods, units, Slope and Crest. Hexes beyond range are indicated with diagonal lines.

9.0 REPULSE

9.1 Repulse Procedure

(9.11) During the Movement Phase (only) the Phasing Player may attempt to Repulse enemy units in the path of his units; if successful the enemy will retreat immediately. The Combat Units attempting Repulse must first expend the MP cost of the adjacent enemy-occupied hex (or if more than one, the one with the greatest MP cost).

(9.12) Resolving a Repulse Attempt: Both players reveal their units involved. All units that project a ZOC into the repulsing unit's hex must be repulsed as one combined strength. In order for a Repulse to succeed the Repulsing units must have 5:1 odds or greater. Repulsed units retreat in the same fashion as retreats after combat (12.3).

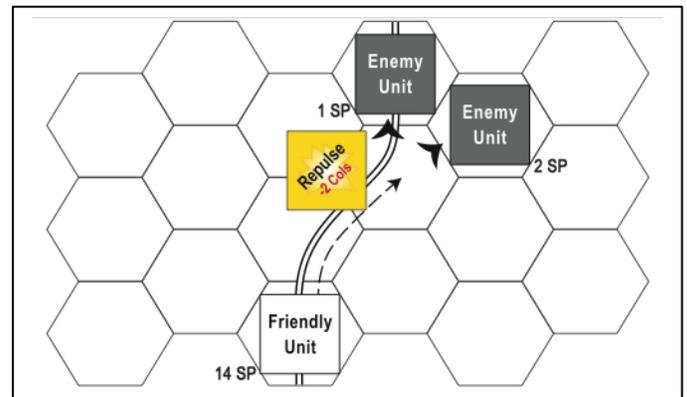
(9.13) Terrain Effects on Repulse: Combat Strengths on both sides may be modified by Terrain (11.1); other Combat modifiers do not apply in a Repulse.

(9.14) Repulse of Vedettes: Vedettes may not attempt Repulse and Repulses against Vedettes always succeed.

9.2 Repulse Effects

(9.21) Effects of a Successful Repulse: If the Repulse succeeds then the Repulsed enemy units immediately retreat two hexes. The Repulsing stack must enter the vacated hex (it has already paid the MP cost). If there is more than one vacated hex, the Repulsing Player chooses one. After a successful Repulse the units may continue moving to the limit of their Movement Allowance, and may attempt a subsequent Repulse. A unit may be Repulsed twice in a single turn.

(9.22) Effects of a Failed Repulse: If the Repulse is unsuccessful, both sides immediately remove any Road March markers. The Repulsing stack immediately ceases movement and must attack the same unit(s) it attempted to Repulse in the following Combat Phase. Other Friendly units may join this attack. This attack is conducted at two odds columns less than the actual odds. No other column shifts apply.



EXAMPLE: 14 Strength Points attacking 3 would normally resolve at (4:1); after a two-column shift, the combat is resolved at (2:1).

10.0 COMBAT

10.1 The Combat Phase

All Combat between opposing units occurs during the Combat Phase (2.1D for the sequence). Only adjacent Combat Units may be attacked (*EXCEPTION: Bombardment—13.0*). A defending stack may be attacked only once per Combat Phase (*EXCEPTION: a hex can be Bombarded and then attacked*).

(10.11) LOS Step 2.1/D1: At the beginning of the Combat Phase both players reveal all their units and leaders that are within the enemy Line of Sight (8.4), even if there will be no Combat.

10.2 Retreat Before Combat (RBC)

(10.21) Cavalry RBC: Defending and then Attacking stacks composed only of Cavalry (plus any Leaders, Vedettes and Horse Artillery stacked with Cavalry) may elect to retreat one or two hexes out of an EZOC prior to combat. Vedettes by themselves *must* Retreat Before Combat (16.26). During this RBC units may not enter an EZOC—except Vedette ZOCs (16.25). A unit can take only one retreat before combat per turn. If a lone Vedette can't retreat, place it in the appropriate box as in retreat after combat (12.34). *NOTE: RBC allows Cavalry to reveal the enemy force during the Combat Phase.*

(10.22) Horse Artillery RBC: Horse Artillery that begins a Combat Phase alone (or with an all-cavalry stack) in an EZOC may conduct a 1-hex RBC. Horse Artillery units that do a RBC may still bombard that turn. A lone Horse Artillery unit in an EZOC of any enemy Cavalry unit may not RBC.

(10.23) Restrictions

Units in the EZOC of a cavalry unit with an equal or greater Movement Allowance may not Retreat Before Combat. Cavalry and Horse Artillery may not retreat before combat if surrounded, if stacked with infantry or artillery (other than Horse Artillery), or in a combat resulting from an unsuccessful Repulse.

(10.24) Supply and Morale: Supply and Demoralization do not affect a unit's ability to Retreat Before Combat.

(10.25) Leaders: Leaders that Retreat Before Combat do not roll for capture (5.5).

(10.26) Advance After an RBC: Enemy units may *not* advance into the vacated hex caused by an RBC, except at a Bridge. Cavalry defending a bridge that retreats before combat may be followed-up by enemy attackers across the bridge. (*Because of its importance they would certainly seize the bridge if left undefended even for less than a whole turn.*)

10.3 Defining Combat

(10.31) All Engaged Units Must Attack

The Phasing Player must define all his combats before resolving them. The attacker may define his attacks freely—provided all enemy units in his ZOCs are attacked or bombarded, and all of his engaged Combat Units attack. Cavalry that retreats before combat does not count as attacking.

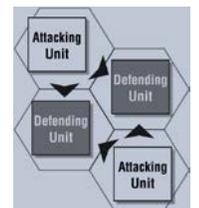
EXCEPTIONS:

- Units in Towns, Improved Positions, or Chateaux do not have to attack.
- An artillery unit in an EZOC does not have to attack if other units in its hex do so (13.41).
- An artillery unit that bombarded this turn cannot join in an attack.
- A unit in Road March cannot join in an attack.
- A cavalry unit that charged this turn cannot join in an attack.
- If an artillery unit bombards a hex, it frees friendly units adjacent to that hex from having to attack it (13.6).

(10.32) Rivers and Combat: Adjacent units that are on the opposite side of an unbridged, unfrozen River may not be attacked but may be bombarded. Adjacent units on the opposite side a bridged, unfrozen River may attack but need not do so.

(10.33) Multi-Hex Combat

- A defending stack may be attacked by up to six enemy stacks (one in each adjacent hex).
- All of the defending Combat Units in a stack must be attacked as a single combined strength—they may not be attacked separately.
- Two or more defending hexes may be attacked as a single force if the Attacker is adjacent to all defenders.
- All attacking Combat Units in a single stack must attack as one combined strength.
- If an attacking stack is located in the ZOC of several enemy stacks, and no other Friendly stack is adjacent to the enemy stacks, it must attack all of the stacks as one attack (and the defender may choose the one applicable terrain modifier that is most beneficial to him).



10.4 Combat Procedure

The Phasing Player conducts attacks in the order he desires. Attacks are resolved one at a time, and their results fully applied before proceeding with the next attack. Follow these steps for each combat:

STEP 1: Compare the combined attack strength of the participating attacking units against the total defense strength (modified by terrain) of the defending units. This is expressed as an odds ratio (attacker to defender). Round off this odds ratio downward to conform to the next lower odds ratio on the CRT.

EXAMPLE: 16 SPs attacking 6 SPs reduces to 2:1. 15 SPs attacking 10 would be resolved at 1.5:1 odds.

STEP 2: The attacking player locates the calculated combat odds column on the Combat Results Table and rolls the die. Cross-referencing the die result with the odds column gives the Combat Result, which is applied immediately.

STEP 3: Adjust Casualty Level Markers to reflect combat strength lost (21.1).

11.0 COMBAT MODIFIERS

11.1 Terrain Effects on Combat

The terrain in the defending hex—or on the hexside separating the defending force from the attacker—may affect Combat Strengths. Retain all fractions until the odds have been calculated. Terrain Effects on Bombardment are different (13.36). *If a unit's strength is reduced to zero, its attack doesn't take place (it remains engaged).*

A. Towns: If all defenders are in towns, change “Ar*” results to “Shock” (12.1). Defending Infantry Units have their total Combat Strength increased by 50%. *EXCEPTION: Units with an Initiative of “1” (untrained) obtain no defensive benefit from Towns. Cavalry cannot charge into towns.*

B. Slopes, Streams & Trestles: If all attacking stacks are attacking across Streams or Trestles, and/or uphill across Slope hexsides, the total strength of the defending force is increased by 50%. The Defender gets the slope benefit only if defending in a hilltop and attacked from the slope hex. Cavalry units cannot Charge uphill or across a Stream or Trestle.

C. Woods hexes: The total strength of all Cavalry attacking into or defending in a Woods hex is halved. For all units defending in Woods, change “Ar*” results to “Shock” (12.1). Cavalry units cannot Charge into Woods.

D. Bridges: Units are never required to attack across a Bridge. If all Combat Units are attacking across a Bridge or pontoon over a River (frozen or unfrozen), the Combat Strength of the defending unit is doubled. If the bridge is damaged see (7.63).

E. Crests: Change “Ar*” results to “Shock” (12.1).

F. Chateau: Up to 2 defending Infantry are doubled. Change any Dr result (up to Dr4) to Shock unless the defender is demoralized. Cavalry units cannot Charge into a Chateau hex. Chateau effects on combat are negated if any other units stack with them (15.21).

G. Marsh: The total of all Cavalry and Artillery strengths are halved when attacking into or defending in a Marsh. Change “Ar*” result to Shock.

H. Rivers and Lakes: Combat Units may attack across unfrozen Rivers only at Bridges or pontoons (18.3). Frozen Rivers and Lakes are treated as Streams.

