

Big Napoleonic Battles V0.2

Full Rules

1 INTRODUCTION

These rules have been developed from *Bloody Big Battles* by Chris Pringle, which in turn were developed from the *Fire and Fury* system. It started as an adaptation to reflect the Napoleonic era (the original rules were designed for later wars). This required a very different treatment of cavalry in particular. However as time went by I could not resist the temptation to modify other aspects of the system, including the *Fire and Fury* core.

I have now decided to make a standalone version of the rules, rewriting all of it. Still I must acknowledge a debt to Chris in particular. I have learnt much from his discipline in keeping the game mechanisms as simple as possible. And thank you to Bernard, Pete, Terry, John and Jamie at South London Warlords for providing a test-bed for these rules and providing invaluable feedback.

SCALE AND EQUIPMENT

Troop representation

Troops are represented by bases of 25mm square for infantry and cavalry and 25-35mm by 35mm for artillery. These may be populated by miniatures of 6-18mm scale – though the artillery bases can be shallower for smaller scales. Infantry and cavalry are organised into units of three to six bases. Each artillery base is treated as a separate unit.

Leaders are represented by Corps Commanders (mounted on 25mm square base) or Army Commanders (30mm square).

Each base represents about 1,250 infantry, 400 cavalry or 15 guns. This is flexible, and what works best depends on the scenario. But the ratios of infantry, cavalry and guns should be preserved (So 1,000/333/12 or 1,500/500/18 would be alternatives).

Time and distance

Table distances are measured in inches; one inch represents a distance of about 150m. Each game turn represents about an hour of elapsed time

Dice and markers

Only six-sided dice are required, and no more than two are thrown at any one time. Two dice per player should be perfectly adequate provision.

Markers are needed to show disrupted (D) status. 25mm squares are required as morale markers (MMS), to replace bases when lost. These may be decorated with casualty figures.

Other player aids are optional.

2 THE BASICS

THE ARMIES

Units and organisation

As noted above, cavalry and infantry are organised into units of three to six bases, usually representing an infantry division or a cavalry brigade.

A number of units, including artillery, may be organised into a corps with a Corps Commander. Each army has an Army Commander.

Troop grades

Infantry and cavalry units must take one of the following grades:

- *Trained (T)*. The default, representing the bulk of troops in this era.
- *Raw (R)*. Less capable troops, typically militia or fresh conscripts.
- *Veteran (V)*. Tougher troops through elite recruitment, battlefield experience or extensive training.

Special characteristics

In addition units may have one or more of the following special characteristics:

- *Aggressive (A)* conferring an advantage in close combat above their grade. This is normal for heavy cavalry.
- *Fragile (F)* – troops with weaker stamina than their grade average.
- *Stoic (S)* – troops with greater stamina than their grade average.
- *Passive (P)* – less responsive unit leadership. This is usually applied to an entire army to represent particular command or information problems.
- *Effective fire (E)* – fire effect is better than typical of grade
- *Weak fire (W)* – fire effect weaker than typical of grade

Artillery

There are three types of artillery:

- *Reserve*. 12 pdrs and heavier howitzers
- *Field*. The bulk of foot artillery
- *Horse*. More mobile artillery with mounted crews but with lighter weapons and less ammunition

Artillery is usually treated as Trained but might exceptionally be treated as Veteran or Raw.

TERRAIN

Principles

Only larger terrain features should be represented – meaning 500m or more in extent in the original. Minor obstacles, such as hedges and small streams should not feature either, unless there is a particularly good reason.

Terrain features are classed as areas, which are large enough to contain a number of bases, and linear features which bases may not occupy; and roads.

Going

Terrain areas are classed as good or bad going, or impassable. This classification may vary by troop type (i.e. infantry, cavalry or artillery). Bad going slows movement; impassable terrain may not be occupied by that troop type at all.

Visibility: open or close terrain

Most terrain is open, i.e. has no effect on visibility. This includes areas of broken terrain as open villages and brush. Close terrain, such woods and towns, limit visibility within, and block line of sight. Close terrain limits visibility to 3" to and from units within the terrain, but not those at the edge.

Units are always able to detect others within 3", regardless of terrain or obstacles. Units are big and the presence of skirmishers is not modelled directly.

Cover

Some types of terrain provide cover against fire. This is classed as light (typical of woods and open villages), medium (entrenchments and towns) and heavy (more substantial fortifications).

Obstacles

Obstacles in most cases slow movement and may be impassable to particular types of troops. They may provide cover too.

Hills

There are two key aspects to hills: slopes and ridgelines. A steep slope may be classed as bad going or even impassable. A ridgeline is a linear feature that blocks line of sight.

Open villages

There are two classes of built-up area: open villages and towns. An open village is one where buildings are relatively spread out, and intermingled with small fields, orchards, gardens, etc. They are simply treated as areas of open terrain with light cover.

Towns

Towns are denser areas of buildings organised into streets that are relatively easy to block. They are represented by areas of 3-4" across. Smaller building models can be fixed to this, provided that there is space for up to six bases to occupy.

Towns must be traversed or occupied. To traverse use the rules on defiles. Only one unit may occupy a town area at a time.

Roads

Only roads that are good enough to assist substantial bodies of troops should be represented, and they should be no wider than 25mm on the table. These may assist the movement infantry or cavalry in March formation, or limbered artillery.

Defiles: bridges, fords and streets

A defile is a narrow feature which allows troops to pass obstacles. This includes bridges and fords across streams and rivers. It also includes streets which allow towns to be traversed. A narrow defile represents a passage through an impassable obstacle, such as a bridge over a river rather than a fordable stream.

