

Ney vs. Wellington

The Battle of Quatre Bras

June 16, 1815

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Read this First:

The rules of this SPI simulation game are organized in a format known as the *Case System*. This system of organization divides the rules into *Major Sections* (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these Major Sections is introduced by a *General Rule*, which briefly describes the subject of the Section. Many times this General Rule is followed by a *Procedure* which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of *Cases*. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth *Primary Case* of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into *Secondary Cases*. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:

Major Section Number

Primary Case Number

Secondary Case Number

↓ ↓ ↓
[6.53]

The preceding example would be the number of the third Secondary Case of the Fifth Primary Case of the Sixth Major Section of the Rules.

How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the *titles* of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
Rules Questions Editor for
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[1.0] INTRODUCTION

Ney vs. Wellington is a tactical simulation of the Battle of Quatre Bras which occurred on 16 June, 1815, in a remote area of Belgium.

[2.0] GAME EQUIPMENT

GENERAL DESCRIPTION:

The game contains a 22" by 34" map of the Quatre Bras battlefield, various visual aids and charts displaying and regulating different game functions, and 255 playing pieces ("counters") representing both actual military units and informational markers.

1.0 INTRODUCTION

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REMOVING THE RULES FROM THIS ISSUE:

Open the magazine to the center, bend the staples with a penknife or screwdriver; lift out the rules and close staples.

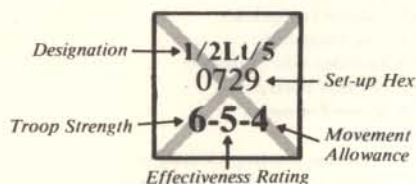
CASES:

[2.1] THE COUNTERS

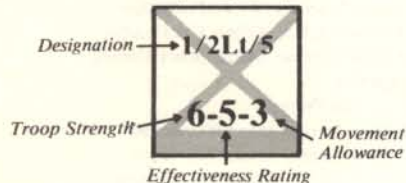
There are two different armies portrayed in *Ney vs. Wellington*: the French and Allied. Each *nationally* is represented by a unique color, although all Allied nationalities are on the same side. *Combat units* are used to portray actual military units. *Markers* are used to indicate changes in the original status of combat units.

[2.11] Sample Units

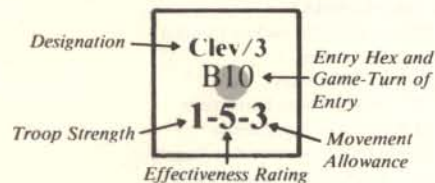
INFANTRY UNIT (Front, Column)



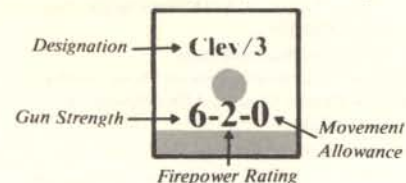
INFANTRY UNIT (Back, Line)



ARTILLERY UNIT (Front, Limbered)



ARTILLERY UNIT (Back, Unlimbered)



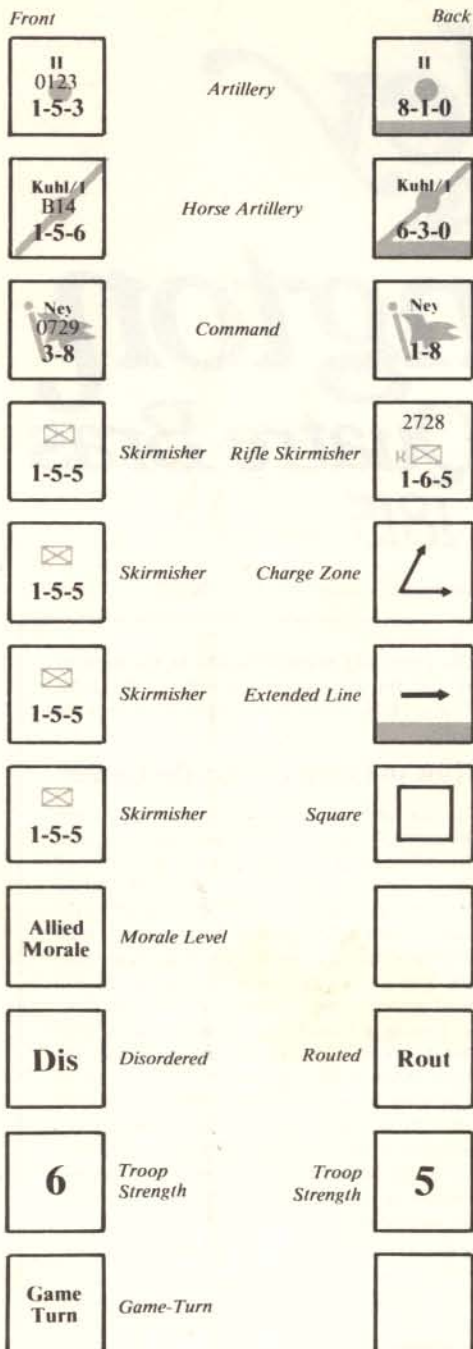
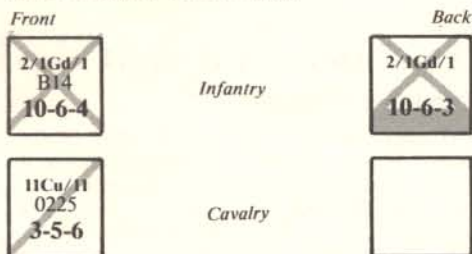
COMMAND UNIT (Front)



COMMAND UNIT (Back, Reduced)



[2.12] Summary of Unit Types



[2.13] Unit designations have no direct effect on play. However, for those who are interested, designations are read in the following manner: Battalion/Regiment/Division (or, in the case of designations with two numbers, Regiment/Division). Thus, 1/42/3 is 1st Battalion, 42nd Regiment, 3rd Division. *Any unit with the abbreviation LI in its designation is light infantry.* Such units possess special capabilities with regard to "breaking down" (see Case 8.42).

[2.2] GLOSSARY

Battalion: The standard size of all non-skirmish infantry units.

Battery: The standard size of all artillery units.

Combat Strength: The number of men ($\times 100$) or guns (in the case of artillery) in a given unit. This is also referred to as *Troop Strength Points* or simply *Troop Points* in the rules. When a unit loses part of its Combat Strength in combat, its new Strength is indicated with a numerical chit, placed under the unit itself.

Command Unit: A unit representing individual leaders present at the engagement. They may be either "full-strength" (front) or "inverted" (reverse side of counter). Each command unit exerts a "command radius" (see Case 12.14).

Effectiveness Rating: The relative quality of a given unit from zero (worst) to six (best).

Facing: The orientation of a unit within a hex. Formed units must always have their counter-tops facing towards the *vertex* between two hexsides.

Firepower Rating: The relative firepower a unit is capable of delivering. An infantry unit's Firepower Rating is 1 if its original Effectiveness is 5 or 6. Its Firepower Rating is 2 if its original Effectiveness is 3 or 4. Its Firepower Rating is 3 if its original Effectiveness is 1 or 2.

Formation: The physical deployment of the men of a unit (i.e., line, column, skirmish, etc.)

Formed: All units are formed except those in disordered, routed, skirmish, or command formation.

Light Infantry: A special type of infantry unit which is capable of totally breaking down into skirmishers. Any unit is light infantry if it has the abbreviation LI in its designation.

Movement Allowance: The mobility of a unit expressed in *Movement Points*.

Obstructed Terrain: A woods or building hex. Also, a stream or soft cover (hedge) hexside.

Target Class: When a unit is fired upon, it must be categorized into one of five Target Classes, depending on the unit formation's vulnerability to fire.

Unformed: A disordered or routed unit. Command units are also unformed.

[2.3] GAME SCALE

Each hex represents 100 yards of real terrain. Each Game-Turn is 15 minutes.

[2.4] INVENTORY OF GAME PARTS

A complete game of *Ney vs. Wellington* includes:

- One Rules Booklet
- One Counter Sheet (255 pieces)
- One Map
- One Game Box Assembly (non-S&T edition only)
- One Die (non-S&T edition only)

If any of these parts are missing or damaged, please fill out the enclosed Complaint Card and return it to SPI. Note that, although the process used to manufacture the counters sometimes results in minor imperfections, SPI can supply replacement parts only in cases of gross error and illegibility.

[3.0] SETTING UP THE GAME

GENERAL RULE:

After Players have chosen sides, they must deploy their forces on the map. Players should note that the set-up hexes for all units (except skirmish units) are printed on the counters themselves (only the Allied Player begins the game with skirmish units on the map). The Game-Turn of entry and area are indicated on reinforcing unit counters. All units begin (or enter) the game on the counter-side indicating their set-up hex, facing any direction the owning Player desires.

PROCEDURE:

1. The Allied Player places one regular skirmish company in each of the following hexes: 1423, 1425, 1527, 1529, 1630, 1632, 1436, and 0510. Next, he places the six Rifle skirmish companies in hex 2728.
2. Both Players deploy their non-skirmish formations on the map, either by utilizing the set-up

hexes printed on the counters themselves or by following the ensuing deployment instructions:

Allies: Blvd/2: 1320; Stvr/2: 1518; 1/N/2: 1712; 2/N/2: 2921; 3/N/2, Orange/1: 1813; 5M/2: 1722; 7M/2: 2718; 8M/2, Perchr/2: 1510; 2/ON/2: 2923; 1/ON/2: 1507; 7/2: 2814; Wellington: 3021; 1/79/5, Pictn/5: 3122; 1/32/5: 3222; 1/28/5: 3322; 3/1/5: 3422; 2/44/5: 3522; 1/42/5: 3622; 1/92/5: 3722; Rtbg/5: 3822; Roger/5: 3923; Vrd/5, Lnb/5: 3920; Ost/5, Mnd/5: 3820; 6Hu/2: 3616; 5LD/2: 3617.

French: 1/1L1/6, 2/1L1/6, 3/1L1/6: 0215; 1/3/6, 2/3/6: 0116; 6/11: 0117; 1/2/6, 2/2/6, 3/2/6, Jrme/6: 0217; 1/1/6, 2/1/6, 3/1/6: 0118; II, Reille: 0123; 1/4L1/9, 2/4L1/9, 3/4L1/9: 0223; 1/92/9, 2/92/9: 0124; 8Cu/11, 11/Cu11, Klmn/11: 0225; 1/100/9, 2/100/9, 3/100/9, Foy/9: 0726; 1/93/9, 2/93/9: 0526; 9/II: 0627; 1/2L1/5, 2/2L1/5, 3/2L1/5, Ney: 0729; 1/61/5, 2/61/5, 4/2L1/5: 0529; 5/II: 0530; 1/108/5, 2/108/5, 3/108/5, Bchlu/5: 0731; 1/72/5, 2/72/5: 0532; 5La/2, 6La/2, Pire/2: 0230; 6Ch/2, 1Ch/2: 0229; 2/II: 0130.