NOTE: Terrain modifiers for one side are not cumulative. Always use the one best modifier available to the defender.

11.2 Combined Arms

The attacker (only) may gain a +1 column shift in Combat if he has Infantry, Artillery, and Cavalry participating in the same attack. The Combined Arms benefit is not cancelled by a defending stack of all arms. Vedettes and artillery units that bombarded this phase are disregarded. The Combined Arms bonus does not apply if any of the defenders involved are in Town, Woods, 🌳 Orchards, I.P.s or Marsh; across a Bridge (across Streams OK); or in Chateaux (unless demoralized). An overrunning Cavalry unit may be considered for Combined Arms even if it is eliminated in the Charge.

11.3 Staking Guard Units

This rule applies to all Guard (“OG,” “Gd.,” “Gde.,” but not “GC” or “YG”) units on both sides.

- Once per game, a player may “stake” his Guard units in any one combat. That player receives a one-column favorable shift on the CRT for that combat. A player is never required to stake the Guard. A Guard unit can be in combat without being “staked.”
- If any *infantry* unit of the Guard is involved in an attack (at *any* time) and the result is “**Ae**,” “**Ar**,” or “**Ex**,” the Demoralization Levels of all Friendly Formations a) whose officers are within **10** hexes or b) that currently have no officer but have any units within **10** hexes are immediately and permanently reduced by **4**. *EXCEPTION: Regardless of the combat result, if the attack by the Guard demoralizes the opposing formation, then the owning player's Demoralization Levels are not reduced.*
- No formation can have its morale reduced more than once per game. French cavalry corps and formations with 4 units or fewer do not have their Demoralization Level reduced.

11.4 Napoleon

If Napoleon is stacked with an engaged force, the odds for combat shift one column in his favor at the French Player's discretion. (Does not apply to Bombardments or Charges.)

EXAMPLE: Napoleon is part of a one-to-one attack, the odds shift to 1.5 :1. If Napoleon is defending and the odds are three to one, reduce to two-to-one.

11.5 Other Combat Modifiers

- *Failed Repulse* (9.22)
- *Improved Positions* (15.2)
- *Snowstorms, Thunderstorms, Artillery in Mud* (23.0)

12.0 COMBAT RESULTS

12.1 Explanation of Combat Results

Ae: All attacking Combat Units are eliminated.

Ar (Ar2 or 3): All attacking Combat Units must retreat 1 (2, or 3) hexes.

Ar*: If attacking during any Storm; across a Crest hexside; or into a Marsh, Woods or Town hex, treat as Shock Result. These sudden encounters occur more frequently in confined passages.

Dr (Dr2, 3, 4): All Defending Units must retreat 1 (2, 3, or 4) hexes. *EXCEPTION: Chateaux (15.1) and damaged bridges (7.63).*

De: All defending Combat Units are eliminated.

Ex (Exchange): All Combat units on the weaker side are eliminated; the stronger side eliminates units which total at least 50% of the (face) Combat Strength of the weaker side. See Exchange Notes below.

12.2 The Shock Table

Attacker's Modified Initiative:							
Defender:	1	2	3	4	5	6	7
1	1R	Dr	Dr	Dr2	Dr2	Dr3	Dr3
2	Ar	1R	Dr	Dr	Dr2	Dr2	Dr3
3	Ar	Ar	1R	Dr	Dr	Dr2	Dr2
4	Ar2	Ar	Ar	1R	Dr	Dr	Dr2
5	Ar2	Ar2	Ar	Ar	1R	Dr	Dr
6	Ar3	Ar2	Ar2	Ar	Ar	1R	Dr
7	Ar3	Ar3	Ar2	Ar2	Ar	Ar	1R

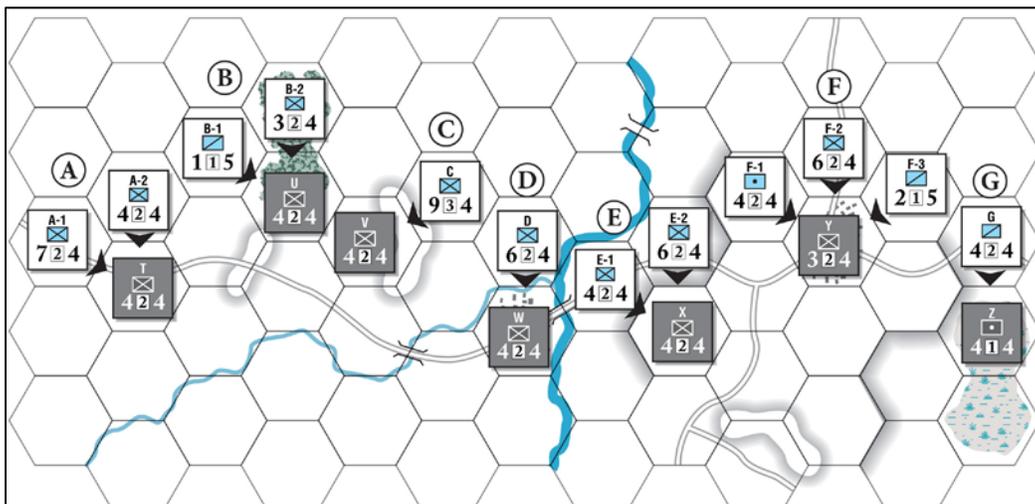
Sk (Shock): If you obtain a Shock Result, each player rolls one d6. On a 1, 2 add 0; 3, 4 add +1; 5, 6 add +2; to the Initiative of your best unit (the "Lead" unit) and consult the Shock Table (12.2). Victorious cavalry, 🐎 that is not Demoralized, Out of Supply or Out of Command (whether attacking or defending) must advance into the vacated hex, up to the stacking limit.

SHOCK NOTES

- The Initiative of a Demoralized unit is 1 less than printed.
- When Artillery is alone in the hex, disregard its Initiative rating and use "1" for its Shock Combat value.
- Any overrunning Cavalry must be the lead unit (14.24).
- Shock Modifier:** Increase an Attacker's Modified Initiative by 1 if the combat was resolved at 3:1 or greater on the CRT.
- 1R** = Reduce one attacking and one defending unit. The owner must reduce either the strongest or the best initiative of his units involved.

EXAMPLES OF COMBAT: Units A-1 and A-2 attack unit T at 11 to 4 odds, which rounds down to 2-1. Units B-1 and B-2 attack unit U in the Woods. The Woods halve the cavalry unit's combat strength and converts any Ar results to Shock (Sk). The odds are 3.5 to 4 which rounds down to 1-1.5. Unit C attacks unit V across a Crest hexside—the odds are 9 to 4 which rounds down to 2-1. The Crest hexside will convert an Ar* result to a Shock Result (which is in unit C's favor). Unit D attacks unit W across a Stream hexside into a Town hex. Since terrain modifiers are not cumulative, the defender must choose which benefit to use; and in this case he picks the Stream since he does not want any Ar* results converted to Sk (he would lose a Shock battle). Unit W is increased by 50% yielding odds of 6 to 6.*

The two units at E attack unit X up a Slope. The defender's combat strength is increased 50% to 6. The odds are 10 to 6 (which is 1.5 to 1). The three attacking units at F would have earned the Combined Arms Shift, but it is not allowed against defenders in Town hexes. The Town increases unit Y's Combat Strength 50% to 4.5. The odds are 12 to 4.5 (2-1) and Ar results convert to Sk. Unit G (cavalry) attacks artillery unit Z in a marsh hex. Both of those unit types are halved attacking and defending in Marsh, so the odds are 2 to 2. Marsh converts any Ar* results to Sk which would be in the cavalry's favor.*



EXCHANGE NOTES

A. Artillery units that did not participate in the combat, which are stacked with units that did, may be used to satisfy an "Ex" result.

B. Any overrunning Cavalry unit must be the first to be eliminated (14.24).

C. Compare (unmodified) face-value SPs of all units.

EXAMPLE: The weaker side has 5 SPs and the other side has four units, with 2, 4, 8, and 10 SPs. Half of 5 is 2.5 and he must lose more, so he removes the '4.'

12.3 Retreats

(12.31) Basic Rule: On a Result of "Retreat," the owning Player must move his unit (or stack retreating together) one or more hexes (as specified by the result). A retreating Combat Unit may not cross a prohibited hexside; enter an EZOC or a hex occupied by enemy Combat Units (*EXCEPTION: Vedettes—16.25*); or exceed stacking limits. Friendly units do not negate EZOCs for purposes of a combat unit's retreat. A leader may retreat through an EZOC if occupied by a friendly unit.

(12.32) Vedettes and Retreat: Combat Units may retreat into the ZOCs of an enemy Vedette, or even into a hex currently occupied solely by an enemy Vedette if no other path of retreat is available (the enemy Vedette is displaced; 12.36).

