

BELLE ALLIANCE



Wargame Rules for the
Napoleonic Period 1809-1815
at the Battalion Level

Lexnet 2001

Second edition

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Comments and questions are welcome at:
rules@lexnet.dk

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Introduction

This set of wargame rules for the Napoleonic period was developed through trial games during the years 1996-2000. A first edition was published under the working title *Depression over the Hebrides*.

The main principle of this set of rules is to provide clear and predictable rules that allow for manoeuvre on the wargames terrain, and which respect that the game will be played with model soldiers in accurately painted uniforms. This calls for rules that rely on the discretion of the umpire in as few circumstances as possible. Also, it calls for high rates of march, making regrouping and renewed attacks possible even during shorter games. Finally it calls for losses and attrition to be illustrated as far as possible by the figures on the wargames terrain.

Thus, the important issue is not whether a given rate of march corresponds to what was actually possible during the length of time represented by a game bound, or whether the losses suffered correspond to what was actually possible from volleys fired during such a length of time. Instead, the important issue is whether the rules lead to a range of possible decisions to be made by the player that corresponds to the range available to a general in the field during the Napoleonic period, and whether the making of such decisions leads to convincing results on the wargames terrain.

Contrary to games such as chess, where only the interaction of the players may lead to unpredictable results, the wargame also takes in the factor of unpredictability following from the possibility that the tactical dispositions might not always be carried out as ordered. This leads to a friction in the wargame, where tactical plans might not be executed as intended by the players, and one of the tasks upon the players is to take into consideration not only the actions of the opponent but also this uncertainty as to the execution of own orders.

This uncertainty is represented by the roll of dice, using three dice, which gives a flat curve of probability. Any sound tactical disposition leads to points added to the roll of dice, whereas unsound dispositions lead to points subtracted. Thus, the game is operated neither by determinism nor by pure chance, but instead by

a weighted probability leading to a greater chance that sound tactical dispositions will be executed as ordered.

Units in a degree of disorder will have their rate of march reduced, thus representing that disorder increases the difficulty in coordinating tactical dispositions. The rate of loss is set high, as the losses represent not only an actual loss in numbers but also the attrition of the fighting power of a unit. Furthermore, a loss in figures leads to a lowering of the valour assigned to a unit that represents the training and morale of the unit. Supply was a recurring problem also in the Napoleonic period, which could be represented in the wargame by a bookkeeping system. Instead, supply problems are determined by a chance event, and after the occurrence of this event, a unit will have supplies only for a limited further period. This gives the player the option of re-supplying or replacing the unit.

Command control problems are regulated by the rules only for the brigade commander, whilst problems for other commanding officers are represented by the uncertainty that inevitably will follow from the interaction of the actual players. It seems obvious that a wargame with completely simultaneous bounds will give the best direct simulation of reality, whereas the use of alternating bounds will give the best control of the game. The use in the present set of rules of the phased bound represents a compromise between these options.

The rules have been made for use with 25 mm figures on a 1 to 20 man scale and with the battalion as the tactical unit of disposition. However, the rules may be adapted for other figure sizes and scales. The basing employed is 15 by 15 mm for infantry, 20 by 45 mm for cavalry, and 50 by 75 mm for artillery, to which is added basing for limbers. Infantry and cavalry are normally based two abreast.

The wargame units are deployed in the formations used in the Napoleonic period, on a model terrain on which hills are represented by layers placed on top of each other, and where buildings, woods, rivers, bridges and roads are represented by models looking like the terrain feature they represent.

Peter Gjørtler
Vangede, Denmark, 2001

1.0.0 Organisation

1.1.0 Game structure

1.1.1 Bounds

The game is played in simultaneous bounds that are divided into separate phases. Each phase and sub-phase is concluded before the next is commenced, ref. table 1.

When a phase has been closed, dispositions carried out during this phase may no longer be adjusted even where they were carried out in contravention of the rules. This does not apply to sub-phases.

A unit that fired at a target during the preceding bound, may fire at the same target during the phase for continued fire.

A unit that has fired during the phase for continuous fire may not move, be passed through or fire later during the bound. This applies even where only a part of the unit has fired. However, forced action may always be carried out, including being passed through when units are forced back or subject to spread of rout, ref. 2.3.4.

Units that have been passed through during the bound, may not fire later during the bound. This applies even where only a part of unit has been passed through.

Movement includes splitting, assembly, change of formation and marching, also by forced action. Marching includes change of direction. Not stationary means that movement has taken place during the bound, even where only part of a unit has been moved.

Forced action especially includes being forced back, retreat, rout and spread of rout, ref. 4.2.0 and 5.0.0.

When a player has moved a unit and the last figure has been released, the player may not subsequently adjust the movement, unless this is demanded by the opponent because the movement was carried out in contravention of the rules. The same applies to staff figures.

Measuring on the wargames table may not be conducted in advance neither when issuing orders nor at other occasions.

1.1.2 Issuing of orders

Orders are issued during the ordering phase for



each unit under the command of a player, ref. table 1. A unit in FD (full disorder) may not receive orders.

Orders are issued for splitting, assembly, change of formation, marching, including change of direction, attack, fieldwork, transfers, and other action that is not exempted from the issuing of orders.

No orders are issued for firing, which may be carried out irrespective of the conditions that would call for an ordering roll, ref. 1.1.3. However, an order is necessary for the loading of canister in the artillery, ref. 3.3.4.

An order may contain several elements. When an ordering roll leads to an order not being followed, ref. 1.1.3, this will apply to all elements. Otherwise, it will be evaluated separately whether the individual elements of an order may be carried out.

Orders are noted on an order sheet with the use of abbreviations, as well as arrows for direction indications.

For movement, it must be indicated if marching is to be conducted at the fast rate of march or at the charge, ref. 2.3.2 and 2.3.3, and whether the range of movement is to be limited, ref. 2.3.1.

When attacking, an opponent must be indicated as the target of attack, and it must be indicated when the attack is to be directed against the position of a unit and not against the unit itself, ref. 4.1.2.

The orders for a unit may be based only on circumstances within the field of sight of the unit itself or its directly commanding officer, ref. 1.1.4, and blocks to the field of sight must be taken into consideration, ref. 1.1.6 and table 2. When a terrain feature is within sight, it may be assumed that it is occupied if other circumstances support this.

When firing at or attacking a unit that is assumed to occupy a terrain feature, it must be possible to indicate a specific part of the terrain feature that is to be the point of fire or attack.

When a skirmish line has one or more figures within 30 cm of its mother unit, the skirmish line must receive orders through the mother

unit. The situation of the mother unit itself, including the distance to opponents, decides the need for ordering rolls, ref. 1.1.3. A mother unit is a tactical unit of which the skirmish line forms an integral part and from which the skirmish line has not been split, ref. 1.2.0.

When the distance from the skirmish line to the mother unit is greater than 30 cm, the skirmish line must receive separate orders, even though the unit and its skirmish line are not otherwise considered as split, ref. 1.2.5.

1.1.3 Ordering roll

When a unit is more than 30 cm from its directly commanding officer, the unit may receive and carry out its orders only based on an ordering roll.

When an order includes change of formation, ref. 2.2.0, an ordering roll is also necessary for units in LD (light disorder) or MD (medium disorder), and for all units within 30 cm of an opponent in closed formation that is not MD or FD.

Ordering rolls are carried out during the ordering phase, after the orders have been issued, ref. table 1, and may result in the unit becoming disordered to some degree, possibly leading to retreat or rout, ref. table 17.

When the directly commanding officer of a unit or an adjutant to that officer is in base contact with the unit, ref. 1.1.4, a positive factor is added to the ordering roll. The staff officer may be in base contact with only one unit, and a positive factor may be added only for one staff officer.

A positive factor is added when the order is concerned only with marching, including change of direction, and the movement is to be carried out towards the directly commanding officer of the unit. The same applies, when the order is concerned only with a change of formation to huddle.

Positive or negative factors will be added to the ordering roll when the commanding officer is very efficient or very inefficient, ref. table 17. This may be indicated in the scenario, ref. 1.1.9, or it may follow from a replacement roll, ref. table 19.

1.1.4 Staff figures

Staff figures comprise commanding officers and adjutants. Every commanding officer is assigned two adjutants.

One commanding officer is assigned to each brigade, division, corps and other high level unit of organisation. For troops organised under the Prussian model, the regiment corresponds to the brigade.

The directly commanding officer in relation to a unit is the commanding officer under the command of which the unit is placed directly according to the scenario, ref. 1.1.9. For units in a brigade, the brigade commander is the directly commanding officer. When the directly commanding officer of a unit falls, the unit will have no directly commanding officer until either the commanding officer is replaced or the unit is transferred, ref. 1.1.5.

Staff figures cannot be fired at or attacked, but if they come within 5 cm of an opponent, and they are not in base contact with an own unit, they may fall as the result of a catch roll, that is carried out at the moment of coming within the 5 cm range. This may lead to a negative factor for all own units in all rolls of dice during the remaining part of the bound and the entire next bound, ref. table 18.

When any commanding officer is in base contact with an own unit, including a skirmish line, the officer must be engaged, ref. table 10, the first time during the bound that the unit is fired upon or participates in melee. A commanding officer may be in base contact with one unit only. When more than one commanding officer is in base contact with a unit, it is to be decided by a roll of dice, which officer will be engaged.

The engaging of commanding officers may have as a result that the officer falls and that positive or negative factors apply for the unit with which the officer was in base contact, in relation to firing and melee during the remaining part of the bound, including the firing or melee that led to the engaging of the commanding officer, ref. table 10.

Adjutants will not fall as a result of fire upon or melees with units, that they are in base contact with.

Any adjutant may be used to replace a fallen commanding officer by means of a replacement roll, ref. table 19. If replacement is achieved, the adjutant is removed, and the commanding officer concerned is placed on the spot where the adjutant was placed at the time of the replacement roll, which is carried out during the announcement phase, ref. table 1.

A positive factor is added to the replacement roll when a commanding officer, that is superior in line of command to the fallen commanding officer, is in base contact with the adjutant used for replacement. A further positive factor is added for each consecutive bound with an unsuccessful replacement roll, ref. table 19.

No orders are issued to staff figures and they may be moved twice during a bound, respectively during the movement phase and as the last action of the bound.

Staff figures in base contact with a unit may follow the movement of a unit, and must do so during forced action. If the unit is to retreat or rout from the wargames terrain, the staff figure is left at the edge of the terrain.

For each consecutive bound with an unsuccessful ordering roll with the same order, a positive factor is added, ref. table 17.

1.1.5 Transfer of units

A unit may be transferred from its directly commanding officer to another commanding officer, ref. 1.1.4, if a commanding officer that is superior in the line of command to both the previous commanding officer and the new commanding officer is in base contact with the unit at the beginning of the order phase. The superior commanding officer may also transfer a unit to his own direct command, and may transfer a unit that is under his own direct command to another commanding officer that he is superior to.

Likewise a brigade may be transferred when a superior commanding officer is in base contact with the brigade commander. The same applies to other high level organisational units.

A superior commanding officer may be in base contact with only one unit or high level organisational unit that is to be transferred.

Orders for transfers are issued to each of the units concerned by the superior commanding officer that is to carry out the transfer, and may be issued irrespective of conditions that would otherwise call for an ordering roll, ref. 1.1.3. The transfer is carried out when it is announced during the announcement phase, ref. table 1. Units that are to be transferred, may not receive other orders during the same bound.

1.1.6 Field of sight

The field of sight is indicated in table 2. When calculating blocks to the field of sight, woods and buildings are assumed to have the same height as one hill layer.

On hills, the crest will block the field of sight. The crest is calculated as a line running perpendicular to the line of sight, midway between the edges of a hill layer. However, for a unit on the same hill layer as its target of sight, the crest of that hill layer does not block the field of sight.

Own and opponent units do not block the field of sight.

1.1.7 Scale

An infantry or cavalry figure represents 20 men.

A model gun represents from 1 to 4 guns in the artillery. One gunner is assigned for each gun that a battery actually had. A loss of gunners also represents the loss of equipment.

One centimetre represents 10 meters, and one hill layer represents a height of 10 meters. One bound represents 15 minutes.

Figures, model guns and limbers are mounted on bases, and all distances are measured in relation to the base edge.

1.1.8 Dice

Rolls of dice are performed with 3 six-sided dice, with the required use of a cup.

Before any roll of dice is carried out, the parties must agree on positive and negative factors. No discussion on such factors or other related issues should be conducted after the roll of dice.

1.1.9 Scenario

Prior to any wargame, a scenario must be established indicating the tasks of the players, the participating units and their valour, as well as special terrain features and a map of the terrain.

It is recommended to use an umpire for the wargame. The decisions of the umpire are not bound by the rules and must be respected.

1.2.0 Tactical units

1.2.1 Main rule

A tactical unit may be split only in the circumstances indicated below. Only parts of the same split unit may be assembled.

