

# The Dining Table Napoleon

Version 2.02

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# 1 INTO BATTLE!

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## 1.1 WHAT THESE RULES ARE AND WHY

### 1.1.1 *Grand tactics on a dining table*

These rules are designed to simulate battles of the Napoleonic era, and the preceding wars of the French Revolution, using model soldiers, as a war game. You should be able to get a decent sized game onto a dining table. Now it's true that this will be a stretch for the bigger battles featuring the Napoleon himself on a table 3 foot by 6 foot. But such a table should suffice for smaller battles, and those fought on compact terrain – which includes the climactic battle of Waterloo. But Wagram or Leipzig will take a larger playing area – and more than two players.

The focus of the rules is what is often referred to as “grand tactics”, though this is not an expression that would have been understood at the time. This means looking at how a commanding general disposed of his corps and divisions in battle. This term distinguishes this art from “strategy”, which concerns the wider campaign, and how the battle came to be fought, and ordinary “tactics” which is how the infantry battalions, cavalry squadrons and artillery batteries sought to get an advantage over each other.

In these rules, we do not worry whether the battalions are deployed in column or line, choose to hold their fire until the last minute, and so on. The basic units are the infantry or cavalry brigade, and are represented by single bases.

### 1.1.2 *Time and motion*

This puts the rules in a very similar place to such rules as *Grande Armée* or *Volley & Bayonet*. So why did I see the need for a different set of rules? What do these rules do differently?

Firstly the game has a very careful focus on historical simulation. Battles should unfold in a very similar way to their historical originals, and historical outcomes should be amongst the range of possible game outcomes – with all game outcomes being historically plausible. Don't the other rule systems do this? That is clearly their intent, though in many cases this gets overwhelmed by the need to produce a rip-roaring, entertaining game.

More importantly, opinions differ as to what is historically plausible. This set of rules build on my views, which will be contentious in some cases. The particular challenge that I wanted to tackle is creating a more realistic ebb and flow of battle. Most war-games consist of a frenetic series of attacks, with little time for more time consuming tactics, such as artillery bombardment and skirmish attacks. The result should be a game where build-up and preparation are balanced with cut and thrust. A bit like chess, per-

haps – though unlike chess, chance plays a big role. It is important to reflect a realistic level of the friction and luck that occurs in battle, not least in systems of command and control.

### 1.1.3 *That's entertainment!*

So if we want the rules to be historically faithful, and we want to include some of the slower moving elements of a Napoleonic battle, what happens to entertainment and playability? Be assured that these rules have been play tested on gamers who do not have time to pore over detailed rules, and want a game that keeps flowing and is entertaining.

This is a very good discipline for a games designer. I firmly believe that complexity is the lazy route to realism. Simplifying rules forces you to go back to the history books and work out what was really important. These rules have been kept as simple as possible. The game can be played without off-table bookkeeping – though some things can be moved from the tabletop to paperwork if players prefer it that way.

### 1.1.4 *House of cards*

One innovation that it is worth warning readers about is the use of playing cards instead of dice for most items where chance variation is simulated. Cards are quick to use, handle complexity better and do not present a danger to the miniatures. The use of traditional cards should not detract from the period feel either – they would have been very familiar to people at the time. Clausewitz even compared the command elements of warfare to a game of cards.

### 1.1.5 *This version*

This version concludes the v2.0 series (probably), designed to support my Vitoria game and scenario. It is not the version that we used to play the game, but includes a number of amendments and error corrections that arose from the playing of that game. However it avoids more radical design changes which would need more play testing.

The Dining Table Napoleon is a work in progress. This version is perfectly workable, and achieves what I want better than other sets of rules. But they need to be better before I feel the project is concluded. The next phase will be v2.1 (or even V<sub>3</sub> if the changes are radical), through which some more far-reaching changes will be worked through.

Meanwhile any interested gamer is welcome to try them out, and offer feedback via the website. Commercial exploitation, however, requires my permission.

*Matthew Green*  
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## 1.2 GAME BASICS

### 1.2.1 Space and time scales

These rules are drafted with a standard distance scale of one inch (1") to 200 paces or 150m (extended to 200m in the Vitoria game). Though I prefer to use the metric system, inches are very convenient on the wargames table. This scale suits figure sizes up to 15mm (which is the scale I use personally). There is, of course, nothing stopping players varying this scale to suit their preferences.

Each game period represents approximately 30 minutes of elapsed time. Naming each period after an actual time of day, e.g. 9.30 a.m., will help to give the game more of the feel of a simulation.

Units comprise strength points (SPs). One SP comprises a variable number of infantry or cavalry, depending on unit quality. Artillery units have 2 SPs and represent 12 medium or light guns, or 8 heavies.

### 1.2.2 Units and bases

Units are represented by bases. For infantry or cavalry these should be 50mm (2") wide; artillery should be 25-30mm wide. All should be 25-30mm deep. This is a departure from the square bases used by *Grande Armée* or *Volley & Bayonet*, but this makes the game much more workable in confined spaces. If there is plenty of space, you can get by with the deeper bases – this is what we did for the Vitoria game.

It helps also to have limber models for the artillery, 25-35mm deep, though this is not practical if the artillery is already mounted on 50mm deep bases.

Each unit of infantry represents a starting strength of 1,800 to 3,600 men – usually a brigade; each cavalry unit up 800 men for small skirmish cavalry units – usually a regiment; or 800 to 1,600 men for a battle cavalry unit, usually a brigade.

In addition there are various grades of leader. Recommended base sizes are summarised as follows:

<b>Infantry/cavalry unit</b>	<b>50mm × 25/30mm</b>
Artillery unit	25/30mm × 25/30mm
Divisional General	25mm × 25mm
Senior General	30mm × 30mm
Headquarters	30mm × 30mm

### 1.2.3 Other equipment

You will need the following:

- Rulers marked in inches
- Some D6 dice along with one or two D8, D10, and D12 dice, depending on HQ ratings
- At least one deck of ordinary playing cards with two Jokers. One per player would be a convenience.

- A plentiful supply of appropriate tokens to represent Command Points (CPs) with a small receptacle to hold them for each HQ.
- A supply of counters, “order chits” to show Move, Action, Regroup or Break Off orders.
- Some markers to show:
  - Defend or Rapid movement status
  - Artillery fatigue (against firing artillery units)
  - Artillery targets (it helps to distinguish those for howitzers and heavy guns from others).

### 1.2.4 Use of playing cards

It does not matter how many packs are in use, but they should be reshuffled frequently, especially after Kings, Aces or Jokers are drawn. Aces play low.

### 1.2.5 Labels and rosters

You will need to identify units and generals, and keep a record of their strength, and of the units’ or generals’ characteristics. This can all be done on a unit label, displayed on the back of the unit, and hit markers to show losses.

A lot of players don’t like visible labels, though. In this case a simple identification label can be placed underneath the base, and all the extra information, including losses, can be tracked on a separate roster. This creates an extra fog of war element – but it is very much a matter of personal taste.

### 1.2.6 Order of battle

Each side needs to have a defined order of battle with a hierarchy worked out as follows:

- The overall Commander at the top, with an HQ
- Corps led by Corps Generals (CGs)
- Divisions, led by Divisional Generals (DGs)
- Individual units allocated to DGs (maximum of four units plus an artillery unit), or directly to a CG (Corps Resources units, usually artillery or light cavalry)

The historical order of battle may require some simplification to achieve this. A division in this game may be a small corps or a large brigade historically.

### 1.2.7 The game table

And finally, of course, you will need a playing surface on which the game takes place. This can be your dining table, unless you are going for one of the bigger battles.

The table will be marked out with hills, woods, rivers, built-up areas, roads and other terrain features, all of which will be explained in due course.

## 2 RULES OF PLAY

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### 2.1 PLAYING THE GAME

#### 2.1.1 Periods and playing sequence

The game is divided into periods, which are played out in the following sequence:

- *The Command Points phase. Both sides throw for new Command Points (CPs) and decide who is to move first.*
- *First Player Movement phase. The player who is to move first goes through his army and then takes a turn for each senior officer, division or independent unit, activating, issuing orders, conducting movement, attacks and any regrouping.*
- *Second Player Movement phase. The second player does the same.*
- *Attrition phase. Resolution of firefights, artillery bombardments and artillery recovery.*

This will all be explained in the pages that follow! At the end of one period, simply move on to the next until the game ends.

#### 2.1.2 Command Points (CPs)

Command Points are essential fuel for a player to drive forward coordinated action, and are perhaps best thought of as a combination of planning and information. As far as they are said to have a physical location, they are at the HQ rather than the figure representing the Commander himself.

Each player holds a stock of CPs, best represented by counters or other chits, and kept in a small receptacle. New CPs are acquired at the start of each period, and they are expended during the movement phases.

Players may start the game with a stock of CPs, if simulating an army that is well informed and prepared. Often the players start without any CPs, however, especially if the attacking side is advancing from some distance away. An attacking player usually starts with higher stock of CPs, reflecting pre-battle planning and initiative.

#### 2.1.3 The Command Throw

This takes place at the start of each period. The players throw two dice. One is a conventional d6, the other has a number of sides corresponding to the HQ's C rating, which is the principal performance characteristic of the HQ: 8, 10 or 12 – corresponding to weak, average and strong.

The number of new CPs is given by the difference between the two dice. This is added to any CPs left over from the previous period to give the new total, subject to a maximum number, which is the same

number as the HQ's C rating. Any surplus CPs are discarded there and then.

#### 2.1.4 Deciding who plays first

The player with the most CPs after the Command Throw goes first. There is no discretion about this, as in some rule systems.

In the event of a tie, the player that went first in the previous period goes first this time. If it is the first period of the game, then it is the attacking player, or else find a random way of allocating it.