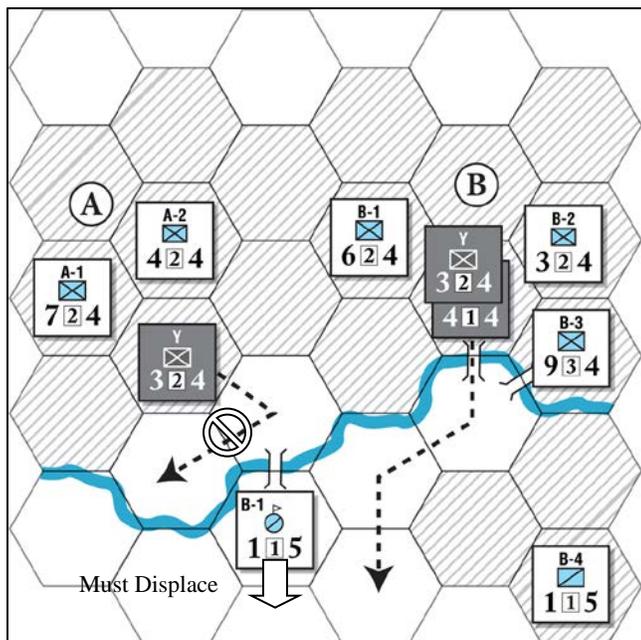
(12.33) Retreat Across Bridges: Units that retreat across a Bridge or Pontoon over an unfrozen River (not a Trestle or a pontoon bridge crossing a stream) risk elimination and must roll the die: the first unit to cross the Bridge is permanently eliminated on a 6; thereafter add +1 to the die for every retreating unit that follows (i.e. a second unit is permanently eliminated on a 5 or 6). If a pontoon deployed across an unfrozen River hexside with no existing bridge or another deployed pontoon, the first retreating unit is eliminated on a roll of 4, 5, or 6, with one still added for each successive unit. The owning player chooses the order of retreat. Retreats across damaged bridges are not allowed, and any retreating units are automatically eliminated (PEU) if there is no alternate hex.

(12.34) Units Unable to Retreat Fully: If a unit cannot retreat fully it is eliminated. If any part of its retreat path is blocked only by EZOCs or the map edge, the unit is placed in the Units Awaiting Recovery (UAR) Box. If it could not retreat fully because of a prohibited hexside and/or enemy units (only), roll one die to determine which box to place it in:

die roll *place unit in:*

1-3	UAR Box
4-6	PEU Box

Always place a reduced unit that can't retreat fully for whatever reason into the PEU.



EXAMPLES OF RETREAT: The two stacks of defending units must retreat. EZOCs are indicated with diagonal lines except those of the Vedettes which have no effect against enemy retreats. The only terrain that effects retreats are unbridged Rivers—which prevent it. Zig-zag retreats are not allowed. A unit must end its move that number of hexes distant from its starting hex. It may retreat across the bridge and Displace the enemy Vedettes. At B, the unit must retreat across a bridge hexside and run the chance of elimination—the first unit across is eliminated on a die roll of 6, the other unit on a die roll of 5 or 6. Assuming both survive, they can retreat in the path indicated.

(12.35) Path of Retreat: The unit (or stack) must end its retreat the specified distance from the starting hex — enter each hex only once. The retreat should shorten the distance to the formation's baggage train or to a friendly supply source (or both). If two or more paths are open to the retreating unit, it must move in better terrain (preferring roads and trails to a roadless Marsh, for instance).

(12.36) Displacement: If the only path available to a retreating force would cause it to exceed the stacking limits (3.2) for a hex, then one or more combat units in the hex must be displaced to make room for it. Displaced units retreat one hex, observing all restrictions governing retreat after combat. However, if the units to be Displaced cannot retreat:

- 1) the originally retreated force is eliminated instead and will enter the UAR; and
- 2) if the retreating force contains cavalry the displacing unit must make an Initiative check: if it fails it is eliminated instead—place in the UAR Box. Trains never displace (18.16).

A displaced force may displace other Combat Units if no other path of retreat is available. Displaced units may not enter EZOCs.

12.4 Advance After Combat

Whenever an enemy stack is eliminated or forced to retreat, the owning player may advance friendly leaders and one or more friendly units that participated in the combat—whether as attacker or defender—and occupy the vacated hex and not beyond it.

A. One Infantry Unit plus all cavalry in a given attack may advance if no leader is present (or Leader doesn't advance).

B. LEADER BONUS: If a leader is in the stack and advances, all undemoralized infantry and cavalry units may advance with him.

C. Artillery may never advance after combat. If the defenders vacate the hex as a result of bombardment, any phasing infantry or cavalry adjacent to that hex (along with any leaders) may advance into the vacated hex. Such advances take place after all bombardments are concluded. A unit cannot advance if it has an unresolved combat to perform.



EXAMPLE: A stack of artillery units bombard a 6 [4] 4, forcing its retreat. The 5 [3] 4 may not advance—it must attack the other 6 [4] 4.

D. If the enemy force occupied two or more hexes, attacking cavalry (only) may advance into the other vacated hex.

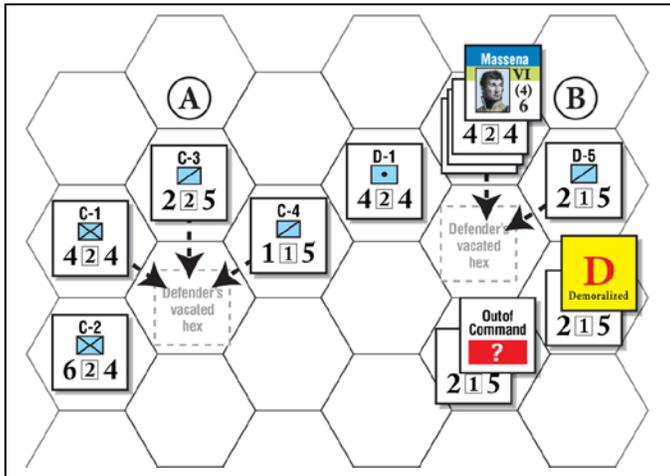
E. Combat Units and Leaders may choose not to advance. The option to advance must be exercised immediately. A unit may not be attacked, or attack again, after it has advanced (even if it advances into an EZOC of units that have not yet resolved Combat).

F. Demoralized and Out of Command units may not advance after combat.

G. Victorious Combat Units may advance into the vacated

enemy hex even if they advance from one EZOC to another.

H. Units may not violate stacking limits after an advance. A victorious overrunning cavalry unit that remains in the hex counts against stacking.



EXAMPLES OF ADVANCE: At A no leader is present so only one Infantry and all Cavalry units can advance into the defender's vacated hex. At B the leader allows all undemoralized, non-Artillery units in his stack to advance, along with all engaged Cavalry units.

12.5 UAR and PEU Boxes

(12.51) UAR: Any time a *full-strength* Combat Unit is eliminated due to an Ae, De, or Ex, the owning Player must determine if it could have retreated 1 hex without encountering prohibited terrain or enemy-occupied hexes. If a retreat route is open or is only blocked by EZOCs it is placed in the Awaiting Recovery box. Otherwise, the unit must be placed in the Permanently Eliminated Units (PEU) box.

(12.52) PEU: The following Combat Units are also ineligible for Reorganization, and are placed in the Permanently Eliminated Units box when lost in combat:

- *Baggage and Pontoon Trains*
- *Already Reduced:* A unit already at its *Reduced Strength* when it was eliminated.
- *No Reduced Strength:* A Combat unit with a strength of [1] has no reduced strength.
- *Retreat Across Bridges:* Units retreating across a bridge risk permanent elimination (12.33).
- *Ae on the Charge Table*
- *Unable to Retreat fully*—risks permanent elimination (12.34)

13.0 BOMBARDMENT

13.1 Artillery Units

In addition to their regular attack ability against adjacent units, artillery may make bombardment attacks. Bombardments are permitted by the Phasing Player during the Bombardment Step and by the non-phasing Player during the Artillery Reaction Fire Step (13.5). Artillery may Bombard or it may make a Regular Attack in a given Combat Phase—it may not do both.

13.2 Range

Bombarding artillery must be either 2 or 3 hexes from its

target hex, unless Bombarding across an unbridged, unfrozen River hexside.

13.3 Bombardment Procedure

(13.31) Sequence: For each bombardment, follow these steps:

1. Designate the Bombarding Units (13.32).
2. Designate the Target Hex (13.33).
3. Determine the Line of Sight—if blocked, the bombardment is prohibited (13.34).
4. Determine the Bombardment Strength (13.35).
5. Calculate the Effects of Terrain (13.36).
6. Resolve on the Bombardment Table (13.37).
7. Execute the Combat Results (13.38).

(13.32) Designate the Bombarding Units: Any number of artillery units may bombard a single hex as long as all the units are eligible to fire at the target hex. Artillery units stacked together may bombard different hexes. An Artillery unit may not bombard more than one enemy occupied hex, nor may it split its strength. Artillery units may *not* Bombard when:

- *in a woods hex; they may participate in an adjacent regular combat.*
- *alone in an EZOC; they must attack an adjacent unit (however, see 13.5).*
- *the weather is Snowstorm, Thunderstorm, Duststorm, Snow, Rain, or Fog (23.0).*
- *in Road March.*

(13.33) Designate the Target Hex: All enemy units in a hex under bombardment are bombarded as one target. A hex may not be bombarded more than once in a Combat Phase, however, a hex may be the target of a bombardment and then a regular attack during the same Combat Phase. The target hex must:

- *be in range and in the LOS of all Bombarding units.*
- *not be in woods or Chateaux.*
- *not be adjacent unless the enemy unit or stack is on the opposite side of an unbridged, unfrozen river.*
- *not be a Town hex at a range of 3.*

(13.34) Artillery Line of Sight

A. Hilltop Hexes and Slope Hexsides: A Slope hex intervening between a bombarding artillery unit and its target blocks the Line of Sight unless the artillery unit is on the hilltop and is either:

- *firing downslope through the Slope hexside; or*
- *firing on another slope hex with no blocking hexes intervening.*

The target units in either case have no reciprocal LOS (8.43).

B. Crest Hexsides: Crest terrain is drawn on both sides of a given crest hexside. LOS is not blocked by a crest adjacent to the bombarding unit. A non-adjacent Crest blocks LOS.

(13.35) Determine the Bombardment Strength: The strength of all Artillery units bombarding a given target is totaled (this may include bombarding units in different hexes). The strength of any artillery units bombarding at 3-hex range is reduced by 50% (round fractions down).