STARTING THE GAME:

The game begins on Game-Turn One with Phase 10 (French Facing/Formation Phase). On this Turn, Phases 1-9 are skipped.

[4.0] SEQUENCE OF PLAY

GENERAL RULE:

Ney vs. Wellington employs an asymmetrical, reciprocating sequence of play, in which action switches back and forth between Players. The Player named in a Phase (i.e., French Shock Phase) is called the *Phasing Player*. The game is played in *Game-Turns*. Each Game-Turn consists of 13 strictly structured Phases.

GAME-TURN SEQUENCE OUTLINE

- 1. French Charge Declaration Phase:** The French Player must announce the initiation of any cavalry charges (see Case 12.3)
- 2. French Rally Phase:** The French Player must rally all eligible French units which are either disordered or routed. After rallying, all French units which remain routed must be retreated (see Case 17.7).
- 3. Allied Facing/Formation Phase:** The Allied Player must execute a morale check for each Allied unit that is in the Charge Zone of a French cavalry unit. After all required morale checks have been executed, the Allied Player may change the facing and/or formation of any or all of the Allied units on the map (see Sections 6.0 and 7.0).
- 4. Allied March Phase:** The Allied Player may move all, some, or none of the Allied units within the restrictions of the Movement rules. The Allied Player may bring scheduled reinforcements onto the map during this Phase. French units may never be moved during this Phase.
- 5. French Shock Phase:** The French Player may now resolve French infantry and cavalry shock attacks (see Section 12.0).
- 6. Reciprocal Artillery Fire Phase:** During this Phase both the French and Allied Players may fire all, some, or none of their artillery units. The Players alternate firing one unit at a time until all desired artillery fire is executed (see Section 11.0).
- 7. Reciprocal Infantry Fire Phase:** During this Phase, both the French and Allied Player may fire all, some, or none of their infantry units. The Players alternate firing one unit at a time until all desired infantry fire is executed (see Section 11.0).

Note: Phases 8-12 basically repeat the activities executed during Phases 1-5, however, the Players roles are now reversed; the Allied Player now executes the activities required of the French Player during the earlier Phases and vice-versa. Note also that there are no additional Fire Phases until the next Game-Turn.

8. Allied Charge Declaration Phase

9. Allied Rally Phase

10. French Facing/Formation Phase

11. French March Phase

12. Allied Shock Phase

13. Terminal Phase: A marker should be advanced one space on the Game-Turn Track to indicate the passage of one Game-Turn.

Note: On Game-Turn One, Phases 1-9 are skipped.

[5.0] MOVEMENT

GENERAL RULE:

During the March Phase, the Phasing Player may move as many or as few of his eligible units as he desires. Units may be moved in any direction or combination of directions. A given unit's movement, however, is always restricted by that unit's *Movement Allowance*, as well as restrictions imposed by terrain and various special rules.

PROCEDURE:

During the March Phase, the Phasing Player may move his units in any order he desires. Eligible units may be moved either individually or in stacks. Once a Player begins moving a particular unit, he must complete its movement before another unit(s) is moved. Each unit or stack is moved separately, tracing a path of contiguous hexes through the hex grid. As each unit enters a hex, it must pay a portion of its Movement Allowance — a number of *Movement Points* that will vary according to the terrain entered or crossed and the unit's formation.

CASES:

[5.1] GENERAL MOVEMENT RESTRICTIONS

[5.11] During the March Phase only the Phasing Player's units may be moved. He may choose to move all, some, or none of his eligible units.

[5.12] Movement is basically calculated in terms of Movement Points. The number of Movement Points expended by a unit during a March Phase may not exceed its total Movement Allowance (**Exception:** see Case 5.2). A unit may expend any portion of its Movement Allowance, but unused Movement Points may not be accumulated from one March Phase to another or transferred among units.

[5.13] The total distance (in hexes) a unit may move in a single March Phase will vary according to the terrain in the hex entered (and perhaps terrain along a hexside crossed by the unit). Each unit expends one or more Movement Points from its Movement Allowance to enter a given hex (see Section 10.0).

[5.14] The formation adopted by a unit may alter the unit's Movement Allowance as well as modify the effect of terrain on the unit's movement capability.

[5.15] A unit may freely enter a hex occupied by another Friendly unit at no additional Movement Point cost. A unit may, however, be inhibited from moving *through* a hex occupied by a Friendly unit (see Case 9.44). Similarly, a unit may be prohibited from *stacking* with a Friendly unit.

[5.16] A unit may never enter a hex occupied by an Enemy combat unit during the March Phase.

[5.17] A unit may be fired on when it attempts to leave an Enemy *Minimum Range Fire Zone* (see Case 11.23).

[5.18] Except for the restrictions of Cases 5.16 and 5.17, a unit's movement is not inhibited by the presence of Enemy units. There are no Zone of Control restrictions on movement.

[5.2] GRAND TACTICAL MOVEMENT

[5.21] During the March Phase, any unit or stack controlled by the Phasing Player may *double* its Movement Allowance if it meets the following criteria:

1. The unit is an infantry unit in column formation, skirmish formation, limbered artillery battery, or cavalry unit.

2. The unit is not routed.

3. The unit must *start* and *end* the March Phase on a road or trail hex, and must remain on the road or trail throughout the Phase.

4. The unit remains at least *six* hexes away from any *formed* Enemy unit throughout the March Phase.

5. The unit (or stack) must not exceed 12 Strength Points.

[5.22] The cost of each hex entered using Grand Tactical Movement is one Movement Point (all terrain penalties are ignored). No unit is required to expend exactly double its Movement Allowance.

[5.23] Reinforcements may enter the game using Grand Tactical Movement if they meet the requirements of Case 5.21.

[5.24] A unit utilizing Grand Tactical Movement *must* cease such movement the instant it ceases to fulfill the criteria of Case 5.21.

[5.25] A unit utilizing Grand Tactical Movement possesses "all-around facing" (see Case 6.1) during the course of this movement (i.e., it is not obligated to pay Movement Point costs for changes of facing). However, when this unit *completes* its movement for the March Phase, it must be oriented by the owning Player according to the restrictions of the Facing rules (see Section 6.0).

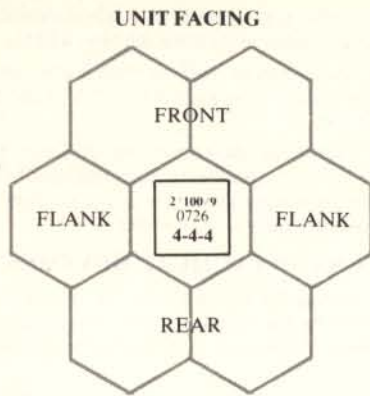
[6.0] FACING

GENERAL RULE:

Facing deals with the general orientation of a unit or stack of units within a hex. The direction in which a unit is faced indicates the unit's general march direction for movement purposes and the unit's field of fire for combat purposes. Facing restrictions vary according to a unit's type, formation, and morale status. In general, however, all units except those which possess all-around facing must be oriented in a single, unambiguous direction whenever on the map.

PROCEDURE:

Each unit is oriented such that the front (top of the counter when print is right-side up) is facing the vertex between two hexsides. These two hexsides describe the unit's front and are known as the unit's *frontal* hexsides. The two hexsides located directly opposite the frontal hexsides, and which form part of the perimeter of the hex, describe the unit's rear and are known as the unit's *rear* hexsides. The remaining two hexsides describe the unit's flanks and are called *flank* hexsides.

**CASES:****[6.1] WHICH UNITS ARE EXEMPT FROM FACING RESTRICTIONS**

[6.11] The following units possess all-around facing regardless of how the unit is oriented in the hex it occupies:

1. Infantry units in skirmish formation
2. Infantry units in square formation
3. Command units
4. Disordered units (exception: see Case 6.13)
5. Routed units

[6.12] Units with all-around facing are considered to be facing all six hexes which are adjacent to the hexes they occupy.

[6.13] A disordered artillery unit retains its normal two-hexside facing.

[6.2] HOW A UNIT'S FACING MAY BE CHANGED

The owning Player may change the facing of his eligible units during his Facing/Formation Phase (at no Movement Point cost) or during his March Phase (at a Movement Point cost).

[6.21] During the Facing/Formation Phase, the Phasing Player may change the facing of any unit he controls *at no Movement Point cost*.

[6.22] A unit may not change facing *and* formation in the same Facing/Formation Phase (**Exception:** see Case 7.43).

[6.23] During the March Phase, the Phasing Player may change the facing of any unit he controls *at a cost of one Movement Point*. This change of facing may be made to any desired direction.

[6.24] (*optional*) If both Players agree, facing/formation operations may be made less restrictive. The Sequence of Play demands that *free* facing and formation changes be performed for *all* Friendly units *prior* to their movement. To allow more flexibility, it is permissible for each Player to perform facing *or* formation operations at no Movement Point cost for each unit or stack immediately prior to moving the unit(s). (The requirements of Case 6.23 still apply once a unit's movement has been initiated.)

[6.3] HOW FACING AFFECTS MOVEMENT

[6.31] As a unit moves, it may only enter a frontal hex. A unit or stack may never move directly into a hex to its flank or rear. If such movement is desired, the unit must first be reoriented in the hex it occupies so that it now faces the hex to which it desires to move.

[6.32] All units stacked in the same hex must face in the same direction.

[6.33] A unit which enters or remains in the same hex with another Friendly unit is required to expend one Movement Point, if necessary, to ensure that its facing conforms to the other Friendly units

in the hex. If it does not possess enough Movement Points to do so, then it may not enter the hex in question.

[6.34] At the end of each Phase, any unit that is ambiguously faced is automatically disordered.

[6.4] HOW FACING AFFECTS FIRE COMBAT

[6.41] A unit may only fire through its frontal hexsides.

[6.42] A unit which possesses all-around facing may fire in any direction.

[6.43] A unit may be fired upon from any direction. A unit which is fired upon through either of its *flank* hexsides is automatically an enfilade (Class 1) target (**Exceptions:** see Cases 10.52 and 10.53). If a Line of Fire leading to a unit bisects a flank and a front (or rear) hexside, the unit is not an enfilade target.

[6.44] A unit may be fired upon if it attempts to change its facing within a Minimum Range Enemy fire zone.