#### 2.1.5 Visibility

Visibility is by line of sight, and can be blocked by relief and obstacles, etc. Except in special scenarios it is not necessary to set a maximum distance, though it should be understood that beyond 12" only very limited information can be gleaned.

#### 2.1.6 Strength Points (SPs), hits and broken units

As already noted, unit strength is denoted by Strength Points (SPs). During play the effective strength point value is reduced when the unit suffers hits. Each hit reduces the effective number of SPs by one. Hits may be recovered as part of a Regroup order, or for artillery in the Attrition phase. A hit does not just correspond to casualties, but also covers the loss of effectiveness through fatigue, demoralisation and disorder.

If the number of hits for infantry and cavalry units reaches the starting SP, the unit is immediately removed from play. This is referred to as being "broken". For game purposes this loss is permanent: there is no opportunity to recover a broken unit. However, if the battle should last more than a day, there should be some provision for recovery.

If artillery units lose both their effective SPs, this is referred to as the unit being "silenced", unless this is the result of a charge combat. A silenced unit is not removed, and there is the opportunity to recover the hits and bring the unit back into action. Artillery units that are lost to charge combat are referred to as being "captured", and are lost permanently, like broken units.

## 2.2 SENIOR OFFICER TURNS

### 2.2.1 *The Movement Phase*

The movement phase works as a sequence of turns by the Commander, senior officers, divisions and independent units. The player who is moving goes through all his army, as far as he wants to move it, using the following sequence:

- *Always start with the Commander.*
- *For each corps start with the CG and work through all the divisions and independent units within it.*
- *A division or independent unit can jump the queue to be moved before the rest its corps if it is given a direct order by the Commander.*
- *A senior officer can make a final move to reposition his figure or HQ after all his units have been moved and outside his turn proper.*
- *No unit can take part in more than one turn in the same movement phase.*

### 2.2.2 *What senior officers do*

Senior officers, who may be the Commander or a CG, or a Wing Commander, may do either or both of the following:

- *Issue orders to subordinates;*
- *Take personal control of a division or unit.*

### 2.2.3 *Activation*

The first step in a senior officer (or any) turn is activation. Draw a card:

- *An Ace means an activation fail; the general may not do anything at all.*
- *If the card equals or exceeds the Activation, or A, rating then the general is fully activated. He may issue orders or take personal control, or both.*
- *In between an Ace and the A rating, and there is limited activation. He may issue orders, but not take personal control.*
- *For a Joker, the result depends on the character rating. Weak is fail; Strong is full activation; Normal is partial activation.*

### 2.2.4 *Issuing orders*

Issuing orders directly to a division or independent unit means choosing one of the order types described below and placing the appropriate marker next to the DG or unit concerned. This process costs one CP for every complete 12" or part of distance between the issuing and receiving general. If the general is next to the DG or unit, then he may take personal control, which does not cost a CP.

Issuing orders to a CG by the Commander is a matter of passing on CPs, which can then be used by the CG to issue an order of his own. He may pass as many

CPs as he likes, and this costs an extra CP for every complete 12" of transmission, so if there is an 18" gap, passing on 3CPs will cost the Commander 4CPs from his stock. This is the only way that CGs can get CPs to issue orders unless they have their own HQ. These CPs must be used up in the CG's own turn, or they are lost.

### 2.2.5 *Taking personal control*

A senior general takes personal control of a division if he is placed next to the DG, or of an individual unit if he is next to that unit. He may then add in extra units, if they are within that general's command and within command distance. If taking control of a single unit, only one extra unit can be added.

The division or unit is given an order in the normal way, but there is no further activation step. Only the Commander may issue grand tactical orders (i.e. Move or Break-off).

### 2.2.6 *Subsidiary HQs*

Normally there is just one HQ per side, but in multi-player games, and games where either or both sides have a dispersed command structure, then there may be subsidiary HQs. If there are Wing Commanders (an intermediate command level between Commander and CG), then these must have an HQ.

In this case:

- *Each HQ and its associated general acts like a Commander, carrying out a Command throw, and issuing orders in the same way to his subordinates.*
- *The main commander may pass CPs to the subsidiary HQ in the normal way as indirect orders. If they have to pass more than 24" to reach the subsidiary HQ, they must be held over until the start of the next Period.*
- *The subsidiary HQ's CPs do not count towards deciding who moves first.*
- *Subsidiary HQs have lower C ratings than main HQs, and may be rated as C4 or C6. For a C4 HQ throw a single D6 and award 2 CPs for a 5 or 6, and 1 CP for a 3 or 4.*

## 2.3 ORDERS & INITIATIVE MOVES

### 2.3.1 *What are orders?*

Orders are issued by senior officers to divisions or independent units. Orders are defined according to the types described below. These are mainly permissive (i.e. enable a player to make certain types of move) and occasionally prohibitive, but only Break-off orders are prescriptive (i.e. specifying that players have to make certain kinds of move). They should be denoted by some kind of chit that identifies the order, that will be placed face down until activated.

### 2.3.2 *Order types*

There are two grand tactical orders: Move and Break-off. These persist from turn to turn until they expire, they are replaced by another order, or they suffer an Activation Fail (in that case, just for Move orders).

There are two tactical orders: Action and Regroup. These expire at the end of the turn.

In addition Attach orders may be used to change the line of command for an individual unit.

### 2.3.3 *Move orders*

Move orders are used to move units from one part of the battlefield to another as quickly as possible. At least one move by one unit should be at the rapid move rate (i.e. at least 1" more than normal rate), otherwise the order expires at the end of the turn.

They may be replaced by a (free) Action order at the start of any turn where any of its units are in the Threat Zone (usually 8") of an enemy unit.

On limited activation, movement becomes hesitant and restricted to the normal rate.

### 2.3.4 *Break-off orders*

These are the only prescriptive as opposed to permissive orders. All units must disengage from the enemy CZ and make for a place of safety. All infantry and artillery must move at the rapid move rate.

A place of safety is somewhere outside the enemy TZ – but subject this to a common sense test.

The order is not affected by a limited activation, and not lost if there is an Activation Fail.

The order expires once a place of safety is reached, when it is replaced by a free Regroup move.

### 2.3.5 *Action orders*

These are general purpose orders that allow complete freedom of operation to all units. This order (and the

equivalent Intervention) is the only way to make contact moves (apart from some firefight attacks) or to place units in Defend status.

### 2.3.6 *Regroup orders*

These orders allow units to recover losses, and also fall backs or defensive adjustments.

### 2.3.7 *Direct control*

When a Senior Officer takes direct control, the command operates as if under either Action or Regroup orders (but not both at the same time).

### 2.3.8 *No orders*

Units without orders, and not taken over by a senior officer must still be activated. If not subject to an Activation Fail they still have a permitted menu of moves. These are of two types: free moves, which can be made after partial activation, and initiative moves, which require full activation.

### 2.3.9 *Free moves*

These may be conducted by units with limited activation, and comprise one of the following:

- *Defensive adjustments as described below*
- *Fall back moves by units in enemy Contact Zone (CZ) but not on Defend status*
- *Moves by skirmish cavalry or artillery, apart from attack or pin moves.*

### 2.3.10 *Initiative moves*

These require full activation, but not an order:

- *Any normal move, other than a contact move, except by a unit on Defend status.*
- *Firefight attack by infantry units with enemy in CZ*
- *Fall back moves by units on Defend status with enemy in CZ.*

### 2.3.11 *Attach orders*

Attach orders can be given to individual units only, and cost a CP as normal. A unit that successfully activates such an order comes within the command scope on another division, until re-attached. The player can choose the most propitious moment to activate in the movement phase, which can be within a divisional turn.

If activated within a divisional turn (either of the current or new division) and within control distance of the DG, then it is automatically activated if the division is fully activated. Otherwise try to activate separately using the unit's own A rating. It expires if not activated within two turns.

## 2.4 DIVISIONAL TURNS

### 2.4.1 *The Divisional turn*

The divisional turn is when unit movement takes place, and includes the resolution of charge attacks. It follows the following sequence:

- *Activation (not required for senior officers in direct control, who have been activated already)*
- *Carry out movement, other than final charge moves, but including charge approach movement*
- *Recoveries (for Regroup orders only)*
- *Artillery checks on charges if required*
- *Evades (responding player)*
- *Final charge movement*
- *Close combat resolution*
- *Opportunity charges (responding player)*
- *Breakthrough moves or charges (if charge combat broke opponents and no opportunity charge)*
- *Second phase combat*
- *Second phase artillery rescue*
- *Third phase combat*
- *Reposition general*
- *Responding player changes face or falls back*

### 2.4.2 *Divisional scope*

A division for these purposes includes all units directly allocated to that division and within command distance of the DG (or senior officer if he is in direct control) at the start of the turn after any repositioning of the general figure, and:

- *Any corps resources or independent units in that corps that the player declares to be attached to the division, also within command distance, or else attached as the result of an Attach order.*
- *For divisions being directly controlled by a senior general, any other units within that general's jurisdiction and within command distance. Any such units are excluded from future turns in this phase.*
- *Other units, not usually within the command scope of the officer, but within command distance, can be asked for help and join in a coordinated combat. They must not have moved already this period. This is subject to successful activation as an individual unit.*

### 2.4.3 *Command distance*

The Command distance is 4" for DGs and 6" for senior generals (who have more aides). This is the distance over which the generals can exert control over junior generals or units, within a turn. It cannot pass impassable obstacles, but is otherwise unaffected by terrain.