1.2.2 Infantry

The tactical unit is the battalion. Units may be split in two parts when they count more than 40 figures at the time of splitting. Furthermore, units may be split in two or more parts under urban combat, ref. 6.1.0, but must seek assembly at the end of the urban combat.

1.2.3 Cavalry

The tactical unit is the regiment. Units may be split in two or more parts, counting one or more squadrons.

1.2.4 Artillery

The tactical unit is the battery. Units may be split in two or more parts, counting one or more model guns.

Gunners may leave their model guns, ref. 2.2.5, without this being viewed as a splitting of the unit.

A redistribution of gunners between the model guns may take place only within the battery and is carried out as a change of formation. However, when the model guns concerned are split, the gunners instead must leave and rejoin the model guns, ref. 2.2.5.

Supply waggons have one driver that is assumed to be placed on the base of the supply waggon. Provisions concerning artillery apply in a similar manner to supply waggons and drivers.

1.2.5 Skirmish lines

The fact that a skirmish line is moved away from its mother unit, ref. 1.1.2, is not considered as a splitting of the unit, but the skirmish line and the mother unit may under certain conditions be fired at and attacked as separate units, ref. 3.3.0 and 4.3.0.

When a skirmish line rejoins its mother unit, a common status is calculated as for the assembly of a split unit, ref. 1.2.6. This also applies, where single figures are deployed into the skirmish line or rejoin the mother unit, ref. 1.3.2.

1.2.6 Split units

The individual parts of a split unit are considered as separate tactical units, which also applies in relation to valour, disorder, supplies, and other positive and negative factors.

When the individual parts of a split unit have gained a different valour, ref. 5.5.2, a common valour is assigned at assembly, corresponding to the valour of the largest part at the time of assembly. The same applies to other issues, such as disorder, supplies, and other positive and negative factors.

1.3.0 Formations

1.3.1 Closed formations

Closed formations comprise line, column, square, battalion mass and huddle. Column comprises column of attack and column of march.

Units in other formations, including skirmish line, work, and rest, and units in FD, do not constitute closed formations, ref. 1.3.2, 1.3.5, 1.3.6, and 5.4.1.

Apart from skirmish lines, all formations are deployed with the figures in base contact. For artillery the model guns, and the limbers when limbered, are placed in base contact, while the gunners are placed on the base of each model gun.

Line is deployed by infantry and cavalry with the figures in 2 ranks. For unlimbered artillery, line is deployed with the model guns in 1 rank. Limbered artillery may deploy in line only during unlimbering and limbering, ref. 2.2.4.

Column of attack is deployed by infantry and cavalry with at least 4 figures frontage and at least 4 ranks.

Column of march is deployed by infantry and cavalry with 2 figures frontage and for limbered artillery with 1 model gun frontage.

Square is deployed by infantry as a hollow square formation with the figures in 2 ranks facing outward. A square has frontage in all directions.

Battalion mass is deployed by infantry as a column of attack with the outer figures facing outward. A battalion mass has frontage in the direction of the column of attack.

Huddle is deployed by infantry as a round solid formation with all figures facing outward. A huddle has frontage in all directions and is considered as infantry in general when attacked by cavalry, ref. table 8.

Units in square, battalion mass, and huddle are considered as not having any flank or rear. Units in huddle may not carry out attacks.

Even though a unit has fewer figures than indicated in this section for deploying a formation, the unit may deploy in that formation. The opponent must be made aware of the deployment.

1.3.2 Skirmish lines

Skirmish lines are deployed for infantry and cavalry with the figures in 1 rank, with an interval between the figures that is between base width and double base width, with due consideration of figures based together. A skirmish line is considered as not having any flank.

Adjustment of the interval between figures in a skirmish line may be carried out either as a change of formation, ref. 2.2.3, or through movement in the movement phase when the number of figures in the skirmish line is unchanged.

Light units may deploy all their figures in skirmish line, ref. table 2.. Other units may deploy up to one third of their figures in skirmish line. A unit may deploy only one

skirmish line.

1.3.3 Soutien

A soutien is a unit that under certain conditions secures a skirmish line, ref. 3.3.0 and 4.3.0. A unit may be soutien for only one skirmish line, and a skirmish line may have only one soutien. A skirmish line is not required to have a soutien.

In order to be a soutien, a unit must be in closed formation and have at least half as many figures as the skirmish line.

As long as it complies with the requirements, the mother unit of a skirmish line, ref. 1.1.2, will be the soutien of the skirmish line, unless another unit has orders to be the soutien of the skirmish line, or the mother unit has orders to be the soutien of a skirmish line from another unit.

1.3.4 Gunners

Gunners that leave their model guns, ref. 2.2.5, are deployed as infantry but may not fire or carry out attacks on their own. In case the gunners have sought refuge at an infantry unit, they are deployed as part of that unit, ref. 4.5.0.

1.3.5 Units at work

Units at work are deployed in work formation around the field work with all figures facing towards the field work. Gunners must leave their model guns when deploying for work, ref. 2.2.5.

Units in work formation may not attack, fire or move. However, change of formation and forced action may be carried out. The formation has frontage to all sides and is considered as not having any flank or rear. When fired at it is otherwise considered as a line. During forced action, the rate of march is calculated as for a line, ref. 2.3.1.

Units at work in a building do not leave the building during the field work. They are instead deployed inside the building, facing towards the centre of the building.

1.3.6 Units at rest

Units at rest are deployed in rest formation, which is a round and solid formation with all the figures facing inward.

Units in rest formation may not attack, fire or move. However, change of formation and forced action may be carried out. The formation has frontage to all side and is considered as not having any flank or rear. When fired at it is otherwise considered as a line. During forced action, the rate of march is calculated as for a line, ref. 2.3.1.

1.3.7 Incorrect formations

When one or more figures in a unit are found to have been positioned incorrectly within a formation, the unit immediately becomes LD. When the incorrect position is found between two bounds, the LD will apply from the beginning of the subsequent bound.

When a skirmish line in which the figures are positioned incorrectly, has one or more figures within 15 cm of its soutien, the soutien will also immediately become LD. The same applies to a skirmish line, when the figures of its soutien are positioned incorrectly.

When requested by the opponent, the position of the figures of a unit in an incorrect formation is adjusted immediately and without any calculation of time. In other cases, the adjustment is carried out at the end of the bound without any calculation of time, unless the unit during the bound has been brought into a correct formation by means of a change of formation, or for skirmish lines by means of a movement adjusting the interval between the figures, ref. 1.3.2 and 2.2.0.

Even though the figures of a unit are positioned incorrectly, the unit is deemed to be in the formation that the position of the figures was meant to represent.

2.0.0 Movement

2.1.0 Splitting and assembly

Splitting and assembly is performed before change of formation, ref. table 1. However, forced splitting in connection with the occupation and leaving of buildings may be carried out immediately following change of formation as well as in the sub-phase for continued movement, ref. 6.1.1.

The individual parts of a split unit may assemble



only when they are in base contact.

A unit that carries out splitting or assembly, including forced splitting, may only move with half the rate of march for the remaining part of the bound, apart from forced action.

2.2.0 Change of formation

2.2.1 Main rule

Change of formation as carried out around the centre figure in the front rank of a unit. For artillery the change of formation is carried out around the centre model gun or limber in the front rank of the formation.

Where two figures may be viewed as the centre figure, or where the unit only has a frontage of two figures, it may freely be chosen around which of these figures the change of formation will be carried out.

This figure must be stationary during the change of formation, and must also be the centre figure in the new formation. The remaining figures are placed in their new positions without any calculation of time.

This does not apply where other conditions are

set out below, or in connection with the occupation or leaving of buildings, ref. 6.1.1.

A unit may perform only one change of formation during a bound, apart from units that deploy skirmish lines or have skirmish lines rejoin them, ref. 2.2.3, artillery that unlimbers or limbers, ref. 2.2.4, and gunners that deploy for work or rest, ref. 2.2.5.

A change of formation may only be carried out if there is space available on the wargames terrain for the new formation. When two or more units attempt to use the same space for a change of formation, it is decided by roll of dice, which unit will carry out the change of formation.

A unit that carries out change of formation, may only move with half the rate of march for the remaining part of the bound. This does not apply to the rate of march in forced action.

2.2.2 Quarter turn

A quarter turn in place of the figures may be used by infantry for changing formation between line and column of march.

This also applies to cavalry, but here only the

front or rear figures in the column of march are to quarter turn in place, whereas the placing of the remaining figures is adjusted. Likewise, it is only the left or right flanking figures in the line that are to be turned in place.

2.2.3 Skirmish lines

When deploying skirmish lines, any one figure may be placed up to 5 cm from the mother unit, ref. 1.1.2. This is the figure that is to be the centre figure of the skirmish line deployed.

When a skirmish line rejoins a mother unit, the figures are deployed as part of the mother unit formation. The mother unit must be within 15 cm of each figure that rejoins it.

When changing from a skirmish line without rejoining a mother unit, it may be chosen freely into which formation the skirmish line will change.

Unless a skirmish line has been split from its mother unit, ref. 1.2.0, it must rejoin the mother unit when changing formation from skirmish line. However, it may occupy a building, and it is thereby split from the mother unit, ref. 1.2.2.

Immediately prior to deploying a skirmish line or immediately after having a skirmish line rejoin it, a mother unit may carry out another change of formation, as part of the deployment or rejoining.

When deploying a skirmish line or having a skirmish line rejoin it, it is both the skirmish line and the mother unit that carry out a change of formation. This also applies where the number of figures in a skirmish line is to be increased or reduced.

2.2.4 Artillery

Immediately prior to unlimbering and immediately after limbering, artillery may carry out an inversion in place, as part of the unlimbering or limbering.

Immediately prior to unlimbering and immediately after limbering, artillery must carry out a change of formation between line and column of march, as part of the unlimbering or limbering.

After unlimbering, the limbers are removed from the wargames terrain. When limbering, space must be available on the wargames terrain for placing the limber, ref. 2.2.1.

2.2.5 Gunners

Gunners that leave their model guns are deployed in a formation that is in base contact with the battery, ref. 1.3.4. This does not apply when gunners seek refuge at an own infantry unit, ref. 4.5.0, or are redistributed between the model guns of a battery, which are not split, ref. 1.2.3. Instead, the gunners are placed directly in their new positions. Furthermore, it does not apply to gunners routing in FD, ref. 5.4.1.

Gunners that leave their model guns to deploy for work or rest, ref. 1.3.5 and 1.3.6, may deploy in the work or rest formation at the time of leaving the model guns, as long as the formation is in base contact with the battery.

Gunners that have left their model guns, must be moved back into base contact with the battery before rejoining the model guns, which is carried out by a change of formation, whereby the gunners are placed in their new positions, ref. 1.3.1.

2.3.0 Marching

2.3.1 Main rule

Rates of march are indicated in table 3. Any artillery with transport facilities for the crew is considered as horse artillery.

A unit may be moved at either the normal rate of march, the fast rate of march, or the charge, ref. 2.3.2 and 2.3.3. If no rate of movement is indicated in an order, it must be assumed that a unit is to be moved at the normal rate of march, ref. 1.1.2. A unit may not change its rate of march during the bound, apart from forced action.

A unit may be ordered to move only to a specific position, to move only during a specific segment of the movement phase, or to move according to a combination of these criteria. If no criteria are indicated in an order, it must be assumed that a unit is to be moved as far as possible at the given rate of march.

A unit may change into a formation that has no rate of march in the type of terrain in which the unit is placed. However, the unit may not carry out an attack in this formation, and if the unit is obliged to move by forced action in this formation, it will immediately become FD. The same applies to units at work and at rest, ref. 1.3.5 and 1.3.6, when a line formation has no rate of march in the type of terrain concerned.

Unlimbered artillery may move backwards, whilst skirmish lines and staff figures may move both backwards and sideways. No reduction in the rate of march is incurred. Other units may move backwards and sideways only during forced action.

Different effects that lead to a reduction of the rate of march are to be cumulated, including the effects of obstacles, wheeling, rotation, splitting, assembly, change of formation, LD and MD, unless otherwise indicated.

Reduced and special rates of march for passage of terrain features are to be applied as long as the unit has figures in the type of terrain concerned.

2.3.2 Fast rate of march

When a unit in column of march is more than 90 cm from opponents in closed formation that are not MD or FD, the unit may use the fast rate of march, apart from forced action.

The fast rate of march is calculated as double the normal rate of march, and is to be cumulated with effects reducing the rate of march, ref. 2.3.1.

The fast rate of march will apply only to the column of march itself, and not to any skirmish line for which the unit in column of march is the mother unit or soutien. Skirmish lines are disregarded when measuring the distance to opponents.

If a unit at the fast rate of march comes within 90 cm of opponents in closed formation that are not MD or FD, it will change to the normal rate of march for the remainder of the bound.

