TACTIQUES NAPOLÉON

March 21, 2023

INTRODUCTION

Tactiques Napoléon (hereafter called *TN*) is a unique set of house rules for use with Clash of Arms La Bataille and SimTac's Napoleonic tactical game systems. Each published game comes with its own map and playing pieces. In addition players will require a 10 sided die, a copy of the *TN* rules and a copy of the specific module containing additional rules, terrain and roster charts for each opposing army.

1.1 Game Scale
- Each Turn represents 30 minutes of actual time.
- Each hex is approximately 120 meters across.
- An infantry increment represents approximately 100 men.
- A cavalry increment represents approximately 50 troopers.
- An artillery increment represents 3 to 4 guns depending on nationality.

1.2 Game Modules
All *TN* modules come with Rosters for each opposing army which detail the makeup and organization of a player's forces and are used to keep track of casualties, Leader loses, morale, etc.

1.21 The identification and Movement Allowance of leaders and units are the only values still used from the published counters. All other factors, including unit strengths, are updated on the Rosters.

1.22 Modules include special rules, Terrain Charts, Events, deployment set-ups and reinforcement schedules which supersede those of the published games.

1.3 Standard 1d10
These rules use a 1d10 die to generate a number from **1** to **10**.

1.31 Unmodified, natural rolls of **1** is detrimental and can generate Command Paralyses, Low Ammo, Lost Orders, etc.

1.32 Unmodified, natural rolls of **10** is beneficial and can generate Special Loss roll, extra hits, etc.

1.4 Standard Retreat
Apply the following rules to all retreats as they occur.

1.41 Retreats are measured in hexes not Movement Points and may be into any terrain unless noted Impassable on the Terrain Chart for that unit type.

1.42 Units use the following retreat rates in all instances:
- Sheltering infantry or Displaced unit: 1 hex.
- Infantry and foot artillery: 2 hexes.
- Cavalry and horse artillery: 4 hexes.

1.43 Units must retreat locally to the rear (no doubling back), towards their designated Depot (1.46). In case of ambiguity, retreat units in the following order of priority:
A. Into a hex more distant from the nearest enemy unit than hex retreated out of. If not possible then,
B. Into a hex not adjacent to an enemy. If not possible then,
C. Into a hex adjacent to an enemy unit in March or Skirmish formation. Each retreating units gains Disruption (6.1). If not possible then,
D. Into a hex adjacent to an enemy unit in any other formation. Each retreating stack (not unit) suffers 1 increment casualty and gains Disruption (6.1). If not possible then,
E. Into an enemy-occupied hex. Each unit in retreating stack is captured, eliminate all remaining increments.
F. Units and Leaders forced to retreat off map are eliminated.

1.44 Units can freely readjust facing and/or stacking order after retreating at no Movement Point cost.

1.45 A Leader in a stack that retreats can move with the stack at the owning player's discretion.

1.46 Depots: One or more map edge hexes may be designated as a Depot hex for each contending army. Depots determine the general direction of retreats.
   Routed units that return to the game due to a Rally To The Colors event do so on or within 4 hexes of a friendly Depot hex.

1.47 Displace: A unit located in a Blaze hex (7.43D) or illegally stacked must Displace. All rules pertaining to retreats apply to Displaced units except they only retreat 1 hex regardless of unit type.

1.5 Standard Rounding
1.51 When determining Melee Odds (13.1C), round in favor of the defender.
1.52 In all other circumstances when calculating fractions, round up.

ROSTERS
Each player needs a printed copy of his army's Roster. This will comprise one or more pages organizing the various formations into logical Army, Echelon and Brigade Commands.

2.1 Army Commands
Army Commands detail:
- The name of the Army bounded in a colored box and in **Bold**.
- The name of the army Leader along with his Leader Values and Command Range in **Bold** and bounded by a colored box.
- A listing of Leaders and units, if any, directly subordinate to that Army.
- Color bars indicating subordinate Commands in its Chain of Command. (2.4)

2.2 Echelon Commands
Echelon Commands detail:
- The name of the Echelon Command bounded in a box and in **Bold**.
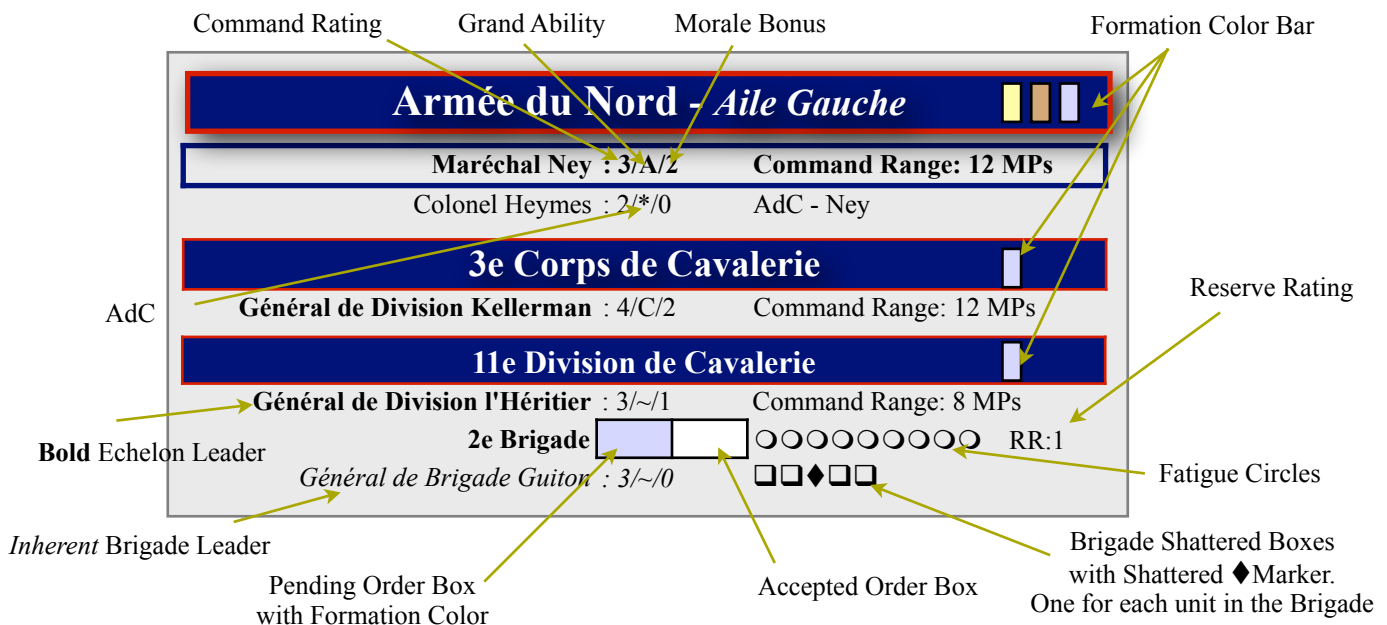
Representations of Army, Corps Echelon, Division Echelon and Brigade Commands.

- The name of the commanding Echelon Leader in **Bold** along with his Leader Values and Command Range. A listing of Leaders and units, if any, directly subordinate to the Echelon Command.
- Color bars indicating subordinate Commands in its Chain of Command. (2.4)

Design Note: Corps, Wings, Columns and Divisions are Echelon Commands. Some Echelon Commands, Corps for example, may themselves have one or more Echelon Commands such as Divisions subordinate to them.

2.3 Brigade Commands

Brigade Commands detail:
- The name of the Brigade Command.
- The name of the Command's Leader in *italics*, along with his Command rating.

Design Note: Brigade Leaders are for the most part inherent and not represented by a counter. They are assumed to be stacked with a unit of their Brigade. Brigade leaders specified in the Rosters must stack with a unit of their Brigade at all times, may use their Morale bonus and Special Ability if any, and are subject to Special Losses like any other Leader. Ignore leaders counters not specified in the Rosters, they are not used.

- An Order box, where a Command's Pending (colored box) and Accepted (white box) Orders are noted. The colored box indicates which Echelon Command in the Chain of Command (2.4) it belongs to. Brigade Commands need Orders (10.0) to function and must have an Order in their Accepted Order box at all times.
- A row of Fatigue circles. Commands accumulate Fatigue (14.1) as a battle wears on.
- A Reserve Rating (10.31). Commands in Reserve are easier to command and bolster the sturdiness of their army.
- A row of Shattered boxes. Generally one for each unit in the Command. A Command suffers negative modifiers when Shattered (7.23).
- A listing of units, directly subordinate to that Brigade.

2.4 Chain of Command

The Chain of Command (hereafter CoC) is a series of Command Ranges leading from Army to Echelon to Brigade Commands.

2.41 Each Command within a CoC is color coded. Commands of one color are subordinated to the Echelon Command of the same color.

2.42 Some independent Commands have multiple color bars. These Commands may be activated and issued Orders by any Echelon Leader of a matching color.

2.43 A Leader must have an unbroken CoC to a subordinate Brigade to issue Orders to it (9.3).

Example. A Leader of a Corps wishes to issue Orders to a subordinate Brigade. That Brigade must be in Command Range of its Division Leader and that Division Leader must be in Command Range of the issuing Corps Leader to do so.

LEADERS

Leaders represent personages along with their staffs who fulfill important command and morale functions.

3.01 Leaders have no facing or formation and do not count for stacking in any way. They do not add to fire combat and are unaffected by Disruption (6.1).

*Design Note: La Bataille and SimTac games use tactical Leader modifiers which have no function when using **TN** rules. Use only Leaders specified in each module. Leaders available in the published game but not detailed in the Rosters are not used.*

3.02 An Army or Echelon Leader may supersede a Brigade Leader when stacked with any unit of that Brigade. The Army or Echelon Leader may thereby use his Command Rating instead, for any Order Acceptance (9.1) or Commitment checks (14.3) required by that Brigade Leader.

3.1 Leader Values

Leader Values are read as follows:

3.11 The first value represents a Leader's Command Rating ranging from 1 (worst) to 4 (best).

3.12 The second value represents an ability, if any. They are:
- A = Grand Assault (3.2A)
- B = Grand Battery (3.2B)
- C = Grand Charge (3.2C)
- +1 = This ability increases the Command Rating of any one stacked Leader by + 1.
- Asterisks* = Aide-de-Camp (9.6)
- Tilde "~" = No ability.

3.13 The last number represents the Leader's Morale modifier, ranging from 0 to 4 used as a positive modifier in all Morale and Task checks for units Leader is stacked with.

3.14 The leader's Command Range (9.5) or role, if any, such as Chief of Staff (9.14), Aide-de-Camp (9.6), and Artillery or Cavalry Commander (6.02).

Some Leaders have Grand abilities, others may gain Grand abilities due to Events.

3.2 Grand Abilities

All units stacked with AND adjacent to the Leader may benefit from that Leader's Grand ability.

3.2A Grand Assault: Leaders with the Grand Assault ability enable infantry units to:
- Benefit from the Leader's Morale modifier when attempting Melee Declarations (11.1) and Resolutions (13.1)
- Combine their Assault against a single hex.

3.2B Grand Battery: Leaders with the Grand Battery ability enable artillery units to:
- Combine their fire increments when firing at a target hex.
- Cause a -2 modifier to be imposed on enemy units when Morale Checks are generated.

3.2C Grand Charge: Leaders with the Grand Charge ability enable cavalry units to:
- Benefit from the Leader's Morale modifier when attempting Melee Declarations (11.1) and Resolutions (13.1).
- Combine their Charges against a single hex.

3.21 A Grand ability is bestowed on units during Melee Declaration and is in effect for the duration of the active player's Turn.

UNITS

Units are combat formations of infantry, cavalry, and artillery. They have a facing, may enter into different formations and are subject to stacking and Disruption rules. A unit will usually but

not always represent an infantry battalion, a cavalry regiment or an artillery battery.

Design Note: TN does not make use of La Bataille regimental presentation counters.

4.1 Unit Values

Unit Values are read as follows:

4.11 The unit's Morale value used as a positive modifier to all Morale and Task checks.
   • Units with their Morale in asterisks are *Elite* and ignore Morale modifiers for being *Disrupted* (6.1).
   • Units with their Morale in square brackets are [Untrained]. They may not move while in Square formation and may not attempt to Form Up (12.5).

4.12 The unit's Fire value.
   • A value with two numbers indicate an artillery unit's Fire value and effective Range.
   • A unit with its Fire value in (parentheses), [brackets] or *asterisks* indicates that it may deploy in Skirmish formation.
   • Units in (parentheses) have a Fire range of 2 hexes.
   • Units in [brackets] have a Fire range of 3 hexes.
   • Units in *asterisks* double (x 2) their Fire value when in Skirmish formation.
   • A tilde "~" indicates that a unit may not fire.

*Example: A unit with a value of [*x 1*] has a range of 3 hexes and doubles its Fire value to x 2 when firing in Skirmish formation.*

4.13 The unit's Melee value
   • Units with their Melee value in asterisks are *Sappers*, ignore the Cover modifiers when assaulting (15.04) and may stack (5.04) with infantry without requiring the presence of a Leader.
   • Cavalry units with a +# after their Melee value are Lancers and may use this lance modifier when they are the attacker in any Charge. The lance modifier is not applicable lancer unit is defending.