(13.36) Calculate the Effects of Terrain: The effects of terrain on bombardment are as follows:

- *Towns:* Artillery bombarding into towns are reduced by 1/3. You may not bombard into a town at 3-hex range.
- *Woods and Chateau hexes:* May not bombard into Woods or Chateaux or out of Woods.
- *Marsh:* Bombarding SPs are reduced by 1/2.

(13.37) Resolve on the Bombardment Table

All bombardments must be resolved and results applied during the Bombardment or Arty Reaction Fire step. Cross-reference the Bombardment Strength with the die roll and apply modifiers. During mud turns (23.0), modify the die roll by -2.

(13.38) Execute the Bombardment Results

A Bombardment affects all units in the target hex (only). A Bombardment may result in: “Dr” (12.1) or “1R” (Reduce one unit). A “1R” result means one unit in the hex is flipped to its reduced side, or an already-reduced unit is eliminated. The Bombarding Player decides which unit to reduce. The owning player may decide to remain in the hex or *voluntary* retreat one hex with the remaining units in the target hex. “S” (Suppressed) and “2R” (Reduce two units/steps) are other possible bombardment results. All Suppression Markers on the map are removed at the end of the next Combat Step (Step 5).

(13.39) Hold Your Ground: A Dr result on the *Bombardment Table* can be converted to a 1R at owning player's option. Select your "lead" unit and roll for Initiative. If successful, the lead unit suffers step loss and there is no retreat.

13.4 Artillery Units in an EZOC

(13.41) If an artillery unit is in an EZOC and stacked with a friendly infantry or cavalry, it may bombard a hex different from the one the other units attack. Artillery need not attack the adjacent enemy units as long as some other friendly unit does so. However, an artillery unit suffers all combat results incurred by the units it is stacked with.

(13.42) Regular Attacks: When alone in an EZOC, an artillery unit *must* attack an adjacent unit and may not bombard. It uses the regular Combat Results Table, and may combine its strength with attacking infantry and cavalry in other hexes. During Mud, Artillery units attack and defend at one-half their normal strength (rounding fractions down). Artillery units in regular combat suffer all Combat Results in the same manner as other units. If the units in their stack suffer an “Ex” result they may be used to satisfy the required losses. Artillery units may never add their strength to a regular attack via a ranged attack—they must be adjacent. The Initiative Rating of a lone Artillery unit for shock is 1 (12.2).

13.5 Counter-Battery Fire (CBF)

The effective bombardment strength is reduced by one-half the strength of any artillery in the target hex (rounding fractions down). If the target has no LOS on the bombarding unit, or is alone in an EZOC (13.42), there is no CBF reduction. **EXAMPLE:** an ARF by 4 SPs would be reduced to 3 if the target includes 3 SPs of artillery with a LOS. Bombardment has no effect if one-half the target artillery strength is still *at least equal* to the Bombarding strength.

13.6 Soak-Offs

A unit bombarded in a given turn is considered attacked.

14.0 CAVALRY CHARGES

A cavalry charge in this game is a faster charge, where the cavalry gradually build-up speeds near 300 meters per minute. In a successful cavalry charge, the cavalry unit(s) move through an EZOC directly into the enemy-occupied hex, thereby cutting the retreat route of the overrun unit in the following Combat Step.

14.1 Which Units May Charge

All cavalry (except LC and demoralized cavalry) that have not moved during the previous Movement Phase may make a charge. A hex being charged *must* also be subjected to a regular attack by at least one friendly infantry or artillery during the same Combat Phase. A cavalry unit may not make a charge and conventional attack during the same Player-Turn.

14.2 Procedure

(14.21) A Cavalry Charge is resolved on the Charge Combat Table during the Charge Step. Charging cavalry may expend the full Movement Allowance during the charge step. It costs one extra MP to enter the Enemy unit's hex. *This MP cost reflects the shorter range of charging cavalry.* Determine the odds as in combat and roll on the Charge Combat Table.

(14.22) Restrictions: Only one charge may be made by a single stack against a given hex in one Combat Phase. Cavalry units from multiple hexes cannot charge the same hex. A Cavalry Charge may *not* be conducted:

- *into a woods, town, chateau, or improved position*
- *uphill through Slope*
- *across a Ford, Stream, or Span hexside*
- *during a Mud or Night turn (14.3)*
- *if the Cavalry unit is in Road March*
- *through an EZOC (except the ZOC of its target)*
- *through friendly units.*

Cavalry Charge movement is subject to all Movement Rules (7.0), with the exceptions listed above.

(14.23) Charge Results: The possible results of a Charge are **Ae, Pr** or **Overrun**:

- *On an Ae result, the charging units are eliminated (PEU).*
- *On a Pr result, all Phasing (charging) cavalry retreat to their starting hex and reduce 1 or 2 units. The target has off-road Movement costs doubled in the following Movement Phase. Place a Square Marker on the infantry units charged.*
- *On an Overrun result, the cavalry unit(s) move into the enemy-occupied hex. The charging unit's ZOC extends out into all surrounding hexes. In the upcoming regular attack during the Combat Step, the retreat route of the overrun unit is cut off.*

(14.24) Subsequent Combat Result: The cavalry units making the charge may not add their Attack Strength to the subsequent combat. The subsequent attack is credited with cavalry for purposes of Combined Arms (11.2) even if the cavalry unit is eliminated in the Charge.

- A. If the subsequent Combat Result is Dr or De, all defending units are eliminated (UAR), if the charging cavalry unit(s) remain in the hex, and one of the attacking units may advance into the hex as usual.
- B. If the subsequent Combat Result is Ae or Ar, the cavalry unit(s) are eliminated (UAR). Opposing units may never end any Phase stacked together.
- C. If the subsequent Combat Result is an Ex, the charging cavalry units are the first to be counted toward the Exchange.

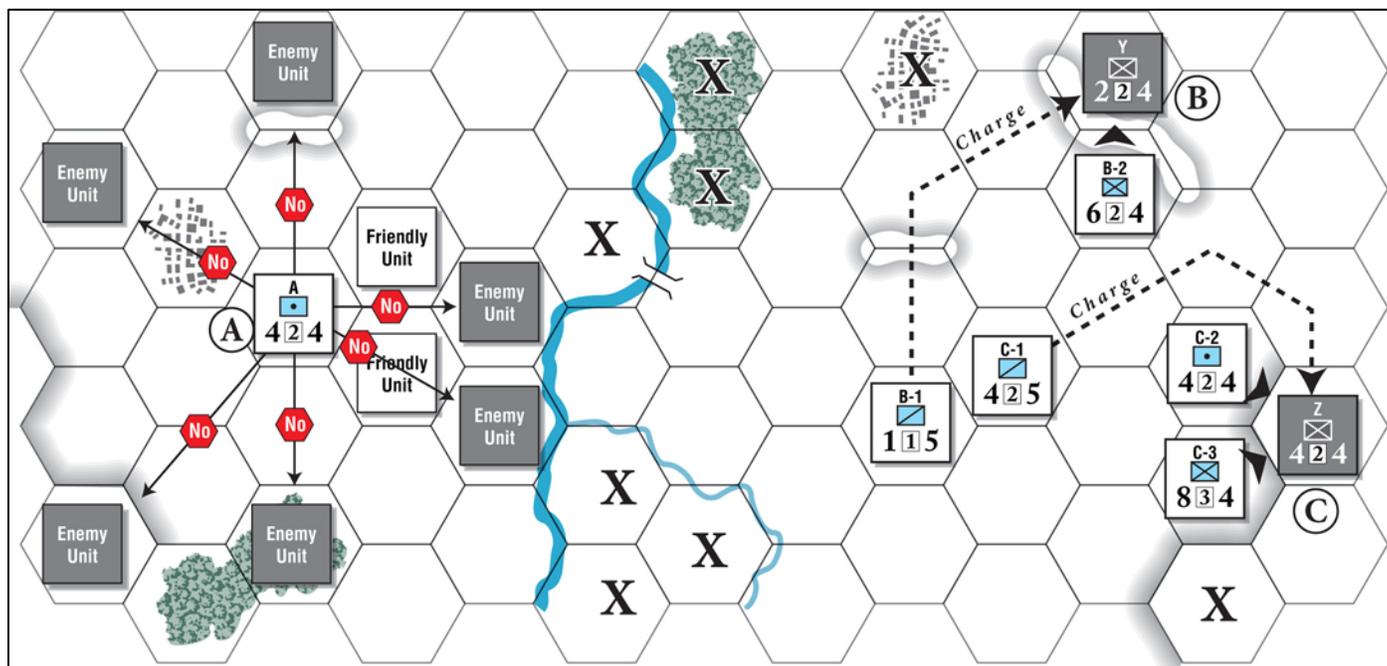
- D. If the subsequent Combat Result is Sk, the charging Cavalry unit is the lead unit.
- E. If the Ex or Sk does not clear the hex of enemy units, the charging cavalry units are eliminated (UAR).

14.3 Charges and Weather

Charges are not permitted during Mud and Night Turns. During Snow, Snowstorm, Thunderstorm, Duststorm or Heat, add +1 to the Charge CRT die roll (23.1).

CAVALRY CHARGE EXAMPLES: Hexes marked X may not be a target of Cavalry Charge even if they contained enemy units under attack. Charges may not be conducted across Streams or Rivers, up Slopes or into Woods or Town hexes. At B the Cavalry Charge is made across two Crest hexsides which have no effect. The Cavalry unit pays +1 MP to enter the defender's hex. The odds would be 1-2 (only 50% chance of success). At C the Cavalry unit attacks at 1-1. If the Cavalry survives the charge they will remain on top of the enemy unit and will cut off their retreat. Note that in combat C, the phasing player will earn the Combined Arms shift even if the cavalry unit doesn't survive the charge.