KEY DEFINITIONS AND CONCEPTS

Disruption (Ds) and Good Order

Disruption markers (Ds) are awarded to units by fire or close combat, or occasionally for other reasons to indicate a level of temporary loss of effectiveness. Up to two Ds may be carried. A unit with 2 Ds that suffers a further D loses a base instead (see rules on base removal).

Units with no Ds are in Good Order.

Base removal and morale markers (MMs)

Bases may be removed either as a direct combat or movement throw result or when a third D is awarded. When this happens not only is a base removed, but the unit is disrupted with a single D. This occurs whatever the number (if any) of Ds the unit was carrying before.

When a base is removed it is replaced by a morale marker (MM), except that a unit may carry no more than 3 MMs. A six-base units suffering its fourth base loss has two bases and three MMs.

Minimum unit size – unit removal

Infantry and cavalry units must have a minimum of two functioning bases. When reduced to a single base, the unit is removed from play.

Centrepoint and Central Axis

The Centrepoint is a point in the middle of the front edge of the unit. This is point around which a unit pivots during movement.

The central axis is a line at right angles to the front edge of a unit that passes through the centrepoint.

Zone of control (ZOC)

All units other than generals exert a zone of control within 3" from the base edge in all directions. A zone of control does not apply across impassable terrain, except in the frontal zone of an unlimbered artillery unit into open terrain.

Units in contact with an enemy unit exert no ZOC for as long as the contact is maintained.

Occupied towns exert a ZOC from the edge of the town area.

Contact Zone

The Contact Zone of a unit is anywhere within 1" of a base edge. Occupied towns count as a base, as do morale markers. This is not negated by enemy contact.

Frontal quadrant and flank zone

The frontal quadrant is the area in front of a unit or individual base between lines projecting 45° from each corner.

The flank zone is an area behind the line formed by a continuation of the unit's front edge.

THE GAME TURN

A game turn comprises two player turns, with each side alternating in the same order throughout the game.

Each Player Turn comprises the following steps:

- Unit Movement
- Move Generals
- Reaction Fire
- Initiative Fire
- Close Combat

The player leading the Player Turn is referred to as the initiative player, and the other player as the responding player.

Multiplayer games

The rules are written as if each side is controlled by a single player. This is for convenience, responsibility

for each side may be split between two or more players.

3 MOVEMENT

THE MOVEMENT THROW

When and what

In the unit movement phase the initiative player nominates units for movement in any order he chooses. He first takes the movement throw for that unit, and then completes any movement before making his next choice. All disrupted units must be picked, but a player may omit a unit in good order.

The throw is the total of two dice, modified by factors as described.

Units in good order

The effect of each modified result is as follows:

Score	Effect
7+	Full move
5,6	Limited move
2,3,4	No move
0,1	Retire
-1	Retreat

Disrupted units

The results table for units with one or two D markers:

Score	Effect
9+	Rally + full move
7,8	Rally + limited move
5,6	Rally + no move/retire
2,3,4	No move or retreat
0,1	Retreat
-1	Broken – remove unit

Dice modifiers

Note that some depend on state of order:

- In command radius +1
- March deployment +1
- Veteran troops +1
- Stoic (disrupted only) +1
- Fragile (disrupted only) -1
- Passive (Good Order only) -1
- In close terrain or bad going -1
- Raw troops -1
- Double disrupted -1
- Each morale marker -1

Full or limited move

Movement is allowed at either full move allowance or the limited allowance as explained below.

No move

No movement or redeployment can be made but the unit may change to or from square mode.

Retire

The unit must complete a Retirement move as explained below.

Retreat

Complete an immediate Retreat move as described below, which includes suffering a (further) Disruption.

Rally (plus no move/retire)

The unit loses all disruption markers. It may make a redeployment if combined with “no move”.

As an alternative to rallying without moving, the unit may retire without rallying.

No move or retreat

The player may leave the unit in place without moving or redeploying or conduct a retreat move (which means suffering an additional D). The unit may change to or from square mode if it does not retreat.

In command radius

The unit gets this modifier if any part of the unit is within 6" of its own corps commander or the army commander, unless this goes through impassable terrain or an enemy unit's ZOC (the line may be bent round these obstacles).

This benefit is not cumulative: if the unit is within radius of both generals it still gets just +1.

March or limbered

This modifier applies to infantry and cavalry in march deployment, or to limbered artillery.

Troop grade

Veteran troops get +1 and raw troops -1 in all circumstances.

Special characteristics

The effect of these depends on whether the unit is in good order or disrupted. Passive (-1) applies to units in good order; stoic (+1) or fragile (-1) apply to disrupted units.

Terrain

Units with any base in difficult terrain suffer this modifier. This includes close terrain or bad going, but

not light cover that is not also bad going. So it applies to woods, towns, marshes and steep slopes, but not to villages.

Morale markers

Each MM causes a deduction of -1 – this is cumulative so a unit may suffer as much as -3.

MOVE TYPES AND DISTANCES

Types of move

Moves are classed into one of the following types

- *Advance*. Move the greatest distance with the least flexibility
- *Manoeuvre*. A more flexible type of move with a lower allowance
- *Retirement*. A special type of Manoeuvre to move away from the enemy.
- *Retreat*. A disorderly retirement that moves a lot further.

Moves consist of pivots and movements. The pivot is a rotation about the centrepoint to change the unit's facing. A pivot of more than 45° costs 3" movement for infantry and cavalry for Advances, but is free any Manoeuvres, or for limbered artillery.

A movement consists of moving the unit itself while not changing the direction it faces (i.e. a translation for the mathematically inclined).

In addition moves may include redeployments, which are described further below.

Advance

The Advance consists of an initial pivot, followed by movement directly along the unit's central axis. Any redeployment must be at the start of the move.