A unit that has carried out the fast rate of march for the whole or part of a bound, may not fire or attack in that same bound.

2.3.3 Charge

Obstacles, difficult terrain, and woods may not be transversed at the charge, but this rate of march may be employed for movement and attack towards such types of terrain, including buildings.

Units that encounter terrain which may not be transversed at the charge, will change to normal rate of march for the remainder of the bound.

Units in LD may not carry out the charge, and if a unit at the charge becomes LD, it will change to the normal rate of march for the remainder of the bound, with the reduction to the half rate of march for LD, ref. 5.2.1.

Units that have carried out the charge for the whole or part of the bound, will receive a negative factor in melee during the next bound.

After a bound, where the charge has been carried out for the whole or part of the bound, 4 bounds must pass before the charge may be carried out again.

2.3.4 Passing through

Units may be passed through by own units that are forced back, ref. 4.2.0, and in connection with the roll of dice for spread of rout, ref. 5.4.2.

Skirmish lines and unlimbered artillery may furthermore be passed through by own units that are not FD.

When a skirmish line has one or more figures within 15 cm of its soutien, the skirmish line may also be passed through by own units in FD, without any roll of dice for spread of rout.

Units may not pass through opponents, but may pass through abandoned model guns of the opponent, ref. 4.5.0.

When a unit passing through other units should be placed at the end of the movement in the position of another unit, the position of the unit passing through is adjusted.

2.3.5 Obstacles

A unit that has commenced the passage of an

obstacle, or is deployed across an obstacle, will receive a negative factor when firing and in melee, until the obstacle has been passed. For an attacker this negative factor also applies in respect of obstacles located in the melee zone between the attacker and the opponent.

The reduction in rate of march for the passing of obstacles represents the time expended either in passing over the obstacle or in finding openings in the obstacle, that are not shown on the wargames terrain.

The passage of obstacles is indicated in table 4 and the obstacle and coverage values are indicated in table 5.

2.3.6 Waterways

Waterways that are less wide than respectively 1 and 5 cm, may be passed as obstacles, ref. 2.3.5. Ditches are considered as waterways that are less than 1 cm wide.

Waterways that are wider than 5 cm may be passed only at bridges and fords. The passage of waterways less than 5 cm wide may also be carried out at bridges and fords.

Bridges are considered as roads and may be passed only in column of march. Fords are considered as obstacles, and may be passed in a formation compatible with the size of the ford.

2.3.7 Difficult terrain

Difficult terrain especially comprises newly ploughed and fully grown fields, areas with shrubbery and fruit orchards, as well as hill layers that have a width of less than 10 cm and other areas indicated in the scenario, ref. 1.1.9.

2.4.0 Change of direction

2.4.1 Main rule

Change of direction constitutes part of marching and is carried out by means of wheeling at a fixed point at the flank of the front rank, by rotation on a fixed point at the middle of the front rank, or by inversion in place.

During a bound where a unit is moving at the charge, ref. 2.3.3, it may carry out change of direction only once and only by means of whee-

ling within a limit of 20 degrees. This does not apply to forced action, and further wheeling may be carried out during continued advance, ref. 4.1.4.

2.4.2 Time expenditure

Wheeling and rotation is conducted at half the rate of march. This does not apply to skirmish lines or staff figures.

The distance to be covered for a rotation or wheeling of 90 degrees is respectively 3/4 and 3/2 times the frontage of the unit.

Inversion in place does not take time, but a unit may only carry out inversion in place once during a bound. This does not apply to forced action, and artillery does not count an inversion in place that was carried out as part of unlimbering or limbering, ref. 2.2.4.

2.4.3 Columns

Columns of attack and columns of march do not swing out their tail end during wheeling, and instead the wheeling is conducted by each rank in turn at the same fixed point. Only the front rank will use the half rate of march during the wheeling.

The limitation to 20 degrees of wheeling for units at the charge and continued advance, ref. 2.4.1 and 4.1.4, is to be measured in relation to the direction of the front rank, and the tail end of a column may thus complete an ongoing larger wheeling although the unit commences a charge or continued advance.

Columns of march may not carry out rotation. For columns of march on road, the half rate of movement during wheeling does not apply, and no limitation on wheeling applies for the charge or continued advance.

3.0.0 Firing

3.1.0 Common rules

3.1.1 Units of fire

For infantry and cavalry a unit of fire consists of 10 figures. Within each tactical unit, one unit of fire may consist of down to 3 figures. The use of split fire does not permit the use of more

units of fire that consist of down to 3 figures, ref. 3.1.2.

For artillery a unit of fire consists of 2 gunner figures. Within each tactical unit, one unit of fire may consist of down to 1 figure. The use of split fire does not permit the use of more units of fire that consist of down to 1 figure.

During the fire phase, all firing is carried out simultaneously. When several units fire simultaneously at the same target, this is regarded as a common target, ref. 3.1.5. The same applies to split fire, ref. 3.1.2, and during the phase for continued fire, ref. 1.1.1.

All firing, neighbour units, and support units in relation to a given target must be established before the firing is carried out, ref. 3.1.6 and 3.1.7.

When the conditions for firing are not complied with, firing is not carried out, and no new target may be designated.

Positive and negative factors are indicated in table 6 and 7, and the results relative to loss and morale are indicated in table 12. A unit in MD or FD may not fire.

3.1.2 Split fire

Each tactical unit may split its fire in 2 parts. For artillery, the splitting of fire may only take place between and not within the model guns. For split fire, only one roll of dice is carried out and the dice result is common to the two parts of the firing.

The two parts of a split fire must be carried out in the same phase, ref. 1.1.1. A negative factor is applied to split fire, unless the two parts of the fire have the same target.

If only one part of a split fire may not be carried out, ref. 3.1.1., the other part is carried out. This does not affect the application of a negative factor for split fire.

3.1.3 Lines of fire

The figures within an unit that are to participate in a given firing must be designated. For artillery, it is the participating model guns that are to be designated.

It must be checked for each of the designated figures, whether a line of aim may be drawn from the figure to a point at the target. In closed formations, the line of aim is checked only for



the figures in the front rank, as the figures in the second rank are deemed to have the same line of aim as the figures in front of them in the front rank, ref. 3.2.0.

The line of aim must be within the arc of fire of the figure, which is measured at the front edge corners of the base and relative to the front of the unit. The arc is 45 degrees for artillery and 30 degrees for infantry and cavalry.

Furthermore, the line of aim must comply with the requirements for field of sight, ref. 1.1.6, and may not pass through any own or opponent figures or formations, except in cases where an opponent skirmish line does not cover against fire, ref. 3.3.1, or where artillery may fire overhead, ref. 3.4.2.

The designated figures that do not comply with the line of aim requirements, may not participate in the firing and may not fire at any other target.

Next a point of fire is determined as the centre point of the front edge of the front rank of the participating figures, and a point of impact is chosen freely by the firing player at an outside edge of the target. The line of fire is drawn between the point of fire and the point of impact.

The line of fire must comply with the requirements for field of sight, ref. 1.1.6, and may not pass through any own or opponent figures or formations, except in cases where an opponent skirmish line does not cover against fire, ref. 3.3.1, or where artillery may fire overhead, ref. 3.4.2. In other cases, the firing is not carried out, ref. 3.1.1.

The line of fire must be within the arc of fire as measured at the point of fire. When a designated point of impact is beyond the arc of fire, it must be moved to the point at an outside edge of the target that is nearest to the designated point, and which is within the arc of fire. If it is not possible to move the designated point of impact within the arc of fire, the firing is not carried out, ref. 3.1.1.

The position of figures at the point of impact decides whether a target is deemed to be in cover. This requires that the figures, relative to the line of fire, are placed behind the cover and in base contact with the cover, or for woods and

buildings that the figures are placed within the cover.

The distance to the target is measured along the line of fire, and zones of fire are indicated in table 13 and 14. If the distance to the target exceeds the maximum zone of fire, the firing is not carried out, ref. 3.1.1.

3.1.4 Security zone

The security zone is 10 per cent of the distance from the point of fire to an own unit present between the firing unit and the target. However, the security zone is at least equivalent to half the total frontage of the front rank of participating figures or the participating model guns. The security zone must be respected when measured at a right angle from the line of fire to the own unit concerned.

At the same time, the line of fire may not pass through a own unit that is less than 10 cm behind the target and within the maximum zone of fire, measured along the line of fire.

When the security zone is not respected, the firing is not carried out, ref. 3.1.1.

3.1.5 Common targets

When several units fire simultaneously at the same target, the firing by each unit is carried out individually. The unit fired at will receive the result relative to morale that is the best achieved by the firing units.

When several firing units inflict the same result relative to morale, the target may choose from which of these firing units to calculate retreat or rout, ref. 5.3.1 and 5.4.1.

The result relative to loss for the unit fired at is calculated individually for each unit firing, but the total result is cumulated before rounding of is carried out, ref. table 12.

The same applies to split fire, ref. 3.1.2.

3.1.6 Neighbour units

The firing player may chose during a fire phase that some of the firing units, that simultaneously are to fire at the same target, ref. 3.1.5, will not carry out their individual fire, but are instead to

be considered as neighbour units.

A neighbour unit must be in a closed formation and must have at least half as many figures able to participate in the firing as the firing unit. It may only be a neighbour unit for one unit during the bound and it may not carry out split fire. A positive factor may be received only for one neighbour unit.

Units in MD or FD may not be neighbour units. A neighbour unit must be of the same arm as the unit it is to be neighbour unit for. A mother unit or soutien may not be a neighbour unit for its skirmish line.

A neighbour unit is deemed to have fired, ref. 4.1.3, and it will run out of supplies on the same roll of dice as the unit that it is the neighbour unit for, ref. 5.5.3.

3.1.7 Support units

A unit has a support unit when an own unit is within 10 cm of the supported unit and a line may be drawn from the front of the support unit that connects with the supported unit within an arc of 45 degrees relative to the front of the support unit.

A unit may be the support unit for only one unit in each of the fire phases of a bound, and only one positive factor may be received for support.

A support unit must be in closed order and have at least half as many figures as the supported unit.

Artillery and units in MD or FD may not be support units. Infantry may not support cavalry. A mother unit or soutien may not be a support unit relative to its skirmish line. A unit that fires or is a neighbour unit may not at the same time be a support unit.

3.1.8 Flank and rear

Firing is considered as flank fire when the line of fire has its point of impact on the flank of the target and the angle between the line of fire and the flank of the target is between 45 and 90 degrees.

Firing is considered as rear fire when the line of fire has its point of impact on the rear of the

target.

3.1.9 Column effect

When firing upon units in column of attack, a positive factor for column effect is received.

When firing upon units in column of march, the column effect is achieved when the angle between the line of fire and the flank of the target is less than 30 degrees. When firing upon units in line, it is the angle between the line of fire and the front of the target that is to be less than 30 degrees. This does not apply when firing upon a single unlimbered model gun.

When firing with artillery, column effect is achieved also when firing at units in column of march or in line, if the line of fire passes through a unit in closed formation that is not FD and is placed behind the unit fired upon at a distance less than 10 cm and within the maximum range of fire, measured along the line of fire.

Results relative to loss and morale apply only to the unit fired upon and not to the unit placed behind that unit.

No column effect is achieved when firing at units that are not in closed formation, but which when fired at are to be calculated as line, ref. 1.3.5, 1.3.6, 5.4.1, and 6.1.2. Likewise no column effect is achieved when the line of fire passes through such units placed behind the unit fired at.

3.2.0 Closed formations

Closed formations, apart from artillery, may fire from the two ranks to the front, ref. 1.3.1.

3.3.0 Skirmish lines and soutien

3.3.1 Firing at a skirmish line

When firing at a skirmish line, the skirmish line is considered as a separate target. Results relative to loss and morale will apply only to the skirmish line.

In order to receive a positive factor for soutien, ref. table 6 and 7, a skirmish line must have one or more figures within 15 cm of its soutien, ref. 1.3.3.

A skirmish line will not cover a unit placed behind it against artillery fire.

A skirmish line will cover against small arms fire, provided that the skirmish line is not in base contact with the unit placed behind it.

When a skirmish line does not cover against fire, the firing player may choose a target behind the skirmish line, ref. 3.1.3.

3.3.2 Firing at a soutien

When firing at a soutien, those figures in a skirmish line that are within 15 cm of the soutien are calculated as part of the number of figures in the soutien, unless the skirmish line at the same time is fired upon separately.

When one or more figures in the skirmish line are calculated as part of the number of figures in the soutien, the results relative to morale will apply also to the entire skirmish line. When the line of fire passes through the skirmish line, and the firing may be carried out, ref. 3.1.3, results relative to loss are to be divided proportionally between the skirmish line and the soutien.

3.3.3 Firing from a skirmish line

When both a skirmish line and its mother unit fire, this must take place in the same phase and it is considered as split fire, ref. 3.1.2.