BOMBARDMENT EXAMPLE: Artillery unit A has no eligible targets—all are blocked by friendly units or are prohibited. Bombardments cannot be made uphill against a Hilltop hex, into Woods, or across a Crest that is not adjacent to the artillery.



15.0 FORTIFIED PLACES

Fortified Places are of two types. Chateaux are protected by strong walls impervious to field artillery. A simple Improved Position (I.P.) made of timber and stout beams could be thrown together in a few hours. A more elaborate dug-in redoubt could take most of a day.

15.1 General Rule

(15.11) ZOCs: ZOCs extend out of but not into Fortified Places—adjacent units must attack enemy units in Fortified Places. A unit that enters a Fortified Place adjacent to an enemy combat unit must stop moving.

(15.12) Attacking: Units in Fortified Places are not required to attack, but if they elect to attack, all adjacent enemy units must be attacked by some friendly unit.

(15.13) Advance and Retreat: Units may advance after combat into Fortified Places. Retreat into occupied Fortified Places is allowed (15.21).

(15.14) Cavalry Charges against Fortified Places are prohibited.

(15.15) Combined Arms bonus: When attacking Fortified Places the attacker receives *no* Combined Arms bonus.

15.2 Chateaux

(15.21) Stacking: A chateau loses its combat effects if the hex contains more than two defending infantry units; or contains any artillery, cavalry or train units. All chateau effects on combat are negated as long as they remain in the hex (4.2, 11.1F, 11.2, 13.33, 14.22). Town effects if any still apply.

(15.22) Defending: If any defending units in a combat occupy a Chateau, “Dr,” “Dr2,” “Dr3” and “Dr4” results from the CRT are treated as “Shock.” This does not apply if the units defending in the Chateau are demoralized, or if a retreat result is obtained on the Shock Table.

(15.23) Bombardment: Artillery units may never bombard into Chateaux. They may make regular adjacent attacks.

15.3 Improved Positions

(15.31) Defending: The strengths of all infantry units defending in a completed I.P. are doubled. If an I. P. is built in a town, all combat effects of I. P. and towns apply.

(15.32) Construction Procedure: The construction hex must contain at least two infantry units that did not move during that Movement Phase.  If a town hex only 2 SPs of infantry are needed. Construction is not permitted during Frost, Snow, Snowstorm, or Night March Phase, or in Chateaux  or Marsh hexes. Roll on the table below at the end of the Movement Phase. If the infantry leave an I.P. under construction, remove the I.P. marker. After completion the Improved Position marker is never removed (even if unoccupied) and may be used by either side.

(15.33) Construction Table: Roll one d6.

<i>die roll</i>	<i>result</i>
1	construction complete (invert marker)
2-6	Under Construction—roll again next turn. An I.P. under construction has no effect.

16.0 VEDETTES

Each Vedette is a regiment of around 500 men, broken-up into 50-man patrols that fan-out to cover a wide area. These fast-moving patrols were used to screen an army against enemy reconnaissance, to perform their own reconnaissance, and to protect the flanks of combat units.

16.1 Vedette Breakdown and Reassembly

A Light Cavalry unit may generate a number of Vedette (scout) units equal to its vedette number (1.42).

(16.11) Creating Vedettes: During the Reorganization Segment (only), any full-strength Light Cavalry (LC) unit may bring its corresponding Vedette units onto the map. Each full-strength LC parent unit has a number (in a circle), to indicate the number of Vedettes provided for that unit. The Phasing Player removes the LC unit from the map and replaces it with the Vedettes. The LC unit is then placed in the Full Strength Holding Box. Vedettes may move in the turn they are created. Reduced-strength units may not create Vedettes.

EXAMPLE: Marulaz's cavalry brigade has a "4" in a circle. It contains four Vedettes with a corresponding designation.

(16.12) Reassembling Light Cavalry Units: To recombine Vedettes into an LC unit, just pay the regular +1 MP cost to stack. Remove the stacked Vedettes immediately if the stack is not in an EZOC and replace them with the parent unit. **The parent unit may continue moving, expending the Vedettes' remaining MPs, in command if any of its Vedettes were in command.** The Vedettes of any LC unit that contains 4 or more Vedettes may stack for immediate reassembly.

NOTE: Vedette unit I.D. may be ignored. The proper number of Vedettes may combine freely to reassemble any available LC unit.

(16.13) Creating Vedettes from Mixed Type Units: Full strength Infantry units with a Vedette number may also create Vedettes during the Reorganization Segment. Flip the

counter to its reduced strength side, then deploy the Vedette(s) to the same hex. Such Mixed Type units may flip back to full strength by stacking with the same number of friendly Vedettes (not in an EZOC) and removing the Vedettes from the map during the Movement Phase.

(16.14) Corps Affiliation of Vedettes [Optional Rule]: A Vedette may *not* be used to reassemble a unit from a different formation; only units from its assigned formation.

16.2 Properties of Vedettes

(16.21) Movement: Vedettes move like Cavalry and must be in Command or pass their Initiative die roll to move. Vedettes always pay road costs when on roads but ignore Road March restrictions and are ignored by friendly units in Road March.

(16.22) Stacking: No more than 3 Vedettes may occupy the same hex. *EXCEPTION (16.12)*

(16.23) Repulse: Vedettes may not attempt Repulse. Repulses against Vedettes always succeed.

(16.24) Combat: Vedettes are non-combat units—they may not attack or defend. Vedettes do not count for Combined Arms. Vedettes stacked with friendly combat units are subject to the combat result against the stack. Eliminated Vedettes may return to play through Reorganization (22.25).

(16.25) ZOCs and Retreat: Vedettes have ZOCs, but they do not block enemy retreats—units may retreat into the ZOC of an Enemy Vedette. Retreating enemy units can, if necessary, displace friendly Vedettes.

(16.26) Retreat Before Combat: Any engaged Vedette of either side that is not stacked with a friendly combat unit must Retreat during the Cavalry Retreat Step (10.2) one or two hexes. If it cannot retreat, it is eliminated (12.34). Vedettes cannot prevent enemy Forces from using Retreat Before Combat.

17.0 SUPPLY

17.1 The Supply Segment

The Phasing Player must determine the supply status of each Friendly Combat Unit during the Supply Segment of each Weather/Recovery Turn (23.12, 2.1/B-1). Out of Supply units are marked "Out of Supply" and remain Out of Supply until the next Weather/Recovery Turn.

17.2 Out of Supply Effects

Out of Supply units suffer the effects of Demoralization (21.2), but the effects are not cumulative.

17.3 Automatic Supply

All reinforcements from their turn of entry, and all units on-map at the start of any scenario are automatically in supply until the next Weather/Recovery Turn.

17.4 Supply Lines

(17.41) Tracing a Supply Line: A Combat Unit is in supply if it can trace a Forward Supply Line (17.42), no more than 14 (Fourteen) hexes long (not counting the unit's hex), to one of

the following:

- *Directly to a Friendly Supply Source (17.5); or*
- *To its own Formation Baggage Train located on a road or trail hex that has a “Trunk” Line (17.43); or*
- *To any Friendly Baggage Train located on a road or trail hex that has a Trunk Line. No more than one stack belonging to a different formation may trace to each Friendly Baggage Train.*

Any formation or individual unit without a dedicated baggage train (none provided in the counter mix) may trace supply to any friendly baggage train—each stack to a different baggage train.

(17.42) Forward Line: The Forward Supply Line (only) may traverse any type of terrain except Lake or River hexsides (unless the hexside is frozen or is crossed by an undamaged bridge or pontoon). Each counts as one hex, maximum 14 hexes.

(17.43) Trunk Lines: A Trunk Line may comprise any number of connected road and/or trail hexes leading to a Friendly Supply Source.

(17.44) Blocking Supply Lines: Forward and Trunk Lines are blocked by the physical presence of enemy combat units and Vedettes. EZOCs do not block Supply Lines.

17.5 Supply Source Hexes

Each side has Supply Source hexes that are indicated on the map by a supply symbol with an encircled code letter.

C = Coalition, A = Austrian, P = Prussian, R = Russian

F = French



18.0 BAGGAGE AND PONTOON TRAINS

There are two types of Train units: Pontoon Trains and Baggage Trains. Baggage Trains are important for Supply; Pontoon Trains place temporary bridges. Pontoon Trains have a train side and a deployed bridge symbol on the reverse.

18.1 Properties Common to Both Trains

(18.11) Movement: Trains move automatically—they are always in Command. Trains have a Movement Allowance of 4 MPs, paying cavalry costs for movement. They may use Road March (7.5). During Mud, Thunderstorm and Snowstorm turns, Train units Movement Costs are doubled for all types of terrain.

(18.12) Movement Restrictions: Trains have the following movement restrictions:

- *may not enter Slope hexes except by Road or Trail.*
- *may not stack.*
- *may not enter an EZOC.*
- *Baggage Trains may not cross rivers (even if frozen) or streams except via Spans and Pontoon bridges.*
- *Baggage Trains (and Supply Lines) may **not** cross damaged bridges (but may cross pontoon bridges).*

(18.13) Trains and Combat: Trains do not have a Combat Strength and cannot defend or attack. They may not Retreat Before Combat.