Cavalry and horse artillery may make a second pivot in the advance at any point, and then move in the new direction. But total movement must not exceed the allowance.

Manoeuvre

The Manoeuvre consists of a straight-line movement in any direction, followed by a pivot. A redeployment may be carried out at the beginning or end of movement.

Cavalry and horse artillery may break their movement into two steps, first in one direction and then in another (to avoid terrain or enemy); a redeployment may take place after the first step.

Retirement

A retirement is a type of Manoeuvre, but it must be away from the enemy, as described below. When required by the movement throw the full movement

allowance must be used, or a D suffered if this is not possible.

Retreat

This is another move away from the enemy, but faster. Units retreating pick up a disruption and lose a base if they already have two DS. The unit ends the move either facing the direction it has moved or about-facing to the direction it has travelled. Movement is in a single straight line, although this may be in any direction.

When compelled by the movement throw the unit must move its full allowance or suffer an additional D if this is impossible. In other circumstances (e.g. evades or as an option to no movement on the Movement Throw) units must use at least half their allowance.

This move may not be combined with a redeployment, except that unlimbered artillery units limber at the start.

Away from the enemy

This means:

- The unit must end its movement further away from all enemy units within 12" at the start.
- If it starts movement in the Frontal Zone and ZoC of an enemy unit, it must stay in the Frontal Zone of that enemy unit.
- It may not enter the ZoC of any new enemy unit.

Movement allowances

The following table shows movement allowances in inches for full/limited moves. This distinction is not made for a Retreat move – there is no reduction in move allowance for such moves.

Type	Going	Infantry	Cavalry	Foot art.	Horse art.
Advance	Good	12/6	18/9	12/6	18/9
	Bad	9/6	12/6	6/3	9/3
Manoeuvre	Good	6/6	9/6	N/A	N/A
	Bad	6/3	6/3	N/A	N/A
Retreat	N/A	12"	18"	12"	18"

The following movement deductions also apply:

- Pivot over 45° for Advance -3"
- Redeployment -3"

A pivot can be a part of a redeployment, so this deduction is not paid for twice.

Good and bad going

The bad going rate applies if any part of the unit passes through bad terrain or crosses an obstacle in its move.

Defiles

To pass a defile, including moving through towns, (except in March deployment) use the Manoeuvre move at the bad going rate for the whole move. If there is not enough move allowance for the whole unit to cross, then it halts at the entrance. A unit may always redeploy to March as an alternative, but that will leave it more vulnerable at the end. This is the only case when a Manoeuvre may be used to make a forward movement in the enemy ZoC.

There is an automatic pivot at the entrance of the defile to face in direction of the defile, which is free whatever the angle.

After a defile has been passed a unit has a maximum frontage of three bases. Extended units with a frontage of four or more conduct an automatic redeployment to Depth. This does not apply if there is no barrier to the flank bases.

Only one unit may traverse a defile in a turn using Extended or Depth deployment. This may follow a unit in March, but a unit in March not vice versa.

Interpenetration

Units may pass through other friendly units provided they have sufficient movement allowance to clear them. They may not overlap at the end of movement.

There is an exception for units in March and limbered artillery using bonus movement along roads, which cannot pass through friendly units in March or limbered artillery already using the road.

Units may not pass through enemy units. Any contact must conform with the principles of close combat as explained below.

DEPLOYMENT AND SQUARE MODE

The deployments

Units of this size (typically a division of half a dozen or more battalions) do not adopt formations as such, but the rules must reflect the main ways in which the component battalions are deployed.

Three types of deployment are open to infantry and cavalry units:

- *Extended.* All the bases are lined up side-by-side in a straight line.
- *Depth.* Half the unit's bases (round up) are lined up next to each other, and the other half are lined up behind them. 5- or 6-base units may alternatively have a third rank, with two bases in each of the first two.
- *March.* All the bases are lined up one behind each other in a column.

For the ease of working the rules, units may not have crooked frontages. The bases in the front row must all be in a straight line.

Redeployment

A redeployment move allows a unit to change deployment, with at the same time a free pivot. Units may also about-face as part of redeployment – i.e. each base reverses so that the unit faces in the opposite direction (moving one base to the new front rank in Depth if required).

Redeployment must take place at the start of a move for an Advance before any other movement takes place but can occur at the beginning or end a Manoeuvre (or at the break point for cavalry)/

Redeployment takes place as follows:

- From March, by either forming Extended deployment by turning all the bases to the flank, or by forming Extended or Depth by holding the lead base static and placing the other bases beside or behind it; the lead base may take up any position in the front rank.
- From Extended or Depth to March, pick one base from the front rank and form up all bases behind it. Or turn all the bases in Extended deployment to one flank.
- From Depth to Extended: move the rear bases to either or both flanks.
- Extended to Depth: pick the required number of contiguous bases to serve as the front rank and form the others behind them.

Large units in Depth that want to change from two to three ranks or vice versa do this with a redeployment, but they do not pay the cost to the Movement Allowance

Square mode

In addition, infantry units in Extended or Depth deployments may adopt square mode. This is signified by pointing the bases on the ends of the front rank outwards, or the rear rank pointing backwards. This does not necessarily mean that all the battalions are adopting square formation, but it does mean that the unit as a whole is prepared for cavalry attack or attack from any direction.

Units in square mode cannot make an Advance move: all moves are at the Manoeuvre rate. Square mode may not be used in Retreat.

Square mode is adopted or relinquished at the start of the move, but with no move deduction, and can take place at the same time as a pivot or redeployment. The mode may also change as part of close combat results.