### 2.4.4 *Independent units*

Independent units are ones not controlled by a DG. This may be for one of the following reasons:

- *They are not assigned to a DG*
- *They are out of their DG's control distance*
- *They have been given a direct order by a senior officer*

All units are given an A rating and "character", which should be on the unit label. For example ATON, means that its activation rank is 10, and it has a Normal character.

Such units get a "divisional turn" of their own, following the sequence as far as is appropriate.

### 2.4.5 *Ad hoc divisions*

Corps resources units, belonging to the same corps, can form ad hoc divisions of their own, with one unit taking the lead and acting as general (using a command distance of 4"). Artillery units cannot take the lead, but may be part of such combinations.

### 2.4.6 *Activation*

This works in the same way as Senior Generals, above by the draw of a card against the A rating and character of the DG or unit.

### 2.4.7 *Limited activation*

Limited activation reduces options available. For Action orders or no order movement is restricted to Free Moves; for Move orders, movement is restricted to the Normal rate; Break-off orders are unaffected.

### 2.4.8 *Army resources*

The Commander can include army resources units if taking personal control of a division. They may also be formally attached to a division through the Attach order process. Otherwise a DG can appeal for army resource units for help. But their high A ratings mean that often such appeals will be ignored. Use of army resources tends to require intervention of one sort or another from the Commander.

## 2.5 UNIT STATUS & MOVEMENT

### 2.5.1 Unit status

Depending on a unit's deployment, the following movement statuses are recognised:

- *Normal. Flexible deployment with reasonable precautions taken. Suitable for attacks and being held in reserve. This is the default status and does not need to be marked.*
- *Defend. Deployed for defence, using terrain as appropriate. Units cannot move in this state, but can change facing. It is only relevant to infantry. This is best marked with a label.*
- *Rapid. Deployed for maximum speed, and vulnerable to attack. Used in Move orders, retreats and pursuits. This can be marked with a label, or alternatively the base can be arranged lengthwise to simulate a column.*
- *Road march. Units deploy on a very narrow front to take advantage of the extra speed offered by roads.*

### 2.5.2 Changing status

Status is Normal by default. Units can be changed to Defend under fully activated Action orders. To move from Normal to Rapid is automatic once Move or Break-off orders are activated. Rapid status is also used in evade moves.

Units can move from Defend to Rapid status only if Break-off orders are activated. If Move orders are issued, the first move must be under Normal Status.

Units may move from Rapid to Normal status freely at the start of their turn, unless under Break-off orders. Units may not move from Rapid status to Defend in a single turn.

### 2.5.3 Move distances

These depend on troop type and going according to the following table:

Status	Normal		Rapid	
	Good	Bad	Good	Bad
Going				
Infantry	4	3	8	5
Battle cavalry	6	3	12	4
Skirmish cavalry	8	4	16	6
Heavy artillery	4	-	8	-
Medium foot artillery	4	2	8	3
Light foot artillery	4	3	8	4
Horse artillery/HQ	6	2	12	3
Generals	8	6	16	8

For Road March, take the Rapid Good going rate, and add the Normal one (e.g. for infantry  $8+4=12$ ).

### 2.5.4 Movement method

Movement outside the enemy Contact Zone (see below) is very flexible. Normal moves can be backwards (falling back) or to the flank. Units may also change face, but only at the start of a turn.

Rapid movement is always forwards, but units may wheel freely. An initial change of face is free.

Road march, self-evidently, follows roads. Each unit must leave plenty of space behind it though. Each unit of infantry or battle cavalry takes 4" of road space; each unit of skirmish cavalry or artillery 2".

### 2.5.5 Bad going and obstacles

Use the bad going rate if any part of movement is through bad going, including obstacles.

There is no movement penalty for slopes, unless they are steep and classed as bad going.

Built-up areas are treated as bad going, unless scenario conditions say otherwise. If a significant road passes through an area this is likely to be treated as a defile rather than bad going.

### 2.5.6 Bridges, fords and defiles

Any terrain that forces units to pass through a narrow gap, such as a bridge or most fords, counts as a defile. Sometimes defiles may be created by built-up areas. This leads to the following restrictions:

- *A maximum of two units, counting skirmish cavalry and artillery as half, may pass the defile in a whole period, subject to special scenario rules.*
- *A unit is assumed to pass it in road column. It is vulnerable until its next turn.*
- *Only exceptionally should the road march movement rate be allowed.*

If the defile is in the TZ of an enemy unit, the unit must halt as soon as it has passed the defile, and it is open to an opportunity charge..

### 2.5.7 Interpenetration

Units do not represent solid masses of troops, so there is some flexibility to move through and around other units, so long as the move ends without any overlap with another unit.

### 2.5.8 Artillery

Artillery may be deployed or limbered. Deployed corresponds to defend status, and units must be deployed to fire. When limbered, artillery may be treated as normal, rapid or road march status. It is recommended that limber models are used to denote limbered status. Moving from limbered to deployed, and vice versa, can be done for free, but with only one change of status per turn.



## 2.6 THE CONTACT ZONE

### 2.6.1 *The Contact Zone (CZ)*

The Contact Zone is an area 4" from an enemy unit, or 2" in restricted visibility, up to but not beyond a friendly unit, (i.e. a friendly unit can shield a unit from the CZ). In addition the presence of an obstacle limits the CZ to 2" (so that it goes up to and not beyond an obstacle that is 2-4" distant). This includes occupied built-up areas, which exert a 2" zone.

In this zone movement is highly constrained, as the attention of officers and men is absorbed by the enemy unit.

### 2.6.2 *The Threat Zone (TZ)*

The Threat Zone is a wider zone around an enemy unit, which the lesser of visibility range or 8". There is no shielding by friendly units.

Its main significance is that all contact moves, including attacks, must start from within the TZ. A place of safety, where Break-off moves end, cannot be in a TZ.

### 2.6.3 *Moving into the CZ: Approach moves*

Moving a unit towards an enemy unit from outside its CZ to within it is called an Approach move. An Approach move can take the unit no closer than 3" (or just under 2" if this is the limit of the CZ). To get closer requires a Contact move to be tacked onto it.

An Approach move can be made by any unit with sufficient movement allowance. It can start outside the unit's TZ, and be on the Rapid movement rate.

However, to add on a Contact move, the move must start in the TZ, and must be at the Normal movement rate. This further move is limited by the remaining movement allowance, after the approach move is deducted, except that charges get a bonus of 2".

### 2.6.4 *Starting in the CZ*

If a unit starts a move in an enemy unit's CZ, it can only make one of the following moves:

- A contact move, towards the enemy, described in the next section.
- A fall back
- A retreat
- A defensive adjustment

### 2.6.5 *Fall backs*

A fall back is a move made backwards facing the enemy. Use the normal movement allowance as a maximum, though the rules may prescribe a minimum. The unit may move through friendly units, and extend its maximum move distance to clear one unit

in its path. The unit being moved through does not move forwards this period – but note the option of relief moves.

### 2.6.6 *Retreats*

A retreat is a more rapid and disorderly retrograde movement, facing away from the enemy, that is only allowed under Break-off orders, or as part of an evade move. Use the Rapid move rate.

### 2.6.7 *Defensive adjustments*

A defensive adjustment is meant to contain the threat posed by the enemy without attacking it. There are three sorts: change face, relief, and take cover.

### 2.6.8 *Changing face*

This is a simple matter of changing the direction in which the unit is pointing towards a more immediate threat. This is the only movement units on Defend status can make while still retaining that status.

### 2.6.9 *Relief moves*

This is the replacement of a forward unit by a unit up to 2" to its rear, facing in the same direction with at least 1" of frontal overlap. Both units must be part of the same division (i.e. allowed to move in same Turn – they need not be in the same organisational division). The unit being relieved falls directly back up to 3", while the other unit replaces it or simply moves directly forward.

### 2.6.10 *Take cover*

A unit in the CZ may advance up to an obstacle or into covering terrain without making an attack or pin move in order to afford itself better protection. This cannot take a unit closer than 2" to the enemy.

## 2.7 CONTACT MOVES

### 2.7.1 Introduction

The unit bases only approximate the location of the actual battalions or squadrons that make up the unit, which can go out to up to 2" or more on each flank. For this reason, and the equally arbitrary but convenient convention of the alternate move, it is necessary to create a set of arbitrary rules governing the close interaction of opposing units.

### 2.7.2 The quadrants

The area around a unit is divided into four quadrants, corresponding to each face, i.e. front, rear and each flank. The line between each quadrant projects from each of the unit's corners at 45°.

### 2.7.3 Contact Moves

A contact move is made in the enemy CZ and takes it towards one of the faces of the enemy unit. This is the only type of forward move allowed in the CZ. Moves that simply bypass enemy units are not allowed in the CZ. There is no equivalent of the "flanking" move in *Grande Armée* rules. A contact move takes one of the following forms:

1. *A charge, resulting in contact with the enemy unit – not allowed by artillery. Units get a movement of bonus of 2" unless they change face at the start of their turn.*
2. *A firefight attack. Infantry and some artillery moves up to within 2" of an enemy unit; this is resolved in the Attrition Phase. The attack must be declared and is indicated by placing a marker, e.g. some cotton wool representing smoke.*
3. *A pin: a move towards an enemy unit that falls short of an attack. This is made towards a particular face of an enemy unit.*
4. *Support moves. Moving alongside and in alignment with a unit making an attack or pin move, which does not come closer than 2" to an enemy unit.*

A contact move may start with a wheel or face change towards the target (at the end of the approach move if starting outside the CZ), but otherwise moves in a straight line up to contact

### 2.7.4 The one-on-one rule

No more than one unit may attack or pin any one face of an opposing unit. At the end of movement a sideways move is made so that the units align.

### 2.7.5 Choice of target and face

The target is chosen when the approach move has been completed, or at the start of the move if the unit is already in a CZ. It is necessary to identify both the unit and the face that is being attacked or pinned.