3.4.0 Artillery

3.4.1 Ranging

Artillery receives a negative factor for ranging, when a target in zones 2 and 3 is fired at for the first time. If the artillery does not fire at the target in the following bound, or the artillery is moved, ranging will have carried out again. When a target is moved more than 20 cm in a bound, ranging will also have to be carried out again.

Ranging may be carried out without any effect relative to loss or morale, and thus without any roll of dice. This must be announced to the opponent. The artillery may not fire at other targets during the same bound, including split fire.

3.4.2 Overhead firing

Artillery may fire overhead when the artillery is placed one hill layer level above the unit to be fired over.

The target must be at the same level as or above the unit fired over, and measured along the line of fire the distance from the artillery to the unit fired over must be at least 10 cm, and the distance from the unit fired over to the target must also be at least 10 cm.

When firing over own units, the distance from the unit fired over to the target must be at least 20 cm and canister may not be employed, ref. 3.4.4.

When the conditions for firing overhead are not respected, the firing is not carried out, ref. 3.1.1.

3.4.3 Effect relative to morale

When calculating positive and negative factors for morale on the basis of differences in number of figures between the firing unit and the target, ref. table 7, the number of gunners in the firing unit is multiplied by 5. Even though the target may be artillery, the target figures are not multiplied by 5.

3.4.4 Canister

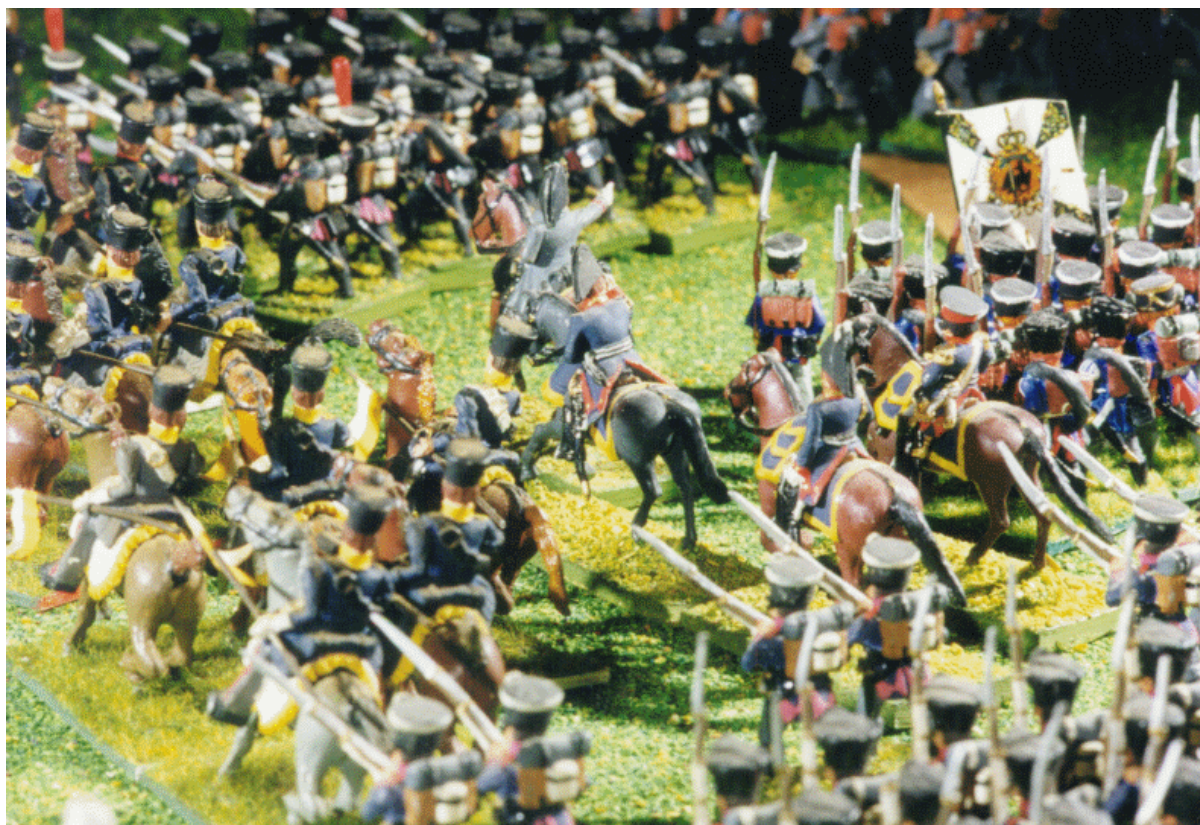
When artillery receives an order to load canister, ref. 1.1.2, the artillery will receive a positive factor on firing within the same bound, but may only fire at zone 1. When a target is outside of zone 1, the firing is not carried out, ref. 3.1.1.

The fact that canister is loaded has effect only for the present bound and carries no implications for firing in subsequent bounds.

3.4.5 Non-ricochet

Non-ricochet fire is carried out when firing at the units placed within or immediately behind certain types of terrain. This especially includes soft fields, orchards, and woods, as well as hill layer levels that have a width of less than 10 cm, and other areas indicated in the scenario, ref. 1.1.9.

The relevant type of terrain must have a width of at least 5 cm immediately in front of the



target, measured along the line of fire, in order for the fire to be regarded as non-ricochet, ref. table 7.

4.0.0 Melee (attack and defence)

4.1.0 Common rules

4.1.1 Melee zone and attack

All units have a melee zone in the form of a rectangle with a width equal to the frontage of the unit and a depth of 5 cm. The melee zone is placed immediately in front of the unit.

A unit that has not received orders for attack, or which is MD or FD, may not carry out attack, but may move only to melee zone contact. The same applies where an attack has not been announced, unless the opponent requires that the attack is carried out.

When announcing an attack information must be given about the order sheet contents relative to the target, to whether the charge is used, and to whether the attack is directed against the position of a unit, ref. 1.1.2 and 4.1.2.

A unit reaches the point of melee zone contact with an opponent when the melee zone of the

unit touches the opponent. This will cause the unit to stop for the rest of the movement phase, unless the opponent is forced back, ref. 4.2.0.

When a unit reaches the point of melee zone contact with an opponent, which the unit may attack during the present bound, this will also cause the opponent to stop for the rest of the movement phase. This does not apply when the attacker invokes a right to cancel the attack at the point of melee zone contact, ref. 4.1.2.

When an attacking unit is attacked in the flank or rear, its own attack is cancelled and the unit is considered as a defender, even if it has reached the point of melee zone contact with an opponent and has caused that opponent to stop. The same applies to infantry when attacked by cavalry.

A unit may move through the melee zone of an opponent, as long as the melee zone of the unit does not touch the opponent. When a unit is positioned within the melee zone of an opponent, and the opponent announces an attack, the units are considered as being on the point of melee zone contact.

During the melee phase, all attacks are carried out simultaneously, even though units may have

reached the point of melee zone contact at different times during the movement phase. The same applies to continued attacks, ref. 4.1.4.

When several units simultaneously attack the same target, this is considered as a common target for the attackers, ref. 4.1.5. The same applies to the attacked units when a unit attacks several targets simultaneously.

A unit that has participated in melee, will receive a negative factor for having been an attacker or defender, that is applied for the remaining part of the present bound and the entire next bound, ref. table 8. This also applies when the melee is cancelled because the opponent becomes MD or FD for any reason during the fire phase while the units are at the point of melee zone contact.

A unit that inflicts FD on an opponent in melee, will receive a positive factor that is applied for the remaining part of the present and the entire next bound, ref. table 8. This also applies when the melee is cancelled because the opponent becomes FD for any reason during the fire phase while the units are at the point of melee zone contact.

4.1.2 Target of attack

When an attack is to be directed against the position of a unit, this must be indicated on the order sheet and must be announced, ref. 1.1.2 and 4.1.1. For an attack to be directed against the position of a unit, that position must be related to a terrain feature.

When the contrary is not indicated and announced, an attack is deemed to be directed against the unit itself and not against its position. The same applies when the position of a unit cannot be determined.

When an attack is directed against a unit itself, and that unit moves during the bound, the attacker must adapt its own movement in an attempt to follow the target. When this is not possible, the attacker may choose to stop its own movement, and it must do so before the extended front of the attacker passes beyond the unit that was the target of the attack.

When an attacker reaches the point of melee zone contact of another unit before reaching the target, the attack instead is directed against this

unit, unless the unit is forced back, ref. 4.2.0. An attacker may choose to cancel the attack, when it arrives at the point of melee zone contact with another unit that is not forced back.

When an attack is directed against the position of a unit, and this position is vacated at the time the attacker reaches the position, the attacker must stop in that position. However, the attacker may carry out an attack against another unit, when the attacker in the position arrives at the point of melee zone contact with this unit.

An attack directed against another unit than the announced target, is to be considered as an attack against the actual unit and not against its position.

Apart from the above, the target of an attack may not be changed, even where it turns out that the attacker cannot reach the point of melee zone contact or for other reasons cannot attack a target during the bound.

4.1.3 Resolution of melee

When in melee, both parties carry out a melee roll of dice, which is adjusted with the positive and negative factors indicated in table 10. When both parties are attackers, both parties will use the factors in the column of factors for the attacker.

The adjusted melee roll of dice for each party is compared, and the loser is the unit with the lowest result. The difference between the results decides the effect relative to moral for the loser, ref. table 11.

All attacks, neighbour units, and support units in relation to a target must be established before the melee roll of dice is carried out, ref. 4.1.6 and 4.1.7.

The position of figures at the point of melee zone contact decides whether a defender is deemed to be in cover. This requires the figures to be in base contact with the cover and the cover to be placed between the attacker and the defender, or for woods and buildings that the figures are placed within the cover.

When a unit has fired during the bound, it receives a negative factor in melee. This applies even when only a part of a unit has fired.

All figures in a unit are counted for the resolution of melee. However, special requirements apply to skirmish lines, ref. 4.3.0.

The adjusted melee roll of dice for each unit also decides the result relative to loss and possible surrender of prisoners for the opponent, ref. table 12. Prisoners are surrendered only when the opponent becomes FD. Prisoners are removed from the wargames terrain.

Only the figures of a unit, which may constitute units of melee are counted when calculating loss and prisoners. All figures in the two front ranks are counted, except for flank attacks where the two outer files are counted, and for rear attacks where the two rear ranks are counted. For artillery, all figures are counted, whereas special requirements apply to skirmish lines, ref. 4.3.0.

Units of melee require the same number of figures as units of fire, except that units of melee for artillery are calculated as for infantry, ref. 3.1.1.

Even when units remain at the point of melee zone contact after an attack, any subsequent attack carried between these units will be considered as a new and separate attack.

4.1.4 Continued advance

An attacker may carry out continued advance, irrespective of previous movement during the bound, when the opponent becomes MD or FD as a result of melee. This also applies when the melee is cancelled because the opponent becomes MD or FD for any other reason during the fire phase, while the attacker is at the point of melee zone contact.

During continued advance, the unit may move half a bound of march at the latest rate of march that was applied during the movement phase, ref. 2.3.1. The unit may carry out change of direction only once and only by wheeling within a limit of 20 degrees, ref. 2.4.3.

However, when an attack was carried out against the position of an opponent, the attacker must stop the continued advance in that position.

The attacker may use continued advance for a continued attack when the opponent becomes

FD as a result of melee, or for any other reason during the fire phase while the attacker is at the point of melee zone contact.

The continued attack will constitute a new attack and may be directed against the original target or any other opponent, within the movement limitations for continued advance. The result of the continued attack will not lead to any further continued advance or continued attack.

Decisions on continued advance and continued attack must be made immediately after all other attacks have been carried out, including retreat, rout and spread of rout, ref. table 1. The decisions must be entered on an order sheet in the same manner as orders, but ordering rolls are not required, ref. 1.1.3. Continued attacks must be announced at the beginning of the sub-phase for continued movement.

During urban combat, continued advance may be used also for the occupation of buildings, ref. 6.1.2.

4.1.5 Common targets

When several units simultaneously attack the same target, the attacks are carried out individually. The attacked unit only carries out one roll of dice, whilst the opponent carries out individual rolls of dice for each attack.

The attacked unit will receive the result relative to morale that is the best achieved by the attackers. When several attackers inflict the same result relative to morale, the target may choose from which of these units to calculate retreat or rout, ref. 5.3.1 and 5.4.1.

The result relative to loss for the attacked unit is calculated individually for each attack, but the total loss is cumulated before rounding off is carried out, ref. table 12.

The total result relative to loss inflicted on the opponents by the attacked unit is calculated based on the attack where the attacked unit has the best conditions. The result relative to loss is distributed among the opponents, but any prisoners are taken only from the opponents that become FD.

When a unit attacks several targets simultaneously, it is the attacked units that

correspondingly carry out individual rolls of dice.