[6.5] HOW FACING AFFECTS SHOCK COMBAT

[6.51] A unit may only execute a shock attack through its frontal hexsides.

[6.52] A unit which possesses all-around facing may execute a shock attack in any desired direction.

[6.53] A unit may be subject to a shock attack from any direction. A unit which is subjected to a shock attack through either a flank or rear hexside is automatically disordered if it is not already disordered or routed.

[7.0] FORMATION**GENERAL RULE:**

Formation is a term used to describe either the physical deployment or morale status of a given unit at a given time. The formation of a unit may be changed either voluntarily or involuntarily at different times during the game. However, a unit may only be in one formation at a given instant. The various formations which a unit may adopt depend on the unit's type. The formation adopted by a unit may affect the unit's facing, movement, and combat capabilities.

CASES:**[7.1] HOW A UNIT'S FORMATION MAY BE CHANGED**

[7.11] During the Facing/Formation Phase, the Phasing Player may alter the formation of any unit he controls. The process of changing a unit's facing or formation during this Phase is not considered movement and there is no Movement Point cost (although there is a one Movement Point cost to change facing during the March Phase).

[7.12] A unit may not change both its facing and formation during the same Facing/Formation Phase (**Exception:** see Case 7.43).

[7.13] A Player may never *voluntarily* change a unit's formation at any time except during the Facing/Formation Phase (**Exception:** see Case 7.42).

[7.14] There are two involuntary formations which reflect a unit's morale status: Disordered and Routed. A unit in either of these formations may *not* change formation during the Facing/Formation Phase — it may only change formation during the Rally Phase (see Case 13.2).

[7.15] A unit may be forced to adopt an involuntary formation at any time as a result of shock combat, a morale check, or the terrain a unit oc-

cupies (or crosses) in a Phase (see Cases 10.31 and 10.61).

[7.16] A unit may be fired on when it voluntarily attempts to change formation within an Enemy Minimum Range fire zone.

[7.2] INFANTRY FORMATIONS

There are four different voluntary infantry formations: column, line, square, and skirmish order. For more specific restrictions applying to infantry formations, see Section 8.0.

[7.3] CAVALRY FORMATIONS

There is only one voluntary cavalry formation. This is represented by the face of the cavalry unit's counter. Thus, at any given time, a cavalry unit will be either disordered, routed, or in cavalry formation. A cavalry unit may initiate a charge only if it is in cavalry formation.

[7.4] ARTILLERY FORMATIONS

[7.41] There are two voluntary artillery formations: limbered and unlimbered. An artillery unit may adopt either formation without requiring the use of a special formation marker. Each artillery unit is back-printed so that the front side represents limbered formation and the reverse side represents unlimbered formation. To change from one formation to the other, the artillery unit is simply inverted during the Facing/Formation Phase.

[7.42] An artillery unit may limber only during the Facing/Formation Phase. However, it may unlimber during either the Facing/Formation Phase or the March Phase. There is no Movement Point cost to change formation during the Facing/Formation Phase, but in order to unlimber during the March Phase the artillery unit must expend one Movement Point.

[7.43] Each time an artillery unit changes formation, it is also permitted a free change of facing at no additional Movement Point cost. Thus, unlike other units, an artillery unit is allowed to change both its facing and formation in the same Facing/Formation Phase.

[7.44] An artillery battery in limbered formation may move but not fire. An artillery battery in unlimbered formation may fire but not move. A battery in either formation may change its facing during the Facing/Formation Phase.

[7.45] The unlimbered side of an artillery unit indicates the original Gun Strength and Firepower Rating (see Case 2.2) of the battery. The limbered side indicates the Combat Strength and Effectiveness Rating of a hypothetical "crew" permanently attached to the battery, as well as the unit's Movement Allowance. Note that a crew's Combat Strength is only taken into account in shock combat — it may never fire.

[7.46] Due to a morale check, an artillery battery may be disordered but it may *never* be routed (read all rout results as disorder).

[7.47] An artillery unit is subject to all normal Movement Point costs dictated by terrain (except when using Grand Tactical Movement, Case 5.2).

[7.5] COMMAND UNITS

[7.51] There is only one command formation, which is represented by the face of the command unit itself. A command unit may be either "normal" (deployed on its front side) or "reduced" (deployed on its reverse side).

[7.52] Command units may be neither disordered nor routed (although they are considered to be "unformed," see Case 7.6). If a command unit is stacked with a unit that is forced to retreat, the command unit automatically accompanies the retreating unit.

[7.6] UNFORMED UNITS

[7.61] Units which are disordered or routed are "unformed" units. When a unit is forced to adopt one of these formations, the appropriate marker is immediately placed on top of the unit.

[7.62] A unit's normal formation is superceded by rout or disorder. For example, if an infantry unit in square formation becomes disordered, the unit is automatically unformed — it is no longer in square formation.

[7.63] Except during the course of the Facing/Formation Phase, all units stacked in the same hex automatically adopt rout or disorder at the instant any unit in the hex is routed or disordered. Similarly, any unit entering a hex with an unformed unit adopts that formation immediately.

[7.64] A skirmish unit is always considered a disordered formation. Thus, it may never *become* disordered due to a morale check (it can only be routed due to a check).

[7.65] When unformed, an artillery unit maintains its facing (see Case 6.13).

[7.7] FORMED UNITS

All units are "formed" except those in disordered, routed, skirmish, or command formation (see Case 7.6).

[8.0] INFANTRY FORMATIONS

GENERAL RULE:

There are four voluntary infantry formations: column, line, square, and skirmish order. Each battalion-size infantry unit is back-printed so that the front side of the counter represents the unit in column formation and the reverse side the unit in line formation. In general, to change from column to line or vice-versa, an infantry unit is simply inverted during the Facing/Formation Phase. During this Phase, an infantry battalion may also detach a varying number of Troop Strength Points to operate in skirmish formation, depending on the unit's type. *Infantry units may change formation voluntarily or detach skirmish Troop Points only during the Facing/Formation Phase.* Infantry units which are unformed may change formation only during the Rally Phase.

CASES:

[8.1] COLUMN FORMATION

The column formation of an infantry battalion is represented by the front of the unit counter. The Movement Allowance of an infantry column exceeds its line formation Movement Allowance by one.

[8.2] LINE FORMATION

The line formation of an infantry battalion is represented by the back of the unit counter. Certain units require the use of a special marker when they adopt line (see Case 8.3).

[8.3] EXTENDED LINE FORMATION

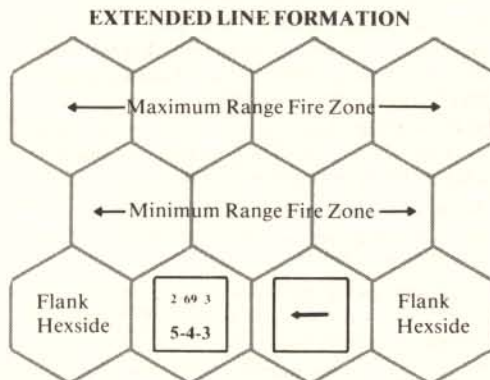
When an infantry unit adopts line formation, the use of a special extended line formation marker is required under either of the following circumstances:

1. The infantry unit is a British or Hanoverian battalion with an original Effectiveness of greater than 2 and a current Troop Strength of 4 or more.
2. The infantry unit is not listed in #1 (above), and its current Troop Strength is six or more.

If neither of these circumstances is applicable, the unit may form line without an extended line

marker. **Note:** An extended line may never be formed across an obstructed terrain hexside.

[8.31] If an infantry unit in line formation is required to use an extended line marker, this marker must be placed in *one* of the two hexes adjacent to the unit's flank hexsides (position this marker's arrow so it faces towards its "parent" unit).



[8.32] For all combat and morale purposes, an extended line is always treated as a single unit which possesses its current Troop Strength and Effectiveness in each of the two hexes it occupies. When fired upon, a line of sight may be traced to an extended line in *either* of its two hexes.

[8.33] An extended line is automatically disordered when:

1. At the end of a Phase (except the Facing/Formation Phase), it is stacked with any other non-command unit in either of the two hexes it occupies.
2. If either hex it occupies is an obstructed terrain hex.
3. Immediately before it attempts to execute a shock attack.
4. When either the marker or the battalion unit changes its facing.
5. Under any circumstance that would cause any other formed unit to be disordered.

[8.34] At the instant an extended line formation becomes disordered or routed, the extended line marker is immediately removed from the map. The unit ceases to occupy two hexes.

[8.35] At the instant the current Troop Strength of a unit is reduced below the strength which mandates the use of an extended line marker, the marker is removed.

[8.36] An extended line possesses a unitary Movement Allowance and moves as a single unit (use the unit's line formation Allowance). When moving, an extended line actually enters two new hexes. The hex with the *highest* cost is deducted from the unit's Movement Allowance. If either the marker or the battalion unit changes its facing within a hex, the unit is immediately disordered (see Case 8.34). Thus, "wheeling" automatically disorders an extended line.

[8.37] An extended line may be attacked in shock combat in either hex it occupies.

1. If it is attacked through a frontal hexside, the attack is resolved either against the hex occupied by the battalion unit or the hex occupied by the marker.
2. If attacked through a flank or rear hexside, the extended line is immediately disordered and its marker removed (see Case 8.34). If the removal of the marker makes the attacking and defending units non-adjacent, the attacking units must proceed to enter the hex formerly occupied by the marker and resolve their shock attack against the

disordered battalion unit. (The attacking unit may freely adjust its facing when it enters this hex to enable it to attack the battalion.)

[8.38] When an extended line executes a shock attack, it is automatically disordered prior to the resolution of the combat. Its marker is immediately removed (see Case 8.34). However, if the defending unit was only adjacent to the hex occupied by the marker, the disordered attacking battalion unit may be freely re-positioned in the hex the marker had occupied in order to resolve the shock attack.

[8.4] SKIRMISH FORMATION

During the Facing/Formation Phase, infantry Troop Strength Points representing infantry skirmish formations may be detached from battalion-size units controlled by the Phasing Player. Although detachment of skirmish formations may only be executed during the Facing/Formation Phase, the procedure is not considered a change of formation. Thus, a battalion may change either its facing or formation during the same Phase in which it detaches skirmish formations.

[8.41] When Troop Points are detached from a battalion, the unit's current Troop Strength is reduced by one point for each Troop Point it detaches. Detached Troop Points are individually represented by infantry skirmish formation combat units. These markers (henceforth called "skirmish companies") are placed on top of all the units stacked in the hex occupied by the battalion detaching them.