Use the following rules if there is more than one possible choice (i.e. the unit is in the CZ of more than one enemy unit):

- *Choose the attacker's frontal quadrant over flanks, and flank over rear, but including targets only fractionally in the quadrant; this choice is made before wheeling or changing face.*
- *Targets that are nearer over those further away.*
- *The face of the target depends on the target's quadrants: whichever one includes most of the attacker's front edge.*
- *If the first priority target and face has already been attacked or pinned this turn, the unit attacks or pins the next priority unit and/or face.*
- *Notwithstanding this, no unit may move across the frontal quadrant of an enemy unit in that unit's CZ, though it may attack or pin this enemy unit as an alternative target if it legally can.*

These rules should be treated with a little flexibility. If two targets are available at approximately the same distance in the frontal quadrant, the player can choose which one to attack.

The player moves his units sequentially to determine the workings of these rules, in any order he chooses.

### 2.7.6 Artillery check

Charge moves that are subject to potential defensive artillery fire are subject to an artillery check; this is carried out before the contact move element takes place (at the end of the approach). This is described in more detail below.

### 2.7.7 Cavalry countercharges

Under these rules, there is no need for cavalry that have been charged to act out a countercharge. Such a countercharge would not have led to the participants ending up in a much different place at this distance scale, and the whole question is adequately covered by the range of alternative combat outcomes in the existing system. There is no inherent combat advantage to charging, unless to catch your opponent in the flank or rear.

Opposing cavalry can opportunity charge after the first round of combat has taken place, however.

## 2.8 RESPONSE MOVES

### 2.8.1 Types of move

A response move is one made by the opposing player during the initiative player's phase.

These may be evade moves, fall backs, face changes or opportunity charges.

Opportunity charges, including artillery rescues, are dealt with in more detail in a separate section.

### 2.8.2 Evade moves

An evade move is a response to a charge move made on the unit, and may be made by skirmish cavalry or artillery. It is made after the approach move is completed, and before the contact move element is made. It may be before or after the artillery check.

It is a special type of retreat move, subject to the same restrictions, except that:

- *Skirmish cavalry deduct the score of one D6 in inches from the rapid move.*
- *Artillery units deduct the total score of one D6 from the rapid move if it did not fire in artillery check, two D6s if it did.*

If the deduction is equal to or higher than the movement allowance, then no evade takes place and the unit receives the charge as if no evade had been attempted.

In other cases, complete the evade move immediately. The charging unit completes its charge move up to its maximum move allowance; it may charge a new target if this does not involve a change in direction.

A charging unit that catches an artillery unit that is evading overwhelms it and the unit is captured, unless it is subject to an artillery rescue. The charging unit is moved forward 1" to take its place; a second phase charge combat is possible.

### 2.8.3 Fall backs

Any unit that is subject to a firefight attack or pin move may fall back in response. This must be a minimum move of 3". This is a way of avoiding firefight combat by conceding ground. If the minimum move is not feasible because the path is blocked, then no fall back takes place. However a unit immediately behind the unit falling back may also fall back to make room for it.

### 2.8.4 Direction changes

As an alternative to a fall back move a unit that is subject to a firefight attack or pin move may turn to face their opponent.

### 2.8.5 Response movers' next turn

A unit making a response move, including opportunity charges, forfeits any move in its next turn (which may or may not be in this period), including recovery attempts, except for a simple change of face, or, for a recovery attempt, a fall back. If a second enemy phase intervenes (they move second in the first period and first in the next) this rule does not apply, however.

If the responding player is moving second, after one of his units has been pinned or firefight attacked, he may use his own movement phase to respond instead, though this is subject to activation failure. A fall back is still subject to the minimum distance of 3" however.

## 2.9 RECOVERY MOVES

### 2.9.1 Recovery

Recovery is the process whereby lost SPs (or hits) can be recovered under a Regroup order. It does not apply to artillery units, who get their own chance to recover in the Attrition Phase, regardless of orders. A recovery attempt can be combined with a fall back move or a change of face, but not any other type of move. No attempt may be made if the unit has been charged or firefight attacked this period (an advantage for sides that move first).

Draw one card for each hit. The card must be red, and achieve the following ranks

- |                    |             |
|--------------------|-------------|
| - <i>In the CZ</i> | <i>Jack</i> |
| - <i>In the TZ</i> | <i>5</i>    |
| - <i>Otherwise</i> | <i>Any</i>  |

A Joker is a recovery if a Senior General s within 6".

## 2.10 ARTILLERY CHECK

### 2.10.1 Introduction

Artillery had formidable defensive power, frequently stopping attacks before they could close. Since artillery fire is normally resolved in the simultaneous Attrition Phase, while charges are resolved in the Movement Phase, an extra step must be added to the charge process to reflect this.

The artillery fire simulated here is for a shorter burst than in the Attrition phase – but against a target that is more exposed.

### 2.10.2 When the artillery check happens

The artillery fire is adjudicated at the end of the Approach move, or before movement if starting within the CZ. It must be claimed by the defending player, and he may do so if an artillery unit can fire at the unit at short or medium range in its current position or at any point during the Approach move.

### 2.10.3 Procedure

- Declare any other charges for this turn and complete approach moves.
- Complete a round of artillery fire against all of the units subject to the check.
- Complete a morale check for each unit that suffers one or more hits; a fail means that the unit either halts or falls back (player's choice).
- Units that passed their check, or which did not suffer hits, complete their charge as normal.

### 2.10.4 Resolving fire

Fire is resolved simultaneously against all units charging that turn; no artillery unit can fire at more than one enemy unit in the same turn.

The method is described below along with the rules for normal artillery fire.

### 2.10.5 The morale check

Draw one card for each hit. This must equal or exceed the adjusted Morale (M) grade of the unit for the unit to pass.

Add one to the unit's M value for each hit suffered before the artillery check.

If a Joker is drawn, the unit will pass if a general is within 1".

If the check fails, the unit remains in place, or it may fall back.

### 2.10.6 Effect on artillery units

As a single, short burst of fire, this does not cause a fatigue point, unless the unit fires more than once in this way in a period.

Artillery units may fire as often in a period as they become eligible. However at the second occasion they attract a fatigue point and may not take part in the Attrition phase. Units that fired once can take part in the Attrition Phase bombardment at reduced effect.

### 2.10.7 Artillery being charged

If deployed artillery units, not on Defend status, are the target of the charge, the defending player decides whether to evade before the artillery check, after the check, or not at all.

## 2.11 CHARGE COMBAT

### 2.11.1 Completing the charge move

If there is no artillery check, the charging unit is moved straight to contact. If there is an artillery check, units are moved to contact after the check if they have not been halted.

Once contact is made, the attacking unit is lined up with the appropriate face of the defending unit.

### 2.11.2 Committing SPs

Charge combat is resolved in the turn in which the charge takes place. The first step is to allocate each unit's SPs to each face involved in the combat (for attacking units this will always be just to the front face). This works as follows:

- For the frontal face the maximum is 4, or 3 if the unit has a relevant weakness, or 2 if vulnerable.
- For the flank or rear faces the maximum is 2, except artillery which is nil.

### 2.11.3 Cavalry attacking infantry

When cavalry attacks infantry neither side can use more SPs than the total SP strength of the opposing unit. In other words the number of SPs used by either side is limited by the size of the smaller unit. This reflects the difficulty of either side using superior numbers in this type of combat. Note that this limitation may be different from the number of SPs that the weaker unit is actually able to commit to the fight.

### 2.11.4 Bonus cards

One or more bonus cards may arise if the unit has a relevant strength, or if the unit is on Defend status, or if artillery is attached. A unit may not count more bonus cards than it has committed SPs. In cavalry v infantry combats the use of bonus cards are not subject to the limit described above, except to the extent this limits the initial commitment of SPs.

*Example: A well mounted heavy cavalry unit attacks a weakened infantry unit with just one remaining SP, but on Defend status. The infantry has one card for its SP, and one bonus card for Defend status, giving it two altogether. The cavalry unit, whatever its strength, can commit only one SP, as it is limited by the size of the weaker unit, which limits its bonus cards to one, giving it two cards as well.*

### 2.11.5 Resolution

Resolution is by a standard combat draw process, with one card drawn per SP, plus any bonus cards.

First look at the suit. Spades always result in hits, subject to terrain. Clubs do not cause hits if:

- Infantry with cavalry amongst its opponents
- Cavalry against infantry if these hits are not enough to break the infantry unit
- Any attack on artillery where the additional hits are not enough to eliminate all the artillery's SPs.

If there is a terrain disadvantage then it is required to look at the card rank. The card must be at or above the designated rank as follows; this is explained in further detail in the terrain effects section:

Level of disadvantage	Rank required
Severe	Jack
Medium	7
Minor	4

In addition a Joker scores a hit for the attacker if attacking the flank or rear face.

Finally any King drawn might put an opposing officer at risk.

### 2.11.6 Vulnerable units

A vulnerable unit is one that is forced into an inefficient combat formation. This includes all units in Rapid or Road March movement status, or any that moved through a defile (such as across a bridge) in its previous turn.

### 2.11.7 Nil SP artillery

Silenced artillery or artillery charged in the flank draw one card, and hit with a black Jack or above.

### 2.11.8 The winner

The attacker wins a combat if it is not broken (i.e. loses all its SPs) and either breaks the defender or scores more hits than the defender. Otherwise the defender wins.

Except for infantry being attacked by cavalry, the loser falls back 3" unless broken, and a winning attacker advances 1".

Cavalry that wins against infantry stays in place for a second round of combat.