Occupying towns

Only infantry may occupy a town area, and only one unit at a time. It requires a redeployment (with the usual movement cost) once the edge of the area is

reached. Unlike other redeployments, it can be done at the end of an Advance move. An occupying unit also requires a redeployment to move out: forming up adjacent to the area (the same procedure is used to occupy an adjacent town area).

To denote occupation deploy the bases in the area facing outwards; they do not need to be in contact with each other. An occupied town area can be traversed in the move after deployment has been completed.

Morale Markers (MMs)

If bases are lost, they are replaced by MMs. These take the place of bases in the above deployments. For combat purposes a base may always take the place of an MM beside it in the same rank to determine participation in firing or close combat and firing at an MM counts as firing at the unit.

In Extended deployment the first two MMs are placed at the flanks, and any third in the centre. For Depth the first MM is placed in the second rank (unless there is only one base there), the next in the front rank and the third in the front rank of a five-base unit or second rank of a six-base unit. If a six-base unit loses its fourth base, the base is taken from the front rank and replaced with a MM from the rear. In a three rank Depth unit one MM is placed in each rank starting from the rear.

In March the MMs are placed alternately with the remaining base, but never the lead base in the rear of the column.

ARTILLERY

Artillery units

Normally each artillery base is treated as a separate unit. However, when two or more bases in good order from the same corps (or army reserve) are within 3" of each other they take a single movement throw. The individual bases may then move in any direction. Disrupted bases take separate movement throws.

Limbered artillery

Artillery has two types of deployment: limbered and unlimbered. Limbered is treated in the same way as March for infantry (foot artillery, i.e. field and reserve artillery) or cavalry (horse artillery), with the additional freedom to pivot over 45° without cost.

All movement is treated as Manoeuvre.

Limbering up at the start of movement counts as a redeployment and the 3" deduction applies.

Unlimbered artillery

When unlimbered, artillery units may not move, but they may pivot in any direction, if the Movement

Throw permits half or full movement. If the pivot is more than 45°, it may not fire that turn.

Unlimbering

Unlimbering may take place at the start of a move, in which case the unit may fire in that Player Turn. Alternatively the unit may be unlimbered after movement, but it will be unable to fire until the next player turn (as reaction fire). The usual movement deduction applies.

Units may limber, move and unlimber in the same turn, after paying for two redeployments, but will have to wait to fire.

Units may be deployed to point in any direction when unlimbered.

MOVEMENT AND THE ENEMY

Zone of Control

An enemy ZOC places restrictions on movement:

- *Pivot before movement*
- *Forward or reverse only*
- *No exposure of flank*
- *Limited redeployment options*

These are explained below. Also, there is *No contact without Assault*, which is not directly linked to the ZOC, i.e. it applies even when the ZOC is neutralised.

Pivot before movement

A pivot in a zone of is only allowed before any movement. This applies to any units entering the ZOC. This means that except in the case of a square (or the special case of a defile), movement is through Advance only.

Forward or reverse only

Units must move along their central axis, either forwards or backwards, in the ZOC. Sideways shuffles are not allowed.

No exposure of flank

A unit may not conduct any move, pivot or redeployment that allows an enemy unit to enfilade it within its ZOC at any point during the move. A unit enfilades another unit if it is facing towards it and at least one base is in the enfiladed unit's flank zone.

Limited redeployment

A unit in an enemy ZOC can only redeploy to Extended or Depth deployment. It cannot redeploy to March. Artillery may limber provided that it then moves out of the ZOC. Any redeployment must be before movement, except that artillery can unlimber.

No contact without Assault

No unit may move into the contact zone of an enemy unit (i.e. within 1") without conducting an Assault move, leading to close combat.

Assault moves

An Assault move is an Advance move which ends up contacting an enemy unit and potentially initiating close combat. The essentials are the following:

- *It is an Advance move – so a pivot followed by straight line movement; units in square mode must come out of this mode first. Cavalry may use their extra pivot.*
- *Either the attacking unit's central axis must intersect the defending unit in the final advance; or*
- *The defending unit's central axis must intersect the attacking unit, or contact is made with the defending unit's flank (including units in Square).*
- *There must be sufficient movement allowance for at least part of the attacking unit to make contact with the enemy (not necessarily the principal target), and at this point the contact zone of the principal target must have been reached by at least one of the attacker's bases.*

If these criteria cannot be met, the advance must halt when it first reaches the enemy contact zone. An exception is made for attacks on units defending a defile, where a Manoeuvre may be used to make the approach.

The attacking unit may carry out a redeployment at the start of the move, but this will incur a movement cost. The Assault, of course, must conform with the rules on ZOC on exposure of flanks.

Cavalry limitations

Cavalry may not complete an assault on troops in bad going (for cavalry) or on towns, entrenchments or redoubts (except in some cases on flank/rear).

Contact and alignment

The Assault move may end in tangential contact. This position is retained during the Reaction Fire stage. This fire may stop the assault, in which case the unit is moved back along its axis. If not the unit proceeds to alignment with the target:

- *Pivot the unit from the point of contact to face the main target.*
- *Shuffle the unit sideways by up to 1" to provide maximum contact with the principal target. This may eliminate an incidental contact by the flanking base, allowing the unit to advance to full contact.*

The 1" shuffle rule is applied in all contacts, not just angular ones, to firstly avoid contact with units other than the principal defender, and secondly to ensure that the maximum number of bases are involved from both the principal attacker and defender. That is the

priority sequence if these objectives conflict. No attacking base should be in contact with more than one enemy unit.

Supporting an assault

Bases in the first two ranks may contribute to close combat. When a unit in Extended contacts an enemy in an Assault, friendly units may move to contact its rear to add their weight. Normal movement rules apply: note that the target unit's ZOC will be negated, so a Manoeuvre will normally be allowed, though the unit may not be in square mode.