[8.42] A *light infantry* (Lt) battalion (see Case 2.13) may detach all of its Troop Strength into skirmish units (even if disordered). A battalion which detaches *all* of its Troop Strength into skirmish companies is removed from the map and an equivalent number of skirmish companies replace it in the hex the unit occupied. Such a unit may never be re-formed.

[8.43] A full-strength non-light infantry battalion with an original Effectiveness Rating greater than two may detach a maximum of one skirmish unit per game, even if it is disordered.

[8.44] An infantry battalion with an original Effectiveness Rating of two or less may never detach skirmish units.

[8.45] In addition to the restrictions of Section 5.0, the movement of skirmish units is restricted as follows:

1. They may never voluntarily enter the Minimum Range fire zone of a formed Enemy infantry battalion, unless the hex the skirmish unit is moving into is obstructed or "protected" (see Case 10.53).
2. They may enter *any* non-pond hex at a cost of *one* Movement Point (even when crossing an obstructed terrain hexside).

[8.46] The number of skirmish units available to a Player is strictly limited to those provided in the countermix. If no more Friendly skirmish units are available, then they may not be detached. However, skirmish units that have been eliminated become available for use immediately upon elimination (**Exception:** see Case 11.43). Skirmish units are back-printed with various game markers. Skirmish units always have priority in use over these markers. For example, if a Player has used all but one skirmish unit and that unit is currently being used on its reverse side as a cavalry charge marker, the owning Player may immediately utilize that skirmish unit if he so desires. To do so, he would replace the cavalry charge marker with any convenient indicator (such as a coin or a blank counter). If game markers are not available for use when called for, their functions may *always* be carried out (i.e., cavalry charges, squares, or extended lines).

[8.47] In addition to the restrictions of Section 12.0, the shock combat capabilities of a skirmish company are restricted as follows:

1. It may never execute a shock attack against a formed Enemy unit (although they may against disordered, routed, and skirmish formations).
2. It receives no benefit from command units.
3. It treats "Dr" and "Drl" results as "R" results (it is neither disordered nor routed due to a "D1" result, although a one Strength Point loss is called for).
4. It is automatically considered disordered.

[8.48] In addition to the restrictions of Section 13.0, a skirmish company's morale is affected by the following special rules:

1. During the Rally Phase, routing skirmish companies controlled by the Phasing Player are automatically rallied if not in the fire zone of an Enemy unit. They do not require Friendly command units.
2. When a skirmish company's morale is checked, if the modified die roll exceeds the unit's Effectiveness Rating, it routs.

[8.49] Once a skirmish company has been detached, it may never be "reincorporated" into any Friendly unit.

Note: Even though the Allied army is composed of various nationalities, all Allied skirmish units are uniformly colored.

[8.5] SQUARE FORMATION

A square represents a formation which infantry would adopt when threatened by cavalry. Only infantry battalions may adopt square.

[8.51] The square formation of an infantry battalion is represented by placing a square formation marker on top of the battalion unit (if the battalion had been in extended line, this marker would be removed).

[8.52] During the Facing/Formation Phase, a *formed* infantry battalion in column or line (either type) may adopt square formation (an extended line may form in either of its two hexes). When a square marker is removed from play, the battalion unit must be in the same formation as that in which it went into square.

[8.53] A battalion may not adopt square formation in an obstructed or "protected" (see Case 10.53) hex.

[8.54] When a unit adopts square formation, all other non-command units in the hex must also adopt this formation.

[8.55] A square possesses all-around facing.

[8.56] A square possesses a *zero* Movement Allowance.

[8.57] A square is always a Class I Target for fire combat purposes.

[9.0] STACKING

GENERAL RULE:

During the March Phase (only), the Phasing Player may reorganize the units he controls by stacking or unstacking units which occupy the same hex. Stacking or unstacking never expends Movement Points.

CASES:

[9.1] MAXIMUM STACKING LIMITATIONS

[9.11] The total number of Troop Strength Points which may be stacked in a single hex at any given

instant is limited according to the types of units being stacked and the terrain in the occupied hex. These maximum stacking limits are prescribed as follows:

1. The maximum number of infantry or artillery Strength Points that may occupy a clear hex is 18.
2. The maximum number of cavalry Strength Points which may occupy a clear hex is 12.
3. The maximum number of Strength Points which may occupy an Obstructed hex is 9 (**Exception:** A British Guards battalion with a Strength of greater than 9 may occupy such a hex).

[9.12] Stacking limits are in effect at all times throughout the Game-Turn, even in the course of a March Phase (**Exception:** see Case 9.13).

[9.13] The stacking limit of a given hex may be violated at any time within the restrictions of the following penalties:

1. All units in the applicable hex are immediately disordered (if already disordered — or in skirmish formation—they are routed).
2. The maximum number of Troop Strength Points which may participate in fire or shock combat may not exceed the hex's stacking limit.

[9.14] A unit's *current* Troop Strength is counted for stacking purposes.

[9.15] Command units do not possess a Combat Strength and do not count against stacking limits.

[9.16] Informational counters do not count against the stacking limit.

[9.17] Friendly units of different nationalities may be stacked in the same hex. All non-French units are considered Friendly to each other.

[9.18] Enemy and Friendly Troop Strength Points may never occupy the same hex at any time during the game.

[9.19] Horse artillery is considered an artillery formation, not a cavalry formation.

[9.2] HOW STACKING AFFECTS MOVEMENT

[9.21] Stacking and unstacking operations are permitted only in the March Phase. During all other Phases, the order in which units are stacked may not be altered.

[9.22] There is never an additional Movement Point cost to stack or unstack units.

[9.23] A stack of units may be fired upon if its stacking order is rearranged within a Minimum Range Enemy fire zone (see Case 11.23).

[9.3] HOW STACKING AFFECTS FACING

All Friendly units stacked in the same hex must face in the same direction.

[9.4] HOW STACKING AFFECTS FORMATION

[9.41] At the end of any Phase (except the Friendly Facing/Formation Phase), an infantry, cavalry, or artillery unit may not be stacked with any other unit except one of its own type (i.e., infantry and infantry). However, command units may freely stack with any Friendly formation.

[9.42] At the end of any Phase (except the Friendly Facing/Formation Phase), infantry units in different formations may not be stacked in the same hex.

[9.43] *Throughout* all Phases, units are always subject to stacking limitations (see Case 9.11).

[9.44] During the *course* of a Friendly March Phase, units may freely move over or through other Friendly units without penalty, with two exceptions:

1. A cavalry unit may never enter a hex occupied by an infantry unit or vice versa.

2. Stacking limits must be observed at all times during all Phases.

See Cases 9.41 and 9.42 for the restrictions of how units must *end* the March Phase. Units using Grand Tactical Movement may move over or through other Friendly units subject to the rules of this Case. Unit facing is irrelevant when moving over other Friendly units *during* the March Phase.

[9.5] HOW STACKING AFFECTS FIRE COMBAT

[9.51] *Only the top combat unit stacked in a hex may engage in fire combat* (**Exception:** see Case 9.54).

[9.52] Strength Point losses resulting from infantry or artillery fire are inflicted on the topmost combat unit in the hex. If the topmost unit is reduced to zero Strength Points, it is immediately removed from the map and any additional loss is inflicted on the new topmost unit in the hex. If a fire result calls for losses in excess of the total number of Strength Points in the hex, all Strength Points in the hex are eliminated and excess losses are ignored.

[9.53] If a command unit is the topmost unit in the target hex, the topmost combat unit under the command unit may still fire and must suffer losses normally. Command units may suffer due to an adverse combat result (see Case 11.32).

[9.54] More than one skirmish company may fire from the same hex (see Case 11.13), although the stack must fire as a single entity at a single target.

[9.6] HOW STACKING AFFECTS SHOCK COMBAT

[9.61] Units stacked in the same hex engage in shock combat as a single, indivisible group. All of the Troop Points stacked in a hex are tallied into a single combined strength and this combined strength is used to determine the "percentage ratio" involved in a given shock combat.

[9.62] When stacked units engage in shock combat, the Effectiveness Rating of the topmost defending unit is subtracted from the Effectiveness Rating of the topmost attacking unit in order to determine the differential used to resolve the combat.

[10.0] TERRAIN

GENERAL RULE:

The terrain features on the map have varying effects upon movement and combat capabilities of the combat units which are thoroughly explained in the following Cases. All terrain features depicted on the map are graphically identified on the Terrain Key (see map).

CASES:

[10.1] TERRAIN FEATURES

[10.11] There are four distinct types of hexes characterized by different terrain features: clear, swamp, soft cover, and hard cover hexes. A hex which contains a building symbol is always a hard cover hex. A hex which contains any woods symbology is always a soft cover hex. Swamp hexes bear the swamp symbology. A hex which contains no woods, building, or swamp symbols is a clear hex (regardless of the terrain superimposed along any of its hexsides). Hard and soft cover hexes are referred to as "obstructed terrain hexes" in the following Cases.

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[continued from page R6]

[10.12] There are two distinct types of hexsides characterized by different terrain symbology: *soft cover hexsides* (representing ditches or hedges), and *stream hexsides*. Soft cover hexsides are referred to as "obstructed terrain hexsides" in the following Cases.

[10.13] In terms of ground elevations, the map is divided into *seven* height levels each of which represents *relative* elevation in meters. Level 0 is the lowest ground on the map; Level 1 is 5 meters higher than Level 0 and is represented by any hex showing a combination of Level 0 and Level 2 symbology; Level 2 is 10 meters higher than Level 0; Level 3 is 15 meters higher than Level 0 and is represented by any hex showing a combination of Level 2 and Level 4 symbology; Level 4 is 20 meters higher than Level 0; Level 5 is 25 meters higher than Level 0 and is represented by any hex showing a combination of Level 4 and Level 6 symbology; Level 6 is 30 meters higher than Level 0 (see Terrain Key on map).

[10.14] Full woods hexes possess no height level. The elevation of these hexes is irrelevant.

[10.2] HOW TERRAIN AFFECTS MOVEMENT

[10.21] Regardless of formation, all units must expend at least one Movement Point to enter a clear terrain hex during the March Phase. To enter other types of hexes and/or cross certain types of hexsides, a unit may be required to spend more than one Movement Point (**Exception:** see Case 10.26).

[10.22] A unit must expend two Movement Points to enter an obstructed hex.

[10.23] A unit must expend one additional Movement Point to cross an obstructed terrain or a stream hexside.

[10.24] Cavalry and artillery units may *never* enter swamp hexes. Infantry units must expend two Movement Points to enter a swamp hex. Swamp has no effect on fire or shock combat.