### 2.11.9 Multiple unit attacks

When a unit is attacked on more than one face, there is a multiple unit combat. This is resolved as a single combat, with one draw for the combined attacking SPs, against the SPs for all the faces being attacked.

When allocating hits inflicted by the defender, the first hit goes to any unit attacking the front face, the next to the right flank, then the left flank, and then the rear. Carry on allocating hits in this sequence until all have been allocated. If no unit is attacking that face, simply move on to the next face.

## 2.12 AFTER CHARGE COMBAT

### 2.12.1 After combat

After combat, use following sequence

- *Surviving losers fall back; winning attackers advance 1" except cavalry attacking infantry or troops attacking artillery subject to possible rescue.*
- *The opposing side now carries out any opportunity charges or artillery rescues, by activating and moving the units into contact.*
- *Any units that have broken opponents and not been opportunity charged make any breakthrough movement and charges.*
- *Second phase combats are resolved*
- *Losers of second phase combats fall back*
- *Any third phase combats are resolved.*

### 2.12.2 Falling back after combat

The standard distance for a fall back after combat is 3". If this is made impossible by terrain then the unit suffers an extra hit. If a friendly unit is in the way, the unit can move up to an additional 2" to pass through. Cavalry may fall back up to a full normal move, but if possible at least 3".

### 2.12.3 Converting into firefight combat

If infantry are attacking infantry or artillery, and inflict the same number of hits as they have suffered (including no hits by either side), they may convert their attack to a firefight attack and fall back just 1".

### 2.12.4 Breakthrough movement

If a unit breaks its opponent in good going, and does not suffer an opportunity charge, it may advance up to a single move through the gap created instead of the 1" follow up. This includes cases where units overrun evading artillery.

This may include launching a second charge at the nearest enemy within reach. There is no artillery check for any such charge.

### 2.12.5 Second phase combats

A second phase combat may occur in the following cases: second round combats for cavalry attacking infantry or supported artillery; opportunity charges (including artillery rescues) and breakthrough charges. These are conducted using the same rules as the initial combat.

All attackers that fail to win a second phase combat, including cavalry that fails to break infantry, must fall back. Infantry may not convert to firefight attack.

There are no breakthrough moves or charges after second phase combats.

### 2.12.6 Third phase combats

If artillery units have been beaten after a breakthrough charge or an opportunity charge, an artillery rescue may be attempted. Also if cavalry have attacked supported artillery, a follow-on attack on the supporting infantry takes places. These are the only "third phase" combats. There is no follow on combat for cavalry opportunity charges against infantry.

## 2.13 OPPORTUNITY CHARGES

### 2.13.1 *Who may charge*

Opportunity charges may only be made by units that have not moved this period, apart from changing face, either because the player is moving second, or because the unit was not moved during its own turn. The unit must not be subject to Move, Regroup or Break-off orders.

Cavalry can opportunity charge any enemy unit covered by the current turn, whether or not it moved, if it is in the threat zone and within reach.

Infantry can charge to attack units that have just passed through a defile, or for artillery rescues (see below).

The unit must either have no orders or be subject to Action orders (if its player moved first).

The charge can be made against the nearest enemy unit in the unit's frontal quadrant only, at the relevant stage of the turn sequence. There is no charge movement bonus.

### 2.13.2 *Activation*

The responding player draws an activation card for the unit, using the full activation rank of the unit's DG (or CG or Commander if closer) if he is within command distance of the unit, or the unit's own activation rank if not. A full activation is required as per normal activation rules.

### 2.13.3 *Artillery rescues*

An artillery rescue is a special type of opportunity charge which is made against any unit which has defeated a friendly artillery unit. It is subject to the same procedures and restrictions except:

- *It may be carried out by infantry*
- *If the unit is in base contact with the rear of the artillery unit, there is no need for activation.*
- *The unit may charge through the artillery unit, but for game purposes it halts the movement when it reaches the artillery unit; there must be enough movement allowance to reach the closer of the artillery unit or the attacking enemy unit.*

If the rescue charge defeats the original attacker, the artillery unit is saved. The rescuing unit may exchange places with the artillery unit. If the rescue charge fails then the artillery unit is captured, and the normal post-combat moves take place.

## 2.14 ARTILLERY IN CHARGE COMBAT

### 2.14.1 *Basic rules*

Deployed artillery may only use its SPs to the front. Limbered artillery, artillery taken in the flank or rear and silenced artillery may draw one card only, and require a Jack or higher to hit.

If defeated an artillery battery is captured, and unless subject to a successful rescue, it is eliminated.

### 2.14.2 *Doubling up*

Artillery units have about half the frontage of other units, and so may double up in a combat. If two artillery units are within 1" of each other (front corner to front corner) they must be treated as a single target.

The two defending units combine their SPs and are treated as a single unit. Concentrate the hits on the unit with the greatest amount of contact first.

### 2.14.3 *Attached artillery*

A player may attach an artillery unit to an infantry unit in the same corps. It does so by placing it in base contact next to the infantry unit, pointing the same way. They are treated as a joint unit, with the artillery and infantry intermixed across the whole frontage. The artillery SPs are added to infantry SPs. The unit gets one bonus card in charge combat if attacked on the front face, and one if attacked on the other faces if the artillery is at full strength.

Allocate hits by doubling the number of artillery SPs and comparing to the number of infantry SPs; if it is the same or higher, the artillery takes the hit.

Attached artillery does not take part in charge combat as the attacker.

### 2.14.4 *Supported artillery*

As noted under opportunity charges, a unit in base contact behind an artillery unit can attempt an artillery rescue without the need for an activation draw. This, as well as attached artillery, is referred to as supported artillery.

If the attacking unit is cavalry and the supporting unit is infantry, the cavalry must attack the infantry if it defeats the artillery, including in second phase combats. If the cavalry fails to break the infantry it must fall back, and will not capture the artillery.

## 2.15 BUILT UP AREAS

### 2.15.1 *Large and small built up areas*

A large built up area (BUA) is in the approximate shape of a square with each side 2-3". It may be occupied by a single infantry unit, who need to be in occupation for a full turn to properly make use of the cover.

A small built-up are is of smaller dimensions, with at least one pair of sides less than 2". This is not occupied by a complete infantry unit. The area is occupied by part of the unit, shown by placing the front or flank face adjacent to the area.

### 2.15.2 *Large BUAs*

When a large BUA is fully occupied and the occupying unit is on Defend status, the occupying unit has no flanks, but can commit no more than half its SPs (round up) to any one face when it is attacked. Attackers suffer a severe or medium terrain disadvantage if they charge it, depending on the quality of the cover.

Units not on Defend status, including units that have just seized the area after a charge combat, or defenders who have lost the first round of combat, downgrade the status of the cover by one level; such units also have front and flank as normal.

If units in a large BUA are defeated in a charge attack, they fall back partially, but still remain in occupation, while the defenders gain a foot hold. The attackers may then move on to an immediate further attack; if they choose not to, the defenders may counterattack. In each case there is a round of second phase combat, with the defenders (or attackers being counterattacked) ejected from the area if they lose the combat.

Units forced to evacuate assemble in a position over 2" away from the face attacked for the original attackers, or the opposite face for the defenders.

Units in the BUA are not firefight attacked, but are subject to artillery fire, getting the benefit of cover.

An occupied BUA exerts a CZ over 2" rather than 4" and TZ as normal, using the edges of the area to define the wider zone.

### 2.15.3 *Small BUAs*

Small BUAs are considered occupied as soon as an infantry unit comes into base contact; the area is then considered to be an extension of the unit's base, so that the CZ and TZ is measured from the edge of the BUA, though the CZ distance is reduced to 2" if it is measured from the BUA edge.

The face in contact with the BUA gets full benefit of cover, the two adjacent faces get partial benefit (downgrade the cover by one notch), and the remaining face no immediate benefit.

If attacked frontally or from the flank and defeated, the occupying unit falls back the normal distance. If attacked on the opposite face (e.g. the unit is standing in front of the BUA), the unit retreats to occupy it. The attacker may make an immediate second phase attack on the unit.



## 2.16 GENERALS

### 2.16.1 Moving generals

If a general has used his turn to control a division, then the player may reposition the general at any time in that turn to somewhere that is in command distance of one of the division's units, provided that this unit started the turn within distance.

A senior general can use his turn to reposition, rather than give orders. To do so, simply move the figure at the Normal rate for a partial activation, and the Rapid rate for a full activation; normal terrain considerations apply.

### 2.16.2 Risk to generals

A general is at risk if:

- *A King is drawn against a unit under his direct control (i.e. not including indirect control by senior officers) in the charge combat, firefight combat or artillery resolution processes, and he has been within command distance at any point in the period to date.*
- *An enemy unit comes into contact with the general figure during movement (after an automatic displacement of the general figure by 6").*

This is considered to be a high risk if:

- *The general is within 1" of the unit concerned; or*
- *Any case of contact with the enemy*

Otherwise it is categorised as a low risk.

The opposing player draws a further card (or first card in the case of contact) and scores a hit:

- *For low risk with a King*
- *For high risk with an King, Queen or Jack*
- *A Joker means that a senior general may be at risk: take the nearest within 6" and draw again for low risk.*

### 2.16.3 Hits to a general

If a general is hit he automatically has an Activation Fail next turn.

While suffering this Activation fail, individual units may attempt their own moves on their own initiative, or a senior general may attempt to take direct command.

If the general controls an HQ, all CPs are lost.

In subsequent turns the general becomes Weak and his A-rating is increased by one – being either physically less capable or replaced by an officer with less confidence and resources.

### 2.16.4 Headquarters' turns

HQs don't usually need to take turns. However if a player wants to move an HQ, he takes the move at the end of the movement phase, moving it up to the rapid horse artillery distance. No activation is required, but all CPs held at the HQ are forfeit.