4.1.6 Neighbour units

When several units attack the same opponent simultaneously, ref. 4.1.5, the attackers may chose that some of the attacking units will not carry out their individual melee, but are instead to be regarded as neighbour units.

A neighbour unit must be in a closed formation and must have at least half as many figures able to be counted for the resolution of melee as the attacker, ref. 4.1.3. It may only be a neighbour unit for one unit during each of the sub-phases for melee. A positive factor may be received only for one neighbour unit.

Units in MD or FD may not be neighbour units. A neighbour unit must be of the same arm as the unit that it is to be a neighbour unit for. A unit, which is a defender, may not be a neighbour unit for an attacker. A mother unit or soutien may not be a neighbour unit for its skirmish line.

A neighbour unit will receive the same result relative to moral and be deemed to have been an attacker in the same manner as the attacker, ref. 4.1.1. It will run out of supplies on the same roll of dice as the attacker, ref. 5.5.3. It will receive same the positive factor for inflicting FD on the opponent, and it may carry out continued advance and continued attack, ref. 4.1.4.

When a unit attacks several units at the same time, the opponent may likewise chose that some of the defenders shall be considered as neighbour units. However, a unit that is attacked in the flank or rear may not be a neighbour unit, ref. 4.1.8.

4.1.7 Support units

A unit has a support unit when an own unit is within 10 cm of the supported unit and a line may be drawn from the front of the support unit that connects with the supported unit within an arc of 45 degrees relative to the front of the support unit.

A unit may be the support unit for only one unit in each of the sub-phases for melee, and only one positive factor may be received for support.

A support unit must be in closed order and have at least half as many figures as the supported unit.

Artillery and units in MD or FD may not be support units. Infantry may not support cavalry. A mother unit or soutien may not be a support unit relative to its skirmish line. A unit that is engaged in melee, including a neighbour unit, may not at the same time be a support unit.

The support unit may participate in the continued advance of the supported unit, but it may not itself carry out a continued attack, ref. 4.1.4.

4.1.8 Flank, rear and overreaching

An attack is considered as a flank attack when the attacker has at least 3 figures that are entirely or partially behind the extended front or rear of the opponent, provided that a line may be drawn perpendicular to the front of the attacker which impacts on the flank of the opponent, and the angle between that line and the flank of the opponent is between 45 and 90 degrees.

An attack is considered as a rear attack if it is not a flank attack, but a line may be drawn perpendicular to the front of the of the attacker which impacts on the rear of the opponent.

Overreaching is achieved when an attack is not a flank or rear attack, but the attacker has at least 3 figures that are entirely or partially behind the extended front or rear of the opponent, provided that a line may be drawn perpendicular to the front of the attacker, which impacts on the flank of the opponent.

A defender may likewise overreach an attacker.

When attacking with or against a soutien, no regard is placed on the position of the skirmish line when deciding whether the conditions for flank, rear or overreaching attacks are complied with.

4.1.9 Uphill attack

An attack is considered as uphill, when the attacker has figures that are placed entirely or partially on a lower hill layer level than the opponent.

When attacking with or against a soutien, the position of any skirmish line is disregarded in relation to determining uphill attacks, ref. 1.3.3.

4.2.0 Forced back

A unit in FD will be forced back when an opponent in closed formation, that is not FD, reaches the point of melee zone contact without having announced an attack specifically against the unit in FD.

The same applies to skirmish lines, that are not FD, and skirmish lines will be forced back also by opponents in FD. However, a skirmish line in cover may choose not to let itself be forced back, ref. 4.1.3.

A unit being forced back is pushed at the point of melee zone contact in front of the opponent, but is not attacked by that unit. The unit being forced back may pass through own units, ref. 2.3.4.

The unit being forced back will use the same rate of march as the opponent, and any reduction for the passage of terrain is calculated for the figures of both units, ref. 2.3.1. However, the unit being forced back may not pass terrain that it could not pass otherwise.

If the opponent has announced an attack against another target than the unit being forced back, and the movement of the unit being forced back is blocked, the attacker must attack the unit that was being forced back or stop at the point of melee zone contact, ref. 4.1.2.

A skirmish line that is pressed back towards its soutien, may be placed without regard to the point of melee zone contact, ref. 4.1.1, within the melee zone between the soutien and the opponent.

4.3.0 Skirmish lines and soutien

4.3.1 Melee with a skirmish line

When a skirmish line has one or more figures within 15 cm of its soutien, at the time an attacker reaches the point of melee zone contact, ref. 1.3.3, the skirmish line may choose to be forced back, ref. 4.2.0, even when an attack is announced specifically against the skirmish line.

If the attacker arrives at the point of melee zone contact with the soutien, the attacker may carry out an attack against the soutien or stop at the point of melee zone contact, ref. 4.1.2. When the attack is directed against the position of the skirmish line, the attacker must stop in that position.

When a skirmish line is in melee on its own, the figures in the skirmish line that are within 15 cm of the opponent, are counted in the number of figures that participate in the melee and constitute units of melee. The outcome of the melee, including the right to continued advance and attack, as well as loss and moral effect, will apply to the entire skirmish line, but not to its possible soutien.

In order to receive a positive factor for soutien, ref. table 8, a skirmish line must have one or more figures within 15 cm of its soutien.

4.3.2 Melee with a soutien

An infantry unit that is in melee with infantry, will receive a negative factor for not being covered by a skirmish line, if it is not the soutien of a skirmish line that is placed entirely or partially in the melee zone between the soutien and the opponent during the melee, ref. 4.2.0. This does not apply to units behind cover, including units placed in buildings, ref. 6.1.2.

When a skirmish line has one or more figures within 15 cm of its soutien, the outcome of the melee, including the right to continued advance and attack, as well as moral effect will apply also to the entire skirmish line. The figures in the skirmish line that are within 15 cm of the soutien, are counted in the number of figures that participate in the melee, without regard to differences in valour and other conditions. This applies even where the unit receives a negative factor for not being covered by a skirmish line.

When a skirmish line is placed entirely or partially in the melee zone between the soutien and the opponent, the figures in the skirmish line that are within 15 cm of the soutien, are counted also in the number of figures that constitute units of melee, and loss is distributed proportionally between the entire skirmish line and the soutien.

When a skirmish line has one or more figures

within 15 cm of its soutien, and the skirmish line has fired during the bound, the soutien will receive a negative factor for firing during the bound, ref. table 8. A mother unit will receive this negative factor irrespective of the position of the skirmish line, ref. 4.1.3.

4.4.0 Cavalry

Cavalry may not be attacked by infantry, but may be forced back and subjected to spread of rout by infantry and artillery, ref. 4.2.0 and 5.4.2.

Cavalry is considered as passive, when it has not moved at least 5 cm by marching during the bound. The movement must be carried out subsequent to any inversion in place, and it may not be achieved by forced action.

The fact, that cavalry is considered passive, does not exclude the application of a positive factor for charging, ref. table 8.

4.5.0 Artillery

Artillery may not carry out attacks, but may force back units and cause spread of rout, ref. 4.2.0 and 5.4.2.

When unlimbered artillery is within 10 cm of an own infantry unit in closed order that has at least twice as many figures as the gunners, and neither the artillery nor the own unit are MD or FD, the gunners may leave their model guns and seek refuge at the own unit. This must take place at the moment of receiving a declaration of attack, and is carried out without any calculation of time. The same applies to gunners that already have left their model guns, ref. 2.2.5.

Gunners are counted in the number of figures in the unit at which they have sought refuge, without regard to differences in valour or other conditions, and losses are distributed proportionally. The gunners will remain part of the unit, until they are moved away from the unit.

When an attack is declared against the artillery itself and not its position, the attacker must try to adapt its movements towards the unit at which the gunners have sought refuge, ref. 4.1.1, and within its marching ability either attack that unit or stop at the point of melee zone contact.

When a unit, during an entire bound, is in base contact with an opponent battery that has been left by its gunners, the battery will be taken and removed from the wargames terrain at the end of the bound. This does not apply, when an opponent, that is not MD or FD, is in base contact with the battery at the end of the bound. A unit may be in base contact with only one battery.

5.0.0 Moral

5.1.0 Common rules

5.1.1 Moral effect

When a unit is brought into a degree of disorder, it will be obliged to carry out certain forced actions. The degree of disorder is noted on the order sheet and may also be indicated by placing a discreet marker at the unit.

A unit will be brought into a given degree of disorder, if it is subject to an effect that brings it into the same degree of disorder, as it already is, or which brings it into a higher degree of disorder.

The fact that a unit is subject to an effect that would have brought it into a lower degree of disorder than it already is, has no relevance.

It is not required that a unit receives an order for it to reorganise from a degree of disorder.

5.1.2 Retreat and rout

Retreat and rout are carried out immediately after each event that gives occasion for this. Retreat and rout after all simultaneous events are carried out before any new events, such as continued advance and attack, or spread of rout, are carried out.

Units that are to retreat or rout over the edge of the wargames terrain, will stop on the border of the wargames terrain, unless the units are already placed on the border of the wargames terrain.

5.2.0 LD (light disorder)

5.2.1 Marching

LD entails that a unit may be moved only at half its rate of march, apart from forced action.

5.2.2 Reorganisation

LD lasts the remaining part of the bound in which a unit is brought into LD, and until the unit has carried out reorganisation in a subsequent bound.

In order to reorganise from LD, a unit may not be brought into any degree of disorder during an entire bound, but reorganisation may be carried out simultaneously with other action, including movement, firing and melee.

A unit that reorganises from LD, is brought into OR (order) at the end of the bound.

5.3.0 MD (medium disorder)

5.3.1 Retreat

When a unit is brought into MD, it must retreat. This movement is carried out, without any calculation of time, as a full bound of march at the normal rate of march, following which the unit is stationary for the remaining part of the bound apart from forced action. This applies irrespective of previous action during the bound.

The movement is conducted along a straight line that is to be placed within 45 degrees of a line

drawn between the centre of the cause of disorder and the centre of the unit in MD, ref. 3.1.5 and 4.1.5. The movement is performed as a parallel shift of the unit relative to its original position. Account is taken of terrain that reduces the rate of march.

For units that are brought into MD by an ordering roll or by spread of rout, ref. 1.1.3 and 5.4.2, the direction of retreat may be chosen freely.

At the end of the movement, the unit is turned without any calculation of time, so as to have its front opposite to the direction of retreat.

If during the movement, including the final turning, the unit encounters an obstacle that cannot be passed, including base contact with a unit that cannot be passed through or forced back, ref. 2.3.4 and 4.2.0, the unit in retreat will be brought into FD, with possible spread of rout, ref. 5.4.0.

Both unlimbered and limbered artillery will retreat together with its model guns.

A unit in MD may only move with half its rate of march, apart from forced action.



5.3.2 Reorganisation

MD lasts the remaining part of the bound, in which a unit is brought into MD, and until the unit has carried out reorganisation in a subsequent bound. A unit in MD may not carry out firing or attack, ref. 3.1.1 and 4.1.1.

In order to reorganise from MD, a unit must be stationary during an entire bound, and may not carry out any other activity, including participation in melee or being passed through. It will not interrupt reorganisation that a unit is fired at, unless the unit as a result is brought into MD or FD.

A unit that reorganises from MD, is brought into LD at the end of the bound, so that reorganisation from LD may be conducted during the following bound, ref. 5.2.2.

5.4.0 FD (full disorder)

5.4.1 Rout

A unit that is brought into FD will lose 10 per cent of its figures, that number being rounded down. The loss is calculated after other loss, including prisoners, as a result of firing and melee has been removed. For a unit that is brought into FD as a result of an ordering roll, the size of the loss is indicated in table 16.

When a unit is brought into FD, it will rout. This movement is carried out, without any calculation of time, as an full bound of rout march, following which the unit is stationary for the remaining part of the bound, apart from forced action. This applies irrespective of previous action during the bound.

The movement is conducted along a straight line that is to be placed within 45 degrees of a line drawn between the centre of cause of disorder and the centre of the unit in FD, ref. 3.1.5 and 4.1.5. The movement is performed as a parallel shift of the unit relative to its original position. Account is taken of terrain that reduces the rate of march.

For units that are brought into FD by an ordering roll, by a roll for reorganisation, by spread of rout, or because retreat in MD may not be carried out, ref. 1.1.3, 5.4.3, 5.4.2, and 5.3.1, the direction of rout may be chosen freely.

This also applies to units that are brought into FD as a result of reduction in valour, ref. 5.5.2, unless the unit at the same time is brought into FD by another cause that establishes the direction of rout.

At the end of the movement, the unit is placed without any calculation of time, in a formation that is as broad as it is deep, with all figures facing towards the centre. A unit in FD has frontage in all directions, and does not have any flank or rear. When fired at and attacked, the unit is considered as being in line.

If during the movement, including the final placing in rout formation, the unit encounters an obstacle that cannot be passed, including an opponent that cannot be forced back, ref. 4.2.0, the routing unit will stop. However, the placing of the unit in rout formation is carried out by modifying the position of the unit.