4.14 A unit's size measured in increments (each box represents approximately 100 infantry, 50 cavalry or 3 to 4 canon) along with a Shattered "♦" mark.
   • Units with their increments in (parenthesis), represent units which do not cause their Commands to Shatter (7.2).
   • Units with 'DC' after their increments may deploy Detached Companies (4.7).
   • Artillery units have Low Ammo (4.58) circles after their increments which are used to keep track of the artillery units ammunition supply.

4.2 Unit Facings

All units must be aligned so as to "face" a hexside or vertex. Facing defines the stack's front, flank and rear hexsides.

4.21 All units stacked in a hex must have the same facing.

4.22 When a unit changes formation (4.3) it must do so with the same relative facing.

4.23 Facing Changes do not cost any Movement Points.

4.24 Units marked with a MELEE marker may only change facing in its originating hex.

4.25 Units may freely adjust facing after retreating to a new hex.

4.26 Fire may only be traced out of the firer's frontal hexes and never through its flank or rear hexes.

4.27 Units may only move through their front hexsides. Exceptions being:
   • Retreats (1.4).
   • Retrograde Movement (11.38).
   • Movement By Flank (11.38).

4.28 Apply flank/rear modifiers to any fire, Assault or Charge entering via an Open Flank (4.29), unless fire is entering the target hex exactly along a hexside dividing front from the flank hexes.

4.29 Supported Flank A unit is considered to have a Supported Flank when the hex is also the front hex of a friendly unit in Column or Line formation.
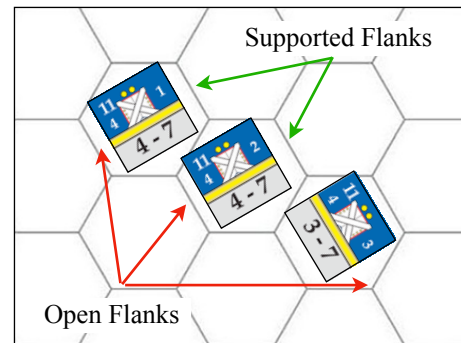
If a unit has a Supported Flank ignore all modifiers imposed by the presence of enemy combat units or fire directed through that flank hex.

Examples of a wide variety of combat units

4.3 Unit Formations

Units may be deployed in various tactical formations throughout a battle.

A unit wishing to change formation in a hex may do so before, during or after moving to a new hex.

4.31 It costs the following Movement Points to change formation:
- Infantry: 1 MPs (Untrained: 2 MPs)
- Cavalry: 2 MPs (Untrained: 4 MPs)
- Artillery: 3 MPs.

4.32 Units may only change formation once during Movement.

4.33 Infantry and artillery units may not change formation adjacent to enemy cavalry, unless Forming Up (12.5) or retreating.

4.34 Units that change formation adjacent to an enemy unit trigger Opportunity Fire (11.4), unless Forming Up (12.5) or retreating.

When changing formation, a unit ore stack suffers target modifiers according to the formation they are changing FROM, not INTO.

4.4 Formation Types

4.41 **Column**: Infantry and cavalry units in Column formation are oriented facing a hexside and have 3 front, 2 flank and 1 rear hexside.

Infantry units in Column may fire up to 2 increments per hex and have a fire range of 1 hex. Cavalry in Column may not fire.

4.42 **March**: Infantry and cavalry units in March formation are oriented facing a hexside, have 1 front, 4 flank and 1 rear hexside. Use a MARCH marker to identify units in this formation.

Units in March formation may not fire, may use Roads, Trails, Bridges and Fords and may never stack with other units.

4.43 **Line**: Infantry and cavalry units in Line formation are oriented facing a hex vertex and have 2 front, 2 flank and 2 rear hexsides.

Infantry units in Line may fire up to 4 increments per hex and have a fire range of 1 hex. Infantry and cavalry in Line pay double (x2) the Terrain Movement Point cost to move into a hex. Cavalry in Line may not fire.

4.44 **Square**: Only infantry may form into Square. They are oriented in any way desired as they have all around front hexsides. Use a SQUARE marker to identify units in this formation.

Units in Square may fire up to 3 increments per hex, but each increment is limited to firing at every other adjacent hex. They have a fire range of 1 hex and pay triple (x3) the Terrain MP cost to move into a hex.

[Untrained] infantry may not move when in Square formation.

Units in Square formation required to retreat immediately gain Disruption (6.1) over and above any required Morale Check (6.2) and may change to either Column or Line formation at no MP cost.

4.45 **Skirmish**: Infantry and cavalry units in Skirmish formation face either a hexside (3 front, 2 flank and 1 rear hexside), or a hex vertex (2 front, 2 flank and 2 rear hexsides), owning player's choice. (Exception: Units in Skirmish formation must orient itself with any infantry or cavalry it is stacked with). Flip units to their verso side to identify units in Skirmish formation.

Units in Skirmish formation may fire up to 3 increments per hex.

Units with their Fire value in (parentheses) have a fire range of 2 hexes. Units with their Fire value in [brackets] have a fire range of 3 hexes.

Design Note: The extra range represents skirmishers ability to extend their sphere of influence in advance of formed units and not necessarily longer range weaponry.

Units with their Fire value in *asterisks* double their Fire Multiplier (x2) when in Skirmish formation.

4.46 **General**: Units not in March formation automatically enter General formation when entering General Terrain (15.6).

Units in General formation are oriented in any way desired as they have all around front hexsides.

Infantry units in General formation may fire up to 3 increments per hex, but each 1 increment is limited to firing at every other adjacent hex. Artillery in General formation may only fire at Close Range (4.54).

Units change from General to any eligible formation when exiting a Blocking Terrain hex into non-Blocking Terrain hex, paying formation change MP cost. This formation change may occur adjacent to an enemy unit and may trigger Opportunity Fire per 11.4.

A unit forced to leave General formation due to a retreat may assume any permissible formation of the owning player's choice after retreating to a new hex.

4.5 Artillery

Unlimbered artillery units are oriented facing either a hexside (3 front, 2 flank and 1 rear hexside), or a hex vertex (2 front, 2 flank and 2 rear hexsides), owning player's choice. (Exception: artillery must orient itself with any infantry or cavalry it is stacked with). Flip units to their verso side to identify Unlimbered artillery units.

Limbered artillery units face in any desired way as they have all around flank hexsides.

4.51 Unlimbered artillery may only change facing or Limber; they may not move except to Prolong, see 4.57.

Limbered artillery may only move or Unlimber; they may not fire. Artillery must Limber (no roll required) to retreat.

4.52 Unlimbered artillery units may fire up to 4 increments per hex.

4.53 For stacking purposes (5.1), each increment of artillery is the equivalent of 4 increments of infantry or cavalry.

4.54 Unlimbered artillery units have a Close Range of 1 hex when firing at adjacent targets. Unlimbered artillery in General formation or stacked with a Square formation may only fire at Close range (i.e.: at adjacent targets).

Artillery firing at Close Range, double (x2) their Fire Multiplier.

4.55 Unlimbered artillery units have an Effective Range of 2 hexes up to and including the hex range indicated by the unit value on their Roster (4.1).

4.56 Limbered artillery may use Roads, Trails, Bridges and Fords, ignoring the Movement Point cost of the other terrain in the hex.

4.57 Artillery units must pass a Task Check to voluntarily Limber (6.31B).

4.58 A Unlimbered artillery unit may Prolong 1 hex (and change Facing) in any direction instead of Limbering and moving.

4.58 <u>Low Ammo</u> When artillery fires and obtains an **unmodified result of 1** or if an artillery unit is target of Counter-Battery Fire (7.14) which rolls an **unmodified 10**, it must cross out one of its Low Ammo circles. When all Low Ammo circles of an artillery unit are crossed out it is considered Low Ammo and may no longer fire at Effective Range. It may continue to fire at Close Range and conduct Opportunity/Defensive Fire. If two or more artillery units combine their fire in a Grand Battery and obtain a Low Ammo result, only one unit involved in the fire (chosen at random) suffers the effects of Low Ammo.
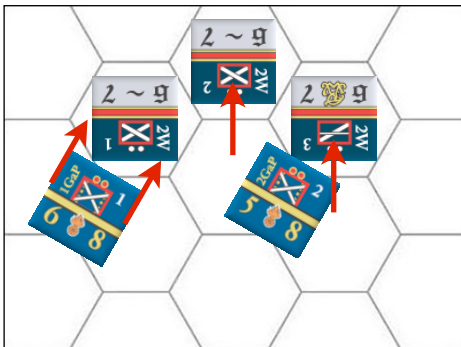
4.6 Multi-hex Formations

Units in Line or Skirmish formations may deploy into 2 hexes. Such Multi-hex formations are oriented facing a hex vertex, have 3 front, 2 flank and 3 rear hexsides.

4.61 Increments must always be divided evenly between hexes of a Multi-hex formation, (owning player's choice which has an extra increment if an odd number). If the unit is reduced to 1 increment, reduce the unit back to a single hex formation (player's choice which hex).

4.62 Units pay the terrain MP cost of the hex moved into to form a Multi-hex formation and vice-versa when collapsing into a single hex unit. (Exception: Artillery may move in or out of Multi-hex Formations at no MP cost and without requiring to Limber.)

4.63 The entire unit suffers adverse morale results should either hex of a Multi-hex formation be affected.

4.64 A Multi-hex formation may fire at two separate target units in their respective front facing hexes. If both hexes of a Multi-hex formation fire at the same target they must combine their increments into a single attack.

The French Garde at left in Multi-hex Line fires both hexes (6 increments) at the Prussian 1st battalion. The French Garde unit at right in Multi-hex Line formation fires it's left hex (3 increments per player choice) at the Prussian 2nd battalion. It's right hex fires 2 increments at the 3rd Prussian battalion.

4.65 Leaders stacked with a Multi-hex formation are considered in both hexes for purposes of Command Range, use of their Morale value and as the potential target of a Special Loss result (7.4).

4.66 A Multi-hex unit which Forms Up (12.5) into either Square or Column formation must collapse into a single hex (owning player's choice which hex).

4.67 Both hexes of a Multi-hex formation suffer the consequences of an Assault or Charge when defending.
Example: A Multi-hex hex unit is Assaulted on its right hex. It may only use half of its increments to defend in the ensuing Melee. If it loses the Melee, the entire unit would suffer any adverse consequences.

4.68 A Multi-hex formation marked with a MELEE marker (6.31A) with an eligible enemy target in the front facings of both hexes may only attack one target hex, (owing player's choice which hex) during Melee Resolution (13.0).
  If the target hex is in the front facings of both hexes of a Multi-
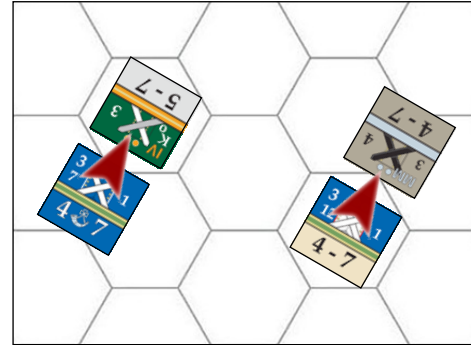
The French Légère assaults the Russian battalion from both its hexes. At right, the Ligne battalion assaults one hex (half) of the Russian Militia unit.

hex unit then both hexes may participate in the Melee. If the target hex is in the front facing of only one hex then only half of the unit's increments per 4.61 may participate.
4.69 A Multi-hex formation Assaulting or Charging a single hex formation benefits from a +1 Melee modifier.

4.7 Detached Companies

  Some infantry units, as indicated by the letters 'DC' after their increments in the Rosters, may deploy one or more Detached Companies in their present hex at no Movement Point cost.
  Design Note: Although Detached Companies are usually detached to form Skirmishers, they can change into any formation. They may move, declare Assaults, etc., just like regular infantry.

4.71 When a Detached Company is available in the counter pool, place the appropriate Detached Company unit at the bottom of the stack in the same hex, Disruption, formation and facing. as the parent unit.

4.72 Detached Companies have 1 increment. When a unit deploys a Detached Company it must circle the right most increment box on its Roster to reflect the deduction of 1 increment.

A battalion with 1 company detached.

4.73 If a Detached Company is lost due to casualties, erase the circle on the parent unit's increment box and slash out a box to the left of the Shattered mark to indicate the loss as a Detached Company.

4.74 Infantry units may deploy as many Detached Companies as they have available in the counter pool or as detailed in the module special rules. The last increment of a unit may never be deployed as a Detached Company.

4.75 A Detached Company may be absorbed by a parent unit at no Movement Point cost as soon as both occupy the same hex. (Including retreats). Erase the left most circled increment box from the parent unit's Roster and remove the Detached Company unit from the map.