(18.14) Trains and ZOCs: Trains have no ZOC. If a Train or deployed pontoon finds itself adjacent to an enemy combat unit it is immediately captured or destroyed. Roll one die:

Die	Pontoon Train is	Baggage Train is
1-3	captured intact (18.35)	* captured (18.23)
4-6	destroyed	destroyed

** If one end of a deployed pontoon is occupied by a unit friendly to the pontoon, a roll of 1 to 3 is considered no effect.*

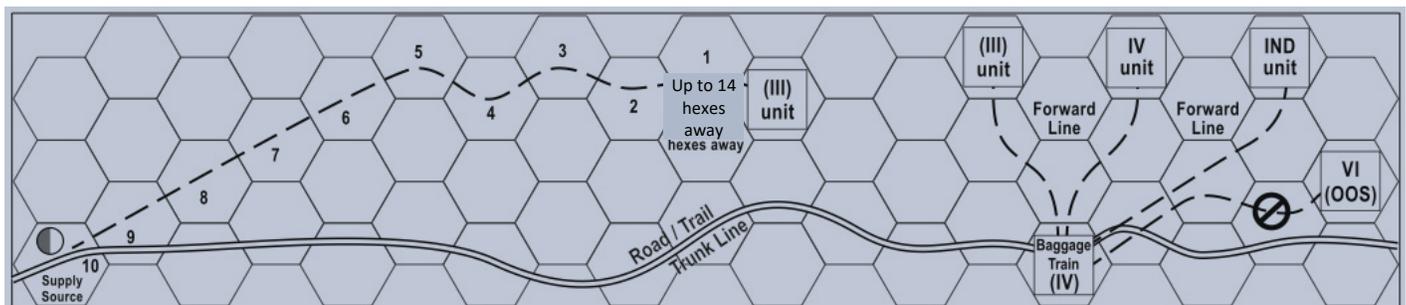
(18.15) Destroyed Trains: Destroyed Trains are removed from play (PEU). They may not be reorganized.

(18.16) Trains and Displacement: Trains may not be displaced. If the train unit's hex is the only one available for the retreating friendly unit, the train is destroyed (PEU), and the retreating unit/stack is eliminated (UAR).

(18.17) Trains and Formations: Baggage Trains may belong to specific formations printed on their counter. Pontoon Trains do not belong to any formation.

18.2 Baggage Trains

Each baggage train represents approximately 100 wagons. A Baggage Train serves to extend a unit's supply line.



(18.21) Supply: Most Baggage Trains belong to specific formations as shown by their Command Designation. Some baggage trains are generic for a given side. Each Corps baggage train can provide supply to all units in its formation within range plus one stack of units from a different formation. However, any formation or individual unit without a dedicated baggage counter (none provided in the counter mix) may trace supply to any friendly baggage train, each stack to a different baggage train.

(18.22) Lost Baggage: If a formation's baggage train is destroyed or off map, only one stack of that formation may trace supply to another friendly baggage train.

(18.23) Captured Baggage Trains: A captured baggage train is destroyed (PEU). Two VPs are awarded to the side that captures a baggage train. If an out of supply unit(s) captures an enemy baggage train, all units of the capturing side adjacent to the train remove their OOS Markers.

18.3 Pontoon Bridges

Pontoon Bridges may be deployed across Stream or River hexsides.

(18.31) Deploying Pontoon Bridges: During the Friendly Movement Phase, the Phasing Player may deploy a Pontoon Bridge by flipping the counter over onto an adjacent hexside so that it is half-way on either hex. It costs no MPs to deploy. No Friendly or Enemy units may cross a Pontoon Bridge until the Friendly Player Turn after it is deployed.

(18.32) Deployment Restrictions: A Pontoon Bridge may not be deployed:

- to extend into an enemy-occupied hex, but may be deployed into an EZOC.
- if either end of the bridge is in a slope hex—unless there is a road or trail in the hex (18.12).
- in a Snowstorm, or during Frost or Snow.
- if the Pontoon Train is marked in Road March (7.51).

(18.33) Crossing Cost: Combat Units not in Road March pay the following MPs to cross a Pontoon:

- +1 MP to cross a stream
- +2 MPs to cross a river
- +0 MPs to cross if the Pontoon Bridge is deployed at an existing Span or site of another deployed Pontoon.

Units in Road March, Leaders, and Vedettes never pay extra MPs to cross Pontoon Bridges. Trains must pay the additional +2 over river and +1 over stream.

(18.34) Reconfiguring a Pontoon Train: A Pontoon Bridge may be reconfigured back into a Pontoon Train during the Friendly Command Segment simply by flipping the unit over to its Pontoon Train side in either of the two hexes adjacent (you may reform a pontoon train at one end if the other end is in an EZOC). Pontoon Trains must be reconfigured at Step "e" of the Command Segment. Nothing may cross a Pontoon Bridge in the turn it is reconfigured into a Pontoon Train. A Pontoon Train *may* move in the same turn that it is reconfigured but may not re-deploy until the next turn.

(18.35) Captured Pontoon Trains and Pontoon Bridges: Leaders, Vedettes and Combat Units may freely Move,

Advance After Combat, and Retreat across intact enemy Pontoon Bridges. A captured Pontoon Bridge may be reconfigured into a Pontoon Train and used again by the player who captured it.

19.0 REINFORCEMENTS

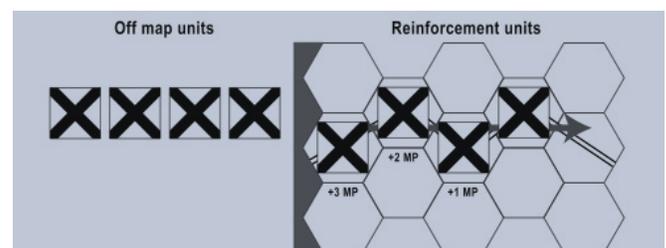
19.1 General Rule

Reinforcements enter play on the turn and hex specified in the Scenario Information and/or the TRC. Reinforcements enter during the Friendly Command Movement Segment and may move and engage freely on their turn of entry. Reinforcements may be placed under "March Order" on the turn of entry at the Player's discretion (20.3). Reinforcements enter Hidden (8.0). Reinforcements are In Command for the turn of entry and in supply until the next supply check. A light cavalry unit may enter as a combat unit or broken down into Vedettes.

19.2 Stacking and Road March

(19.21) Stacking: When more than one Combat Unit is scheduled to arrive at the same entry hex in the same turn, they may arrive stacked observing the stacking limit. If there are more arriving units than can legally stack in the hex, each subsequent stack enters on the same hex and turn, paying MPs equal to the cost of the hex for itself and for each stack that entered before it.

(19.22) Road March: Reinforcements may instead enter the map using Road March (unstacked) with an empty hex between each arriving unit. In this case the first unit to arrive pays the road MP cost of the first entry hex. Each subsequent unit or stack to enter on the same hex and turn pays one additional MP. In addition, unless otherwise indicated by the scenario, a formation's leader enters with the first stack of his formation, and the formation's baggage train enters at the end after the last arriving unit of the formation.



EXAMPLE: The second stack to enter will pay one extra MP; the third, two additional MPs (19.23).

(19.23) Excess Stacks: Stacks without enough Movement Points to enter must wait off-map until the following turn. The excess stacks of a formation still enter in Command when they arrive.

19.3 Changing Reinforcement Entry

(19.31) Blocked Entry Hexes: If the entry hex is occupied by an enemy or friendly combat unit or an enemy combat unit's ZOC the Reinforcement may instead enter in the hex nearest to the entry hex clear of combat units and EZOCs.

(19.32) Voluntary Delay: Players may voluntarily delay the entry of Reinforcements. However, no other scheduled Reinforcement may enter at this entry hex until the delayed

Reinforcements have been brought onto the map (the follow-on reinforcements may enter in the same or subsequent turns). A portion of a Reinforcement force may not be delayed. Either all the units scheduled to arrive at that hex are brought onto the map, or none.

19.4 First Day Reinforcements

Approach to Battle reinforcements enter on the First Day of the game. These units are usually on-map in the Day of Battle Set up.

19.5 Alternate Reinforcements

Alternate Reinforcements are forces that could have intervened. Their arrival depends upon card play. Alternate Reinforcements appear in order of priority listed in the Scenario Information.

20.0 MARCH ORDERS

Orders were carried by orderlies mounted on fast horses, usually overnight, to Officers beyond Command Range.

20.1 General Rule

A March Order allows a Force (a single stack or all In Command units of a Formation) to move during each Friendly Command Movement Segment that the order is in effect (including during Night March Phases) regardless of Command Range. All the units under a March Order are considered in command. A Force may receive a March Order if it is:

- a Reinforcement (20.3);
- the one force selected at night (20.4); or
- the one force selected for March Order at the start of play, (once per game) if that side has a Commander on the map.

20.2 March Order Procedure

(20.21) Specify Objective Hex: The Player must secretly specify the Objective Hex on an Orders Slip when the March Order is issued. This objective must be revealed to the Enemy Player at the moment an infantry unit of that Force reaches its objective. The objective may be any town or Bridge hexside on the map. For each Force under a March Order, the Player must write down the name of the Officer or the designation of the individual unit(s) in question. A force may be assigned only one objective at a time. In a multi-hex town any hex in the town can be the objective.

(20.22) March Order Movement Restrictions: The force must move each turn at the speed of the slowest unit in the force, until it reaches its objective or the March Order is removed (20.23). The units under a March Order must take the shortest possible route (in terms of MPs) toward their Objective Hex. A Force given the March Order is not required to use road march. On the turn a Force reaches its objective, it can continue moving to the limit of its Movement Allowance; then the March Order is removed and no longer in effect.

(20.23) Forces Removed from March Orders:

A unit is removed from the March Order at the moment:

- it reaches its objective hex (or as near as possible).
- it becomes adjacent to an Enemy unit or vedette.

- at the Player's option, if the force is placed in Command by a Leader during any friendly Command Phase. An officer who makes his initiative **may** opt out of a March Order.

NOTE: If a Commander places an individual unit in command, it does not remove the March Order for the rest of the Formation.

The M.O. endures until the last unit reaches the destination or is removed. When a unit comes out of a March Order it is Demoralized for the rest of the Player Turn.