## 2.17 FIREFIGHT COMBAT

### 2.17.1 Attrition Phase

Firefight combat is resolved at the start of the Attrition Phase. The Attrition Phase is completed simultaneously for both players, after the second player's movement phase has been finished.

Firefight combat represents the exchange of small arms fire at intermediate ranges, with the participation of artillery. It simulates combat usually dominated by skirmishers. Artillery is less effective than might be thought because the crews are at greater risk from opposing fire, and if not, their targets will take evasive action.

### 2.17.2 Who takes part

A firefight combat must be initiated by a firefight attack that takes place in the Movement phase, according to the rules on attacks and contact moves, or is a firefight carried over from the previous period. It is not enough for two opposing units to be within 2" of each other. If this process is followed, it will be clear which units and faces are involved; the one-on-one rule applies.

It is helpful to mark attacks, for example using a smoke marker when they are made in the movement phase.

### 2.17.3 Combat pairings

Combat is resolved as a series of combat pairs, featuring opposing faces of units (one unit may form part of more than one pair). Artillery units may be paired up either with infantry units or other artillery units – but must be within 2" of their opponents.

### 2.17.4 Committing SPs

As with charge combat the process starts with each side committing SPs to the fight. Infantry units commit a maximum of 2 SPs to the front and one to each flank or rear, reduced to 1 SP if they have skirmish weakness. Artillery commits a maximum of one SP to any side – they may deploy guns to meet a flank threat. No more SPs can be committed than the unit has left in play.

### 2.17.5 Bonus cards

Each side may use a bonus card if they are entitled, applicable to each combat that the unit is involved in. A Bonus card can arise from the unit being on Defend status, attached artillery or having skirmish strength. No more than one bonus card can be used.

### 2.17.6 Resolution draw

As with charge combat, draw one card for each SP and any bonus card, and score hits on the same basis,

including that infantry only score against cavalry with Spades. A Joker inflicts hits if drawn by a unit with skirmish strength if it is using a bonus card for another reason.

If one side inflicts more hits than others, it must lose hits inflicted by Clubs, but not to the extent that it suffers more hits than the other side. For a number of reasons, casualties in this type of fight tended to be roughly equal. This rule reduces the chances of extreme differences.

A King means the same as in other combat: risk to an opposing general.

### 2.17.7 After combat

There are no winners and losers, and there is no movement after combat, even if one side is broken through the hits suffered.

### 2.17.8 Attacking cavalry

Cavalry units are unable to participate in firefight combat. They may nevertheless be attacked, but they may always fall back a minimum of 3" as an alternative to accepting hits. The unit may fall back up to its normal movement allowance.

If the cavalry's attacker fails to score a hit (which require Spades), then the outcome is a draw and the cavalry can stay in position: it has been able to suppress the opposition.

### 2.17.9 Continuing combat

A firefight combat continues into subsequent periods until one side is broken, falls back or retreats, or launches a charge attack.

## 2.18 ARTILLERY FIRE

### 2.18.1 Method

Some artillery fire is resolved in the Artillery Check stage of the charge process, and artillery may also be included in firefight combat, but the bulk of artillery fire is conducted in this phase, which is handled simultaneously between the sides.

This has the following aspects:

- *Firing.* Fire points are placed against targets.
- *Fatigue.* Units that fire get a fatigue point.
- *Resolution.* Fire and fatigue points are converted into hits either during the attrition phase or later.

### 2.18.2 Eligibility to fire

To fire, an artillery unit must be deployed and have a valid target in range its frontal quadrant. Units are not eligible to fire if they have taken part in:

- *A Firefight combat this period, unless against cavalry that was forced back without loss; or*
- *More than one artillery check against charging troops in the movement phase*

### 2.18.3 Artillery ranges

There are three categories: short, effective and long, which are up to the following distances:

	Short	Effective	Long
Light	4"	6"	8"
Medium	4"	8"	10"
Howitzer	N/A	8"	10"
Heavy	4"	8"	12"

### 2.18.4 Choosing targets

Artillery units must usually select as their primary targets the closest enemy unit in their frontal quadrant, but may choose between targets that are approximately equidistant (by up to 1") or to prioritise a target that is a greater threat. The next section covers secondary targets, overhead and blind fire, which are all possibilities.

Two artillery units within 1" of each other (front corner to front corner) are treated as a single target.

### 2.18.5 Fire points

The initial allowance of fire points for each firing unit is as follows:

- *three for short range*
- *two for effective range*
- *one for long range*
- *one for all indirect targets regardless of range*

### 2.18.6 Reduced fire points

The number of fire points is reduced by one for each of the following factors:

- *the firing unit has been reduced to a single SP;*
- *There is reduced opportunity to fire because of any of the following individually or in combination:*
  - *The firer has moved more than a minor amount*
  - *The target has moved at more than the Normal rate.*
  - *The unit has taken part in artillery check firing against a charge attack.*

A minor amount is more than 2" for light or horse artillery or howitzers, or 1" for medium artillery. This includes changing direction at the rate of 45° per 1". All movement by heavy artillery counts as more than a minor amount.

Two single SP units firing at the same target may combine to be treated as a single full-strength unit.

### 2.18.7 Fatigue

All units that fire in this phase get a fatigue point; if the unit already has a fatigue point, move to immediate resolution. A single point should be denoted by a marker, such as smoke.

## 2.19 ARTILLERY TARGETS

### 2.19.1 General principles

Mostly firing is straightforward: you simply select the nearest enemy unit and fire at it. However, more complex situations can be important. The following concepts guide this:

- *At up to 4", canister fire is assumed to prevail, and this simply works by line of sight, with no overhead fire (even from howitzers), and no bounce-through (i.e. secondary) targets.*
- *At longer ranges, ordinary artillery is assumed to use shot, which can penetrate the primary target to reach a bounce-through target behind, and fire overhead in some circumstances.*
- *Howitzers at longer ranges have a stronger overhead capability, but no bounce-through.*

### 2.19.2 Bounce-through targets

A unit behind the primary target and within the line of fire may become a bounce-through target if:

- *The primary target is outside short range and within effective range*
- *The bounce-through target is within 3" of the front edge of the primary target and within the long range of the artillery type*
- *The bounce-through target is not in bad going or with bad going 2" in front.*

This counts as an indirect target, so there is an additional fire point marker placed against it, though this may be reduced to zero for single SP units, etc.

### 2.19.3 Overhead fire

Artillery can fire over an intervening unit or obstacle if the latter is more than 2" from the firer and the target is more than 3" from the unit or obstacle's front edge.

For ordinary artillery the following further restrictions apply:

- *Target must be on a higher level and intervening unit on same or lower level; or*
- *Both target and intervening are on a lower level; or*
- *Intervening unit is on a lower level and target on the same level.*

In addition howitzers may fire over units/obstacles on the same level to targets on the same or lower levels.

### 2.19.4 Blind fire

Blind fire means firing at a target that can't be seen by the firer, usually because they are on a reverse slope. It is another form of indirect fire and for ordinary artillery is best thought of as a special case of bounce-through fire, with the primary fire being

aimed at an imaginary enemy unit that would be visible.

For howitzers blind fire is best thought of as a special case of overhead fire, where the ultimate target is not visible.

In both cases the basic allowance is a single fire point, which is subject to the usual reductions.

## 2.20 ARTILLERY RESOLUTION

### 2.20.1 *When to resolve fire points*

Fire points are resolved:

- *In the Attrition Phase if there are three or more points against any unit; or*
- *In the Movement Phases if the unit moves or if it is attacked*

### 2.20.2 *When to resolve fatigue points*

Fatigue markers are removed:

- *When a second fatigue point is awarded; or*
- *If the unit is moved more than a minor amount*

### 2.20.3 *Resolution method*

For both types of resolution the method is similar: draw a single card for the unit (unless there are more than three target markers) and there is a hit, subject to cover qualifiers for:

- *A Spade in all cases*
- *A Club if there are two or three markers*
- *If a Diamond is drawn in the case of three markers, draw a further two cards, each of which result in a hit if they are a Spade or Club.*

### 2.20.4 *Cover*

Cover works in the same way as for charge combat and firefights, and requires the same scores for the three different grades, downgrading for partial cover. Scenario rules may provide for even better protected cover.

### 2.20.5 *Danger to generals*

As stated previously, drawing a King of any denomination as part of artillery resolution indicates risk to generals, resolved in the normal way. This applies to the second draw for Diamonds, but not if the King of Diamonds is drawn at this stage for the initial draw. It does not apply to fatigue resolution.

### 2.20.6 *Jokers*

A Joker may cause a hit in special cases:

- *For fire points if the firing unit is a heavy unit or howitzer.*
- *For fatigue if the unit is second-rate.*

### 2.20.7 *More than three markers*

If a unit has more than three fire points in the Attrition phase, they are all resolved. Draw one card for the first three fire points, and second card for any further points. A third card for any points beyond the sixth may only be drawn if more than one face is

subject to fire in this phase. Any fire points not resolved by these cards are removed.

## 2.21 ARTILLERY RECOVERY

### 2.21.1 *When*

Artillery recovery attempts may be made for any units with hits or fatigue markers. It takes place in the Attrition phase, and is not subject to orders.

The basic requirement for a recovery attempt is that the unit has not fired in the period, and has not been moved more than a minor amount, and not been subject to a charge or firefight attack.

### 2.21.2 *Removing fatigue markers*

If the artillery unit has a fatigue marker against it, then this is simply removed, and that comprises the sum of the recovery.

### 2.21.3 *Recovering hits*

If there are no outstanding fatigue markers, an attempt may be made to recover a hit. Draw one card for each hit. Recovery is made in the same card scores as other for other troop types, except that there is a different rule for Jokers.