STACKING

Stacking is placing more than one unit in a hex. Stacking is enforced at all times and units may not illegally stack, even temporarily. When discovered, all units of an illegally stacked hex gain Disruption (6.1) and must immediately Displace (1.47) units into legal stacks.

5.01 Refer to each module's Terrain Chart for increment stacking limits. This is the maximum number of increments that can occupy a hex. In all cases, one unit of any increment size may be in a hex regardless of stacking limit.

5.02 Leaders do not count for stacking and any number can occupy a hex.

5.03 Each increment of artillery is the equivalent of 4 increments of infantry or cavalry calculating stacking.
Example: A 2 increment artillery unit stacked with a 6 increment cavalry unit would create a 14 increment stack.

5.04 Units may only stack with units of their own regiment except:
- Units may stack with units of other regiments if also stacked with a Leader and of the same infantry or cavalry branch.
- Artillery units may only stack with other artillery units (even if of their own regiment) if also stacked with a Leader.
- In addition to the above, any 1 artillery unit may stack with an infantry or cavalry unit.
- Sappers (units with their Melee value in *asterisks* may stack with any infantry unit.)
- Units in March formation may never stack with any other unit.

5.1 Stacking and Movement

5.11 Units in different formations may stack together with the top unit of the stack determining formation and facing for the entire stack.

5.12 Stacking order may be altered anytime during Movement and retreats.

5.13 Infantry and cavalry may stack with artillery but never with each other.

5.14 Units may never stack with, or move through enemy units.

5.15 When a unit with Disruption (6.1) moves through another unit or stack, that unit or stack assumes that Disruption state and vice versa.

5.2 Stacking and Combat

5.21 Only the top unit in a stack may fire. (Exception: Grand Batteries, see 3.2B).

5.22 The top infantry/cavalry unit of a stack determines the target type for the stack for the stack and suffers all casualties incurred from fire, Assaults or Charges. Should a stack suffer 2 or more casualties, the top unit, even if artillery, suffers the additional casualty losses.
Example: Artillery firing on an enemy artillery unit stacked on top of an infantry unit in Column would be resolved as Artillery (not Counter-Battery Fire) using the +1 'target in Column formation' modifier. The infantry unit would suffer the first casualty, if any, and the artillery unit suffer any additional casualties.

5.23 Stacks of mixed formations suffer the worse target modifier of any formation in the stack.
Example: A unit in Skirmish formation stacked atop a unit in Column would suffer a +1 target modifier and not x1/2 for being in Skirmish.

5.24 A hex containing the equivalent of 9 increments or more suffers a +1 target modifier when fired upon for every 9 increments in the stack.
Example: A unit with 18 increments would suffer a +2 target modifier.

5.25 Only the maximum number of increments able to be in a hex may Assault or Charge that hex when determining Melee Odds (13.1C).
Example: Some fortification hexes have a stacking limit of 6 increments. Such a hex may only be Assaulted by a maximum of 6 increments. Any remaining increments would be ignored.

5.26 Stacks that participate in any Assault, Charge or retreat can adjust their stacking order, at no Movement Point cost after Melee Resolution, when entering a hex vacated by a defeated enemy or upon retreating.

5.3 Stacking and Morale

5.31 The top unit in a stack provides the Morale value for that stack's Morale Checks. All units stacked under this unit suffer the consequences of that Check.

5.32 Units always perform Task Checks individually.

5.33 When units in different Disruption states (6.1) stack they adopt the worst level of the new stack. This rule applies even to momentary stacks created during movement and/or retreats.

MORALE

Morale determines how well a unit withstands the shock and anxieties of combat. Units are rated from +3 (worse) to +8 (best) Morale value ands used to make all Morale and Task Checks.

6.01 No more than one Leader can ever modify a Morale or Task Check with their Morale modifier. In a hex with multiple Leaders use only the most senior Leader in the hex (by rank, not Morale modifier), owning player's choice if tied.

6.02 Artillery Leaders may apply their Morale modifiers to artillery units only.

6.1 Disruption

Disruption is used to measure a units ability to conduct itself in a cohesive fashion. Units gain Disruption by failing Morale Checks, moving through certain terrain types, etc. They recover Disruption by passing Rally Task Checks, (14.2).

6.11 Units have four Disruption states. From best to worse, they are:
- *Normal*: No adverse effects or modifiers.
- S*haken*: These units apply a -2 General modifier to all Morale and Task Checks. (Exception: *Elite* units).
- *Disorganized*: These units apply a -3 General modifier to all Morale and Task Checks. (Exception: *Elite* units) and have 1/2 (round up) their Movement Allowance.
- *Rout*: These units are removed from the map and placed aside for possible return.

Design Note: There are no markers for Normal or Rout Disruption states. Use CoA 'Disordre' or 'Plus Grand Disordre' counters to designate Shaken or Disorganized units. Routed units may return to the map due to a 'Rally To The Colors' Event result (see Sequence of Play 8.1A).

6.12 A unit *Routs* only if it gains Disruption AND it is:
- *Disorganized* and Out of Command Range, OR
- *Disorganized* and Shattered, OR
- *Disorganized* and [Untrained].

If it does not meet at least one of these criteria it remains *Disorganized* with no additional effect.

6.2 Morale Checks

A unit makes a Morale Check by adding applicable Morale General modifiers to its Morale value and adding the result to a 1d10 roll.
- If the roll is an **unmodified 10**, the unit is successful in its Morale Check regardless of modifiers.
- If the result is **10 or more** it passes its Morale with no additional effect.
- If the result is a **9 or less** it fails its Morale and gains Disruption.
- If the roll is an **unmodified 1**, the unit fails its Morale regardless of modifiers.

Example: A Shaken unit with a +5 Morale is stacked with a 3/~/1 Leader when required to make a Morale Check. It's Morale value is 5 +1 (Leader's Morale modifier), -2 (Shaken) = +4. The owning player rolls a 5 on a d10. The result is 5 (+4) = 9 which fails. The unit gains Disruption and becomes Disorganized.

6.3 Task Checks

Units make Task Checks by adding applicable Morale General and Task modifiers to its Morale value and adding the results to a d10 roll.
- If the roll is an **unmodified 10**, the unit is successful in its Task regardless of modifiers.
- If the result is **10 or more** the unit is successful in its Task.
- If the result is a **9 or less** the unit fails its Task with no further effect.
- If the roll is an **unmodified 1**, the unit fails its Task regardless of modifiers.

6.31 A list of Task Checks:
A. **Declaration**: A unit that passes this Task Check is marked with a MELEE marker. (See 11.11).
B. **Limber**: An artillery unit that passes this Task Check Limbers. (See 4.5).
C. **Press Cavalry** An infantry or artillery unit that pass this Task Check moves adjacent to enemy cavalry. (See 11.35).
D. **Refuse Flank**: A unit that passes this Check makes a facing change during the Reaction Phase. (See 12.1).
E. **Fall Back**: A unit that passes a this Task Check retreats during the Reaction Phase. (See 12.5).
F. **Form Up**: A unit that passes this Task Check changes its present formation to any eligible formation given unit type and terrain during the Reaction Phase.
G. **Reaction Charge**: A cavalry unit that passes this Task Check may Melee an adjacent enemy unit during the Reaction Phase. (See 12.6).
H. **Counter Charge**: A cavalry unit that passes this Task Check may move up to 2 hexes and Melee enemy unit during the Reaction Phase. (See 12.7).
I. **Pursuit**: An infantry unit which is the victor of a Melee may Pursue (13.3) if it passes this Task Check.
J. **Recall**: A cavalry unit that passes this Task Check retreats, removes its CHARGE marker, (13.4) and loses Readiness (13.5).
K. **Rally**: A unit that passes this Task Check rallies Disruption. (See 14.2).

6.4 Panic Checks

Any unit stacked with or adjacent to a unit that is destroyed or *Routed* must immediately make a Panic Check. Panic Checks are resolved just like Morale Checks. Units that *Rout* due to failing their Panic Check may themselves trigger additional Panic Checks in adjacent friendly units.

FIRE

7.1 Combat Fire

See 11.2 (Offensive Fire), 11.4 (Opportunity Fire) and 12.1 (Defensive Fire) for conditions under which units may conduct Combat Fire.

7.11 Each unit makes a separate fire attack and may not combine its fire with other units. (Exception: Grand Batteries, 3.2B). It may split Fire if there are multiple targets.

7.12 A unit makes a fire attack by multiplying its increments based on its formation (4.4) by its Fire value (4.1), adding any applicable Fire, Cover (15.04) or Hindrance (15.3) modifiers, and adding the result to a d10 roll.
- If the roll is an **unmodified 10**, the fire attack is successful (see 7.14 for results) and a Special Loss (7.4) check is generated against the hex.
- If the result is **10 or more** the fire attack is successful. See 7.14 for results.
- If the result is a **9 or less** the fire attack misses with no effect.
- If the roll is an **unmodified 1**, the fire attack missed and suffers the effects of Low Ammo if the fitting unit was artillery (4.58).

Example: A Shaken unit in Skirmish formation fires at a unit in Column formation located in a Brush hex. Fire is determined to be 3 (increments in Skirmish) x 1 (unit's Fire Multiplier) = +3 modified +1 (target is in Column), -1 (target is in Brush hex), -2 (firing unit is Shaken) = +1. Player rolls 9 modified +1 = 10. A hit!

7.13 Units may only fire as many increments from a hex as available and/or eligible due to formation.

7.4 Special Loss Check

When an **unmodified 10** result is rolled during fire, Assaults and Charges a Special Loss Check is triggered against the target hex.

To resolve Special Loss Checks, triggering player makes an additional unmodified d10 roll and refers to the Special Loss Table for result.

If there is no eligible target in the hex then there is no effect.

7.41 Special Loss Checks are always generated before any unit in the hex performs their Morale Checks, if any.

7.42 A Special Loss only affects one unit or Leader per Special Loss Check. Choose at random if there is more than one eligible Leader or unit in the target hex.

7.43 A Special Loss Check may yield the following possible results:

A. **Capture**: One Leader in the target hex is Captured. Remove from play and replace per 7.3.
B. **Brigade Commander**: The Brigade commander of a formation (when Inherent, see 2.3) becomes a casualty. Cross out the Brigade Leader's name and reduce the Command Rating by one (-1) for the remainder of the game. (it is assumed that a colonel or next ranking officer takes over the Brigade. Each Brigade may only be affected by this Special Loss once per game. No effect if Brigade has suffered a Brigade Commander loss already.)
C. **Blaze**: The terrain in the target hex catches fire. Mark the hex with a BLAZE marker (15.73).
D. **Horse Shot**: One Leader in the target stack has his horse shot from under him. Flip Leader counter to his verso side.
   Unhorsed Leader may not move, retreat, Advance Before/ After Combat or Evade (7.34) while Unhorsed. During the next friendly Rally step (14.2) the Leader has found a new mount and is no longer affected. Flip Leader counter back to his front side.
E. **Lightly Wounded**: One Leader in the target stack is lightly wounded. Place Lightly Wounded Leader on Turn track and replace per 7.3.
   On a roll of 7 or more during any subsequent Rally step (14.2) the Leader returns to play stacked with a friendly unit of his Command. Remove or demote any acting replacement Leader.
F. **Grievously Wounded**: One Leader in the target stack is grievously wounded. Remove from play and replace per 7.3. Replace with a Leader with that nation's Replacement Leader values.
G. **Killed Leader**: One Leader in the target hex is killed on the field of battle. Remove from play and replace per 7.3.

<div style="text-align:center">

TURN SEQUENCE

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A standard game of *Tactiques Napoléon* consists of multiple Turns each divided into Phases. Each module will detail the first *active* player as will as the Turns required to play a game to completion.

8.1 Sequence of Play

A. **Events:** A player, it does not matter which, rolls 1d10. On any "Even" result an Event is triggered, otherwise there is no effect.
If an Event is triggered, roll another 1d10 and consult module specific Events Table for a result.
   If an Event is unplayable due to a "once per game" or time constraint, then re-roll the Event until an effective Event is generated.

B. **Weather:** Modules may have random weather. A player, it does not matter which, rolls 1d10. Consult the module special rules for any weather effects.

FIRST PLAYER TURN

Module will specify which player will be *active* first. The other is considered the *reactive* player during the Activation, Reaction and Resolution Phases.

❏ **Command Phase**
C. **Command Determination:** Units and Leaders determined to be out of Command Range are marked OUT OF COMMAND.
D. **Order Acceptance**: Brigade Leaders attempt to accept Pending Orders.
E. **Order Issue**: Army Leaders may issue an Order.
F. **Leader Initiative:** Echelon Leaders may attempt Leader Initiative checks.
G. **Reinforcements:** Players check the module's special rules for possible arrival of reinforcements.

❏ **Activation Phase**
H. **Melee Declaration:** Player places MELEE markers on eligible infantry and cavalry units.
I. **Offensive Fire:** Player fires all eligible units.
J. **Movement**: Player moves all desired units. *Reactive* player may Opportunity Fire at eligible targets.