Once contact is made, the supporting unit aligns so that its bases are lined up with those of the principal attacker. The supporting unit maintains its relative position if the Assaulting unit carries out an alignment.

Units may also move to assist a unit that has conducted an Assault by coming into contact with the principal defender alongside the main assault, even if neither side's centrepoint is in contact

OTHER MOVEMENT RULES

Units in March and road bonus

Units in March (including limbered artillery) have special movement privileges:

- *They move freely through bridges and other defiles, provided that no unit in other deployments has traversed the defile earlier in move. Occasionally a defile might also be categorised as an obstacle (typical for fords), in which case it is treated as bad going.*
- *It may follow a road. As it does so it doubles its movement allowance (i.e. it may move an extra inch for each inch of road it moves along); it also ignores rules on pivots. This is known as road bonus. This bonus may only be used for one continuous stretch of road per turn.*

Units may not use road bonus to pass through other units on the road in March or limbered mode. Defiles may also be classed as breaks in the road (weak bridges, cluttered streets, etc.). In both cases the bonus only applies to movement up to the obstacle.

Evade moves

The responding player's cavalry, limbered artillery or unlimbered horse artillery may conduct an evade move if they come within an unobstructed 12" of enemy units. This is carried out in the Initiative Player's movement phase, as the unit being evaded from reaches the 12" distance or starts its move within that distance.

Evade moves are Retreat moves and must conform with the requirements of a Retreat move: it attracts a disruption marker (units with two Ds lose a base); at least half the move allowance must be used.

Isolated Artillery

If an artillery unit starts its Movement throw closer to enemy infantry or cavalry than friendly infantry or cavalry, it must use any movement allowance to retire to a point where this is not so, or as far as it can towards friends if it cannot do so.

Displacements

A unit may displace a friendly unit by moving into the ground it occupies. The displaced unit moves backwards to make room. This cannot be done to units who are in an enemy contact zone. This can be used to relieve units in an enemy ZOC. The displaced unit may still be moved later in the turn if it has not already done so.

A unit carrying out a retirement move that would result in an overlap with a friendly unit may displace it or move extra to clear it.

Table edge

Units leave the table if their centrepoint crosses the table edge. Units forced to retreat or retire may treat the table edge as an impassable obstacle and take disruption instead.

Units that leave the table may only re-enter if the scenario permits.

GENERALS

Move Generals phase

Generals are moved in a separate phase after all other movement. They may move freely up to 18" (no movement throw), with any changes in direction, avoiding enemy ZOCs and impassable terrain, and using road bonus if available. They may pivot freely.

Displacing generals

If, during a player's Move Generals phase any enemy general is in the ZOC of any of a hostile unit, and not in contact with a friendly unit, it is displaced – and temporarily removed from play. This may represent anything from being temporarily disorganised to being killed or taken prisoner. In addition, if a general is contacted by an enemy unit during the Movement phase it is also removed, unless it is in contact with a friendly unit.

Avoiding displacement

Generals may not evade during opponent's movement, except to join a friendly unit within 3" if the enemy approaches from further than 6".

In addition, a general within 3" of a unit that retires or retreats after combat (at any point of its

movement) may join it. A general may also accompany a unit within 3" if it conducts an exploitation.

Replacing displaced generals

A replacement is put on the table accompanying one of the units under his command during that player's next Generals phase (i.e. too late to affect the next round of movement throws).

4 FIRING

WHEN AND WHO

When firing takes place

Firing is adjudicated after movement in the Reaction Fire and Initiative Fire phases, as follows:

- *Reaction Fire comes from the responding player's units who may fire at any units that became eligible during movement that player-turn.*
- *Initiative Fire is by the initiative player's units on enemy units eligible in the positions of units after movement.*

Initiative Fire is adjudicated after Reaction Fire has taken effect, so if Reaction Fire has disrupted a unit, that disruption will affect the Initiative Fire.

Who can fire?

Only infantry and unlimbered artillery may fire. Fire is adjudicated base to base. Only bases in the front rank can fire. A unit can split its bases between different targets. All bases may fire once per player-turn if they have an eligible target, except that there are some restrictions for artillery:

- *Disrupted artillery can only at targets up to 3".*
- *Artillery in good order may not fire in the Initiative Fire phase if it both moved and unlimbered in the Movement phase, or if an unlimbered unit pivoted more than 45°.*

Eligible targets

This is worked out base to base. For one base to fire at another its target must be:

- *In the base's Frontal Zone. Any part of the target base counts. Exception: Squares fire all round.*
- *Visible (exception bouncethrough fire)*
- *In range. Measured from any part of the front edge of the base to any point of target.*
- *Not blocked by relevant terrain or other units except where overhead or bouncethrough fire is permitted. The firing base must be able to trace a straight line from the centre of its front edge to any part of the target base without passing through the terrain or unit.*

An exception for the first two points may be made for units being assaulted or conducting an assault, as described below.

Once per phase and Reaction Fire

Any given unit may only be fired on once per phase. The fire from all units on that unit is combined for a single adjudication, apart from enfilade fire.

In the Reaction Fire phase, a unit may be fired on at any point in its movement. The fire from all the firing units is calculated together, even if the fired at different stages of the move. This may cause the target unit to be moved back along its line of march (i.e. halted before its movement is completed).

Squares

Bases in Square mode can fire through any outside edge as if it was the front edge (but at reduced effect),

Towns

Troops in towns do not have flanks and can fire out in any direction. No more than one base may fire for each 2" of the area boundary. The units occupying are assumed to have reserves that can be deployed to critical areas, so it is not necessary to use the actual bases to determine position. Fire is measured from the area edge; similarly when firing at an occupied town, fire is directed to the area itself, not the occupying bases.