If a Joker is drawn, then any and all hits are removed if the unit is elite.

## 2.22 TERRAIN EFFECTS ON COMBAT

### 2.22.1 *Three levels*

The rules have defined three levels of terrain disadvantage for the various combat draws: minor, medium and severe. These reduce the likelihood of hits.

### 2.22.2 *Cover*

The main factor that might create disadvantage is cover, and this applies to all types of combat:

- *Minor disadvantage are open woods and other areas of light vegetation.*
- *Medium disadvantage is typical of denser woods and lighter or more open built-up areas.*
- *Severe disadvantage comes from heavy buildings and fortifications*

### 2.22.3 *Other disadvantage*

Defenders against charge attacks may benefit from other terrain that disorders or delays their opponents as they attempt to close. This includes watercourses, ditches, marshes or steep hills. This defaults as medium disadvantage, but scenario setup may specify minor or severe disadvantage.

## 2.23 END OF PERIOD

### 2.23.1 *Remove expired order markers*

After the attrition phase is concluded remove expired order markers. These are any Active or Regroup markers in place; Move or Break-off markers are left in place.

### 2.23.2 *End of game*

The game ends after a set number of periods, or until one of the players concedes.

## 3 CREATING A GAME

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### 3.1 INTRODUCTION

#### 3.1.1 *Before the game*

The rules so far have concentrated on playing the game on the tabletop, with the armies and terrain as a given. This is generally what new gamers need to know first. But a large part of the rules design comes into play before the game starts, as the armies and terrain are put together. This section of the rules describes this process.

#### 3.1.2 *Historical model*

These rules are designed to refight historical battles. This means that there should be a clear historical starting point for each game.

The first thing, therefore, is to get hold of the historical data. This isn't always as complete as we would like, and it is always subject to interpretation. If you are impatient you can always start with data compiled for scenarios in other rule systems. I like to do my own research; it is time-consuming, but part of what the hobby is all about.

Of course there is nothing stopping players from creating fictional encounters, giving the game designer more freedom. But even these often involve taking actual historical armies, and putting them in real historical places, each of which requires the same process as a historical simulation.

#### 3.1.3 *Context is all*

Some rule systems specify how different unit types and named generals should be rated, all in detailed tables at the end of the rules. I dislike this approach. How you classify troops and especially generals should depend on the context of that battle. The British General Graham could be classified as Strong at Barossa in 1811, when he had to have his wits about him in a dangerous situation. But at Vitoria in 1813, under vague orders with a commander who hated subordinates to use their initiative, the same general might be classed as Weak.

## 3.2 CREATING THE ORDER OF BATTLE

### 3.2.1 *Levels of command*

Ordinarily the participating armies must be sorted into four levels of command, including the Commander. Below the commander there are:

- *Corps*
- *Divisions*
- *Units*

Inevitably, real, historical armies are not organised so tidily, and it is sometimes necessary to skip a historical level of command. If you follow the method described here, this should be clear enough.

### 3.2.2 *Infantry & cavalry units first*

The best place to start is to determine the infantry and cavalry units in play, on a bottom-up basis. The starting point is historical brigades, but units must be within the following size ranges in men:

- *Infantry: 1,800 to 3,600*
- *Battle cavalry: 800 to 1,600*
- *Skirmish cavalry: up to 800*

If historical brigades are too small, they should be combined with other units from the same division. An exceptionally weak division might comprise a whole unit in its own right.

Conversely big brigades, should be broken down, e.g. into individual regiments (often the case in the French and Austrian armies).

It is quite acceptable to arbitrarily transfer men from stronger brigades to weaker ones in the same division to make the sizes work. This is often what happened in practice.

### 3.2.3 *Battle or skirmish cavalry?*

The rules allow the creation of small light cavalry units, referred to as skirmish cavalry. These have less combat value but greater manoeuvrability. Where there is a general shortage of cavalry, this is how most light cavalry will be deployed. It is also the way to represent small cavalry units attached to infantry brigades.

### 3.2.4 *The commander's direct reports*

From bottom up we go top down. Who were the main officers reporting to the Commander? If there is a fully operational corps system, then these will be the corps commanders. But it is not uncommon for Commanders to manage divisions directly. Ignore theoretical creations that seem to have played little or no actual role in the heat of battle, such as Wellington's corps at Waterloo.

### 3.2.5 *The divisions*

Now reconcile the top-down with the bottom up, with the definition of divisions comprising two to four units, following the historical command structure. There may be independent units left over: that's OK. More problematically two levels of command may need to be crunched into one. For example Austrian armies in 1809 typically have regiments as units, with both brigades and divisions between them and the corps commander. Where this happens, it is usually best to take the lower level – and in the Austrian example, game divisions are often historical brigades, with historical divisional generals not represented.

### 3.2.6 *Allocate the artillery*

This deserves a section in its own right, and will be described in more detail below.

### 3.2.7 *Corps resources*

Certain units in a corps, typically the artillery and cavalry (in infantry corps) are designated as corps resources. These may act independently, but are more usually allocated to divisions on an ad hoc basis.

### 3.2.8 *Army resources*

Army resources are elite troops under the direct management of the army commander. These are typically guard formations, and reserve cavalry and artillery. These can be allocated flexibly to other commands, but tend not to act on their own initiative.

### 3.2.9 *Independent units*

Finally there are units which cannot be allocated to divisions, but should not be regarded as corps or army resources either – these units are often used for independent missions. Examples are the independent Portuguese brigades (e.g. Pack's) that were part of Wellington's Peninsular army. These are usually part of a corps, but may report directly to the army command.

### 3.2.10 *Wing Commanders*

In the case of commands consisting of more than one corps, there may be an intermediate command level between the Commander and the CGs, referred to as a Wing Commander. This will tend to be in bigger games, and are best represented by a separate player. This position may be more important off battlefield than on it. Ney and Grouchy operated as Wing Commanders to Napoleon in 1815, but it is entirely superfluous to represent them if Napoleon is on the field at the same time, e.g. at Waterloo or Ligny. However if you were fighting Ligny and Quatre Bras in the same game (ambitious, but feasible in these rules), you would need to have Ney as a Wing Commander.



### 3.3 GENERALS AND COMMAND

#### 3.3.1 Levels of command

In the rules there are basically three levels of general:

- *Commanders, who have an HQ with*
- *CGs, who command a number of divisions*
- *DGs who control two to four units*

From the above it should usually clear which level a particular general falls under. However, if you are not sure if a general is a DG or a CG (e.g. his “corps” consists of just two to four units, but he still reports directly to the Commander), then he is a DG for rules purposes. A game division is a powerful form of command, and much easier to control than a gang of independent units – so they should be used as often as possible.

#### 3.3.2 HQs

These are usually reserved for the Commander and any Wing Commanders; occasionally they may be given to a CG, if operating beyond the normal reach of the main HQ (e.g. Graham at Vitoria).

Each HQ must be given a C rating in even numbers from 4 to 12. The best system is to allocate a base rating, and then move it up or down a level if circumstances warrant. The base rating depends on the number of infantry and cavalry units under direct command, i.e. without an intermediate HQ (count skirmish cavalry as half a unit):

- *C10: 16 or more*
- *C8: 11-15*
- *C6: 6-10*
- *C4: 5 or fewer*

Weak HQs are downgraded a level (subject to the minimum), and strong ones upgraded. This mainly reflects the level of resources available, rather than competence. Wellington, for example, was one of the period’s best generals, but had a small HQ; his HQ should not be upgraded, and could even be downgraded as weak – though the general’s high level of moral authority did mitigate lesser resources somewhat.

Note that C4 and C6 are identified with the command figure, and do not exist separately (they are small enough to do so); this gives extra mobility.

#### 3.3.3 Character ratings

All Generals must then be given a character rating, being strong, weak or normal. This affects their ease of activation.

Wargamers will be very familiar with this sort of exercise, but to get into the spirit of simulation, usually based on a general historical assessment of their

performance in the battle concerned, or their whole career. This approach needs a great deal of caution.

First, for figures representing players, the rating should not reflect the quality of the original’s judgement. This should be supplied by the player!

Second, hindsight isn’t true simulation. Ratings should be based on what was known about a person at the battle’s start – otherwise the player knows something the original did not. The cards do the rest.

Third, context matters. The particular circumstances of the battle may affect the rating. Relationships between the officer and the commander matter a lot; it makes a difference to Ney whether his order comes from Napoleon or from Soult or Massena. Also orders matter. At Vitoria, Graham was given vague orders, which, combined with the Wellington’s usual attitude to initiative amongst his subordinates, means that this officer should be downgraded for that battle.

If in doubt, rate a general as Normal. Almost all DGs should be rated at this level.

#### 3.3.4 A rating

This normally follows from the character rating, and the defaults are as follows:

- |                 |   |
|-----------------|---|
| - <i>Strong</i> | 4 |
| - <i>Normal</i> | 5 |
| - <i>Weak</i>   | 6 |

Players may wish to vary these ratings, of course.

*Note: awarding generals both a three level character rating and an A rating is a bit clumsy. The original intention was for the character rating to take a bit more strain (aggressive, unreliable, charismatic, etc.), but this created more design problems than could be resolved in time for this version. On the other hand character derives what happens when a Joker is drawn on the activation draw, so could not be left out. Later versions of the rules will tidy this up.*

### 3.4 UNIT RATINGS

#### 3.4.1 *Morale rating*

The morale rating reflects a unit's stamina, i.e. its ability to withstand punishment. It is the minimum card required to pass an artillery check, and is also used to calculate SPs. This is how they should be allocated, together with the usual wargames description for the quality level:

- *M2, Guard: specially favoured elite with preferential resources, extra training and a lot to live up to.*
- *M3 Elite: selectively recruited from usually the top 10% and keen to prove they are worth it.*
- *M4 Veteran. Best quality troops not selectively recruited. Strong cadres who know their men well.*
- *M5 Trained. Basic quality recruits who have the basics of warfare in their grasp.*
- *M6 Conscript. These troops are thought by the generals to have some critical weaknesses, be it in training or cadres or morale.*
- *M7 Raw. Regarded as highly suspect.*

The narrative gives you a flavour of what's required. For cavalry this should reflect the men rather than the quality of their mounts – but heavies are often elite.