❏ **Reaction Phase**
K. **Defensive Fire**: *Reactive* player may Fire at eligible targets.
L. **Reaction**: *Reactive* player makes Reaction attempts.

❏ **Resolution Phase**
M. **Melee Resolution:** Resolve all Assaults and Charges.

❏ **Rally Phase**
N. **Fatigue:** Brigade Commands with Engage Orders gain Fatigue.
O. **Rally**: Unhorsed and Lightly Wounded Leaders attempt to return to play. Eligible cavalry units remove *Tired* markers. Units attempt to Rally.
P. **Commitment:** Commands check for Commitment.

SECOND PLAYER TURN

After first *active* player has completed the above Phases, players switch roles with the *reactive* player becoming *active* and repeating steps C through O with the roles reversed.

Q. **Turn End**: Players check to see if they have attained a Decisive Victory. If not the Turn marker is moved one space forward and play continues. Play continues until the last Turn of the game as specified in the module or until one player can claim an immediate Decisive Victory.

8.2 Victory Conditions

Each module includes Victory Conditions applicable to that battle.

8.21 Victory Points (VPs) may be awarded for inflicting losses, Shattering enemy Brigade Commands, controlling Terrain features and/or exiting units off the map from a specified hex. Each module will detail its Victory Conditions.
8.22 At the end of each Turn both sides refer to the module's Victory Point Chart to determine the number of VPs gained. The player with the lower Victory Points subtracts his VPs from the

other player VP sum and refers to the Victory Conditions to determine a winner if any.

Example: The French player has Shattered 3 British Brigades each worth +2 VPs for a total of 6 VPs. The British player has Shattered 1 French Brigade (+2) and still holds an important village worth +2 VPs for a total of 4 VPs. The French player subtracts 4 (British VPs) from 6 (French VPs) to arrive at +2. The Victory Conditions are then referred to to see if this results in a victory.

8.23 Victory Conditions are met if and when awarded VPs equal to or exceed the Victory Condition specified.

8.24 Tactical Victory Conditions or Draws are determined after the last Turn of the game is played or upon mutual player agreement.

8.25 Consider terrain to be controlled by the last side to solely occupy it. Only units may claim terrain, Leaders may not. Terrain VPs are halved and awarded to the last side to occupy should it become marked by a BLAZE (15.73) marker.

COMMAND PHASE

Leaders and units need Orders to determine the kinds of activities it may undertake and must be in Command Range of their superior Leader to function properly.

9.1 Order Acceptance

Players attempt to accept Orders for all Brigade Commands with a Pending Order (2.3) in their colored Pending Order box. To determine if a Pending Order is Accepted add the issuing Leader's Command Rating to the receiving Leader's Command Rating, add applicable Order Acceptance modifiers if any, and the result to a d10.

- If the result is **10 or more** the Brigade accepts the new Order. Order is erased from the Pending Order box and written in the Accepted Order box.
- If the result is a **9 or less** acceptance fails and there is no effect.
- If the result is an **unmodified 1** the Order is lost and is erased from the Pending Order box.

9.11 Leaders modify Order Acceptance rolls by +1 (cumulative) if they are currently stacked with a Subordinate Command in their CoC. [Exception: Echelon Leader has Command Paralysis].

9.12 Orders which fail to be Accepted remain in the Brigade Command's Pending Order box and are rolled for in each upcoming Turn until Accepted or lost.

Example: A Brigade Command Leader (Command Rating: 2) with a Reserve Order and currently stacked with his Division Echelon Leader was issued an Engage Order by his Army Leader (Command Rating: 3). Modifiers are: 2 +3 (Command Ratings) +1 (has Reserve Order) +1 (stacked with Echelon Leader in CoC), -1 (attempting to accept an Engage Order = +6. Player rolls a 2 (+6) which fails. The Order remains in the Pending Order box and that Leader may attempt to accept the Order again next Turn.

9.2 Order Issue

Each Army Leader may issue a number of Orders equal to their Command Rating to any friendly Brigade or Echelon Leader within his Command Range (9.5) during the Order Issue step.

- If the Order is issued to a Brigade Command Leader, write the Order and the Army Leader's Command Rating in the Brigade's Pending Order box.
- If the Order is issued to an Echelon Leader, that Leader immediately recovers from Command Paralysis (9.31).

9.3 Leader Initiative

Echelon Leaders may attempt to issue ONE Order, regardless of their Command rating by passing a Leader Initiative Check.

Make a Leader Initiative attempt by adding the Leader's Command Rating to applicable Leader Initiative modifiers and adding the results to a d10.

- If the result is **10 or more** the Leader may issue an Order to any ONE subordinate Brigade Command Leader of their Echelon within Command Range (9.5). Write the Order and the Echelon Leader's Command Rating in the Brigade Command's Pending Order box.
- If the result is a **9 or less** the Leader may not issue an Order this Turn.
- If the result is an **unmodified 1** the Leader fails to issue an Order and suffers from Command Paralysis (9.31). Flip the Leader counter to its verso side.

9.31 Command Paralysis: Leaders who suffer from Command Paralysis may not attempt Leader Initiative, use their Morale modifier or Grand Ability, if any, while Paralyzed.

A Leader may recover from Command Paralysis if the Army Leader issues an Order to him per 9.2.

9.4 Order Issue Restrictions

9.41 Only one Order may be issued, or attempted to be issued to a Brigade Command Leader per Turn.

9.42 Brigade Commands cannot be issued Reserve Orders (10.3) if they are Shattered (7.23) or have accrued any Fatigue (14.1).
Design Note: It is possible for a Command with Reserve Orders to be Shattered due to combat suffered while under Reserve Orders, they just cannot be issued those Orders.

9.5 Command Range

Leaders and units must remain within the Command Range of their immediate superior Leader, based on their Rosters organizational hierarchy, in order to successfully function. Any Leader or unit that is determined to be out of Command Range of its superior Leader is marked with an OUT OF COMMAND marker (hereafter OoC), and may suffer negative modifiers and restrictions.

9.51 Command Ranges are:
- Brigade units must be adjacent to or 2 MPs from another unit of their Brigade to be in Command Range. Should units of the same Brigade be separated into two or more groups, the owning player decides which group stays in Command and which is marked OoC.
- Echelon Leaders have a Command Range of 6 to 12 MPs (as noted on the Rosters) to their subordinate Command Leaders and any units directly attached to the Echelon.
- Army Leaders have a Command Range of 12 to 16 MPs (as noted on the Rosters) to subordinate Command Leaders and any units directly attached to the Army.

9.52 Calculate Command Range distances in Leader Movement Points. When counting Movement Points, use only those hexes a Leader could move through.

9.53 Command Range paths may not go through enemy occupied hexes or a hex adjacent to an enemy unit unless that hex is also occupied by a friendly unit.

9.54 A Chief of Staff adds +2 Movement Points to the Command Range of any one Leader stacked with. Only one Chief of Staff may extend the range of a stacked Leader per Turn.

9.55 A Multi-hex formation (4.6) of which only one hex of the unit is in Command Range is considered in Command.
Design Note: A Command level may not be skipped. For example if a Brigade is out of Command Range of its Division but in Command Range of that Division's Corps it is still considered OoC.

9.56 Out of Command: Leaders and units that are Out of Command may move and function like any other Leader/unit with the following exceptions:
- OoC Leaders apply a - 2 modifier to Order Acceptance, Leader Initiative and Command Commitment Checks.
- OoC units apply a - 2 modifier to all Morale and Task Checks. OoC units are also prohibited from moving adjacent to enemy units, even if their Command carries an Engage Order. However units already adjacent to an enemy unit are not required to move away.

9.6 Independent Commands
Units stacked with Aide-de-Camps Leaders (hereafter AdCs), and/or located in Strongpoints, (15.71) may be designated as an Independent Command. Independent Commands can be declared the moment they stack with an AdC or enter a Strongpoint hex.

9.61 Units in Independent Commands may ignore Command Range restrictions so long as such units remain stacked with an AdC or remain in a Strongpoint hex.

9.62 Independent Commands move, fire, Assault and Charge as if they carried an Engage Order even if the Brigade Command they belong to carries a different Order.

9.63 Should the AdC of an Independent Command leave the unit for any reason (wounded, killed, etc.), or a unit be forced to retreat from its Strongpoint, the unit immediately comes under the Orders of its parent Command adhering to all Command rules thereby.

9.7 Reinforcements
During the Reinforcement step players check a module's Reinforcement schedule for any Groups which may arrive this Turn. Groups might be comprised of Commands, Leaders and/or units.

9.71 A player makes a Reinforcement check by adding the Group modifier to the result of a d10 roll. If the result is **10 or more** the Reinforcement Group arrives. Leaders and units of that Group are placed off the map, adjacent to the designated entry hex. They move on the map during the upcoming friendly Movement Step.
  If the result is a **9 or less** the Reinforcement Group does not arrive.

9.72 If a Group does not arrive on its first attempt, a player rolls during each subsequent Reinforcement step until the Group arrives.

9.73 Subsequent reinforcements in the Group enter the number of Turns indicated after the first reinforcement with no further die roll required.

9.74 Reinforcements entering the map are placed off the map next to their designated entry hex in the order in which they will enter the map.

9.75 Reinforcements enter the map expending +1 MP for every unit which entered before it. Units unable to enter the map due to insufficient MPs may do so in upcoming Turns.

9.76 If a Group cannot enter an entry hex (due to the presence of an enemy unit, for example), that Reinforcement Group may enter +1 Turn later for every 5 hexes distant from the original entry hex.

ORDERS
Orders are the means by which players relay their plans and intentions to their Leaders and units. Each Brigade Command is capable of acting under its own distinct Order and all units of a Brigade Command may move, fire, Assault and Charge according to those Orders.

10.01 A Brigade Command must have an Order in its Accepted Order box at all times.

10.02 Prior to game start, players must give each Brigade Command which begin deployed on the map an Order. They can be any Order and they are noted in each Brigade Commands Accepted Orders box.

10.03 All Commands designated as Reinforcements may enter with any Order chosen by owning player.

10.04 Army and Echelon Commands along with units directly attached to them are considered to have Engage Orders at all times.

10.1 Engage Order (A)
Units in Brigade Commands with **Engage** Orders and those attached directly to Echelon Commands:
- May move using their entire Movement Allowance.
- May move adjacent to enemy units. (Exception: If unit is OoC).
- Offensive, Opportunity and Defensive Fire.
- May Assault, Charge, Reaction and Counter Charge.

Leaders of Brigade Commands with **Engage** Orders must make a Commitment Check if their Command is Fatigued (14.1), Shattered (7.23) or at least one of its units is adjacent to an enemy unit.
*Design Note: Use Commands with **Engage** Orders to launch a cavalry charge or vigorously defend a position.*

10.2 Maneuver Order (M)
Units in Brigade Commands with Maneuver Orders may:
- Not move adjacent to enemy units.
- Offensive, Opportunity and Defensive Fire.
- Not Assault, Charge but may Reaction-or Counter Charge with cavalry.

Leaders of Brigade Commands with Maneuver Orders must make a Commitment Check if at least one of their units is adjacent to an enemy unit.
Design Note: Use Commands with Maneuver Orders to deploy for position or to actively harass the enemy.

10.3 Reserve Order (R)

Units in Brigade Commands with Reserve Orders may:
- Not move closer than 8 hexes to the nearest enemy unit.
- Only Opportunity and Defensive Fire.
- Not Assault or Charge.

Leaders of Brigade Commands with Reserve Orders automatically fail their Commitment Check (no roll required) if at least one of their units is adjacent to an enemy unit.

10.31 <u>Reserve Rating</u>: All Brigade Commands have a Reserve Rating (hereafter RR), which is used to provide a beneficial modifier to friendly Commitment Checks (+5 max).
The modifier is calculated by adding the RRs of all Brigade Commands in an army which presently have Reserve Orders.

Example: An army has 2 Brigade with RRs of 1 and 3 Brigades with an RRs of 1/2, all carrying Reserve Orders. The RR modifier used in Commitment checks is 3.5, round up to +4 per rule 1.5.

All units of a Command must be on the map to benefit from its RR.

Design Note: Use Commands with Reserve Orders to bolster the spirit of friendly commands but careful not to let the enemy too close as they are quite vulnerable.

ACTIVATION PHASE

The majority of play occurs during the Activation Phase.

11.1 Melee Declaration

Mark eligible infantry and cavalry units with a MELEE marker.

11.11 Units with the following conditions must make a Declaration TC (6.31A) to successfully place a MELEE marker:
- Unit is OoC.
- Unit is in Skirmish formation.
- Unit is adjacent to an enemy unit.
- Cavalry is *Tired*.
- Their Command is Fatigued.

11.12 Units may not attempt Melee Declaration if:
- Infantry is in Square formation.
- Their Command has **Maneuver** or **Reserve** Orders.

11.2 Offensive Fire

During Offensive Fire (see 7.1 for Procedure) *active* units in Skirmish formation and Unlimbered artillery only may fire at an enemy occupied hex within range of its front facing and in LoS (15.1).