Enfilade fire

Enfilade fire is that conducted by bases that are entirely in a base's flank zone (which includes to the rear – most of the effect is psychological). It is adjudicated separately from other fire, and any effects are additional. Squares cannot be enfiladed.

Bouncethrough and blind fire

Artillery firing at targets in good going at ranges of over 3" also affects units beyond the target within 3" as bouncethrough fire. The firing unit traces a line from its centrepoint to the centre of its primary target (making any necessary adjustments to avoid intervening obstacles or units); if this line crosses further units within 3" point of first impact, this is a bouncethrough target.

This rule can be used to fire blind at a target hidden by a ridgeline (in good going), The firer aims at a dummy target on the ridgeline in front of the target and calculates eligibility from this.

Overhead fire

Artillery may fire over other units or terrain such as villages and woods if either the firer or the target (or both) are on higher ground than the blocking unit or

terrain, and there is a minimum 3" gap between the blockers and both firer and target.

Target priority

Infantry bases must choose the nearest available target. If two targets are equidistant the firing player chooses. Obviously this means that any unit conducting an Assault move on the unit is given priority.

Artillery must fire at available targets within 3" using the same priority rules as infantry. Targets further away are chosen by the firing player.

Grade	Good order	Disrupted
Veteran Plus	2.5	1.5
Veteran	2	1.5
Trained	1.5	1
Raw	1	0.5
Raw Minus	0.5	0.5

The maximum range for all infantry fire is 3".

Fire points: artillery

Fire points depend on type of artillery and range.

Fire table

2D6	0.25	0.5	1	2	3	4	2D6	6	8	10	12	15	>15
12*	R	T	V	DD	DD	DD	12*	1	1	1	2	2	2
11*		R	T	V	DD	DD	11*	DD	1	1	1	2	2
10			R	T	V	DD	10	DD	DD	1	1	1	2
9				R	T	V	9	DD	DD	DD	1	1	1
8					R	T	8	V	DD	DD	DD	1	1
7						R	7	T	V	DD	DD	DD	1
6							6	R	T	V	DD	DD	DD
5							5		R	T	V	DD	DD
4							4			R	T	V	DD
3							3				R	T	V
2							2					R	T

* Firer fatigue

CALCULATING EFFECT

Procedure

Each firing base contributes fire points against its target. These points are added up for each target unit. This determines the starting column on the fire table. This column is shifted right or left depending on target characteristics. Throw two dice, cross reference the total score to the adjusted column and read off the effect. Carry out this out separately for enfilade fire.

Fire points: infantry

There are five grades of fire based on troop grade (from Veteran Plus to Raw Minus). The starting point is unit grade. Increase by one grade for Effective fire (E); reduce by one grade for weak fire (W). If the unit is in square, reduce the grade by one, but not below Raw Minus. The fire points per base for each grade is as follows, depending on whether the firing unit is in good order or disrupted:

Type	Up to 3"	12"	18"/BT
Horse	3/2	1.5	1
Field	4/2	2	1
Reserve	4/2	2.5	1.5

The second number in the 3" column applies if the unit is disrupted; disrupted artillery may not fire at longer ranges.

For bouncethrough or blind fire use the 18" column at all ranges – the range must not exceed 18".

Using the Fire table

The top row shows the basic fire points value for each column. Use the nearest column up to the total fire points against the target. So if it is 4 points use the 4 column; if it is 3.5 points, also use the 4 column. For 4.5 points use the 6 column, and so on.

Apply column shifts as described below. So if the basic value gives you the 4 column, a left-shift takes you to the 3 column; a right-shift takes you to the 6 column.

The column shifts

Column shift depends on target characteristics:

Target is passing a defile	1 right
Target in square, march or enfilade	1 right
Target in light cover	1 left
Target in medium cover	2 left
Target in fortifications, strong cover	3 left

This should be self-explanatory, but where there is ambiguity (e.g. unit only partially in cover) apply the shift if it counts for half or more of the fire points.

FIRING EFFECTS

Disruption: R, T, V

Where the table shows one of these results, apply a single D marker. In addition if inflicted by Reaction Fire on a unit that moved:

- For the R result, raw units halt/recoil (see below) unless classed as stoic.
- For T result, all raw units, and trained units not classed as stoic halt/recoil
- For V result, all units halt/recoil except veteran units classed as Stoic.

DD: double disruption

Apply two DS to the target. So if it is already disrupted (with one or two Ds), it loses a base (and retains a single D). If this is Reaction Fire on a unit that moved this player-turn, it suffers a halt/recoil.

1, 2: lose one or two bases

The number is the number of bases lost. The unit retains a single D after bases are removed, regardless of whether it was disrupted already, and suffers a halt/recoil result if Reaction Fire and the unit moved.

Halt/recoil

Units that suffer a halt/recoil result in Reaction Fire while moving are moved back if they were moving towards the enemy. Infantry are moved back by the firing player to any point in its move where the maximum points were used against it, and always outside the contact zone. It follows that if the unit is conducting an Assault move, this fails and there is no close combat.

Any units behind the halted unit must move back also, but the unit may still complete a redeployment if this was part of the original move. The exception is artillery that were deployed at the start of the move; the target unit moves back through it if there is no room in front.

Cavalry and artillery are moved back in the same way as infantry above (artillery that unlimbered this

turn limber up); they then move back a further 3" in the same direction, but may move through friendly units rather than displace them – moving further than 3" if required to clear them. Artillery does not unlimber.

Units simply completing a redeployment, or unlimbered artillery conducting a pivot are not counted as moving for this purpose and remain in their new deployment.