[10.25] All Movement Point costs or penalties are cumulative.

[10.26] Command units and skirmish formations may enter any hex at a cost of one Movement Point (they ignore all terrain penalties).

[10.27] Movement which occurs during any Phase other than the March Phase never requires the expenditure of Movement Points.

[10.28] Units may never enter a full or partial pond hex.

[10.29] There is no Movement Point cost for going "uphill" (from one Level to a higher Level.)

[10.3] HOW TERRAIN AFFECTS FORMATION

[10.31] A formed unit is automatically disordered when it enters an obstructed terrain hex. (If the unit is an extended line formation, it is disordered if either hex it occupies is obstructed.)

[10.32] An infantry unit may not adopt square formation in an obstructed terrain hex.

[10.33] Disorder may not be removed from a unit which occupies an obstructed terrain hex during the Rally Phase. Rout may be removed from such a unit (see Case 13.2).

[10.34] A unit is disordered if it crosses an Obstructed terrain hexside and the hex entered as a result of this movement is in the Minimum Range fire zone of an Enemy unit (**Exception:** See Case 10.35).

[10.35] Stream hexsides or swamp hexes never disorder any unit when crossed or entered.

[10.4] HOW TERRAIN AFFECTS OBSERVATION

The ability of a unit to see another unit on the map depends on the facing of the sighting unit and the terrain that lies between them. In order to determine if one unit can observe another unit, Players should carefully follow this procedure:

1. **Determine the facing of the sighting unit.** A unit may only see through the hexsides which it faces. A unit may never trace a Line of Sight (LOS) through its flank or rear hexsides. A unit which possesses all-around facing may see in any direction.

2. **Determine the LOS between the sighting unit and the unit it is trying to observe.** This is performed by visualizing a perfectly straight line drawn from the center of the hex occupied by the sighting unit to the center of the hex occupied by the unit to be observed (also see Case 8.32). (This is best done by using a straightedge.)

3. **Determine if the LOS is blocked (preventing observation) or clear (permitting observation).** The Players must determine if any hex traversed by the LOS contains any blocking terrain. Blocking terrain always blocks LOS. Blocking terrain is of three types: *Elevated* hexes (any hex that is higher than both the sighting and observed unit), *obstructed* hexes (any hex containing any portion of a woods or building feature), and *occupied* hexes (any hex that is occupied by one or more Troop Strength Points (or a battery) on the same level as the sighting unit). If the LOS is not blocked and the two units are on the same height level, then they have successfully observed each other (facing permitting). If the LOS is blocked, observation is prevented. If the LOS is not blocked and the two units are on different elevations, the Players must consult the following Cases in order to determine if observation is successful.

[10.41] Observation is successful between units on different elevations only if:

$$\frac{H}{D} \text{ is equal to } \frac{h-1.5}{d} \text{ or greater than } \frac{h-1.5}{d}$$

H = Height (in relative meters) of higher position minus height of lower position.

D = Distance from higher position to lower position (in hexes, from sighting unit—exclusive—to observed unit—inclusive).

h = Height (in relative meters) of "potential height obstacle" (see Case 10.42) minus height of lower position.

d = Distance from "potential height obstacle" to lower position (in hexes, counted as above).

Note: The value 1.5 is a constant; it is not affected by the value of "h".

[10.42] There are two definitions of a "potential height obstacle":

1. The last hex along the LOS from *higher* unit to *lower* unit that is higher in elevation than the lower unit.

2. Any hex along the LOS that is occupied by one or more Troop Strength Points (or a battery) and which is at an elevation *lower* than the sighting unit. In such a case, this occupied hex is considered to be *five* meters higher in elevation than the normal height of the hex when computing the height of a potential height obstacle as described in Case 10.42.

Note: If an LOS does not possess a potential height obstacle, the LOS is automatically clear. Also, if an LOS possesses more than one potential height obstacle, utilize the one *closest* to the lower unit when computing the observation algorithm. If there are two potential height obstacles in the

same hex (as defined in Case 10.42), then utilize definition (2) when computing observation.

SIGHTING EXAMPLES:

An Allied unit in hex 2433 is attempting to observe a French unit in hex 2031. The LOS is not blocked by elevated, obstructed, or occupied hexes, but since the units are on different elevations, they must determine observation as described in Case 10.41. The Allied unit is on Level 4 (20 meters) and is 4 hexes distant from the French unit. The French unit is on Level 1 (5 meters). The potential height obstacle is hex 2132, since it is the last hex along the LOS higher than the French unit. The computation is made, yielding a result of:

$$\frac{15}{4} : \frac{5-1.5}{1} \text{ or } 3.75:3.5$$

Since 3.75 is greater than 3.5, observation is successful. However, had a Troop Point occupied hex 2132, this would have become a different potential height obstacle (since the hex would be considered five meters higher than its normal elevation). The new computation would have yielded:

$$\frac{15}{4} : \frac{10-1.5}{1} \text{ or } 3.75:8.5$$

Since 3.75 is not greater than 8.5, observation would not be successful.

[10.43] In any case in which the LOS passes directly along a hexside between two hexes with different characteristics (i.e., obstructed/non-obstructed or Level 1/Level 2), the Player whose units are attempting to observe may trace his LOS through either of the two hexes. **Example:** An Allied unit in hex 2923 attempting to observe a French unit in hex 2821 may trace his LOS through either hex 2822 (in which case it would be blocked by La Bergerie) or through hex 2922 (in which case the LOS would be clear).

[10.44] *Hexside* terrain features (including soft cover hexsides) never block LOS.

[10.45] An LOS may always be traced into or from a hex containing blocking terrain, although it may not be traced beyond that hex.

[10.46] Units which occupy adjacent hexes may always observe each other (unit facing permitting).

[10.5] HOW TERRAIN AFFECTS FIRE COMBAT

[10.51] A unit may never fire at a target it is unable to observe.

[10.52] Regardless of all other considerations, a unit which occupies a hard cover hex is always a hard cover target (Target Class 5). Similarly, a unit which occupies a soft cover hex is always a soft target (Target Class 4).

[10.53] For fire combat purposes, all soft cover hexsides "protect" a target unit located directly *behind* the obstructed hexside. A hex "protected" in this manner is indicated by the hexside symbology which "points" into the protected hex. A unit which occupies a hex protected by a soft cover hexside is automatically a soft cover target when fired at *through* the protective hexside forming the boundary of the hex the target unit occupies. A unit is never protected by a hexside which does not actually enclose the hex the unit occupies. Note that a unit that could be either a hard cover or soft cover target is considered a hard target.

[10.6] HOW TERRAIN AFFECTS SHOCK COMBAT

[10.61] A formed unit is automatically disordered when it executes a shock attack into an obstructed hex or across an obstructed hexside. The disorder takes place after the defender has fired (see Case 11.24), but before shock differential determination (see Case 12.1).

[10.62] The maximum number of Troop Points which may actively attack or defend may not exceed the stacking limit of the hex about to be attacked (although all excess Troop Points are affected by the combat result).

[11.0] FIRE COMBAT

GENERAL RULE:

During the Reciprocal Fire Phases, both Players may fire all, some, or none of their eligible units by alternately firing one unit at a time until all desired fire has been executed in accordance with the following rules. In addition, during *any* Phase, a unit may immediately fire at an Enemy unit which is within its Minimum Range fire zone if that Enemy unit attempts to change its facing, formation, or stacking position, or exit from that fire zone. At all times, a unit may fire only at a unit that it may observe.

PROCEDURE:

Regardless of when fire combat occurs, each unit must fire individually. To execute a fire attack, a Player must identify which of his units is firing and which Enemy unit is the target. The Fire Routine is then used to resolve the fire of each of the attacking units and any result is immediately applied before any other units fire. At the beginning of each Reciprocal Fire Phase, either Player rolls the die to see who will have the opportunity to fire first (even numbers indicate French fire initiation, odd indicates Allied). The Player who fires first then selects an eligible unit which occupies a position on either flank of his army. This Player may now resolve a fire attack with the indicated unit. However, he may choose to pass by that unit and, moving towards the opposite flank of his army, choose another eligible unit to fire. After he has resolved one fire attack, the second Player resolves a fire attack following the same procedure. The first Player is now allowed to fire a second unit (still proceeding down the length of his army from the flank on which he initiated fire). After this second attack, his opponent fires a second unit following the same procedure. This alternate pattern is repeated until all desired, permissible fire has been executed. Once a Player chooses a west-to-east or east-to-west direction of fire resolution, this Player may not alter the order of fire in the opposite direction for the length of the Fire Phase (although he may skip over eligible units in his chosen direction). In anomalous situations, the precise order of fire may be decided by a die roll.

FIRE ROUTINE:

1. The attacking Player determines the class of the target unit. Whenever a unit is fired upon, it must be categorized into one of five different Target Classes: *Target Class 1:* Column and square formations; enfiladed target; massed target (see Case 11.31). *Target Class 2:* All cavalry formations and infantry line formations. *Target Class 3:* All skirmish and routed formations; all artillery formations fired on by artillery at maximum range. *Target Class 4:* Any target protected by soft cover (**Exception:** see Case 11.34); all artillery formations fired on by artillery at minimum or medium range; all artillery formations fired on by infantry at any range. *Target Class 5:* Any unit protected by hard cover.

Note: Any unit that is disordered is the same Target Class as the formation from which it went into disorder.

2. The attacking Player determines the range between the firing and target units. Regardless of the LOS, range is defined as the fewest hexes between

the firing hex (exclusive) and the target hex (inclusive). Finally, the range must be classified into Minimum, Medium, or Maximum:

Unit Type	Min	Med	Max
Infantry	1 hex	None	2 hexes
Artillery	1,2 hexes	3,4 hexes	5-8 hexes

3. The attacking Player locates the Troop Strength of the firing unit on the appropriate horizontal line of the Fire Combat Results Table according to the following criteria:

A. If an infantry unit is firing at Minimum Range (1 hex), the Player locates the unit's current Troop Strength on the horizontal line which describes the unit's formation. The line titled "Maximum Infantry Range" is always used to resolve an infantry fire attack executed at a range of two hexes, regardless of the firing unit's formation.

B. If an artillery unit is firing at Minimum Range (1 or 2 hexes), the Player locates the unit's current Gun Strength on the horizontal line titled "Minimum Artillery Range." Similarly, if the unit is firing at Medium Range (3 or 4 hexes) or Maximum Range (5 to 8 hexes), the proper horizontal line and Gun Strength are used.