11.3 Movement

Every Leader and unit has a Movement Allowance (MA) printed on the lower right side of the counter which represents the number of Movement Points (MPs) available during an Activation.

Activated Leaders and units can move from hex to hex by expending these MPs. The MP cost of entering a hex is detailed on the Terrain Chart, see 15.01.

11.31 Leaders and units may move independently or as a stack. Keep a running total of MPs expended while moving. A Leader, unit or stack must complete its entire move before the next can begin theirs.

11.32 A Leader, unit or stack must stop moving when:
- It runs out of MPs.
- It has insufficient MPs to enter another hex.
- It moves adjacent to an enemy unit.

11.33 As units or stacks move, they may only enter front facing hexes, retaining facing, unless using Special Movement (11.38).

11.34 Units may change formation only once during Movement expending MPs to do so. They may change facing as often as they wish. (Exception: Units marked with a MELEE marker may only change facing once and only in their originating hex.)

11.35 Infantry and artillery must pass a Press Cavalry Task Check (6.31C) to move adjacent to enemy cavalry.

11.36 Units may never enter enemy occupied hexes, except enemy Leaders alone in a hex. (See Evade 7.34)

11.37 Units adjacent to an enemy unit may not voluntarily exit their hex unless:
- They are Limbered artillery.
- They are in Skirmish or General formation.
- They are cavalry using Dash.

Units which voluntarily exit a hex or change formation when adjacent to an enemy unit (including changing to and from General formation) trigger Opportunity Fire (11.4).

When changing formation, a unit or stack suffers target modifiers according to the formation they are changing FROM, not INTO.

When exiting a hex, a unit or stack suffers the effects of Opportunity Fire in the hex they moved INTO, not the one they moved FROM.

11.38 The following are special forms of movement:
- <u>Retrograde Movement</u>: A unit in Line or Skirmish formation may move backwards to one of its rear hexes thereby retaining its present front facing at the additional cost of +1 MP.
- <u>Movement By Flank</u>: A unit in Line or Skirmish formation may move sideways to one of its flank hexes thereby retaining its present front facing at the additional cost of +1 MP.
- <u>Cavalry Dash</u>: Cavalry may exit a hex adjacent to a enemy infantry/artillery (not cavalry) units at the additional cost of +2 MPs.
- <u>Artillery Prolong</u>: An Unlimbered artillery unit may move 1 hex in any direction without Limbering by using Prolong, instead of using its MA. An artillery unit may not Prolong into a hex adjacent to an enemy unit or into Impassable Terrain.
- <u>Double Step</u>: Units in Brigade Commands (not Echelon Commands) that do not change formation or move adjacent to an enemy unit during Movement may double (x 2) its MA to expend as MPs by using Double Step. A Brigade Command immediately crosses out 1 Fatigue circle if any or all of its units use Double Step.

11.4 Opportunity Fire

Opportunity Fire is triggered when *active* units, exit or change formation in the adjacent front hex of a *reactive* unit.
Follow the same procedure as detailed in 7.12 to resolve Fire.

11.41 Retreats, facing change, Pursuit (13.3) and Leader movement does not trigger Opportunity Fire.
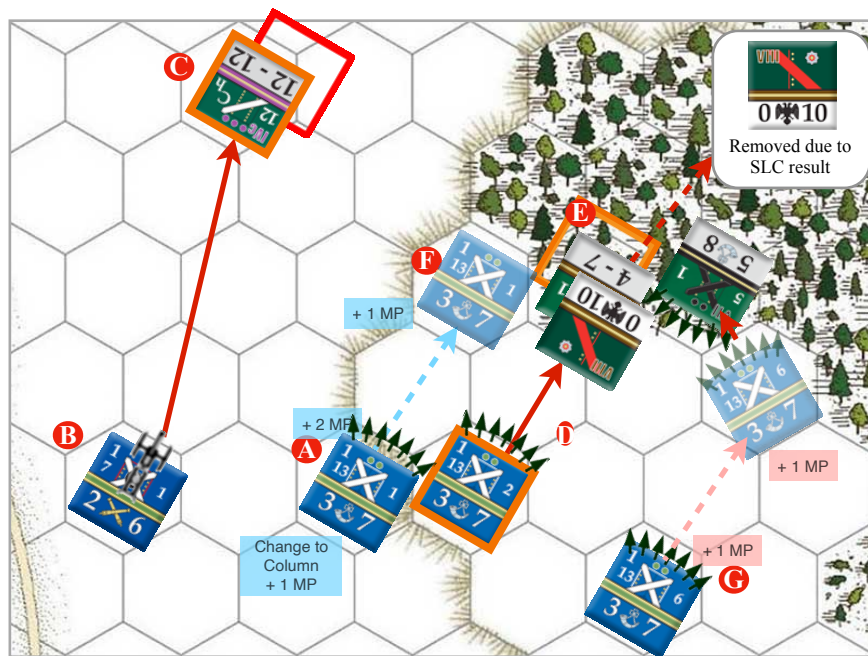
Activation Phase Example

A The 1/13e Légère Regt. attempts a Melee Declaration Task Check because it is in Skirmish formation. Its Morale is +5 with no modifications. The French player rolls a 1 which never modifies and fails.

B The foot artillery unit fires at Effective range (4 hexes). It fires 2 increments x 3 (Fire Value) = +6. The shot is modified +1 for the massed dragoons, (9 target increments or more) for a Final modifier of +7. The French player rolls a 4 (+7 mod) = 11. The dragoons suffer a hit (marked with an 'X' on the roster and must make a Morale Check.

C The dragoons Morale is +5 Modified -2 (Shaken) The Russian rolls a 5 (+3 mod) = 8. Shy of the 10 or more required to pass, so it Disrupts and is marked Disorganized.

D The 2/13e Légère fires at the Russian infantry in the woods. Fire Value = 3 increments x 2 [bracketed Fire Value and in Skirmish formation] = +6 modified -2 (firing unit is Shaken), -2 (cover modifier for woods) = +2.

The French player rolls a 10! The result does not modify, and according to the Skirmish Fire result table, generates an Automatic Disrupt and a Special Loss Check.

E The Russian infantry is Shaken. The French player rolls a 9 for the SLC which generates a Grievous Wound. The Leader is removed from the map and is replaced per rule 7.33.

F Despite failing its Melee Declaration TC, the 1/13e changes into Column formation and moves adjacent to the Russian battalion.

G The 6/13e Légère moves 1 hex (1 MP), changes facing (0 MP) and moves one more hex (1 MP) to end up adjacent to the Russian Jaegers in the woods. It must stop due to entering a hex adjacent to an enemy unit.

REACTION

During the Reaction Phase, *reactive* units Defensive Fire and respond to *active* movement which occurred during the Activation Phase.

12.01 Reactive units may change stacking order (5.26).

12.1 Defensive Fire
The reactive player may Defensive Fire with all units otherwise eligible to do so.
  Follow the same procedure as detailed in 7.12 to resolve Fire.

12.11 Cohesion: Any losses incurred on a unit marked with a MELEE marker also causes loss of cohesion equal to that loss. Use a numbered chit to indicate cohesion loss.
Example: A cavalry unit with a MELEE marker moved adjacent to 2 enemy infantry units. The first Defensively fires and manages a hit. A '1' marker is placed on the cavalry unit. The 2nd infantry unit now fires and incurs yet another hit on the hapless cavalry. The Cohesion marker is replaced with a '2'. During ensuing Melee Resolution the cavalry will suffer a - 2 Cohesion modifier.

12.2 Reaction
12.21 Units may perform one, and only one, of the following Reactions:
  • Refuse Flank, OR
  • Fall Back, OR
  • Form Up, OR
  • Reaction Charge, OR
  • Counter-Charge
If a unit attempts a Reaction, successful or not, it may not attempt another during the the Phase.

12.22 Reaction Task Checks can only be attempted by units that are within 2 hexes of an enemy unit marked with an ASSAULT or CHARGE marker.

12.3 Refuse Flank
A unit makes one hexside/vertex facing change. Multi-hex units may not Refuse Flank.

12.4 Fall Back
A unit that passes a Fall Back TC retreats.

12.41 Only the following units may attempt to Fall Back:
  • Units in Skirmish formation falling back from an ASSAULT. (See also 12.42 Shelter).
  • Limbered artillery. (Exception: foot artillery may not Fall Back from a CHARGE.),
  • Cavalry units adjacent to an infantry unit marked with an ASSAULT marker.
  • Cavalry units adjacent to a cavalry unit marked with a CHARGE marker AND if it has a higher MA than the charging cavalry.

12.42 Shelter: Infantry in Skirmish formation only (other units otherwise eligible to Fall Back may NOT Shelter) may retreat ONE hex instead of two regardless of being the target of an ASSAULT or CHARGE IF the hex retreated to is occupied by a friendly unit in Column, Line or Square formations, or is a Broken Terrain hex or is across a Broken Terrain hexside. Infantry that Shelter are placed at the bottom of a stack.

12.43 Advance Before Combat: An *active* unit/stack adjacent to a hex vacated by a unit/stack which successfully made its Fall Back attempt MAY Advance Before Combat into the just vacated

Place a Square Marker

Collapse into single hex

Advance Before Combat

Place *Tired* Markers
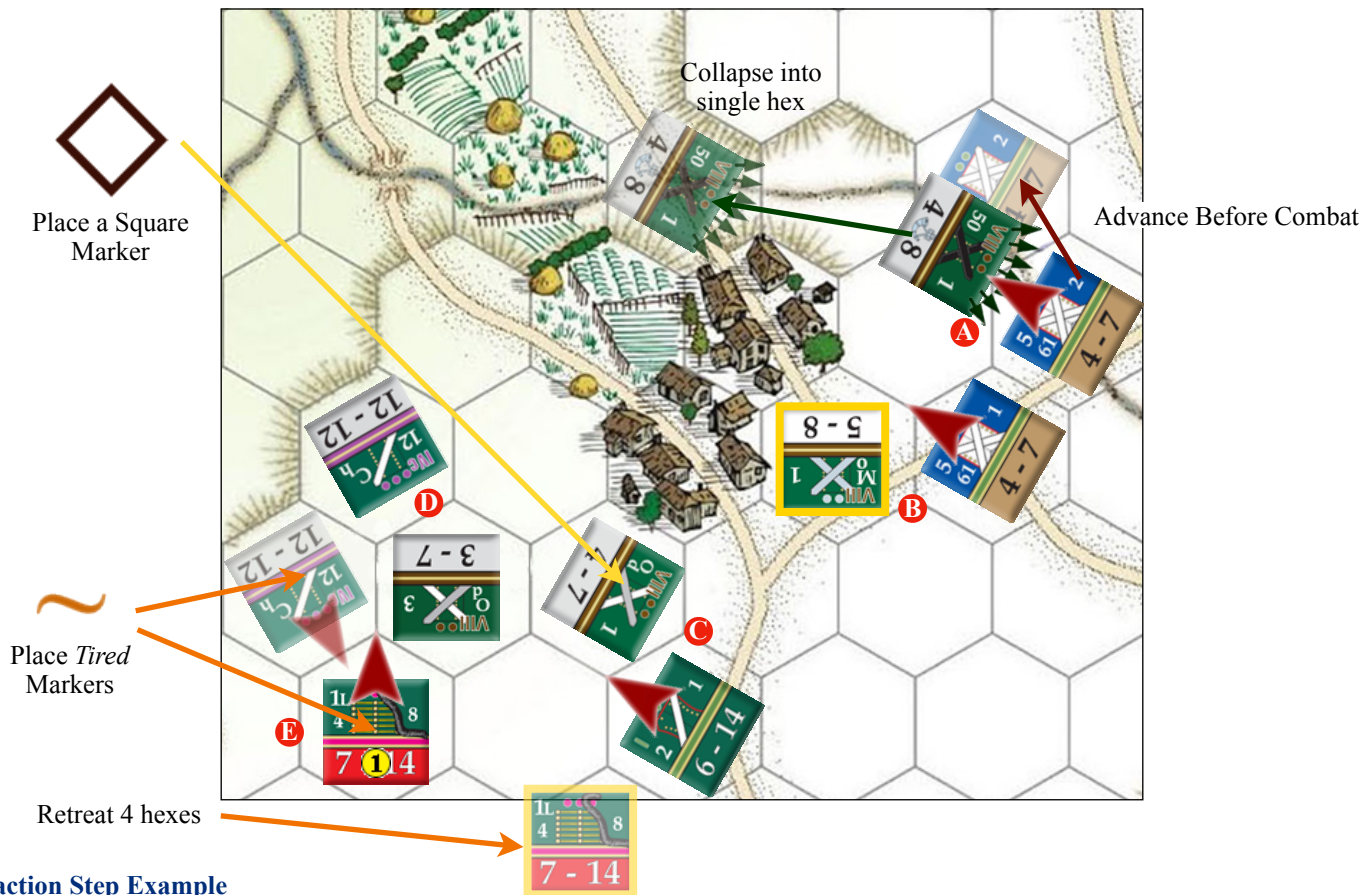
Retreat 4 hexes

Reaction Step Example

A *The 1/50th Jaegers, deployed in a Multi-hex Skirmish formation attempts to Fall Back. Their Morale is +4. They roll a 6 for a total of 10. They pass and Fall Back, retreating 2 hexes, collapsing into a single hex while doing so. The assaulting French 2/61e Advances Before Combat into either hex.*