If the additional 3" move back by cavalry or artillery cannot be made because of impassable terrain or it would take them into an enemy ZOC, the additional movement is not made (at all), and there is no further penalty.

Firer fatigue

A score of 11 or 12 represents an exceptional level of activity by the firer and this results in a penalty, which might be rationalised as ammunition loss or early commitment of reserves. The firing unit suffers a disruption. This does not apply if the firing unit is already disrupted or if it inflicts no damage.

Where more than one unit fired on the target, the fatigue result applies to the units that contributed the most fire points (excluding disrupted units), up to half the points used. The firing player chooses if this involves a choice between units that contributed the same number of points.

If fewer than half of the bases of the affected unit were firing (at any target), it is exempted from this penalty.

FIRING AND THE ASSAULT

Procedure

As noted above, an Assault move in the Movement Phase continues until first contact is made with the enemy. It is at this point that Reaction Fire is evaluated. All front-rank bases that would be entitled to take part in the subsequent close combat may fire, even if at that point they are out of arc – provided that they are engaged on their front edge (or any edge in a square).

If the attacking unit suffers a Halt/Retire result, this is implemented there and then. The unit is moved back out of any contact zone along its movement path.

If the attack is not halted, then, if required the attacking unit moves up into full contact and alignment as described in the movement rules. Initiative Fire is then evaluated if the attacker is infantry.

Eliminating the defending unit.

If Initiative Fire eliminates the defending unit, the attacker must conduct an immediate exploitation move, as describe in the close combat rules.

5 CLOSE COMBAT

METHOD

Initiating combat

The movement rules on Assault moves describe how close combat is initiated. After movement units taking part conduct firing, which may pre-empt any combat, by halting the attack or eliminating one of the units.

Who takes part?

All units with stands in the Contact Zone play a role. These are as follows:

- *Principal defender.* Each defending unit contacted by an assaulting unit's centrepoint, or whose own centrepoint or flank is in contact with an attacker is a principal defender. There is one combat resolution per principal defender.
- *Principal attacker.* Every unit that conducts an assault move is a principal attacker for at least one combat. This occurs when either unit's centrepoint is in contact, or any base with the defender's flank.
- *Supporting units.* Other units with bases in the contact zone are supporting units, and also units involved solely because they are providing a second rank.

The Combat Throw

As stated above, there is a separate close combat for each principal defender, which may involve one or more principal attackers, and supporting units on either side. For each combat, each side throws a D6, which is modified as explained below.

Where two units are in contact that are both supporting units, there is no close combat process, though there is an exchange of fire. These incidental contacts affect things because they may draw bases away from the main combats.

Which bases are involved?

It is important to understand which bases are or are not involved in any combat. The general principles are

- *All bases of the principal defenders and attackers in the first two ranks, unless in contact with more than one unit, see below.*
- *Bases from supporting units if they are in contact with an enemy unit or with a friendly base that is in such contact, from any unit. Diagonal contacts are not counted.*

If an attacker is in contact with more than one enemy unit, bases must be allocated between different combats. This primarily depends on which unit they are in front-edge contact with, and any bases directly behind them. Otherwise allocation is at the attacker's discretion. This includes incidental contacts between

supporting units where there is no close combat determination.

MMs are not counted in the base totals but are treated as bases for the purposes of determining contact.

MODIFIERS

Method

Each side adds to its dice score to reflect its own advantages or opponent's disadvantages. Modifiers applicable to cavalry v. infantry combats differ from others.

Advantage	Cav. v. inf.	Other
Terrain defender)	1	1-3
Numerical: 3:2,/2:1,/3:1	-	1/2/3
Aggressive	1	1
Superior grade	1	1
Depth deployment	1	1
In Square	2	-
Flank attack	2	2

Opposition disdadv.	Cav. v. inf.	Other
Disrupted, or	2inf/1cav	1
Double disruption	3inf/2cav	2
Each MM	1	1

Combined arms attacks

Where both infantry and cavalry attack the same unit, the combats are dealt with sequentially, based on the order in which contact was made.

Multi-unit combats

Where more than one unit is involved, as a general rule the attribute must apply to half or more of the bases on that side. Exceptions:

- *For terrain advantage, it must apply to half or more of the front-rank bases in contact with the enemy.*
- *For outflanking it simply has to apply to one of the principal attackers (but not if one attacker is infantry and the other cavalry).*

For morale markers, take the largest of the principal attackers (not counting the MMs as bases!), not the complete total of MMs in units taking part. The attacker chooses if two units are the same size.

Terrain

If the attacker has to cross an obstacle in the last 6" of its advance, or move up a slope, or if the defender occupies difficult terrain or entrenchments, the defending unit gets a modifier. This is usually 1, but the exceptions are:

- *Entrenchments* 2
- *Redoubts (frontally)* 3
- *Narrow defile:* 2

These modifiers are non-cumulative, so crossing a stream uphill to attack troops in an open village is just a modifier of 1.

Numerical combat

Count all the bases allocated to each side and compare. If the larger side exceeds the smaller by 3:2 then it gets a modifier of 1, 2:1, 2 and 3:1 3. See notes above about how to count these. These include supporting units and is the main way they can influence the combat.

This is not counted when attacking defiles or towns

Depth

This advantage represents the availability of reserves to sustain combat. They do not apply when attacking or defending entrenchments, redoubts, towns, fortifications or defiles. It is easiest only to count it when it applies to just one side.

Flank attacks

To get this advantage, the attacking unit must have started its assault with all its bases in the target's flank zone, as well as contacting its flank or rear.

Units in Square, or in towns do not have flanks and cannot be outflanked.