Unlimbered artillery will rout without the model guns. The gunners are placed in rout formation in the centre of the model guns, and the rout movement is calculated from this position. Limbered artillery will rout together with its model guns.

5.4.2 Spread of rout

When a unit during its rout movement comes in base contact with an own unit, a roll of dice is carried out for spread of rout, ref. table 9. This does not apply to an own unit in skirmish line that has one or more figures within 15 cm of its soutien, ref. 2.3.4.

If rout spreads to the second unit, bringing it into FD, the first unit will follow the second unit in base contact during a new rout movement, and the first unit is counted in the number of figures in the second unit in relation to subsequent spread of rout, irrespective of differences in valour and other conditions.

The first unit will use the same rate of march as the second unit, and any reduction for the passage of terrain is calculated for the figures of both units. However, the first unit may not pass terrain that it could not pass otherwise. In that case, the second unit will continue the rout movement on its own.

If the second unit is not brought into FD by

spread of rout, the remaining part of the rout movement of the first unit is carried out, passing through own units without any further consideration of spread of rout.

When the second unit is brought into MD by spread of rout, this is considered as a separate event, which is carried out after the conclusion of the rout movement of the first unit. If the retreat of the second unit is blocked by the first unit, ref. 5.3.1, this may lead to a spread of rout from the second unit to the first unit.

5.4.3 Reorganisation

FD lasts the remaining part of the bound in which a unit is brought into FD, and until the unit has carried out reorganisation in a subsequent bound. A unit in FD may neither receive orders, nor carry out firing or attack, ref. 1.1.2, 3.1.1, and 4.1.1.

Reorganisation from FD is carried out by a roll of dice, which is performed at the end of the announcement phase, ref. table 16. A positive factor is received when any commanding officer or adjutant is in base contact with the unit. A staff officer may be in base contact with only one unit, and a positive factor may be received only for one staff officer.

If the unit reorganises from FD into MD, this will not cause the unit to retreat. When a unit reorganises from FD into MD or LD, it may continue reorganisation during the following bound, ref. 5.2.2 and 5.3.2.

When a unit reorganises from FD, it may be placed in freely chosen closed formation without any calculation of time, ref. 1.3.0.

5.5.0 Valour and supplies

5.5.1 Valour

The valour of a unit represents a combination of training and moral. In addition to valour, a positive factor applies for highly trained marksmen, ref. table 6, while a negative factor applies for light cavalry and a positive factor applies for heavy cavalry, ref. table 8.

It must be indicated in the scenario, ref. 1.1.9, when units have highly trained marksmen, which will apply especially to British units.

Valour is indicated in table 21 for the period 1813 to 1815, and may vary from plus 5 to minus 5.

5.5.2 Reduction of valour

For every 20 per cent of the original force that is lost by a unit, its valour will be reduced by one point, ref. table 15.

When the valour of a unit is reduced below minus 5, the unit immediately is brought into FD, unless it is at the same time brought into FD for any other reason. The valour of the unit is adjusted to minus 5 after the loss due to FD has been removed, ref. 5.4.1.

A lost point of valour may be regained through rest, ref. 5.5.4.

Units, other than artillery, that come to have less than 3 figures, are immediately removed from the wargames terrain. This also applies to the individual parts of a split unit, ref. 1.2.6.

5.5.3 Supplies

Supplies represent that a unit has sufficient ammunition, and for cavalry also that a unit has sufficiently fresh horses.

A unit will have unlimited supplies until the unit carries out a roll of dice for firing or melee that includes two dice showing the face of one point. Following such a roll of dice, a unit will have supplies only for the next three rolls of dice for firing or melee. This applies even when only part of a unit has fired or participated in a melee.

Units without supplies may not fire at opponents. They may carry out attacks and be attacked, but will receive a negative factor for being without supplies, ref. table 8, and in melee they may take only prisoners, ref. 4.1.3.

A unit may refurbish supplies through rest, ref. 5.5.4. When a unit starts refurbishing supplies, it loses any remaining supplies.

5.5.4 Rest

A unit that carries out rest must be placed in a special formation, ref. 1.3.6.

During rest, a unit must not be MD or FD, and



it must be stationary without carrying out any activities, including participation in melee or being passed through. It will not interrupt rest that a unit is fired at, unless the unit as a result is brought into MD or FD.

Rest must be performed uninterrupted for 8 bounds in order to refurbish supplies or to regain one valour point. Units without supplies must refurbish supplies before valour points are regained.

When a unit during rest is in base contact with a supply waggon with ammunition, the time needed for refurbishing is reduced to 2 bounds, ref. 1.2.4. It must be noted in the scenario when supply waggons contain ammunition, ref. 1.1.9. Only one unit at a time may refurbish from a supply waggon.

If rest is interrupted when a shorter period than required has passed, the rest performed during this period is lost.

6.0.0 Special issues

6.1.0 Urban combat

6.1.1 Buildings

Each model building on the wargames terrain is considered as an individual building, and may be occupied by the number of figures that may be placed on the area covered by the building. Cavalry and artillery may not attack or occupy buildings.

Buildings are occupied and vacated through a change of formation. A unit that is to occupy a building must be in base contact with the building, and a unit that vacates a building is placed in a freely chosen formation that is in base contact with the building, ref. 1.3.0.

When a unit and an opponent at the same time attempt to occupy a building by means of change of formation, both units will stop in base contact with the building.

A building may also be occupied through continued advance following an attack against the building, ref. 6.1.2.

When only a part of a unit is to occupy a

building, the unit will be split as a forced action, ref. 1.2.0. The same applies when only part of the figures occupying a building are to vacate the building.

When parts of several own units, including also entire units, have occupied the same building, the parts are considered as one tactical unit, as long as they remain in the building. Valour and other conditions are decided by the conditions of the largest constituent part. Effects received in the building, including reduction of valour and loss of supplies, will still apply when a constituent part leaves the building.

6.1.2 Firing and melee

When firing from a building, it may be chosen freely from which sides of the building firing is performed, subject to the conditions for split fire, ref. 3.1.2. However, not more than half the figures occupying a building may participate in the firing from a given side of the building.

When firing at or attacking a building, the occupying force is considered as a line formation without flank or rear.

A unit occupying a building may not constitute a soutien, a neighbour unit or a support unit, and a unit may not carry out an attack as long as it occupies the building, as its melee zone does not extend outside the building. However, a unit may have orders to attack during the same bound as it vacates a building.

Attacks may be carried out against both occupied and unoccupied buildings, but may not be carried out against buildings occupied by own units.

When an attack is carried out against an unoccupied building, the attacker will stop in base contact with the building, but may occupy the building through continued advance, ref. 4.1.4.

The same applies when an attack is carried out against the position of an opponent occupying a building, and the opponent has vacated the building before the attacker reaches the point of melee zone contact with the building, provided that the attacker reaches base contact with the building during the movement phase.

When a unit and an opponent attack the same unoccupied building, both units are placed in base contact with the building. The attack is considered as a frontal attack between the units, and both units will receive a negative factor for the cover value of the building, ref. table 5 and 8. When the opponent is brought into MD or FD as a result of the melee, the attacker may occupy the building through continued advance. The same applies when the melee is cancelled because the opponent becomes MD or FD for any reason during the fire phase while the units are in base contact with the building.

When attacking an occupied building, the attacker will stop at the point of melee zone contact with the building. When the opponent leaves the building in MD or FD as a result of the melee, and the attacker reaches base contact with the building during continued advance, the attacker may occupy the building as part of that continued advance. The same applies when the melee is cancelled because the opponent becomes MD or FD for any reason during the fire phase, while the attacker is at the point of melee zone contact with the building.

When attacking a building, the figures that may be included in other attacks, ref. 4.1.3, are included even if only part of the unit is able to occupy the building.

6.1.3 Retreat and rout

A unit that is brought into MD while occupying a building, is placed in huddle without any calculation of time, at a freely chosen position in base contact with the building, and the retreat is calculated relative to this position. If space is not available for placing the entire unit outside the building, the entire unit becomes FD inside the building.

A unit that is brought into FD while occupying a building, is placed in a rout formation without any calculation of time, at the centre of the building, and the rout is calculated relative to this position, without any consideration of the building. If the unit is stopped by obstacles that cannot be passed when vacating the building, including an opponent that cannot not be forced back, ref. 4.2.0, the figures that are still within the building will surrender and be removed from the wargames terrain.

6.2.0 Wood combat

Woods may be passed at the rate of march indicated in table 3. Fruit orchards are considered as difficult terrain, ref. 2.3.7.

However, the edge of a wood is considered as normal terrain in relation to movement, except that lateral movement within the edge is considered as movement in a wood. The outside of the edge is considered as an obstacle that is passed when entering and leaving the edge of a wood. A maximum of two ranks may be placed in the edge of a wood.

Woods and edges of woods constitute cover. When units placed within a wood, that are not placed in the edge of the wood, fire at a target outside the wood, the target is considered as being in cover, ref. table 5.

6.3.0 Field work

Field work is carried out by engineers and gunners. However, field work within buildings may be carried out by the units that have occupied a building. Field work must be indicated on the order sheet and must be announced, ref. table 1, and the unit performing field work must be placed in a special formation, ref. 1.3.5.

The time expended on field work is indicated in table 20. Where required, rolls of dice for materials are carried out at the announcement of the field work, ref. table 1. When the required minimum points are not achieved, the field work is not commenced during the present bound. New attempts may be announced and carried out during the subsequent bounds.

For each consecutive bound with an unsuccessful roll of dice for materials, a positive factor is added, ref. table 20.

A unit carrying out field work may not be MD or FD, and it must be stationary, without carrying out any other activity, including participation in melee or being passed through. However, work may be carried out also during the bound where a unit is positioned for field work. It will not interrupt field work that a unit is fired at, unless the unit as a result is brought into MD or FD.

When a field work is interrupted, the work performed during the present bound is lost, but the result of work during previous bounds is not lost. The field work may be resumed later, but a new roll of dice for materials will be required.

In order to achieve incineration or detonation, a roll of dice must be carried out either the end of the field work or in a later bound. When the minimum required points are not achieved, the incineration or detonation does not take place, but new attempts may be carried out in later bounds.

For each consecutive bound with an unsuccessful roll of dice for incineration or detonation, a positive factor is added, ref. table 20.

A unit capable of preparing incineration or detonation must be in base contact with the object in order for a roll of dice for incineration or detonation to be carried out.

Tables
The use of double lines between groups of factors in tables 6, 7, 8, 9, 16 and 17 indicates that only a single factor may be counted for each column within the group.
In table 6 and 7, the factors for loss are first counted and added to the roll of dice in order to calculate loss in figures, and thereafter the factors for moral are counted and added to the result for loss, in order to calculate the moral effect.
The explanatory text in the table is included for information purposes only and must be understood on the basis of the rules.

Table 1: Phases of the bound	
Phase	Sub-phase
Orders	<ul style="list-style-type: none"> - Writing of orders on the order sheet for splitting, assembly, change of formation, marching, including change of direction, attack, field work, transfers, and other action not exempted from ordering requirements. - Ordering roll. - Retreat, rout and spread of rout.
Announcement	<ul style="list-style-type: none"> - Announcement of attacks. - Announcement of field works. - Announcement of transfers. - Replacement of commanding officers. - Reorganisation of units in FD. - Retreat, rout and spread of rout.
Continued fire	<ul style="list-style-type: none"> - Fire against targets that a unit fired at during the last bound, with possible engaging of commanding officers. - Retreat, rout and spread of rout.
Movement	<ul style="list-style-type: none"> - Splitting and assembly of tactical units. - Change of formation. - Commencement of field works. - Marching.
Firing	<ul style="list-style-type: none"> - Fire from units that have not carried out continued firing, with possible engaging of commanding officers. - Retreat, rout and spread of rout.
Melee	<ul style="list-style-type: none"> - Announced attacks, with possible engaging of commanding officers. - Retreat, rout and spread of rout. - Writing of decisions for continued advance and continued attack. - Announcement of continued attacks. - Continued advance. - Continued attack, with possible engaging of commanding officers. - Retreat, rout and spread of rout.
Termination	<ul style="list-style-type: none"> - Attempt at incineration and detonation. - Removal of taken batteries. - Further movement of staff figures.
Units that carry out continued fire may not carry out movement and may not be passed through, apart from forced action.	
Units that are passed through may not fire later during the bound.	

Table 2: Field of sight			
Unit position	Field of sight from the position	Field of sight against the position	Field of sight against the position, when firing from the position during this or last bound
Open terrain	200 cm	200 cm	200 cm
Cover, including edge of a wood	200 cm	30 cm	100 cm
Wood, apart from edge of the wood	15 cm	15 cm	30 cm

The position of units that become visible due to firing during the bound must be indicated on the wargame table. If the unit does not fire during the following bound, the indication is removed at the end of that bound.