B *This opens up a flank so the 1/Moscova battalion attempts to Refuse Flank. Their Morale is +5 modified -2 (Shaken). They roll a 4 modified to 7 which is short of the required 10. Their flank remains exposed.*

C *The French Chasseurs are Charging the 1/Odessa Battalion which attempts to Form Up into Square. Their Morale is +5 modified -1 (charged by cavalry in Line). They roll a 10. And have no problem forming into Square. The French cavalry may decide to Recall in the ensuing Melee Resolution Step.*

D *The French Hussars are Charging the 3/Odessa Battalion which also attempts to Form Up. They however fail so the Russian player decides to try for a Counter-Charge gains the French Hussars. The Russian Dragoons are within 2 hexes of the Hussars so are eligible to do so. It may not change facing or formation to do so. Their Morale is +5. They roll a 6, passing their Counter Charge TC. A CHARGE marker is placed on the Dragoons and they move adjacent to the Hussars. The Counter Charge is resolved immediately.*

E *Melee Odds are Dragoons (12 incr x 3 Melee Value = 36) vs Hussars suffered a casualty loss during Defensive Fire (6 incr x 2 = 12) or 3 to 1.*
Dragoons modifiers are +5 (Morale), +3 (Odds) = +8. They roll a 5/2 = 3. Their total attacker result is 11.
Hussars modifiers are +6 (Morale), -1 (Odds), -1 (Cohesion = +4. They also roll a 5/2 = 3. Their total defender result is 7.
Attacker 11 - defender 7 = +4. The Hussars Disrupt and become Shaken, they lose their Charge marker and retreat 4 hexes.
The Dragoons make a Morale Check which they pass and Advance After Combat into the hex previously occupied by the French Chasseurs. They also remove their CHARGE marker Both cavalry units are marked with a Tired marker.

hex at no MP cost retaining its current facing and without losing its MELEE marker.

12.5 Form Up
A unit that successfully passes a Form Up TC changes its formation, usually to Square, but any eligible formation is allowed.
12.51 [Untrained] units may not Form Up.

12.6 Reaction Charge
A cavalry unit that successfully passes a Reaction Charge TC immediately gains a CHARGE marker and attacks any adjacent enemy unit or stack even if that unit has no ASSAULT or CHARGE

marker as an exception to 12.0?. The unit may change facing but not formation to do so. Resolve normally according to the Melee Resolution sequence (13.1).

12.61 Cavalry which successfully Reaction Charges may not Pursue (13.3) or Recall (13.4).

12.7 Counter Charge
A cavalry unit that successfully passes a Counter Charge TC immediately gains a CHARGE marker and may move up and charge an enemy unit or stack marked with an ASSAULT or CHARGE marker within 2 hexes. The cavalry unit may NOT

T A C T I Q U E S   N A P O L É O N

change facing or formation to do so. Resolve normally according to the Melee Resolution sequence (13.1).

12.71 Cavalry which Counter-Charges may not enter any friendly/enemy unity occupied hex, Broken or Impassable Terrain when moving up to its target hex.

12.72 Cavalry which successfully Counter-Charges MAY Pursue (13.3) and/or Recall (13.4).

12.73 Infantry which is the target of a Counter-Charge MUST attempt to Form Up into square.

Melee Resolution

Active units and stacks marked with Assault or Charge markers must now choose an adjacent enemy occupied hex to Melee.

13.01 A hex (not unit/stack) may only be the target of Melee once per Activation.

13.02 Units from multiple hexes may not Melee the same hex unless a Multi-Hex formation (4.6), part of a Grand Assault (3.2A) or part of a Grand Charge (3.2C).

13.03 At the end of Melee Resolution remove all Cohesion numbered markers.

13.1 Melee Resolution
Each Melee is resolved according to the following sequence:
A. **Determine Melee Type:** The attacker and the defender each determine the Melee types for their unit/stack. There are four unit types for Melee: infantry, cavalry, artillery or square. The top unit in a stack determines the unit type used for that hex.
B. **Determine Melee Strength:** A unit/stack's Melee strength is calculated by multiplying the number of eligible increments by its Melee value modified by Melee Value modifiers.
Example: Unit A has 7 increments assaulting a hex. It calculates 7 (increments) x 2 (its Melee value) to arrive at a Melee strength of 14. The same unit assaulting a Fortification hex could only use 6 increments since that is the maximum allowed to stack in a fortification hex (5.25). 6 increments x 2 Melee value = 12 Melee strength.
C. **Determine Melee Odds:** The attacker compares its Melee strength to the Melee strength of the defender. The comparison is expressed as a ratio (attacker's strength divided by the defender's strength), and rounded in favor of the defender. The odds ratio is then shown as both attacker and defender modifiers on the Melee Odds Table.
D. **Determine Melee Modifiers:** Attacker and defender each determine a Final Melee modifier by adding any Odds, General Morale and Melee modifiers to their Morale value.
E. **Determine Victor**: Each player rolls a d10/2 and adds their Final Melee modifier to that roll. The higher roll determines the winner.
F. **Determine Margin**: Subtract the lower roll result from the higher roll to determine the margin of victory.
G. **Apply Results**: Cross-index margin of victory with the Melee Types of attacker and defender and apply results.

13.2 Melee Results
There are two Melee tables. Table use is determined by which side is the victor of the Melee, the attacker or the defender. After determining victor, cross reference Melee types with the margin of victory.

13.21 Possible results are:
- **#**: The number equals increment loss a unit/stack suffers. If in a stack the first loss must always come from the unit which used its Morale value in the Melee. Additional losses, if any, are distributed among any participating units if in a stack, as the owning player wishes.
- **MC**: Unit, or top unit if in a stack, must make a Morale Check.
- **Dr**: Unit/stack gains Disruption.
- **2Dr**: Unit/stack gains Disruption twice.
Example: A unit at Normal Disruption would become Disorganized. A Shaken or Disorganized unit would Rout if otherwise eligible.
- **Rt**: Unit/stack retreats.
- **Pr#**: Unit/stack may Pursue up to # MPs. (13.3).

13.22 Special results are:
- If an **unmodified 10** is rolled the opposing side suffers a Special Loss Check.
- If the rolls result in a **tie** there is no victor. Both sides lose 1 increment, gain Disruption and the Melee ends.

13.21 Advance After Combat: An attacker unit/stack which is the victor of a Melee MUST Advance into a defender vacated hex, at no MP cost, retaining its current facing. This occurs before applying any Pursuit (13.3) results. A hex may be vacated by defender being eliminated, *Routing* or retreating.
  An attacker which Advances After Combat loses its Melee marker unless it generates a Pursuit result.

13.3 Pursuit
An attacker which generates a Pursuit result retains its Melee marker and:
- Must Pursue if it is cavalry unless it passes a Recall Task Check (6.31I).
- May Pursue if it is infantry and it passes a Pursuit Task Check (6.31H). Infantry that fail to Pursue remove their Melee marker.

13.31 An attacker that Pursues may move up to the number of MPs indicated on the Melee Result Table, changing facing but not formation if desired and possibly generating additional Melees. Pursuit does not trigger Opportunity Fire (11.4).

13.32 Pursuit Task Checks are done individually, units in a stack must pursue on their own and no longer as part of a stack.

13.33 A unit may only Pursue once per Turn. Additional Pursuit results are ignored.

13.4 Recall
An *active* cavalry unit may make a Recall Cavalry Task Check (6.31H) to retreat instead of completing a Charge or immediately after a successful Charge.

13.41 A cavalry unit may make a Recall Check:
- Prior to calculating Melee Resolution Odds. (13.1)
- Immediately after any Advance Before Combat. (12.43)
- Immediately after any Advance After Combat. (13.21)

13.42 A unit marked with a Charge marker that fails to Recall must Melee an adjacent enemy hex.

Charge Example

A *The Russian Kargopol Dragoons will attempt a Recall TC instead of closing with the French Square. Modifiers are +5 (Morale). They roll a 7 = 12 and pass. They retreat 4 hexes and become Tired.*

B *The French 1/15e failed to Form Up during the Reaction Phase. Odds are: Russian Cuirassiers (9 incr. x 4 Melee Value) = 36 vs the French 15e: (6 incr. x 2 Melee Value x 1/2 for being in Skirmish formation) = 6. Odds are 6:1. The Melee Odds modifiers max out at 4:1 and that what we use.*

Russian Melee modifiers are: +6 (Morale), +4 (Odds), +2 (Golitsyn). They roll an 8/2 = 4 for total modified attack of 16. French Melee modifiers are: +5 (Morale), -3 (Odds). Rolling a 10/2 for a total defense of 8. 16 - 8 = +8. We consult the Melee Results Table and cross-reference the Cavalry vs Infantry row with the 8+ column for effects.

The 1/15e lose 2 increments (cross off on the French Roster), become Disorganized and retreat 2 hexes. They do however inflict a Special Loss for rolling that natural 10. They subsequently roll an 8 and Golitsyn is Grievously Wounded and carried from the field. The Cuirassiers Advance After Combat, are marked Tired and elect to pursue 1 hex to stay adjacent to their target (a Pr2 result means they could have Pursued up to 2 hexes but 1 hex was enough to continue the devastation.).

C *They Cuirassiers have retained their Charge marker so will re-engage the hapless 1/15e.*

Cuirassiers are (9 incr. x 4 Melee Value)/2 (Tired) = 18 vs the 15e (4 incr. remaining x 2 Melee Value)/2 (Skirmish) = 4. Odds remain maximum 4:1. Cuirassiers Melee modifiers are +6 (Morale), +4 (Odds) but they have lost Golitsyn to that SLC. They roll a 2/1 = 1 for a 11 modified attack. The 15e are: +5 (Morale), -3 (Odds), -3 Disorganized. They roll a 9/2 = 5 for a final defense of 4. 11 - 4 = +7 Result Column. The French suffer another 2 loss, Shattering the battalion, the additional Disruption causes them to Rout and they are removed from the map. The Cuirassiers have already Pursued (13.33) but do Advance After Combat into the hex formerly occupied by the 1/15e.

D *The Shaken French horse artillery Defensive Fired against the Russian Soum Hussars and inflicted a loss on them and placed a '1' marker to indicate loss of Cohesion.*

With less than favorable odds, the Hussars attempt a Recall TC. Modifiers are +6 (Morale), -1 (Tired). They roll a 3 which results in an 8. They fail to Recall and must Charge an adjacent unit.

Odds determination. The Soum Hussars have (3 incr. left x 2 Melee Value)/2 (Tired) = 3. The French horse artillery have (2 incr. x 2 Melee Value) = 4. Odds are 1:2.

Russian Melee modifiers are: +6 (Morale), -1 (Odds), -1 (Cohesion). They roll a 4/2 for a final attack of 6. French Melee modifiers are: +6 (Morale), -2 (Shaken). They roll a 7/2 (round up) for a final defense modifier of 8. We subtract the Russian 6 from the French 8 to arrive at a Melee result of -2. We consult the Melee Results Table and cross-reference the Cavalry vs Artillery row of the - 2 to 4 column.

The result is 1/Dr/Rt for the Soum Hussars, they lose another increment, Shattering them. They Disrupt to Shaken and retreat 4 hexes. The French make a Morale Check which they pass, rolling a 9.

13.5 *Tired* Cavalry
Calvary become *Tired* after any Melee in which it participated either as an attacker or defender and/or after any successful Recall Task Check. Mark *Tired* cavalry with a Tilde "~" marker.

Tired cavalry suffer a - 1 modifier for Recall and Fall Back Task Checks. Their Melee Value and Movement Allowance is halved (x1/2).

Tired cavalry units recover during the Rally Phase.

RALLY PHASE

14.1 Fatigue
During the Fatigue step all Brigade Commands with **Engage** Orders gain +1 Fatigue.

Brigades with **Maneuver** or **Reserve** Orders do not accrue Fatigue, unless they used Double Step (11.48), Reaction Charged (12.6) or Counter Charged (12.7).

Cross out 1 Fatigue circle on the Brigade Command's Roster. Once all Fatigue circles are crossed out, the Brigade suffers negative Morale and Command modifiers.

14.2 Rally
During the Rally step *active* player performs these steps in the following order:
- Flips all Unhorsed Leaders (7.43D) to their front side.
- Remove *Tired* markers from cavalry units that did not Melee this Turn, are not in Broken Terrain, *Shaken*, *Disorganized*, or adjacent to an enemy unit.
- Rolls an unmodified 1d10 for each Lightly Wounded Leader (7.43E). If the result is **7 or more** the Leader returns to play stacked with any friendly unit of his Command.
- Rolls a Rally Task Check (6.31K) for each unit that is presently *Shaken* or *Disorganized*. If successful it rallies its Disruption from *Disorganized* to *Shaken* OR from *Shaken* to *Normal*.