C. The horizontal line titled "Disordered Formations" must be used if the firing formation is disordered.

D. The line "Skirmish Formations" is used if skirmish units are firing (see Case 11.13).

E. The maximum Troop or Gun Strength Points which may execute a fire attack from the same hex is 11.

F. Routing formations may never fire.

4. The attacking Player determines the "Firepower Rating" of the firing unit. All infantry and artillery units are assigned a Firepower Rating between 1 and 3. The rating of an artillery unit is printed on the unlimbered side of the counter (middle number). An infantry unit has a Firepower Rating of 1, if its *original* Effectiveness Rating is 5 or 6. It has a Firepower Rating of 2 if its original Effectiveness is 3 or 4. It has a Firepower Rating of 3 if its original Effectiveness is 1 or 2. All skirmish units are Firepower Rating 1. The Fire Combat Results Table provides separate vertical columns for each Firepower Rating.

5. The attacking Player rolls one die. The number rolled is first located under the appropriate Target Class. Then, the Player traces a horizontal line across the Table to the right, stopping in the vertical column which correctly accounts for the strength, formation, and Firepower Rating of the firing unit, as well as the range. The result indicated is the number of Strength Points eliminated from the target unit.

CASES:

[11.1] RESTRICTIONS ON FIRE COMBAT

[11.11] A unit is never required to fire — it is the owning Player's option.

[11.12] Command, cavalry, and limbered artillery and routing units may never fire; nor may artillery batteries without ammunition.

[11.13] Normally, only the top combat unit in a hex may fire. However, as many as eleven Strength Points of skirmish units may fire from a single hex together. Skirmish units stacked in the same hex may not fire separately.

[11.14] Although a unit may only fire once during a Reciprocal Fire Phase, it may fire as often as it is eligible to do so in other Phases.

[11.15] A unit may not fire through its flank or rear hexsides. It must be able to observe the target unit.

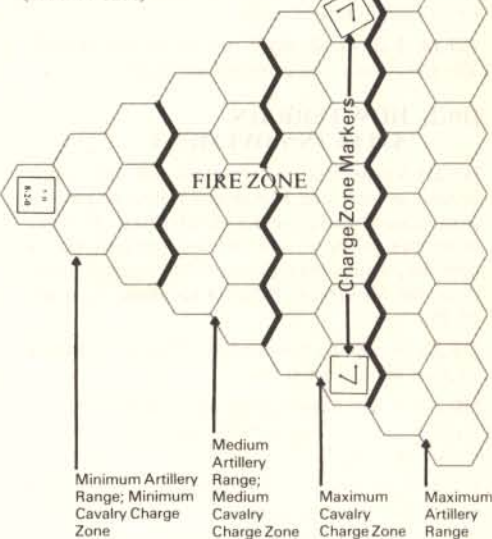
[11.16] A unit's Strength may never be divided for fire combat purposes. A unit's *current* Troop or Gun Strength is always used for fire combat.

[11.17] A unit must always fire at the closest (in hexes) Enemy target unit if it fires at all. If two targets are equidistant, a unit must fire at the lower Target Class (the most advantageous target). If equidistant targets are of the same Class, the Player may freely choose between targets.

[11.2] FIRE ZONES

[11.21] Any unit which is capable of fire combat projects a fire zone into every hex it can observe which is within its maximum fire range. For example, an unlimbered artillery battery projects a triangular fire zone through its frontal hexsides into every hex it can observe which is within eight hexes.

FIRE & CHARGE ZONES (see also 12.4)



[11.22] A unit's Minimum Range fire zone includes every hex within its fire zone which is also within its minimum fire range.

[11.23] Any unit which is capable of executing a fire attack may immediately fire at an Enemy unit within its Minimum Range fire zone if that Enemy unit voluntarily attempts to change its facing, formation, or stacking position, or leave the hex it occupies. When a Player wishes to attempt any such maneuver, he must declare his intention — giving his opponent the opportunity to fire at the unit(s) concerned before the maneuver is executed.

[11.24] Although shock combat is executed while opposing units occupy adjacent hexes, the attacking unit(s) is considered to be attempting to enter the defending hex. Thus, a unit which initiates a shock attack may be fired upon by all eligible units before the attack is resolved. The attacking unit(s) is fired at in the hex it occupies, not the defending hex. If, after this fire, the shock attack allows the attacking unit(s) to advance into the hex formerly occupied by the defender, the attacking units cannot be fired upon while making this advance.

[11.25] A unit cannot be fired upon for being forced to adopt rout or disorder.

[11.26] Aside from the hex in which a retreat originates, a unit which is retreating may be fired upon if the hex it is retreating from is within an Enemy Minimum Range fire zone.

[11.3] SPECIAL TARGETS

[11.31] A target unit which is not protected by hard or soft cover is automatically a *massed target*

(Target Class 1) if the total number of Troop Strength Points stacked in the hex is greater than nine, or an *enfilade target* if fired upon through either of its flank hexsides (however, an artillery unit may never be enfiladed).

[11.32] A command unit never blocks LOS. The topmost combat unit under any number of command units may fire and be fired upon. A command unit is vulnerable to fire only under the following conditions:

1. When any Troop or Gun Strength Points stacked with a command unit are eliminated by fire combat. In this case, the owning Player rolls a single die. If the fire was from maximum range, a 6 reduces (inverts) the command unit. If the fire was from medium or minimum range, a 5 or 6 reduces the command unit. A previously reduced command unit cannot be further affected.

2. If there are no combat units stacked in the same hex, the topmost command unit in the hex may be fired on directly as a Class 5 target.

[11.33] Strength Point losses resulting from fire combat are inflicted on the topmost combat unit in the target hex.

[11.34] A square formation is *always* a Class 1 target. It may never be protected by any type of cover.

[11.4] SPECIAL FIRING FORMATIONS

[11.41] There are two types of line formations: two-rank and three-rank. Only British and Hanoverian battalions with an original Effectiveness Rating greater than 2 form two ranks. All other battalions form three-rank line formations.

[11.42] An extended line formation may fire at any hex within its Minimum Range fire zone, regardless of observation restrictions. However, it may only fire at a target in its Maximum Range fire zone if the target is observable from *both* the marker and the actual unit's hex. If the target is not observable from one hex, the horizontal line "Disordered Formations" is used to resolve the attack.

[11.43] Some Allied skirmishers are indicated as "Rifles" (R). Aside from having a higher Effectiveness Rating than normal skirmishers, any time a stack containing *only* rifle units (or only a single rifle unit) performs fire combat, one is added to the die roll (a 6 remains a 6). Once eliminated, rifle skirmish units may never be brought back into play. (The Allied Player begins the game with six Rifle units on the map — see Section 3.0).

[11.5] EFFECT OF FIRE COMBAT

[11.51] The numerical result on the Fire Combat Results Table is the number of Strength Points eliminated from the target unit. Immediately place an appropriately numbered chit on this unit. This chit should represent the *new* Troop Strength of the affected unit (i.e., a six-Troop Strength Point unit suffering a 1 result would have a 5 chit placed under it).

[11.52] If an artillery unit is fired on from a range of five or more hexes, this is called *counter-battery fire*. Counter-battery fire can never eliminate Troop Strength Points. Instead any fire result due to counter-battery fire represents the number of guns eliminated from the battery (see Case 11.54). A battery fired upon in this manner is a *Class 3* target.

[11.53] If an artillery unit is fired upon from an Enemy artillery unit's Medium or Minimum Range *or* from an Enemy infantry unit at *any* range, this fire does not affect the target battery's Gun Strength. Instead, it may eliminate the battery's hypothetical "crew" (see Case 11.55). A battery fired on in this manner is a *Class 4* target.

[11.54] For each point of combat loss, the Troop Strength of the target unit is reduced by one. Place a numerical marker reflecting the new Troop Strength of the affected unit directly beneath the organizational counter which represents the unit. (Note: Numerical markers are never placed under full-strength units.) If a battery's Gun Strength has been reduced (see Case 11.52), a numerical marker would be placed *on top* of the battery to reflect its new Gun Strength.

[11.55] If *any* loss is achieved when firing against a battery's hypothetical "crew" (see Case 11.53), the battery is immediately removed from play.

[11.56] Whenever a unit's Strength is reduced to zero, it is immediately removed from play.

[11.57] An immediate morale check (see Case 13.1) is required when a non-artillery unit's Strength is reduced due to fire combat.

[11.6] ARTILLERY AMMUNITION SUPPLY

[11.61] Only artillery is affected by ammunition supply restrictions. If an artillery battery runs out of ammunition, it is immediately removed from play (it is *not* considered eliminated, see Case 13.32).

[11.62] Each artillery battery expends one "round" of ammunition for every Phase in which it conducts a fire attack. Even if a battery fires more than once in a Phase, it still loses only one round of ammunition. Artillery ammunition is represented by a numerical chit which should be placed directly under the battery itself when a round is expended. This chit is an integral part of the battery (unless replaced by a lower chit). Ammunition may never be captured or destroyed.

[11.63] The French battery "II" possesses eight rounds at the start of the game. *All* other batteries have six rounds. It is only necessary to begin using chits after the battery has expended at least one round.

[11.7] FIRE COMBAT RESULTS TABLE (see map)

[12.0] SHOCK COMBAT

GENERAL RULE:

Shock combat may occur only between opposing combat units which occupy adjacent hexes during the Shock Combat Phase. It is initiated and resolved at the option of the Phasing Player in any sequence he desires. His units are used to attack. Units controlled by the non-Phasing Player must defend if attacked. Troop Points of units in different hexes may never be combined for shock combat. Troop Points of units in the same hex must be combined when they are performing such an attack.

PROCEDURE:

1. Compare the total Troop Points of the attacker to those of the defender and express the attacker's total as a percentage of the defender's total. Round this down in favor of the defender to the nearest percentage indicated on the Shock Combat Results Table.

2. Subtract the modified Effectiveness Rating of the topmost defending combat unit from that of the topmost attacking combat unit. This is the *shock combat differential*. Locate this positive or negative number along the horizontal line at the top of the Shock Combat Results Table.

3. The attacking Player rolls one die. This number is located under the proper percentage. The Phasing Player cross-indexes the appropriate row with

the proper differential column (see Step 2). The indicated result is read as described in Case 12.6.

CASES:

[12.1] HOW TO CALCULATE THE DIFFERENTIAL FOR SHOCK COMBAT

[12.11] The Effectiveness Rating of the topmost defending combat unit is subtracted from that of the topmost attacking combat unit to obtain the differential for a shock attack. *The Effectiveness Rating of a unit is always reduced by one for each Strength Point of difference between a unit's current Troop Strength and its original Troop Strength.* For example, if an infantry battalion's original Strength was five and its original Effectiveness four, its Effectiveness is reduced to *two* if its current Strength is *three*. A unit's Effectiveness may never be reduced below zero.