#### 3.4.2 *Strength points*

Each unit is given a starting SP level based on their strength and morale rating. Use the following table, showing the number of men for each SP; round fractions to the nearest whole number, but try to balance out at divisional level.

<b>Morale</b>	<b>Infantry</b>	<b>Cavalry</b>
<b>M2</b>	250	150
<b>M3</b>	300	200
<b>M4</b>	400	250
<b>M5</b>	500	300
<b>M6</b>	600	350
<b>M7</b>	700	400

#### 3.4.3 *Unit strengths & weaknesses*

Beyond their SP levels, units have particular strengths and weaknesses which affect their performance in combat. These are described in more detail below. Strengths are shown by upper case letters, weaknesses by lower case.

Generally speaking veteran units may have one strength, and elite units one or two. Likewise weaknesses should be reflected only in poor quality units – but don't overdo this, as poor quality units run low on SPs very quickly and don't need to be made weaker in the same way.

#### 3.4.4 *Skirmish: S or s*

Infantry with skirmish strength have a high proportion (One third or more) who are trained to skirmish and fight as individuals. They get a bonus card in firefight combats and charge combats in bad going. This is typical of veteran French and late Prussian infantry.

Skirmish weakness implies no skirmish capability, and is very rare in this era. These units deploy a maximum of one SP forward in firefights, and 3 forward in charge combats in bad going.

S may also be used to denote skirmish cavalry units.

#### 3.4.5 *Drill: D or d*

Well drilled infantry can deploy into thin lines readily and maintain linear formations under combat pressure. They get a bonus card in charge combat in good going. Typical of veteran British infantry, but few others below elite.

Drill weakness is typical of newly recruited conscripts, who tend to use dense columns.

#### 3.4.6 *Heavy H*

Large men and horses used in heavy cavalry units. Heavies get a bonus card in charge combat in good going. There is no equivalent weakness.

#### 3.4.7 *Mounted: M or m*

Well mounted cavalry have extra impact in charge combat. This can be counted in addition to the H benefit for elite units, but it can apply to light cavalry too. A bonus card is awarded for all charge combat.

Badly mounted cavalry have reduced effectiveness in charge combat.

#### 3.4.8 *Activation levels*

Units may be required to activate on their own, not as part of a division. The Activation, or A, level corresponds to the card rank required for full activation, together with the generalship character rating used to interpret Jokers. These default to the following, depending on unit role:

<b>Unit type</b>	<b>A rating</b>	<b>Character</b>
Default	7	Weak
Corps resources	6	Normal
Independent	5	Normal
Army resources	8	Weak

These may be varied. A well-led independent advance guard unit might be rated the as a strong DG (A4S).

## 3.5 ARTILLERY

### 3.5.1 *Basic principles*

Artillery is dealt with on a more abstract basis than infantry and cavalry, as the game units only occasionally correspond to actual historical ones. They are best thought of as a generalised capability.

Generally speaking, there is one unit for every 12 historical guns, or 8 if they are heavy. Decide on the total number of units first, best done at corps level, and then allocate to type as best you can. There will usually be a bit of fudging.

### 3.5.2 *Artillery weight*

There are three basic weights: heavy, medium and light. Heavy comprises 12pdrs. 8/9pdrs and most 6pdrs are classed as medium. Other 6pdrs are classed as light, along with 3/4pdrs.

Which 6pdrs are light? I have moved away from weapon and ammunition characteristics being the determinant of this, to considering things like ammunition supply. For this reason most horse artillery 6pdrs are classed as light, though not those of the well-resourced French Imperial Guard.

### 3.5.3 *Howitzers*

Howitzers were a very different type of weapon to other artillery pieces, and they were used in large numbers in the wars. However they are easy to ignore since they were usually parcelled up one or two at a time to six or eight gun batteries. Only the Prussians established full-time howitzer batteries – but it was probably quite common to concentrate howitzers on the battlefield. I like to provide each corps with a concentrated howitzer unit if they had a minimum of eight pieces across the corps, apart from horse artillery. Some players may not want to bother with this – but I like howitzer models to be on the table.

Howitzers are mostly medium or light (it makes no difference which). However Prussian 10pdrs and Russian heavy unicorns are heavy. This makes a difference only as to the whether there are 12 or 8 to a unit.

### 3.5.4 *Battalion guns*

Light guns assigned to direct infantry support and controlled by battalions or regiments should be kept out of the artillery calculations. They may contribute towards a “discipline” strength, or, more likely, offset a weakness. Austrian brigade batteries, however, go into the mix and are treated as corps assets.

### 3.5.5 *Horse artillery*

All artillery described as such is treated as horse artillery, including Austrian cavalry batteries.

### 3.5.6 *Quality*

Artillery is split between normal, elite and second-rate. To keep things simple, this just affects fatigue and recovery. The elite and second-rate classifications should be used sparingly. I class French Guard and British RHA as elite. Prussians are mostly second-rate.

### 3.5.7 *An allocation method*

I usually decide the number of units across the whole army first. Count the overall number of heavy guns, divide by 8, followed by other guns, divided by 12. Remember that often howitzers attached to heavy batteries aren't heavy, especially in the French and Austrian armies. Round to the nearest whole number, though beware of rounding one side up and the other down if they are less than 0.5 different.

Then allocate these units to corps, doing the same exercise at this level, but rounding so as the overall number of units is preserved.

Then allocate to type. If there are at least eight horse pieces, and/or at least eight howitzers (not counting any that are part of horse batteries), make sure the corps has at least one unit of the respective type; otherwise merge them with ordinary foot artillery. Create a heavy unit if there are at least six heavy pieces, A single Austrian heavy battery (4 guns plus 2 medium howitzers) doesn't rate; a single French one (6 guns plus two medium howitzers) does. Allocate the remainder as seems most fitting; if in doubt it is a medium foot unit.

## 3.6 TERRAIN

### 3.6.1 Introduction

Given the distance scale, terrain has to be dealt with on quite an abstract level, or else the table would get too cluttered. Having said this, terrain is a critical factor in all battles, and it should be as carefully researched as any other aspect of the battle.

### 3.6.2 Areas and linear obstacles

The default terrain is open; this is then populated with areas and linear obstacles which have varying degrees of difficulty. Areas are 2" or more wide and can be occupied by units. Obstacles are narrower and cannot be occupied: units must be placed one side or other. Areas include woods, marshes or steep slopes. Linear features include significant streams and rivers. Hedges and walls are usually ignored, or incorporated into areas where they form a significant complex. It is a good idea to class the edge of a dense wood as an obstacle.

Areas and obstacles are defined by three types of difficulty: going, cover and visibility.

### 3.6.3 Going

Going defines the effect on movement. There are three types: good, bad and impassable. This may be defined differently for infantry, cavalry and artillery.

### 3.6.4 Cover

Cover defines protection from fire, and comes at four levels: no cover, light, medium and heavy. An open wood typically provides light cover, a dense wood medium. Heavy cover comes from substantial buildings or earthworks.

### 3.6.5 Visibility

Visibility may be restricted, which means that line of sight is restricted to 2", which in turn affects the Contact Zone. For obstacles, this does not apply to units touching the obstacle, who can see through them.

Rules on visibility are quite liberal. Units can send out scouts, and within their fairly large deployment areas there is usually a vantage point allowing minor obstacles to be overlooked. The many minor obstacles (hedges, walls, small folds, etc.) that populate a landscape do not concern us as they would a smaller scale game.

### 3.6.6 Hills

At this scale we can't account for minor folds, but the main elements to relief are often critical, and must be represented. This may be done through a system of contours (with perhaps extra markings for important watersheds), or through sculpted slopes. Unfortunately

ly real landscapes rarely resolve into the standardised blobby hills than many wargamers use for competitive games. Often major ridge and valley systems have to be represented. It's well worth the trouble to represent these properly.

Relief blocks line of sight, and therefore artillery effectiveness and the definition of the Threat Zone. Of itself it has no other effect on the game, but steep slopes can be defined as areas of bad going, or even obstacles, which may be impassable to some troop types.

### 3.6.7 Roads

Roads offer movement advantages, as well as having wider strategic relevance. Only the most important ones should be represented, though, and then only in strips no more than 1" wide – otherwise they will take up too much room.

### 3.6.8 Built up areas (BUAs)

Farms, villages and towns played a critical role in Napoleonic battles. The rules offer two ways of representing them: large areas 2-3" across (approximately square), and narrower small areas, less than 2" in at least one dimension. The larger areas should only be used for substantial settlements that can accommodate over 2,000 men – though this may include a hinterland of small fields and gardens with substantial hedges and walls. The small areas are used for hamlets and farms (such as Waterloo's La Haye Sainte). Isolated farmhouses and barns don't get represented. Whether more complex areas are best represented by large areas or by two or more smaller ones is an interesting question, and may depend on your stock of building models.

Large BUAs are a special case of ordinary terrain areas, and are bad going, have restricted visibility and a cover rating. There are special rules to cover occupation and close combat. Likewise small BUAs are a sort of special obstacle, albeit of short length, and there are also special combat rules.