Rally Step Example

A *The two Kiev Grenadiers battalions are stacked. The 1st battalion makes its Rally Task Check. Its Morale is +5 modified +1 (Brigade Integrity), -2 (Shaken) for a Final modifier of +4. The Russian rolls a 9 (+4 mod) = 13. Success.*

B *The 2nd battalion makes its Rally Task Check with the same +4 Final modifier. The Russian rolls a 2 (+4 mod) = 6, and fails its Rally TC. The entire stack remains Disorganized despite the 1st battalion's successful Rally due to rule 5.33. This is a hazard of stacking.*

C *The 3rd Bn/Moscow Grenadiers battalion attempts to Rally. Its Morale is +6 modified -3 (Disorganized), +1 (Borodzin's Leader Morale Bonus), +1 (Brigade Integrity) for a Final modifier of +5. The Russian rolls a 4 (+6 mod) = 10. Just squeaked in there and the unit Rallies. The Disorganized marker is replaced with a Shaken marker.*

The 1st Bn./Moscow Grenadiers battalion is in Broken Terrain (15.61) so may not even attempt to Rally.

14.21 Units may not attempt to Rally in certain terrain. Refer to module Terrain Effects Chart.

14.22 <u>Brigade Integrity</u>: A unit that is adjacent or stacked with a unit of the same Brigade Command adds a +1 modifier to Rally Task Checks. Units with their increments in (parentheses) may not impart or receive the Brigade Integrity modifier.

14.3 Commitment

During the Commitment step:

• All Brigade Commands Leaders with **Engage** Orders and which are Fatigued, Shattered or have at least one unit adjacent to an enemy unit, must make a Commitment check.

• All Brigade Commands Leaders with **Maneuver** Orders which have at least one unit adjacent to an enemy unit, must make a Commitment check.

• All Brigade Command Leaders with **Reserve** Orders which have at least one unit adjacent to an enemy unit automatically fails their Commitment check with no roll required.

• 14.31 A Leader makes a Commitment check by adding applicable Commitment modifiers to his Command Rating and adding the results to a d10 roll.

• If the result is **10 or more** the check passes with no effect.

• If the result is a 9 **or less** the Commitment fails.

• An **unmodified 1** roll triggers a <u>Full Retreat</u> (14.36) and ALL units must retreat (14.55) not just those that are adjacent.

14.32 Brigade Commands Leaders which fail their Commitment Checks must immediately retreat all units of their Commands which are adjacent to enemy units. Other, non-adjacent, units of the Command may retreat at the owning players discretion.

In addition Leaders of Brigade Commands with **Engage** Orders have that Order immediately changed to a **Maneuver** Order.

14.33 Units in a Strongpoint hex or stacked with AdCs need not retreat as part of a Commitment check. Owning player may opt to do so however.

14.34 Echelon Leaders and Echelon units in Command Range (9.5) of the Leader that failed its Commitment Check may retreat if desired by the owning player.

14.35 Leaders modify Commitment Checks by +1 (cumulative) if they are currently stacked with a Subordinate Command in their CoC. [Exception: Echelon Leader has Command Paralysis].

14.36 <u>Full Retreat</u>: As an exception to 14.32 (but not 14.33), ALL units of the Leader's Command which fails a Command Commitment check must retreat even if not adjacent to an enemy unit.

Design Note: Commanders on the field are more reluctant than the player, to push their troops to the last man. Commitment checks creates a layer of decision making on behalf of these Leaders which may be against the intentions of the player.

TERRAIN

Every hex on the map has a terrain type as listed in each module's Terrain Chart. A hex's terrain type is defined by the terrain which is predominant within it, be it Woods, Town or Marsh for example. Some hexsides can also contain terrain which can affect fire or movement such as Stream, Wall or Slopes. Road and Trails can also exist in a hex usually modifying a unit's movement.

15.01 Each type of unit (infantry, cavalry, artillery and Leaders) have a Movement column on the Terrain Chart which lists the amount of MPs a unit must expend to enter that hex or to cross that hexside.

15.02 Units cannot enter or cross Impassable terrain. Units forced to do so due to retreat are eliminated.

15.03 A unit in March formation can use Roads, Trails, Bridges and Fords only when following its path. The unit pays that MP cost and ignores other terrain in the hex or hexside crossed.

15.04 Each terrain type has a Cover modifier which is applied to any fire or Melee attack made against units in that hex or across that hexside. Cover is never cumulative and a player must choose only one instance of Cover to apply if more than one present.

Example: A unit is fired upon while in an Orchards hex (- 1 cover) which is also bounded by a Wall hexside (- 2 cover). The unit could only claim the Orchards or Wall (not both) as cover. The unit would probably claim the Wall as it provides the greater cover from fire.

15.1 Line of Sight

Line of Sight (hereafter LoS) determines whether units and Leaders can see one another or not. Determine a LoS path from the center of one hex to the center of another. Hex and hexside features along this path may affect LoS if this path touches or crosses the physical depiction of Blocking (15.2), Hindrance (15.3) or Sloping (15.4) terrain.

15.11 Any Blocking, Hindrance or Sloping terrain which is in or part of the sighting and target hex does not affect LoS.

15.12 Leaders and units, friendly or enemy, do not block LoS but may block fire per 7.15.

15.2 Blocking Terrain
Blocking terrain represents terrain which are obstacles to LoS.

15.21 A LoS path may be traced into a Blocking hex but never beyond it unless traced from a higher elevation.

15.3 Hindrance Terrain
Hindrance terrain represents sparse topography such as orchards and brush which hinders but does not block fire traced through it.

15.31 All fire passing through Hindrance terrain is modified by the 'LoS' modifier noted on the Terrain Chart.Hindrance modifiers are cumulative.
Example: An artillery unit fires at an enemy unit and the LoS is traced through both an Orchard hex (-2 LoS modifier) and a Brush hex (-1 LoS modifier). The fire would be modified by -3 for the Hindrances.

15.4 Sloping Terrain
Sloping terrain represents significant undulations in the land.

15.41 If LoS crosses a non-adjacent Slope hexside it may be Blocked if the sighting and target hex are on different elevations.

15.42 Blocking, Hindrance and Sloping terrain is ignored if the hex or hexside in question is closer to the higher elevation hex than the lower one, or if it is at a lower elevation than both sighting and target hexes.

15.5 Broken Terrain
Broken terrain represents topography which may impede the movement and handling of units, especially cavalry.

15.51 Some units, depending on type and formation, may Disrupt when they enter, cross or advance into or through certain Broken terrain types.

15.54 Cavalry marked with a CHARGE marker gain Disruption for every Broken hex or hexside they enter/cross.

15.6 General Terrain
General terrain represents dense areas which may further impede fire and rallying of troops.

15.61 Units may not Rally in General Terrain. [Exception: Units may Rally in Strongpoint hexes (15.71).

15.62 Units are may fire up to 3 increments per hex, but each 1 increment is limited to firing at every other adjacent hex.

15.62 Artillery may only fire at Close range when in General terrain.

15.7 Special Terrain Types

15.71 Strongpoint: Units in Strongpoint hexes are Independent Commands (9.6) and may ignore retreats resulting from failed Commitment Checks (14.3) at the owning player's discretion.
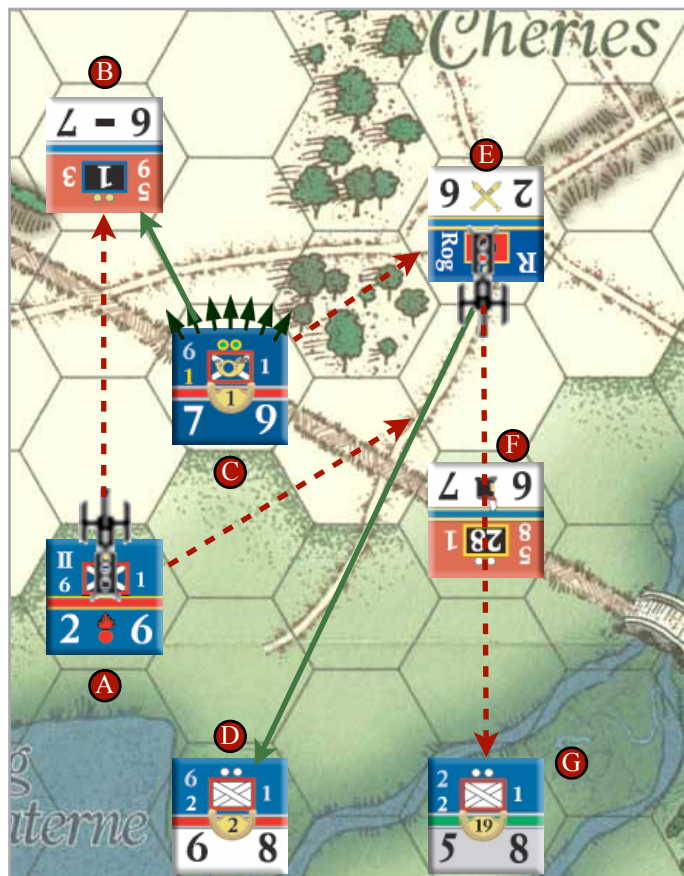
LoS and LoF Examples
 - A does not have LoS to B due to Sloping Terrain (15.42).
- A does not have LoF to F because it is outside its front hexes (4.26)
- C has LoS to B but not E due to the Blocking Terrain (15.2).
- E has LoS to D because the intervening Sloping Terrain is equidistant from both hexes (15.42).
- E also has LoS to G but not LoF because it cannot fire over friendly units (7.15).

15.72 Fortification: Artillery may not fire at Fortification hexes using the Close Range (x2) modifier. Treat all such shots as Effective Range shots.

15.73 Blaze: Any eligible non-water terrain hex may become a Blaze hex due to a Special Loss result (7.4C). Units and Leaders in a Blaze hex must immediately displace to an adjacent hex (1.47). Leaders and units may not enter Blaze hexes. Hexes with a BLAZE marker block LoS regardless of elevation.

15.74 Sunken Road: Units located in a Sunken Road hex and in March formation are considered at a lower elevation benefiting from a -1 Cover modifier for all fire crossing a Sunken Road hexside. Units entering or exiting a Sunken Road hex must pay +2 MPs, unless moving parallel with the road.

15.75 Steep Slopes: Adjacent units may not fire at each other if LoS crosses a Steep Slope hexside.

15.7 Night/Dusk Dawn
Some modules may have some Turns occurring during night, dusk or dawn, limiting unit and command effectiveness.

15.71 <u>Night</u>: Apply:
- A - 3 modifier to all Command, Fire, Morale, Melee and Task Checks occurring during a Night Turn.
- Los is restricted to adjacent hexes only.
- Assaults/Charges may only be declared against adjacent targets.
- Movement Allowances are halved.

15.72 <u>Dawn/Dusk</u>: Apply:
- A -1 modifier to all Command, Fire, Morale, Melee and Task Checks occurring during a Dawn/Dusk Turn.
- Los is restricted to 6 hexes.
- Movement is restricted to 6 hexes. (MP costs still apply.)

FOG OF WAR

To increase Fog of War, keep the following secret:
- Casualties and Shattered conditions.
- Orders issued and carried by Brigade Commands.

16.01 Players can only examine enemy stacks that are within LoS of their highest ranking Leader on the map.

16.1 Masking
Some module special rules may permit some units to begin the game Masked from enemy view. Use any appropriate blank counter to denote Masked units.

16.11 Any number of MASKED counters may stack together even if no units are present.

Example: One Masked counter may be placed on top of a stack or placed on top of any number of other Masked counters to create a Dummy stack.

16.12 A Masked unit or stack has the target modifier of a Skirmish formation, even if the Masked unit cannot enter such a formation or if a Dummy stack.

16.13 Units immediately lose their MASKED counter when they fire.

16.14 Stacks remove the MASKED counter the instant an enemy unit or Leader moves adjacent to it or when successfully hit during a fire attack.

16.15 Masked units may move using the Movement Allowance of units under Masked counters. Dummy stacks use any MA deemed appropriate by the owning player to deceive the enemy.

OPTIONAL RULES

18.1 Activations
Players may optional use Activations when playing large modules for more manageable logs or to maximize player interaction when playing Face to Face.

18.11 Players perform Steps of the Command Phase (8.1 C thru G) simultaneously.

18.12 Players then break up the Activation Phase into separate Command Activations. Player determined to be going first in the module is the *active* chooses a Command to Activate and performs Steps 8.1 H thru M with all units of that Command. The opponent is considered the *reactive* player. (11.4).

Design Note: It is recommended that small modules be Activated by Brigades, medium modules by Divisions and large modules by Corps/Wings.

Upon completion of that Activation, roles are reversed, the opponent becomes the *active* player and performs Steps 8.1 H thru M with one of his Commands.