[12.12] When determining the differential, a unit's Effectiveness Rating is further modified according to the following schedule:

1. For shock combat, modify the Effectiveness Rating of the *top* attacking unit as follows: -2 if disordered; +1 if within command radius of unreduced command unit (see Case 12.14); +1 for cavalry impetus bonus (see Case 12.39).

2. For shock combat, modify the Effectiveness of the *top* defending unit as follows: -6 if routed; -2 if disordered (except artillery); -1 vs. attacking unit on higher level; +1 vs. attacking unit on lower level (Note: Elevation modifications are ignored if the defending unit occupies a woods) +1 if within command radius of unreduced command unit (see Case 12.14); +1 if protected by soft cover; +2 if protected by hard cover; +2 if in square vs. cavalry.

[12.13] Multiple modifications cumulatively modify a unit's Effectiveness Rating.

[12.14] A command unit may increase a combat unit's Effectiveness by one in terms of shock combat only if the command unit is:

1. At least as close to the combat unit in hexes as its current command radius (when tracing a path from command unit to combat unit, Enemy-occupied hexes and terrain may be ignored)
2. Currently stacked with *any* Friendly (non-command) unit.

[12.15] Skirmish and artillery units are considered disordered for shock combat purposes immediately before the calculation of the shock combat differential. However, a defending artillery unit may execute *one* fire attack (facing permitting) at the Enemy units performing the attack before becoming disordered (see Case 11.24). All artillery units have a Strength of one and an Effectiveness of five (even though disordered) for shock combat.

[12.16] A unit is automatically disordered if attacked through either of its flank or rear hexsides.

[12.17] A cavalry unit is automatically disordered when it executes a shock attack against a square formation. This disorder takes place after Enemy fire (see Case 11.24) but before calculation of the shock differential (see Case 12.1). A disordered cavalry unit may receive no impetus bonus. In addition, the Effectiveness Rating of the topmost infantry unit in a square is increased by *two* when defending against a cavalry shock attack.

[12.18] A defending unit which would be protected against a fire attack is protected by the same terrain against a shock attack. Formed units initiating shock attack against such hexes or across such hexsides are considered disordered before differential determination but after any fire by defending units (see Case 11.24).

[12.19] Skirmish, routed, and disordered formations receive no benefit for being within the radius of a command unit when performing shock combat.

[12.2] SHOCK COMBAT INHIBITIONS

[12.21] A unit is never required to attack during the Shock Combat Phase. A permissible shock attack is always executed at the option of the Phasing Player (**Exception:** see Case 12.34).

[12.22] Command, artillery, and routing formations may never execute a shock attack.

[12.23] A unit (or stack) may only execute a shock attack against an adjacent Enemy-occupied hex which it faces. It may never attack through its flank or rear hexsides. Units with all-around facing may execute a shock attack against any adjacent Enemy-occupied hex.

[12.24] A unit (or stack) may execute more than one shock attack during the same Phase. A unit may be attacked more than once in the same Shock Phase. However, a unit may never shock attack after receiving a retreat or rout result for the remainder of the Phase.

[12.25] See Case 10.6 for the effects of terrain on shock combat.

[12.26] Attacking units which occupy different hexes must make separate shock attacks. Defending units occupying different hexes must be attacked separately.

[12.3] HOW CAVALRY UNITS EXECUTE SHOCK COMBAT

Cavalry units possess special shock combat capabilities. Cavalry units may not make shock attacks in the Shock Phase unless they have declared a *charge* at some point in the Game-Turn.

[12.31] During the Charge Declaration Phase, the Phasing Player may initiate a charge by any cavalry unit he controls if that unit is formed and is able to observe a hex occupied by at least one Enemy Troop Point located within its projected charge zone.

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[12.32] A charge is defined as follows:

1. The cavalry unit immediately makes an *unmodified* morale check (see Case 13.1). If the unit is neither disordered nor routed as a result, it has successfully initiated its charge. If a cavalry unit is disordered or routed as a result of its morale check, an appropriate morale status marker is placed on the unit and the charge is not initiated.

2. When a cavalry unit initiates a charge, it immediately projects a *charge zone* through its frontal hexsides for a range of six hexes (see diagram, Case 11.21). This zone is identical to the fire zone projected by a battery except that it does not extend into obstructed terrain hexes (although it does extend across obstructed terrain hexsides). Like an artillery fire zone, a charge zone is divided into three range categories: Minimum Range (within 1 or 2 hexes of the charging unit); Medium Range (within 3 or 4 hexes of the charging unit); and Maximum Range (within 5 or 6 hexes of the charging unit). When a unit initiates a charge, the owning Player should place two appropriate markers opposite each other six hexes away from the charging unit so as to indicate clearly to both Players the boundaries of the charge zone.

3. A Player may initiate as many charges as he desires (assuming eligibility) during his Charge Declaration Phase. Note that cavalry units may never move in this Phase. The actual charge is delivered during the Friendly (or sometimes

Enemy) Shock Combat Phase. A unit may never declare more than one charge per Phase.

4. Cavalry units stacked in the same hex may not initiate or execute separate charges. In order to initiate a charge, the topmost cavalry unit in the stack is the only unit required to check morale. If this check is successful, all of the cavalry units stacked under the checking unit are required to join the charge. If the topmost unit is disordered or routed as a result of the morale check, all of the units stacked under this unit adopt its new formation and no charge may be initiated by any unit in that hex.

5. During any March Phase, a formed cavalry unit controlled by either Player may initiate an *opportunity charge* whenever an Enemy Troop Point enters a hex which the cavalry unit can observe and which is located in the cavalry unit's Minimum Range charge zone. An opportunity charge is a normal charge and must adhere to Steps 1, 2, and 4 of this Case. However, an opportunity charge is always executed in the first Shock Phase following the March Phase in which it was declared — even if this necessitates executing the charge during the *Enemy Shock Phase* (the Phasing Player always executes his charges first). A unit making an opportunity charge does not project a charge zone. Enemy units are not required to check morale (see Case 12.42), nor are they subject to special Movement Point penalties (see Case 12.41).

6. During any Shock Phase, a formed cavalry unit controlled by the non-Phasing Player may initiate a *counter-charge* whenever a Phasing cavalry unit(s) enters a hex which can be observed by a non-Phasing cavalry unit and which is located in the non-Phasing unit's Minimum Range charge zone. A counter-charge is a normal charge and must adhere to Steps 1, 2, and 4 of this Case. At the moment of the counter-charge declaration, the movement of the Phasing cavalry unit must cease. If the counter-charging cavalry unit makes a successful morale check, then the Phasing cavalry unit may move no further in that Phase. If the morale check was unsuccessful, the Phasing cavalry unit may continue to move without penalty. If the morale check is successful, the counter-charging cavalry unit must immediately shock attack the Phasing cavalry unit by the most direct means possible. This will entail either a movement of one hex to a position adjacent to the Phasing cavalry unit *or*, if the Phasing cavalry unit is already adjacent to the counter-charging unit, an immediate shock attack without moving. For the remainder of the Shock Phase, the Phasing cavalry unit is forbidden to move or change facing (except due to combat results). A unit making a counter-charge does not project a charge zone. Phasing units are not required to check morale, nor are they subject to special Movement Point penalties throughout the Phase (see Cases 12.41 and 12.42). A counter-charging cavalry unit may make a maximum of one shock attack per Shock Phase. It may move no further after the resolution of its shock attack. No impetus bonuses may be awarded to either Player in a shock combat initiated as a result of a counter-charge (see Case 12.39).

[12.33] During the Shock Combat Phase, the Phasing Player may execute infantry shock attacks and previously initiated cavalry charges in any order he desires. Once a given unit or stack is used for shock combat, that unit must conclude its combat activity before another unit is utilized.

[12.34] A cavalry charge of any kind never requires the expenditure of Movement Points. In executing a charge, a cavalry unit may move up to six hexes (or more, as a direct result of its own shock attacks) and must move at least *three* hexes away from its starting hex (**Exception:** see Case 12.32, 6). A cavalry unit is not required to make a shock

attack in a charge unless it faces an Enemy unit which occupies an adjacent, non-obstructed hex (**Exception:** see Case 12.32, 6). If the cavalry unit faces more than one Enemy-occupied hex, it is required to attack only one. If a cavalry unit becomes disordered during a charge *due to a DR result*, it is no longer obligated to move a minimum of three hexes from its starting hex, although it may do so if the owning Player desires. Note that when a cavalry unit's six-hex limit is exhausted, it may continue to advance into an unlimited number of hexes as a direct result of its own shock attacks (and must do so if it finds itself facing an Enemy unit in the sixth and last hex of its charge).

[12.35] A cavalry unit which has suffered a shock result of **Dr**, **Dr1**, or **R** may not continue to execute its charge.

[12.36] In executing a charge, a cavalry unit may only enter a hex outside its charge zone as a direct result of a shock attack executed from a hex within its charge zone.

[12.37] In executing any type of charge, a cavalry unit may never enter an obstructed hex or execute a shock attack against units that occupy such hexes. A cavalry unit may not enter an obstructed hex during a Shock Phase unless it suffers a **Dr**, **Dr1**, or **R** result.

[12.38] In executing any type of charge, a cavalry unit is automatically disordered at the instant it fulfills any of the following conditions:

1. It either moves or attempts to shock attack across an obstructed hexside (excluding streams).
2. It attempts to shock attack an Enemy artillery battery or an infantry square formation.
3. It enters a hex occupied by one or more Friendly Troop or Gun Points. (As well, Troop Points are disordered when a Friendly cavalry unit enters their hex while charging — those already in a disordered state, including skirmishers, are routed immediately.)
4. It is *formed* and changes facing while executing a charge.
5. A cavalry unit is automatically disordered immediately after concluding its charge.

Important Note: A disordered cavalry unit suffers no additional penalty when it is again disordered for any of the reasons given above. However, a disordered cavalry unit becomes routed if it receives a result which would normally disorder it when it is forced to check morale (see Case 13.1).

[12.39] For shock combat purposes only, a cavalry unit which is charging receives an *impetus bonus*. The Effectiveness Rating of an undischarged charging cavalry unit is raised by one when calculating the differential for shock combat.

[12.4] HOW CAVALRY CHARGES AFFECT MOVEMENT AND MORALE

The following rules account for the fact that a charging cavalry unit is moving faster than the standard rate at which other non-charging formations maneuver.