Units that reach a March Order destination are removed from the M.O. Other units under the March Order can either continue to use the M.O. or they can be removed. The units removed from a March Order can freely use their remaining MA that turn, without being constrained by the former M.O.

(20.24) Pre-Programmed March Orders (Card Play only):

A force under a pre-programmed March Order at the start of the game that is subject to a Late Start Mode card cannot be removed from the March Order until its Leader awakes. Until then the Leader moves with the units of his formation.

20.3 March Orders to Reinforcements

A Reinforcement Force may be placed under a March Order on the turn of its map entry, even if its arrival is delayed indefinitely by the Player. The number of reinforcement forces that may be placed under a March Order on a turn is limited only by the number of reinforcement forces arriving on that turn.

20.4 March Orders at Night

(20.41) Moving Units under March Orders at Night: The Movement Allowance of a Force under March Order at night is 2/3 MPs (inf/cav). Forces under a March Order are the only forces which can move during the Night March Phases.

(20.42) Changing March Orders at Night: One on-map stack or formation may be given a March Order during the Night March Order Dispatch Phase, regardless of command range restrictions. Units need not be in command for a night March Order. This March Order takes effect with the first daylight turn of the next day (2.2B). Alternatively, a player may change the objective hex in the March Order of any one of his forces, but this counts as the “one” March Order allowed.

20.5 General Retreat March Order

(20.51) The General Retreat March order differs from a regular March Order in the following ways:

- All friendly leaders and units are considered to have the order—including out of command forces;
- The Objective Hex for a given unit is the closest friendly Supply Source under friendly control, tracing the line as allowed by the rules of supply (17.41), or may be a hex specified in the Scenario Instructions;
- The order may be issued during the friendly Command Segment of any day Turn, or at the beginning of the March Order Dispatch Phase (Night AM turns) and takes effect immediately.
- The order may be cancelled at the owning player's option, after being in effect for one turn, for any force(s) in Command and these may maneuver freely.

- Add one (+1) to the die roll for Reorganization of Demoralized forces on the turn the General Retreat is ordered.
- Reinforcements enter normally.
- The order may be issued only once per game, *unless using the cards; a new General Retreat may be issued for each card.*
- Units must remain in General Retreat March Order for at least 1 turn, unless they move adjacent to the enemy.
- Unlike a regular March Order where all units move at the speed of the slowest unit, during a General Retreat MO each unit moves at its own speed.
- *The text of the General Retreat Card (No. 9) is considered a part of the General Retreat rule.*

(20.52) Exiting the Map: When your units under a General Retreat March Order actually reach the mapedge hexes that are the objective(s) of the order, you can exit all, some or none. For units that have reached the objective that will remain on the map, the order is cancelled.

21.0 DEMORALIZATION

Units may become demoralized (1) if their formation reaches its Demoralization Level due to losses, (2) if the unit is Out of Supply (17.2), or (3) if it leaves March Orders (20.23).

21.1 Demoralization Levels

Each player has a Casualty Record Track to record Friendly losses. When the first Friendly Combat Unit of a Formation is eliminated, this unit becomes the “Casualty Level Marker” for its Formation (21.3). As further units are eliminated, the Owing Player adjusts this marker to reflect strength points lost by moving it a number of spaces on the track equal to each eliminated unit’s full Combat Strength. A Formation becomes Demoralized at the instant its Casualty Level marker reaches or exceeds its Demoralization Level (the space containing its Command Designation printed on the Casualty Track). Place a “Demoralized” marker on the Officer commanding the formation.

NOTE: Formations with fewer than three units present at the battle can only be Demoralized by lack of Supply.

21.2 Demoralization Effects

Demoralization has the following effects:

Initiative: One is subtracted from the Initiative rating of Demoralized Officers and Combat Units any time that their Initiative Rating is referenced (Exception: Recovery, 22.12).

Movement: Demoralization has no effect on Movement—Leaders and Combat Units may use Road March and may be given March Orders.

Combat: Demoralized Units may not Advance after Combat. Demoralized cavalry may not charge. Demoralized units in Chateau hexes do not receive the benefits listed in 15.14. Remove any Demoralization from a unit when it is eliminated.

Bombardment: Demoralized Units may retreat one hex upon receiving 1R results (13.38).

Reorganization: The Phasing Player must roll for each Combat Unit in a demoralized formation (22.23-3). For a Demoralized Formation, if this die-roll is a “5” or “6” the unit is permanently eliminated (PEU). Add 1 to the roll if the unit is under a General Retreat M.O. issued this turn (20.51).

EXCEPTION: The French player’s minor ally troops that are part of a Demoralized Formation must instead pass a normal Initiative check. If this fails the unit is PEU (also 20.51-4). French minor allies include the Dutch, Saxons, Swiss, Württembergers, Bavarians, Westphalians, Badeners, Hessians, Italians, and all others except French and Poles.

21.3 Rallying from Demoralization

When an eliminated Combat Unit is Reorganized (22.2), that Formation’s Casualty Level marker is reduced by an amount equal to the unit’s full (not reduced) Combat Strength. If the unit is eliminated again later then the Casualty Level Marker should be increased by that same amount (the unit’s Full Combat Strength). The moment the Casualty Marker for that Formation moves below its Demoralization Level, the Formation is recovered from Demoralization and the Demoralized Marker is removed from play. Once all other units in a Formation have recovered, the unit that was used as the Casualty Level Marker (21.1) is eligible to be reorganized.

NOTE: As long as a unit survives at Reduced Strength, the difference between its full and reduced Strength does not count for Demoralization purposes or Victory Points.

21.4 Demoralization and Supply

Combat Units that are Out of Supply suffer Demoralization Effects. The out-of-supply Combat Units receive an Out of Supply Marker, and rally from Demoralization on the turn in which their Supply Line is reestablished. There is no additional effect upon out-of-supply units that become demoralized due to combat losses.

21.5 Demoralization and March Orders

At the end of a friendly Player-Turn, without the need of a die roll, remove Demoralized Markers from all units that were demoralized when they left March Orders that Player-Turn.

22.0 RECOVERY AND REORGANIZATION

Eliminated units may be reorganized at reduced strength.

22.1 Recovery

(22.11) General Rule: Recovery refers to the transfer of a Combat Unit from the Awaiting Recovery box (UAR) to the Recovered section.

(22.12) The Recovery Segment: Each turn the Weather is checked, both Player Turns will include a Recovery Segment (2.1/B2). During the Recovery Segment, the Phasing Player may make an Initiative Check for each unit in the Awaiting Recovery box. The Initiative die roll is successful if less than or equal to the Initiative Rating printed on the unit counter.

- IF SUCCESSFUL: The unit counter is flipped over to its reduced side and moved into the Recovered Section.
- IF UNSUCCESSFUL: The unit remains in the Awaiting Recovery box. Roll again in the next Recovery Segment.

(22.13) Automatic Night Recovery: At the beginning of the Friendly Recovery Segment of the Night AM Turn, the Phasing Player transfers ALL Combat Units still Awaiting

Recovery to the Recovered Section at their reduced strength.

22.2 Reorganization

(22.21) General Rule: Reorganization refers to the return of Combat Units (at reduced strength) from the Recovered section of the UAR to the map.

(22.22) Procedure: Reorganization occurs in the Friendly Reorganization Segment. All units in the Recovered Section of the UAR may be placed on the map provided the necessary Leaders are available to bring them all on. Each eligible Leader may bring on two combat units (plus up to 3 vedettes) in the recovered section. The units are placed in the hex containing the Leader. If placing reorganized Combat Units in the Leader's hex would violate the Stacking Limit, the units already there may be Displaced.

(22.23) Restrictions and Penalties: Reorganization can take place in any terrain under the following restrictions:

- Leaders in an EZOC may not be used for Reorganization.
- Officers can only Reorganize units of their Formation. A Commander may Reorganize units of any Friendly Formation whose Officer is within the Commander's Command Radius.
- Units that are part of a Demoralized Formation risk elimination when they are Reorganized (21.2).

(22.24) Officers and Reorganization: An Officer does not have to be in Command in order to Reorganize. Each Officer that attempts Reorganization is marked with an Out of Command marker until the friendly Command Segment of the next Game-Turn. *EXCEPTION: Reorganizing Vedettes does not require an Out of Command Marker.* Officers so marked may not be part of the Chain of Command for the remainder of that turn, even if Reorganization failed. 🌀 **Commanders and Commander-Officers are not OOC when Reorganizing.**

(22.25) Vedettes and Reorganization: If a Vedette is eliminated in combat (16.24), place it in the Unrecovered Section ("Awaiting Recovery") of the UAR. If a Vedette is eliminated during Reconnaissance it goes immediately to the section of the UAR specified on the Reconnaissance Table. Reduced-strength LC units don't have a vedette number. They cannot deploy a vedette once reduced.

23.0 WEATHER

23.1 Procedure

(23.11) Weather Condition Die Roll: The first player starts each day with a die roll on the Weather Table (tailored to the battle being played), to determine the initial Weather. The resulting Weather takes effect immediately.

(23.12) Weather Duration Die Roll: Roll again on "Change in the Weather" and add the result to the original Weather Die Roll to determine the number of turns that weather condition will remain in effect. Repeat these two die rolls each time the weather changes. (In some games duration is specified.)