Players go back and forth activating their Commands until all have been Activated.

18.13 Players perform Steps of the Rally Phase (8.1 N thru P) simultaneously.

18.14 Leaders and units may only be Activated once per Turn.

18.13 Army and Echelon Leaders and directly subordinate units may Activate along with any Command in its CoC but again only once per Turn.

18.2 Split Units
The rosters represent many cavalry units have been split into 2 separate units (labelled -a and -b) to indicate more tactical flexibility and to not artificially penalize them with harmful stacking modifiers. Players need not use split units.

18.21 such cavalry units are assumed to be stacked at all times. When such a unit suffers a casualty loss, alternate the crossing out of increment boxes between units on the Rosters. When unit -a reaches its Shattered mark, cross out one box of the Brigade's Shattered boxes. Do like wise when unit -b reaches its Shattered mark. The cavalry unit itself however is considered Shattered only when the Shattered mark of the second -b unit is reached.

18.3 Victory Conditions
Should Napoléon or any nation's monarch be Captured, Grievously Wounded or Killed during the course of a battle, history is altered and that owning player immediately suffers a Decisive loss.

COMMAND MODIFIERS

+ x	Leader Command Rating
- 2	Leader is Out of Command
- 1	Dawn/Dusk Turn
- 3	Night Turn

Leader Initiative Modifiers

+ 1	Division/Column Echelon Leader
+ 2	Corps/Wing Echelon Leader

Acceptance Modifiers

+ x	Issuing Leader's Command Rating
+ 1	Stacked with Echelon Leader in CoC (cumulative)
+ 2	Command presently has Reserve Order
- 1	Attempting to accept an Engage Order
- 2	Command is Shattered (Engage Order only)
- 2	Command is Fatigued (Engage Order only)

Commitment Modifiers

+ x	Current Reserve Rating (Maximum: + 5)
+ 1	Stacked with Echelon Leader in CoC (cumulative)
- 2	Command is Shattered
- 2	Command is Fatigued
- 2	Command presently has Maneuver Orders

LEADER INITIATIVE CHECK

10	Pass: Issues Order
10+	Pass: Issues Order
9 -	Fail: No effect
1	Fail: Command Paralysis

ORDER ACCEPTANCE CHECK

10	Pass: Accepts Order
10+	Pass: Accepts Order
9 -	Fail: No effect
1	Fail: Lost Order

COMMITMENT CHECK

10	Pass: No Effect
10+	Pass: No Effect
9 -	Fail: Retreat units
1	Fail: Full Retreat

ORDER EFFECTS CHART

Type	Accept	Proximity enemy unit	Fire	Assault	Charge	Fatigue	Commit
Engage	- 1 mod	Adjacent	Yes	Yes	Yes	+ 1	Yes
Maneuver	+ 0 mod	Not Adjacent	Yes	No	Reaction/Counter	+ 1 (Melee)	Yes -2
Reserve	+ 2 mod	8 hexes from enemy	Opp/Def	No	No	0	Auto-Fail

SEQUENCE OF PLAY

A. Events
B. Weather

FIRST PLAYER TURN
Command Phase
C. Command Determination
D. Order Acceptance
E. Order Issue
F. Leader Initiative
G. Reinforcements
Activation Phase
H. Melee Declaration
I. Fire
J. Movement
Reaction Phase
K. Defensive Fire
L. Reaction
Resolution Phase
M. Melee Resolution
Rally Phase
N. Fatigue
O. Rally
P. Commitment

SECOND PLAYER TURN
As First Player Turn
Q. Turn End

ORDER ISSUE

Army Leader: # of Orders = Command Rating
Echelon Leader: ONE Order if they pass a Leader Initiative Check

LEADERS

Unhorsed: No Move, Retreat or Evade.
Command Paralysis: No Leader Initiative, Morale modifier or Grand Ability.

FORMATION CHANGE

1 MPs:	Infantry [Untrained: 2 MPs]
2 MPs:	Cavalry [Untrained: 4 MPs]
3 MPs:	Artillery

RETREAT DISTANCES

1 hex	Skirmish Infantry Fall Back
2 hexes	Infantry and Foot Artillery
4 hexes	Cavalry and Horse Artillery

SPECIAL MOVEMENT

x 2 MP	Moving in Line
x 3 MP	Moving in Square
+ 1 MP	Retrograde Movement
+ 1 MP	Movement By Flank
All MPs	Artillery Prolong
+ 2 MP	Cavalry Dash
x 2 MA	Double Step (+ 1 Fatigue)
x 1/2	*Disorganized* unit
x 1/2	*Tired* cavalry unit

SKIRMISH

(x) 2 hex Range
[x] 3 hex Range
x # Double Fire Multiplier
when in Skirmish formation

Fire Notes

 # loss = # Increment loss
MC = Morale Check
Dr = Units gains Disruption
SLR = Special Loss Check. Occurs before Morale Check
[1] = Firing Artillery unit loses 1 ammo circle
[2] = Target Artillery unit loses 1 ammo circle

FIRE MODIFIERS

Target Modifiers

x 2	Target is adjacent to firing artillery (Close Range)
x ½	Target is in Skirmish formation or Unlimbered Artillery
+ 1	Target is massed (+1 for every 9 increment equivalent in hex)
+ 1	Target is in Column formation or Limbered artillery
+ 2	Target is in March or Square formation
- x	Cover/Hindrance (see Terrain Chart)

Fire Modifiers

- 2	Firing unit is *Shaken* - *Elite* units ignore
- 3	Firing unit is *Disorganized* - *Elite* units ignore
- 2	Firing unit is part of a Fatigued Command
- 1	Firing during a Dawn/Dusk Turn
- 3	Firing during a Night Turn

MUSKETRY FIRE

10	Hit: 1 loss + SLC + MC
10+	Hit: 1 loss + MC
9 -	Miss: No effect
1	Miss: No effect

SKIRMISH FIRE

10	Hit: SLC + Dr
10+	Hit: MC
9 -	Miss: No effect
1	Miss: No effect

ARTILLERY FIRE

10	Hit: 1 loss + SLC + Dr
20+	Hit: 2 losses + MC
10+	Hit: 1 loss + MC
9 -	Miss: No effect
1	Miss: Low Ammo [1]

COUNTER-BATTERY FIRE

10	Hit: SLC + Dr + Limber [2]
10+	Hit: MC (Fail = Limber)
9 -	Miss: No effect
1	Miss: Low Ammo [1]

MORALE MODIFIERS

General Modifiers

+ x	Morale modifier of highest ranking Leader in stack
- 2	Unit is *Shaken* - *Elite* units ignore
- 3	Unit is *Disorganized* - *Elite* units ignore
- 2	Unit is Shattered
- 2	Unit is part of a Fatigued Command
- 2	Unit is Out of Command
- 1	Dawn/Dusk Turn
- 3	Night Turn
- 1	Depot hex threatened

Target Modifiers

+ 2	Unit is target of Fire/Assault/Charge in a Strongpoint hex
- 2	Unit is target of Fire/Assault/Charge from Flank/Rear hex
- 2	Unit is target of a Grand Battery

Reaction Task Modifiers

+ 2	Cavalry/Limbered Horse Artillery Falling Back from an Assault
+ 2	Skirmish infantry attempting to Shelter
- 1	Attempting to Form Up adjacent to charging cavalry in Line
- 1	Foot artillery attempting to Form Up
- 2	Skirmish unit attempting to Form Up
- 1	*Tired* cavalry attempting to Recall or Fall Back

Rally Modifier

+ 1	Brigade Integrity

MORALE CHECK

10	Pass: No effect
10+	Pass: No effect
9 -	Fail: Gain Disruption
1	Fail: Gain Disruption

TASK CHECK

10	Pass: Success
10+	Pass: Success
9 -	Fail: No effect
1	Fail: No effect

MELEE VALUE MODIFIERS

x 2	Square vs Cavalry
x ½	Square vs Infantry
x ½	Cavalry vs Square
x ½	Cavalry vs Broken Terrain
x ½	Unit is in Skirmish formation
x ¼	Unit is in March formation
x ¼	Cavalry in General formation
x ½	Cavalry unit is Tired
x ½	Artillery is Limbered

MELEE ODDS MODIFIERS

Attacker	Odds	Defender
-3	**1 to 4**	+3
-2	**1 to 3**	+2
-1	**1 to 2**	+1
+1	**1 to 1**	0
+2	**2 to 1**	-1
+3	**3 to 1**	-2
+4	**4 to 1**	-3

MELEE MODIFIERS

+ 1	Multi-hex unit attacking a single hex unit
- 1	Attacking UP slope
- 2	Attacking across Broken Terrain
- 2	Attacking Fortification - *Sappers* ignore
+ 1	Defending in Broken Terrain
- x	Cohesion modifier
+ x	Attacking cavalry Lancer bonus
- 3	Inf/Art defending from Charge and not in Square formation or Broken Terrain

ATTACKER VICTOR MELEE RESULTS TABLE

Melee Type		+ 1		+ 2 to 4		+ 5 to 7		+ 8 or more	
Attacker	Defender	Attacker	Defender	Attacker	Defender	Attacker	Defender	Attacker	Defender
Infantry vs Infantry		0/MC/~	0/Dr/~	0/MC/~	0/Dr/Rt	0/~/Pr0	1/Dr/Rt	0/~/Pr1	2/2Dr/Rt
Infantry vs Artillery		0/MC/~	0/Dr/~	0/MC/~	0/Dr/Rt	0/~/~	1/Dr/Rt	0/~/Pr1	2/2Dr/Rt
Infantry vs Cavalry		0/MC/~	0/Dr/Rt	0/MC/~	0/Dr/Rt	0/~/~	1/Dr/Rt	0/~/~	2/2Dr/Rt
Cavalry vs Cavalry		0/MC/~	0/Dr/Rt	0/MC/~	1/Dr/Rt	0/~/Pr1	2/Dr/Rt	0/~/Pr2	2/2Dr/Rt
Cavalry vs Inf/Art		0/MC/Rt	0/Dr/~	0/MC/~	1/Dr/Rt	0/~/Pr1	2/Dr/Rt	0/~/Pr2	2/2Dr/Rt
Cavalry vs Square		0/MC/~	0/MC/~	0/MC/Pr0	0/Dr/Rt	0/~/ Pr1	1/Dr/Rt	0/~/Pr2	2/2Dr/Rt

DEFENDER VICTOR MELEE RESULTS TABLE

Melee Type		- 1		- 2 to 4		- 5 to 7		- 8 or more	
Attacker	Defender	Attacker	Defender	Attacker	Defender	Attacker	Defender	Attacker	Defender
Infantry vs Infantry		0/MC/~	0/MC/~	0/Dr/Rt	0/MC/~	1/Dr/Rt	0/MC/~	2/2Dr/Rt	0/~/~
Cavalry vs Infantry		0/MC/~	0/Dr/~	0/Dr/Rt	0/MC/~	1/Dr/Rt	0/MC/~	2/2Dr/Rt	0/~/~
Cavalry vs Cavalry		0/MC/Rt	0/MC/~	0/Dr/Rt	0/MC/~	1/Dr/Rt	0/MC/~	2/2Dr/Rt	0/~/~
Infantry vs Cavalry		0/Dr/Rt	0/MC/~	0/Dr/Rt	0/MC/~	1/Dr/Rt	0/~/~	2/2Dr/Rt	0/~/~
Cavalry vs Square		0/Dr/~	0/MC/~	0/Dr/Rt	0/MC/~	1/Dr/Rt	0/MC/~	2/2Dr/Rt	0/~/~
Inf/Cav vs Artillery		0/Dr/~	0/Dr/~	1/Dr/Rt	0/MC/~	1/2Dr/Rt	0/~/~	2/2Dr/Rt	0/~/~

Attacker Increments x Melee Value/Defender Increments x Melee Value
= **Melee Odds**

Morale Value + General and Target modifiers
+ Odds modifier + Melee modifiers + 1d10/2 (round up)
= **Total Melee Modifier**

Attacker Total - Defender Total = **Margin of Victory**

A **Tie** = 1 loss each stack + Dr

SPECIAL LOSS TABLE

Roll	Infantry Fire	Artillery Fire	Assaults/ Charges
1	No effect	No effect	No effect
2	No effect	No effect	C
3	No effect	B	C
4	BC	B	BC
5	HS	BC	HS
6	HS	HS	LW
7	LW	HS	LW
8	LW	LW	GW
9	GW	GW	GW
10	K	K	K

Melee Notes

~ = No Effect
# = Increment loss
Dr = Gain Disruption
2 Dr = Gain 2 Disruption
MC = Morale Check
Rt = Retreat
Pr# = Pursuit #MPs

Special Loss Notes

C: Leader is captured.
BC: Brigade Commander becomes a casualty.
B: BLAZE marker is placed if target is eligible.
HS: Leader has his Horse Shot.
LW: Leader Lightly Wounded.
GW: Leader Grievously Wounded.
K: Leader Killed.

Gémioncourt