Against units in open terrain, the field of sight is extended by 20 cm for each hill layer the observing unit is placed above the target. A hill layer represents 10 meters.

When calculating blocks to the field of sight, woods and buildings are assumed to have the same height as one hill layer.

On hills the crest is calculated as a line running perpendicular to the line of sight, midway between the edges of a hill layer. For a unit on the same hill layer as its target of sight, the crest on that hill layer does not block the field of sight.

Own and opponent units do not block the field of sight.



Table 3: Rate of march				
Formation	Road	Normal terrain	Difficult terrain	Wood
Infantry				
Column of march	50	40	20	15
Column of attack	..	30	15	..
Line and battalion mass	..	20	10	..
Square and huddle	..	10	5	..
Skirmish line	..	30	20	15
Charge (not square and huddle)	..	40
Rout	50	40	20	15
Cavalry				
Column of march	80	60	25	15
Column of attack	..	40	20	..
Line	..	30	15	..
Skirmish line	..	40	20	15
Charge	..	60
Staff figures	80	60	25	15
Rout	80	60	25	15
Artillery				
Limbered column of foot artillery and waggons	50	30	15	10
Limbered column of foot artillery 12 pd and above	25	15	8	5
Limbered column of horse artillery	80	40	20	10
Limbered column of horse artillery charge	..	60
Unlimbered line	..	15	10	..
Unlimbered line 12 pd and above	..	10	5	..
Rout limbered foot artillery	50	40	20	15
Rout limbered horse artillery	80	60	25	15
Gunners without model guns	as infantry			
Units that have carried out splitting, assembly or change of formation, or that are LD or MD, have only half the rate of march. Wheeling and rotation is carried out at half the rate of march, apart from columns of march on road and skirmish lines. Units in column of march that are more than 90 cm from opponents in closed formation that are not FD or MD may use the fast rate of march, which is calculated as double the normal rate of march. These effects are cumulated, but do not apply to forced action.				
Columns of march may not carry out rotation. Columns of attack and columns of march do not swing out their tail end during wheeling.				
An inversion in place does not take time. For artillery, inversion in place may be carried out as part of unlimbering and limbering.				
Unlimbered artillery may be moved backwards. Skirmish lines and staff figures may be moved sideways and backwards. This does not entail any reduction of the rate of march.				

Table 4: Passage of obstacles			
Obstacle	Infantry	Cavalry	Artillery
I	No reduction in rate of march	Half rate of march	Half rate of march
II	Half rate of march	Quarter rate of march	Quarter rate of march
III	Quarter rate of march	May not be passed	May not be passed

Obstacles, difficult terrain, and woods may not be passed at the charge. Units shift to normal rate of march.

Table 5: Obstacles and cover		
Element	Obstacle	Cover
Hill layer less than 5 cm wide	I	-
Hill layer less than 2 cm wide	II	-
Hill layer less than 1 cm wide	III	-
Shrubs, fences and hedge rows	I	-
Waterways less than 1 cm wide, ditches and fords	I	-
Waterways between 1 and 5 cm wide	II	-
Wood edge, hedges and dikes	I	I
Woods, apart from wood edge	-	I
Fired at from woods, apart from wood edge	-	II
Holstein hedges	II	I
Walls less than 1 m tall	I	I
Walls between 1 and 2 m tall	II	II
Walls more than 2 m tall	III	III
Buildings of wood and with mud-walls	-	I
Buildings of stone	-	II
Especially strong buildings of stone, including churches	-	III
Unlimbered artillery	-	-
Other materials placed as an obstacle	I	-/I
Abatis and chevaux-de-frise	I	-
Barricades	I	-/I
Artillery emplacements in open terrain	II	II

Table 6: Positive and negative factors for hand weapons				
Element	Own at loss	Opponent at loss	Own at morale	Opponent at morale
Column effect	-	+ 2	-	-
Square, battalion mass, and huddle	-	+ 3	-	-
Skirmish line	+ 2	- 4	-	-
Limbered artillery and waggons	-	- 2	-	-
Unlimbered artillery	-	- 4	-	-
Mounted cavalry	- 2	+ 1	-	-
Mounted cavalry at the charge	-	- 1	-	-
Flanking fire	-	-	-	+ 3
Rear fire	-	-	-	+ 2
Fire at hidden target	- 2	-	-	-
In passage of obstacle	- 2	-	-	+ 2
Cover I	-	- 2	-	-
Cover II	-	- 4	-	-
Cover III	-	- 6	-	-
Own firing figures relative to target figures				
50 per cent more	-	-	-	- 1
100 per cent more	-	-	+ 1	- 2
200 per cent more	-	-	+ 2	- 4
300 per cent more	-	-		- 6
400 per cent more and above	-	-		- 8
Not stationary	- 3	-	-	-
Split fire	- 2	-	-	-
First fire or melee	+ 2	-	-	-
Without supplies	-	-	-	+ 2
Fire at zone 2	- 3	-	-	-
LD	- 2	-	-	+ 2
MD	-	-	-	+ 4
FD	-	-	-	+ 8
Highly trained marksmen	+ 2	-	-	-
Support unit or soutien	-	-	-	- 2
Neighbour unit	+ 2	-	-	-
Engaging of commanding officer	-	-	+/- 4	-/+ 4
Valour	+/- 5	-	-	-/+ 5

Table 7: Positive and negative factors for artillery				
Element	Own at loss	Opponent at loss	Own at morale	Opponent at morale
Column effect	-	+ 2	-	-
Square, battalion mass, and huddle	-	+ 3	-	-
Skirmish line	-	- 4	-	-
Limbered artillery and waggons	-	- 2	-	-
Unlimbered artillery	-	- 4	-	-
Mounted cavalry	-	+ 1	-	-
Mounted cavalry at the charge	-	- 1	-	-
Flanking fire	-	-	-	+ 3
Rear fire	-	-	-	+ 2
Fire at hidden target	- 2	-	-	-
In passage of obstacle	- 2	-	-	+ 2
Wood and edge of wood	-	+ 2	-	-
Cover II	-	- 2	-	
Cover III	-	- 4	-	
Own firing figures (gunners multiplied by 5) relative to target figures				
50 per cent more	-	-	-	- 1
100 per cent more	-	-	+ 1	- 2
200 per cent more	-	-	+ 2	- 4
300 per cent more	-	-		- 6
400 per cent more and above	-	-		- 8
Foot artillery not stationary	- 3	-	-	-
Split fire at zone 2 and 3	- 2	-	-	-
First fire or melee	+ 2	-	-	-
Without supplies	-	-	-	+ 2
Canister fire at zone 1	+ 3	-	-	-
Fire at zone 2	- 3	-	-	-
Fire at zone 3	- 6	-	-	-
Non-ricochet fire at zone 2 and 3	- 2			
Ranging at zone 2 and 3	- 2	-	-	-
3-4 pd	- 2	-	-	-
12 pd	+ 2	-	-	-
LD	- 2	-	-	+ 2
MD	-	-	-	+ 4
FD	-	-	-	+ 8
Support unit or soutien	-	-	-	- 2
Neighbour unit	+ 2	-	-	-
Engaging of commanding officer	-	-	+/- 4	-/+ 4
Valour	+/- 5	-	-	-/+ 5

Table 8: Positive and negative factors for melee		
Element	Attacker	Defender
Column of march	- 2	- 2
Skirmish line	- 4	- 4
Artillery and units at work or rest	-	- 2
Cavalry attacks square	- 3	+ 1
Cavalry attacks battalion mass	-	-
Cavalry attacks infantry in general and artillery	+ 1	- 2
Infantry not covered by skirmish line, in melee with infantry	- 2	- 2
Square, battalion mass, and huddle in melee with infantry	- 2	- 2
Uphill attack	- 1	-
Splitting, assembly or change of formation during this bound	- 2	- 2
Flanking attack	+ 3	- 3
Rear attack	+ 2	- 2
Overreaching attack or defence	+ 2	+ 2
In passage of obstacle	- 2	- 2
Attack against cover I	- 2	-
Attack against cover II	- 4	-
Attack against cover III	- 6	-
Fire during this bound	- 3	- 3
Without supplies	- 2	- 2
First fire or melee	+ 2	+ 2
Attack at the charge	+ 1	-
Heavy cavalry or lancers attack at the charge	+ 2	-
Charge during last bound	- 2	- 2
Passive cavalry	- 2	- 2
Heavy cavalry	+ 1	+ 1
Light cavalry	- 2	- 2
Attack during this or last bound	- 2	- 2
Defence during this or last bound	- 1	- 1
Opponent brought into FD during this or last bound	+ 2	+ 1
50 per cent more	+ 1	+ 1
100 per cent more	+ 2	+ 2
200 per cent more	+ 4	+ 4
Attack against hidden target	- 2	-
LD	- 2	- 2
MD	-	- 4
FD	-	- 8
Support unit or soutien	+ 2	+ 2
Neighbour unit	+ 2	+ 2
Engaging of commanding officer	+/- 4	+/- 4
Valour	+/- 5	+/- 5

Table 9: Positive and negative factors for spread of rout		
Element	Routing unit	Defender
Column of march	-	- 2
Cavalry	+ 1	+ 1
In passage of obstacle	-	- 2
Spread of rout against cover I	- 2	-
Spread of rout against cover II	- 4	-
Spread of rout against cover III	- 6	-
50 per cent more	+ 1	+ 1
100 per cent more	+ 2	+ 2
200 per cent more	+ 4	+ 4
LD	- 2	- 2
MD	-	- 4
FD	-	- 8
Directly commanding officer in base contact	-	+ 2
Valour	+/- 5	+/- 5

Table 10: Engaging of commanding officer		
Result	Effect	Factor for fire and melee
17-18	Commanding officer falls	+ 4
15-16	Commanding officer survives	+ 3
13-14	Commanding officer falls	+ 2
11-12	Commanding officer survives	+ 1
9-10	Commanding officer survives	- 1
7-8	Commanding officer falls	- 2
5-6	Commanding officer survives	- 3
3-4	Commanding officer falls	- 4
Positive and negative factors apply for the unit concerned during the remaining part of this bound.		

Table 11: Result of melee	
Difference	Moral for looser
0	-
1-2	LD
3-4	MD
5-n	FD

Table 12: Loss and moral				
Result	Loss for melee and fire	Morale for fire	Prisoners for melee	Prisoners for cavalry against others
0-4	0	OR	0	0
5-8	1/4	OR	1	2
9-10	1/2	OR	1	2
11-12	1/2	LD	1	2
13-14	1	LD	2	4
15-16	1	MD	2	4
17-18	2	MD	3	6
19-20	2	FD	3	6
21-	3	FD	4	8

Loss is rounded down to the nearest lower figure, after cumulating for simultaneous fire and simultaneous melee.

Units of fire for infantry and cavalry are 10 figures. However, one unit of fire in each unit may consist of down to 3 figures.

Units of fire for artillery consist of 2 gunners. However, one unit of fire in each unit may consist of down to 1 figure.

Closed formations, apart from artillery, may fire from the front two ranks.

Units of melee are constituted in numbers as units of fire, but counting all figures in the front two ranks. When attacked in the flank, the two furthest rows are counted, and when attacked in the rear, the two rear ranks are counted. To this is added the figures in the skirmish line of a soutien, which are within 15 cm of the soutien, when one or more figures in the skirmish line are placed in the melee zone between the soutien and the opponent.

Skirmish lines engaged in melee on their own, count the figures that are within 15 cm of the opponent.

Artillery engaged in melee counts all figures, and units of melee are constituted as for infantry.

Following a roll of dice for melee or fire with two faces of 1, a unit will have supplies only for 3 more rolls of dice.

Table 13: Range of fire for hand weapons		
Weapon	Zone 1	Zone 2
Carbine	0-6 cm	6-12 cm
Musket	0-10 cm	10-18 cm
Rifle	0-18 cm	18-30 cm

Table 14: Range of fire for artillery			
Calibre	Zone 1	Zone 2	Zone 3
3-4 pd	0-15 cm	15-40 cm	40-100 cm
6-8 pd	0-20 cm	20-50 cm	50-120 cm
9-12 pd	0-25 cm	25-60 cm	60-140 cm

Table 15: Reduction of valour	
Element	Reduction of valour
For each 20% lost from original number of figures	- 1
When the valour of a unit is reduced below minus 5, the unit immediately is brought into FD, unless it is at the same time brought into FD for any other reason. The valour of the unit is adjusted to minus 5 after the loss due to FD has been removed.	