🌀 **(23.13) Effects of Weather:** As indicated on the table below, the possible effects of weather are as follows:

- **LOS Reduced:** Line of Sight reduced to 1 hex. Units may see into adjacent hexes only.
- **Bombardment:** Prohibited. -2 DRM = Apply a -2 DRM to all artillery bombardment die rolls during Mud.
- **Deploy Pontoons:** No = may not be deployed
- **Construct I.P.:** Improved Positions may not be constructed.
- **Charge Rolls:** +1 DRM to all Cavalry Charge rolls.
- **Rivers, Lakes:** frozen and treated as Stream hexsides.
- **Strength Reduced (rounding down):** when attacking and defending. Artillery strengths are reduced for adjacent combat (only).
- **Movement Cost:** MPs doubled for Train and Artillery units.
- **Ar* Combat Results:** Treat as Sk (Shock) results.

(23.14) Weather and LOS at Night: If the Last daylight Game-Turn was Thunderstorm or Mud, the night weather is Mud; otherwise Fair weather applies. At Night the LOS is reduced to one hex.

(23.15) Fire: Units can Move, Retreat, Repulse, and Road March through a Fire hex, without stopping. Command Range may extend through a Fire hex. The occurrence of Rain and Thunderstorms causes Fire to cease immediately.

(23.16) Thunderstorms: Thunderstorms only last for the first hour after the die roll. The next two turns are Rain plus Mud.

🌀 Action WX Condition	LOS	Bombardment	Deploy Pontoons	Construct I.P.	Charge Rolls	Rivers, Lakes	Strength Reduced	Movement Cost	Ar*/Dr* Result
Snow	Adjacent	Prohibited	No	No	+1 DRM	Frozen			
Snowstorm	Adjacent	Prohibited	No	No	+1 DRM	Frozen	Inf x 0.75	Train, Art x2	Shock
Frost			No	No		Frozen			
Rain	Adjacent	Prohibited					Art x 0.75		
Thunderstorm	Adjacent	Prohibited			+1 DRM		Art x 0.75 Inf x 0.5	Train, Art x2	Shock
Mud		-2 DRM			Prohibited		Art x 0.5 adjacent	Train, Art x2	
Fog	Adjacent	Prohibited							
Night	Adjacent	Prohibited			Prohibited				
Heat		-1 DRM			+1 DRM		Art x 0.75		
Dust Storm	Adjacent	Prohibited			+1 DRM				Shock
Fire Hex	Blocks	Prohibited	No	No	Prohibited			+1 MP	Shock

Weather Conditions (WX) vary from game to game, and are not cumulative with Terrain Effects; use the worst that applies. DRM: Die Roll Modifier

GLOSSARY

For a good overview, read this section with the *Sequence of Play* (2.0).

Artillery: Artillery pays Infantry Movement costs while Horse Artillery pays Cavalry costs (7.22). Artillery and Horse Artillery pay doubled Movement costs during Mud, Thunderstorms and Snowstorm turns for all types of terrain.

Bombardment: Artillery units may Bombard in the Bombardment Phase, using the Bombardment Table at 2-3 hex range (13.0).

Bridge: A span crossing a river (*Terrain Key*).

Cavalry: Mounted combat units including Regular, Heavy Cavalry (HC) and Light Cavalry (LC, 16.0).

Cavalry Charge: Any cavalry except LC may make a cavalry charge resolved on the Charge Combat Table (14.0).

Column: Includes all units that arrive on the same or consecutive turns at the same area. They arrive in a chain of units or stacks (19.23). Unless otherwise specified all corps assets (non-divisional artillery units followed by the baggage train) arrive at the end of the column.

Combat Strength: The total manpower of a Combat Unit quantified in Strength Points (SPs). One SP equals between 400 and 800 men.

Combat Units: All playing pieces except Leaders, Vedettes, Trains, and Markers. Only Combat Units may attack enemy Combat Units.

Combined Arms: An attacking force with infantry, cavalry and artillery gains a combat odds shift of one column to the right (11.2).

Commanders: Leaders at the highest level may place their subordinates (Officers and Combat Units) “in Command” so that they may move (5.21).

Command Designation: An Officer commands all Combat Units that share his Command Designation. The designation has two parts (usually): a Formation’s Roman numeral, followed by a divisional designation. EXAMPLE: III/1 indicates III Corps/1st Division (1.4).

Command Range: The “radius of command,” or distance beyond which a Leader cannot place forces “in Command.” Commander’s Range (4 hexes) and Officer’s Range (3 hexes) can be traced through EZOCs if occupied by a friendly unit.

Command Rating: The number of Formations *and* individual Combat Units that a Commander may place “in Command” at one time (5.21).

Die Rolls: Use one six-sided die for all die rolls.

Division: [Three units belonging to the same division may stack 3 units to the hex](#) (3.22). Division I.D. is used in the Initial Set Up, and to specify regular and alternate reinforcements.

DRM (Die Roll Modifier): Number to be added to or subtracted from the die roll in specific situations.

Engage: The act of entering an Enemy Zone of Control—this requires an attack upon the adjacent Enemy units (4.4). Artillery when bombarding are not “Engaged.”

EZOC: Zone of Control (*below*) of an Enemy unit.

Force: (a) a single stack, or (b) a Formation, excluding any out of command units. Any part of a formation in command can qualify as a force. [Mode Card Play](#) (24.55).

Formation (Corps/division): A group of Combat Units with an Officer that shares the same command designation, linked by color (5.22). French formations are of corps size; Russian and British formations are divisions.

Friendly: Friendly units are all those under the control of one player; enemy units are controlled by his opponent. Coalition Forces may include Prussian, Russian, Austrian, Swedish, British and other units. Forces Friendly to the French player include French and Polish; and until 1813, the Minor Allies—Dutch, Saxons, Württembergers, Bavarians, Westphalians, Badenens, Hessians, Italians, Swiss, Portuguese, Croats etc.

In Command: A unit within the Command Range of a Commander, or of an Officer who is in Command (6.0).

Initiative Rating: Used to determine whether Officers and units may move when they are not in Command (6.3); and for Recovery (22.12). It is also used in Shock results.

Leaders: Commanders and Officers, necessary to Command your forces (5.0).

Line of Sight (LOS): To observe enemy units. The LOS to units in clear terrain is 3 hexes. The LOS is reduced to 1 hex at Night, during Rain, Fog, Snow, or any type of Storm.

March Order: Allows a Force to move during the Friendly Command Movement Segment (20.0).

Movement Allowance: The amount of Movement Points (MPs) a unit may expend during each friendly Movement Phase. Each clear terrain hex costs one Movement Point to enter (7.2, 7.3).

Officers: Leaders of a ‘Formation’ (Corps/division) are in charge of all units that share their Command Designation. They are the second link in the chain of command between Commanders and Combat Units.

Phasing Player: The Player whose Player-Turn is in progress.

Reconnaissance: When Hidden Force Markers are removed, revealing the units in a stack (8.3).

Recovery Turn: Each time weather is checked, a player may attempt to move eliminated Combat Units in the Reduced Units Box from the Awaiting Recovery Section to the Recovered section (2.1 B-2, 22.1).

Reorganization: To return “recovered” units previously eliminated into play. Commanders may Reorganize any Unit in the Recovered Section (22.2) while Officers may only Reorganize Recovered Units from their Formation

Repulse: Moving forces attempt to displace enemy units out of their path. The moving force must have [5:1] odds.

Retreat Before Combat (RBC): Cavalry may retreat prior to combat resolution as either attackers or defenders (10.2).

Road March: In order to benefit from road MP costs a unit must be in “Road March.” Units in Road March may not stack and have other movement limitations (7.5).

Storm: A Thunderstorm, Snowstorm, or Duststorm.

Supply Line: A Line of up to **fourteen [14]** connected hexes from a Combat Unit to: 1) a Supply Source, or 2) a Baggage Train on a road or trail, thence along road or trail hexes to a Supply Source. The first [14] hexes of the Supply Line are termed the “Forward” Line and the remainder, from the Baggage Train to the Supply Source, is termed the “Trunk” Line (17.4). The Trunk Line may continue for any distance to a Friendly Supply Source.

Surrounded: A unit is surrounded and may not retreat if all adjacent hexes contain enemy units, EZOCs, or prohibited terrain.

Train Units: Pontoon Trains and Baggage Trains have no ZOCs and cannot stack. Trains pay cavalry costs (18.11) and double the normal terrain movement costs during Mud, Thunderstorm and Snowstorm. Train Units do not require Command or Initiative to move.

Trestle: A span crossing over a stream.

Unit: A Combat unit, train, or vedette.

Unit I.D.: The name of the unit’s General or designation.

Unit Type: The combat arm—infantry, cavalry, artillery, or horse artillery. Cavalry have separate terrain costs for Movement (1.4, 7.22 and *Terrain Effects Chart*).

Units Awaiting Recovery box [UAR]: A holding area for combat units that have been eliminated in combat, not yet recovered or ready for reorganization (22.2).

Vedettes: Light Cavalry (LC) units can be broken-down into a number of Vedettes indicated on the unit’s counter. Vedettes are *non-combat* units. They move like cavalry but they don’t fight (16.0).

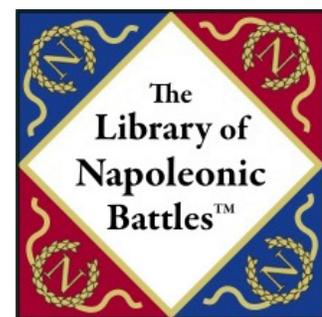
Zone of Control (ZOC) All six hexes adjacent to a Combat Unit. A River hexside blocks ZOCs—units exert no ZOC across River hexsides (whether bridged or not—4.1, 4.2).

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Editorial: **Mark Simonitch, Dick Vohlers, Derek Lang, John Jefferies, Jason Roach**
Playtesting: **Christopher Moeller, Eugene Rodek, Michele Cremonese, Paolo Scannapieco, A.E. Gebhardt**
Illustrations: **Mark Simonitch, Robert Tunstall**
Design: **Kevin Zucker**

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