If a unit under flank attacks is subject to a second round of combat, it may turn to face its opponent, or (if infantry) form square, so that the flank advantage no longer applies.

Disruption

If the opponent is disrupted (or half or more participating bases are) there is an advantage. For cavalry in combats against disrupted infantry it is 2. Double disruption adds a further point.

OUTCOMES

Determination

Subtract the defender's score from the attacker's. The net result gives the outcome according to the following table.

Outcome	Defender	Attacker
+7 or more	2B Retreat	D Exploit
+4,5,6	1B Retire	D Advance/Exploit
+3	1B Fall back	DD Advance
+2	DD Fall back	D Advance
+1	D Fall back	D Advance
0	D Repeat	D Repeat
-1	D Stand	D Fall back
-2	D Stand	DD Fall back
-3	D Stand	1B Fall back
-4,5,6	D Stand	1B Retire
-7 or less	Stand	D Retire

1B/2B mean the loss of 1/2 bases; the unit is disrupted. D means a single disruption, DD two. For explanation of other terms see below.

Action	Means
Advance	Move forwards by 1"
Exploit	Move forwards 3" inf./6" cav.
Fall back	Short Retirement of 3":
Repeat	Conduct another round of combat
Retire	Conduct a full Retirement move
Retreat	Conduct a full Retreat move
Stand	Defender stays in place; may form square

Further notes:

- In many cases these actions are not followed when cavalry attack infantry – see below
- Advance/exploit means that the attacking player chooses between these options.
- Retirement and retreat are further explained in the movement rules. There is no additional D for a retreat unless the move cannot be completed.
- In the -7 result the attack balks before contact; the defender does not suffer disruption.
- If attacking a town, an advance result means that the attackers occupy it.

Cavalry attacking infantry

In addition to differences in the combat modifiers, the outcomes differ from other combats when infantry is the defender:

- If infantry suffer a retire or fall back action when attacked, they instead stand, The cavalry falls back instead of advancing.
- Instead of the exploit option for the +4,5,6 result, the cavalry may conduct a further round of combat.
- If not already in Square, infantry that stand after the first round of combat adopt Square immediately, before any further combat round.

Multiple attackers and supporting units

All Principal Attackers suffer a D after each round of combat. However, a DD result means that a single additional D is inflicted, and base losses are the total across all units. The attacking player decides which units suffer these additional results.

A supporting unit (attacking or defending) contributing half or more of its bases to one or more close a single D (except -7 in defence).

Attacking towns

A unit assaulting a town area is moved to the edge of the area. More than one unit may attack in the same turn, but only one front-rank attacking base is allowed per 2" of perimeter. So if the first unit has two bases in its front rank, it takes up 4" of perimeter, and the second unit must attack elsewhere. These attacks are resolved sequentially. Disregard the modifiers for numerical odds and Depth deployment (as noted above).

With a fall back result, the occupying unit evacuates the town area and forms up in Depth 1-3" outside, away from the direction of attack. For Advance, the attackers occupy. For Exploit, the attacking unit moves through the area to attack any unit 3" beyond it, in Depth deployment. If there is no such enemy the unit simply moves 3" beyond the town.

If an attacker occupies a town block, the 1" contact zone applies to the whole area; any enemy units in this zone must be moved back to that distance; artillery must limber up and may move up to 3".

Exploitation

Infantry assault the nearest enemy within 3" in their frontal zone; cavalry the same but within 6". An immediate close combat takes place without any exchange of fire. There is no second exploitation.

If there is no enemy unit to attack within this distance the unit advances 3" or 6" towards the nearest enemy instead.

All principal attackers must attempt a compulsory exploitation, but in a sequence decided by the owning player.

An exploiting unit may join another close combat that has not yet been resolved.

Attacking more than one unit

If a unit is attacking more than one enemy unit, it cannot advance or exploit against the first unit to be engaged, but it does not count any disruption or morale markers acquired in the second combat's modifiers, and the first D suffered in the second combat is disregarded. It may also use all its bases in the calculation of odds.

Where the second unit in contact (not just within the contact zone) with the attacker is a not a principal defender in any combat, then the attacking unit may immediately shift 1" sideways to avoid contact, or form Depth if in Extended, and then complete the advance or exploitation.

ARTILLERY IN CLOSE COMBAT

Supported artillery

If artillery is in base contact with an infantry or cavalry unit, it is treated as part of that unit, if attacked by itself. This means that an attack on the artillery unit includes the infantry or cavalry unit as the Principal Defender, with the artillery unit simply contributing a base.

If the infantry or cavalry unit is the main subject of the attack, the artillery base is only included if it qualifies as a base from a supporting unit.

Grand batteries

Two or more artillery units within 1" of each other are treated as a joint unit for close combat purposes., with all the bases included in a single combat.

Combat results – unsupported artillery

Limbered artillery does not engage in close combat and is automatically destroyed if close combat proceeds. However note that it may attempt to evade.

Each unlimbered artillery base acts a base of infantry in close combat. If not supported by infantry or cavalry, it is destroyed on any result other than Stand if it is in direct contact with an enemy base (if not, as part of a grand battery, follow the rules for supported artillery). If attacked in the flank, it turns to face their opponent if it survives.

Combat results – supported artillery

Artillery bases that take part in a close combat are always destroyed on a retire or retreat result. If they are in contact with an infantry or cavalry unit that suffers such a result, but did not take part in the combat, they limber up and move half a move on a retire result, and a full move on a retreat result, in both cases acquiring a D.

Artillery units in contact with a unit that suffers a fall back result maintain their contact and remain unlimbered – but they acquire a Disruption.

A player may choose to lose the artillery unit to fulfill a base loss requirement if that unit was part of the combat, in place of an infantry or cavalry base.