Table 16: Reorganisation	
Units in FD	
Element	Factors
Any commanding officer in base contact	+ 2
Any adjutant in base contact	+ 1
For each consecutive bound with an unsuccessful attempt	+ 1
Valour	+/- 5
Result	Effect
15-n	Reorganises to OR
13-14	Reorganises to LD
11-12	Reorganises to MD without retreat
7-10	Routs again in FD with a loss of 10%
5-6	Routs again in FD with a loss of 15%
n-4	Routs again in FD with a loss of 20%
Units i MD to LD	1 bound without activities
Units in LD to OR	1 bound
Rout in FD is carried out without calculation of time as an entire bound of rout march.	
Retreat in MD is carried out without calculation of time as an entire bound of normal march.	
Units i LD and MD move at half the rate of march, apart from forced action.	
Units that become FD, apart from units attempting reorganisation, will lose 10% of their figures.	

Table 17: Ordering roll		
Element		Factors
Very efficient commanding officer		+ 1
Very inefficient commanding officer		- 2
Directly commanding officer in base contact		+ 4
Adjutant of the directly commanding officer in base contact		+ 2
Order only comprises formation of huddle		+ 2
Order only comprises marching, including change of direction, towards the immediate commanding officer		+ 4
For each consecutive bound with an unsuccessful attempt to give the same order		+ 1
LD		- 2
MD		- 4
Valour		+/- 5
Result	Effect	Order
13-n	Order is followed	OR
11-12	Order is followed	LD
9-10	Order is not followed	LD
7-8	Order is not followed	MD
n-6	Order is not followed	FD

Table 18: Catch roll for staff figures	
Result	Effect
17-18	Staff figure falls, and all units on the same side have a reduction of -2 in all rolls of dice for the remaining part of this bound and the entire next bound.
15-16	Staff figure falls, and all units on the same side have a reduction of -1 in all rolls of dice for the remaining part of this bound and the entire next bound.
13-14	Staff figure falls.
3-12	Staff figure survives and is placed in base contact with the nearest own unit without any calculation of time.

Table 19: Replacement of commanding officer		
Element		Factors
Superior commanding officer in base contact		+ 2
For each consecutive bound with an unsuccessful attempt		+ 1
Result	Effect	
17-n	Replaced as a very efficient commanding officer.	
15-16	Replaced with same qualities as previous commanding officer.	
13-14	Replaced as a very inefficient commanding officer.	
n-12	Not replaced in this bound.	

Table 20: Field work				
Type of work	Number of figures	Result	Time requirement	Minimum roll of dice for materials
Reinforcement of building	All figures in the building, which must be at least 50% occupied	1 additional degree of cover (may not be repeated)	8 bounds	7
Abatis	5	5 cm	8 bounds	13, but only 7 if within 10 cm of wood
Chevaux de frise	5	5 cm	8 bounds	13
Barricade	5	5 cm	8 bounds	13, but only 7 if within 10 cm of building
Artillery emplacement in open terrain	5	Emplacement for 1 model gun	16 bounds	9
Incineration of wooden bridge	5	Destroyed, when a roll of dice of at least 11 is achieved at the termination of the work	4 bounds	7
Detonation of stone bridge	5	Destroyed, when a roll of dice of at least 13 is achieved at the termination of the work	6 bounds	9
One point is added to the roll of dice for materials for each consecutive bound with an unsuccessful attempt. The same applies to the roll of dice for incineration and detonation.				
A unit capable of preparing incineration or detonation must be in base contact with the object in order for a roll of dice for incineration or detonation to be carried out.				
Field works not designated in the table must be agreed with the umpire.				

Table 21: Valour 1813-1815		
Unit	Arm	Valour
Units not indicated	-	0
Guard units not indicated	Artillery	+ 1
Anhalt		
Light	Infantry	- 1
Jaeger	Light cavalry	- 2
Austria		
Grenadiers	Infantry	+ 2
Line	Infantry	+ 1 / - 1
Jaeger	Infantry	+ 1 / 0
Grenzer	Infantry	- 1
Landwehr	Infantry	- 2
Chevaulegers, hussars, uhlsans	Light cavalry	+ 1
-	Artillery	+ 1
Baden		
Light dragoons	Light cavalry	+ 1
Chevaulegers	Light cavalry	0
Bavaria		
Light	Infantry	+ 1
National guard	Infantry	- 1
Chevaulegers	Light cavalry	0
Belgium		
Line, chasseurs	Infantry	- 1
Militia	Infantry	- 2
Carabineers	Heavy cavalry	- 1
Hussars, light dragoons	Light cavalry	- 1
-	Artillery	- 1
Berg		
Guard lancers	Light cavalry	+ 2
Brunswick		
Life battalion	Infantry	+ 1
Avant garde battalion	Infantry	0
Line, light	Infantry	- 2
Uhlans	Light cavalry	- 1
Hussars	Light cavalry	- 2

Denmark		
Auxiliary corps	Infantry	+ 2
Horse	Medium cavalry	+ 2
Jutland light dragoons, hussars	Light cavalry	+ 2
Fuen light dragoons	Light cavalry	+ 1
-	Artillery	+ 1
France		
Grenadiers and chasseurs (old guard)	Infantry	+ 5
Fusilier guard, Velites of Turin and Florence	Infantry	+ 4
Young guard	Infantry	+ 3 / + 1
Marines, selected line and light	Infantry	+ 2
Foreign regiments	Infantry	- 1
National guard	Infantry	- 2 / -3
Grenadiers, elite gendarmes (old guard)	Heavy cavalry	+ 3
Carabineers	Heavy cavalry	+ 2
Grenadiers (young guard)	Heavy cavalry	+ 1
Curassiers	Heavy cavalry	0 / -1
Gendarmes	Heavy cavalry	- 1
Guard dragoons (old guard)	Medium cavalry	+ 3
Guard dragoons (young guard), dragoons (veterans from Peninsular war)	Medium cavalry	+ 1
Dragoons, lancers	Medium cavalry	0 / -1
Light guard (old guard)	Light cavalry	+ 3
Light guard (young guard)	Light cavalry	+ 1
Honour guard	Light cavalry	0
Hussars, chasseurs	Light cavalry	0 / - 2
Old guard	Artillery	+ 3
Young guard	Artillery	+ 2
Marine	Artillery	+ 1
Special conditions in 1813:		
12th Division	Infantry	+ 1
III, XI, XII, XIII, XIV Corps	Infantry	- 1
IX Corps, 32nd Division	Infantry	- 2
13th Curassiers	Heavy cavalry	+ 1
Certain line and regimental batteries	Artillery	- 1

Special conditions in 1815:		
3rd and 4th Guard grenadiers and chasseurs	Infantry	+ 4
Young guard	Infantry	+ 3
1st and 6th Division	Infantry	+ 2
Most line and light	Infantry	+ 1
14th, 19th and 20th Division	Infantry	0
Grenadiers, elite gendarmes	Heavy cavalry	+ 3
Curassiers	Heavy cavalry	+ 1
Guard dragoons	Medium cavalry	+ 3
Dragoons	Medium cavalry	+ 1 / 0
Lancers	Medium cavalry	0
Light guard	Light cavalry	+ 3
Hussars	Light cavalry	0
Chasseurs	Light cavalry	0 / - 1
Young guard	Artillery	+ 1
Horse line artillery	Artillery	+ 1
Great Britain		
3rd Light brigade, 95th Rifles	Infantry	+ 4
Highland	Infantry	+ 3
Guard, line, fusiliers, light	Infantry	+ 2
Life Guards, Horse Guards	Heavy cavalry	+ 2
Guard dragoons, dragoons	Heavy cavalry	+ 1
Hussars, light dragoons	Light cavalry	0
-	Artillery	+ 2
Special conditions in 1813:		
Line	Infantry	+ 3
Hanover		
KGL	Infantry	+ 3
Line, light	Infantry	0 / - 1
Landwehr	Infantry	- 1
KGL Hussars	Light cavalry	+ 2
KGL Light dragoons	Light cavalry	+ 1
Hussars	Light cavalry	- 1
KGL	Artillery	+ 2
-	Artillery	- 2
Special conditions in 1815:		
KGL line, light, jaeger	Infantry	+ 2
Field battalions	Infantry	+ 1
Hussars	Light cavalry	- 2

Hanseatic Cities		
Hanseatic legion	Infantry	- 3
Hanseatic legion	Light cavalry	- 3
Hanseatic legion	Artillery	- 2
Hessen		
Guard	Infantry	+ 2
Chevaulegers	Light cavalry	0
Illyria		
Light	Infantry	-1
Italy		
Line, light	Infantry	- 1
Dragoons	Medium cavalry	+ 1
Chasseurs	Light cavalry	0
-	Artillery	+ 1
Mecklenburg		
Guard	Infantry	+ 2
Chasseurs, hussars	Light cavalry	- 1
Naples		
Elite	Infantry	+ 1
Line, light	Infantry	- 2
Chasseurs, chevaulegers	Light cavalry	- 2
Nassau		
1st and 2nd battalion	Infantry	0
Volunteer jaeger	Infantry	- 1
3rd battalion	Infantry	- 2
Netherlands		
Militia	Infantry	- 2
Carabineers	Heavy cavalry	0
Hussars, light dragoons	Light cavalry	0
Poland		
Veichel legion, guard battalion	Infantry	+ 2
Line	Infantry	+ 1
Curassiers	Heavy cavalry	+ 1
Uhlans, chasseurs, hussars, krakus	Light cavalry	+ 1
-	Artillery	+ 1
Portugal		
-	-	-

Prussia		
Guard	Infantry	+ 3
Grenadiers	Infantry	+ 2
Line, schützen	Infantry	+ 1
Selected reserve battalions	Infantry	0
Reserve, Russian-German legion, Reiche battalion	Infantry	- 1
Landwehr	Infantry	- 2 / - 3
Lützow free corps	Infantry	- 3
Garde du Corps	Heavy cavalry	+ 3
Curassiers	Heavy cavalry	+ 2
Guard dragoons	Medium cavalry	+ 2
Dragoons	Medium cavalry	+ 1 / 0
Light guard, volunteer guard chasseurs, volunteer cossacks	Light cavalry	+ 2
Life hussars	Light cavalry	+ 1
Landwehr	Light cavalry	0 / - 2
Russian-German hussars	Light cavalry	- 1
Lützow free corps, national cavalry	Light cavalry	- 2
Guard	Artillery	+ 3
Reserve	Artillery	+ 1
Landwehr	Artillery	0
Lützow free corps	Artillery	- 1
-	Artillery	- 2
Special conditions in 1813:		
12th Regiment	Infantry	0
Special conditions in 1815:		
Schützen	Infantry	+ 3
1st to 12th Line	Infantry	+ 2
13th to 24th Line	Infantry	+ 1
25th, 26th, 30th and 31st Line	Infantry	0
27th to 29th Line, Pommerian, Kurland and Neumark landwehr	Infantry	- 1
Silesian landwehr	Infantry	- 2
Westphalian and Elb landwehr	Infantry	- 3
1st to 6th Dragoons	Medium cavalry	+ 1
7th and 8th Dragoons	Medium cavalry	0
1st and 2nd Hussars	Light cavalry	+ 2
3rd to 6th Hussars, 1st to 3rd Uhlans	Light cavalry	+ 1
7th to 9th Hussars, 4th to 6th Uhlans, Pommerian, Silesian, Kurland and Neumark landwehr	Light cavalry	0
10th to 12th Hussars, 7th and 8th Uhlans	Light cavalry	- 1
Westphalian and Elb landwehr	Light cavalry	- 2
-	Artillery	+ 1 / 0

Russia		
Grenadiers	Infantry	+ 2
Guard	Infantry	+ 1
Line, light	Infantry	+ 1 / 0
Polish army	Infantry	- 1
Landwehr	Infantry	- 3 / - 4
Landsturm	Infantry	- 4
Chevalier guard, Horse guard	Heavy cavalry	+ 2
Guard curassiers	Heavy cavalry	+ 1
Guard dragoons	Medium cavalry	+ 1
Light guard, Guard cossacks, Don and Bug cossacks	Light cavalry	+ 1
Chasseurs	Light cavalry	- 1
Landwehr	Light cavalry	- 2
-	Artillery	+ 1
Saxony		
Guard, grenadiers	Infantry	+ 1
Line, light	Infantry	- 1
Curassiers	Heavy cavalry	+ 1
Chevaulegers, hussars	Light cavalry	+ 1
Spain		
Joseph Napoleon regiment	Infantry	- 1
Sweden		
Guard, grenadiers	Infantry	+ 2
Line	Infantry	+ 1
Curassiers	Heavy cavalry	+ 1
Guard dragoons	Medium cavalry	+ 2
Carabineers, dragoons	Medium cavalry	+ 1
Hussars	Light cavalry	+ 1
Westphalia		
Guard	Infantry	+ 1
Line, light	Infantry	- 1
Hussars	Light cavalry	- 2
-	Artillery	- 1
Württemberg		
Line, light	Infantry	- 1
Chasseurs, chevaulegers	Light cavalry	- 2
-	Artillery	- 1
Würzburg		
Line, light	Infantry	- 1

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