[12.41] The Movement Point cost for any movement, facing, or formation change is *doubled* if the Phasing unit performs any such maneuver in an Enemy cavalry unit's charge zone. For example, if a skirmish unit begins its March Phase adjacent to a hex that is part of Enemy cavalry unit's charge zone, the Movement Point cost for entering this hex would be *two*. Remember that changes made during the Facing/Formation Phase do not require the expenditure of Movement Points and

are therefore unaffected by this rule (as well as any movement that occurs outside of a March Phase).

[12.42] During the Facing/Formation Phase, the topmost unit in each hex that is located within the charge zone of an Enemy cavalry unit which has initiated a charge must check its morale before the Phasing Player undertakes any activity during the Phase (see Case 13.1). A unit which occupies a hex within the charge zones of more than one cavalry unit is only required to make one morale check. **Note:** A unit is not obligated to make a morale check due to a counter-charge or an opportunity charge (see Case 12.32). Similarly, units in square or routing formation never check morale due to a cavalry charge.

[12.5] SHOCK COMBAT RESULTS TABLE (see map)

[12.6] EXPLANATION OF SHOCK COMBAT RESULTS

As a result of shock combat, Troop Points may be eliminated, command units may be inverted, and combat units may be disordered or routed (and forced to retreat). As in fire combat, Troop Points eliminated in shock combat are removed from the topmost unit in the affected hex. Unlike fire combat, a unit which suffers losses or is forced to retreat as a result of shock combat is *not* required to check morale (the morale effect is factored into the shock combat result). However, a unit is required to check morale whenever an adjacent Friendly unit is forced to retreat as a result of shock combat. All units which participate in a shock attack must immediately occupy the attacked hex if the defending unit(s) is eliminated or forced to vacate the hex.

[12.61] A shock combat result of ● has no effect.

[12.62] A unit which receives a **D1** result is disordered and loses one Strength Point. No morale check is required. If the unit is already disordered, it is not further affected.

[12.63] A unit which receives a **Dr** result is disordered and must immediately retreat three hexes although it suffers no Troop Strength Point loss. Adjacent Friendly units must immediately check morale (see Case 13.1).

[12.64] A unit which receives a **Dr1** result is disordered, loses one Troop Strength Point, and must immediately retreat three hexes. Adjacent Friendly units must check morale (see Case 13.1).

[12.65] A unit which receives an **R** result is routed, loses two Troop Strength Points, and must immediately retreat three hexes. Adjacent Friendly units must check morale (see Case 13.1).

[12.66] A disordered formation which receives a **Dr** or **Dr1** result *treats that result as an R result*. Skirmish units are always disordered formations in terms of shock combat. A routed formation automatically receives an **R** result when it is attacked through shock, although the combat is resolved normally to determine the result received by the attacking units. In addition, the routing formation's loss is doubled to *four* Troop Strength Points. The routed formation is forced to retreat an additional three hexes each time it is attacked.

[12.67] A shock attack may be executed at a percentage less than 50% using the 50% ratio results. A shock attack may be executed at a differential which exceeds +6 using the +6 results. When an attack is executed at a differential of less than -2, the attacking units automatically suffer a **Dr** result and the defending unit is unaffected. When a shock attack is executed at a differential of -2 or better and a percentage of 400% or greater, the defending unit automatically suffers an **R** result and the attacking units are unaffected.

[12.68] If a command unit is stacked in a hex that suffers Troop Strength Point losses due to shock, the owning Player must immediately roll the die. On a roll of 5 or 6, the command unit is inverted (an already inverted unit remains inverted). If a shock attack is made against a command unit alone in a hex, it is inverted and retreated three hexes at no loss to the attacker.

[12.69] See Case 12.15 for the effect of shock combat on artillery units. If an artillery unit suffers a **D1**, **Dr1**, **Dr**, or **R** result, the unit is eliminated from play entirely.

[12.7] HOW RETREATS ARE EXECUTED

[12.71] Units are forced to retreat either as a result of shock combat or due to a rout reaction to a morale check (see Case 13.1).

[12.72] A routing formation which is not rallied during the Friendly Rally Phase must retreat *six* hexes at the end of that Rally Phase (**Exception:** see Case 12.76). In all other cases, three hexes is the mandatory retreat length.

[12.73] When a unit is forced to retreat, all Friendly units stacked in the same hex are also forced to retreat. Such units must be retreated as a single group.

[12.74] Retreat movement does not expend any Movement Points (terrain penalties are ignored).

[12.75] Retreating units may never enter a hex occupied by Enemy Troop Points. Retreating units with no permissible path of retreat are eliminated.

[12.76] A retreating unit which enters a Friendly mapege hex (north for Allies, south for French) *does not* retreat off-map. Instead, the retreating unit(s) immediately *stops* its retreat in this hex and loses *one* Strength Point. If not rallied in the next Friendly Rally Phase (see Case 13.2), the retreating unit remains in place and loses another Strength Point at the end of that Phase. In fact, at the end of *every* Friendly Rally Phase in which this unit is not rallied, it loses one Strength Point and must remain in place.

[12.77] All retreats are executed by the owning Player. In determining the path of retreat, French units must retreat to the southeastward or the southwestward whenever possible. Allied units must retreat northeastward or northwestward whenever possible. Units may change directions within these limitations, and may "swerve" around Enemy units if necessary, but may not turn to avoid reaching a mapege hex. Units may retreat over Friendly units if desired, although this act automatically disorders the units retreated over (if already disordered, they rout). If retreating units end their retreat stacked with other Friendly units, the non-retreating units automatically adopt the formation of the retreating units. In anomalous situations, the direction of retreat may be determined by die roll.

[13.0] MORALE

GENERAL RULE:

The concept of morale is based on the Effectiveness Rating assigned to each combat unit. On a higher level, the concept of *army* morale is used to determine the outcome of the game. At any time, a combat unit either possesses "good morale" or is disordered or routed. Disorder and rout are involuntary formations which reflect a unit's temporary physical disorganization. In addition, the attrition of Friendly Troop Strength through combat forms a drain on each army's overall morale, eventually resulting in army demoralization.

PROCEDURE:

Whenever a unit is required to check morale, the Player who controls the unit rolls one die. The die roll is then modified according to Case 13.16 and the modified result is compared to the *current* Effectiveness Rating of the checking unit. If this unit is disordered (including skirmish units), it is automatically routed if the modified die roll exceeds its current Effectiveness Rating. If the checking unit is formed, it becomes disordered if the modified die roll exceeds its current Effectiveness by three or less; it becomes routed if the modified die roll exceeds its current Effectiveness by four or more. (**Remember:** A unit's original Effectiveness is modified if it has suffered Troop Point losses during the course of the game — see Case 12.11).

CASES:

[13.1] UNIT MORALE

[13.11] The *topmost* combat unit in a hex is immediately required to check morale under any of the following circumstances:

1. Whenever one or more Troop Strength Points are eliminated from the hex occupied by the checking unit as a result of a single Enemy fire attack.
2. Whenever a Friendly unit executing a disordered or routed retreat *first* occupies an adjacent hex (**Exception:** see Case 13.12). A unit is never forced to check morale more than once per Phase for the same retreating unit.
3. Whenever a unit is not in square formation and occupies a hex within the charge zone of an Enemy cavalry unit during the Facing/Formation Phase.
4. Whenever *all* of the Friendly Troop Strength Points in an adjacent hex are eliminated or forced to retreat as a result of Enemy fire or shock attack (**Exception:** see Case 13.12).

Example: A French 6-4-4 infantry unit suffers a loss from Enemy fire. The original Strength and Effectiveness Ratings are both reduced by 1. The French Player rolls a die and obtains a 4. Since this exceeds the current Effectiveness (3) of the unit by one, it is immediately disordered. If it had already been disordered, it would rout.

[13.12] Command units and routing formations are never required to check morale. Other units are excused from mandatory morale checks under the following conditions:

1. A formed unit is never required to check morale due to the presence of a routing skirmish formation in an adjacent hex. However, disordered formations must check morale in this circumstance.
2. A formed unit is not required to check morale when a Friendly unit with a *lower original Effectiveness Rating* occupies an adjacent hex while executing a disordered or routed retreat. Disordered units are never excused from morale checks.

[13.13] When checking a unit's morale, the modified die roll is always compared to the unit's current Effectiveness Rating. A morale check must always be executed by the topmost combat unit in a hex (all units under the checking unit always adopt the same involuntary formation if necessary). *A unit's unmodified Effectiveness may never be reduced below zero.*

[13.14] The effect of combat on all command units stacked in a hex is always resolved before the topmost unit checks morale.

[13.15] Units which rout as a result of a morale check must immediately retreat three hexes. Units which are disordered as a result of a morale check may not retreat.

[13.16] The die roll used to check a unit's morale is modified according to the following schedule: -2 if protected by hard cover; -1 if protected by soft cover; -1 if within the command radius of a Friendly unreduced command unit; +1 if the elimination of a Friendly unit (either from the same hex or a hex adjacent to the checking unit) mandates the morale check; +1 if adjacent to a Friendly unit executing a disordered or routed retreat; +1 if within the Maximum Range charge zone of an Enemy cavalry unit; +2 if within the Medium Range charge zone of an Enemy cavalry unit; +3 if within the Minimum Range charge zone of an Enemy cavalry unit.

Note: For morale purposes, a unit benefits from any available cover regardless of the position of this cover in relation to the cause of the morale check. Charge zone penalties apply only during the Facing/Formation Phase. Disordered and skirmish units never receive any bonuses from command units. Disorder has no effect on a unit's morale other than to make it more susceptible to rout. A unit may benefit from a command unit only if the command unit is currently within the command radius of the checking unit *and* the command unit is *stacked* with some Friendly combat unit at this time.

[13.17] The elimination of an artillery battery's hypothetical "crew" (see Case 11.55) never necessitates a morale check.

[13.2] HOW DISORDERED AND ROUTED FORMATIONS ARE RALLIED

During the Rally Phase, the Phasing Player removes Disorder and/or Rout markers from units he controls according to the restrictions of the following Cases.

[13.21] During the Rally Phase, the Phasing Player *must* remove Disorder markers from each Friendly-occupied hex which is not an obstructed terrain hex and is not within the *Minimum Range* fire zone of an Enemy unit. Disorder may never be removed from units occupying obstructed hexes. (**Note:** Due to the fact that a unit is automatically disordered upon entering an obstructed hex, it is not necessary to place Disorder markers on such units — the simple fact that it occupies such a hex serves as an adequate indicator.) When a unit recovers from disorder, it must be in the same formation as that in which it went into disorder. However, its facing may be changed to any desired direction after recovery.

[13.22] After all eligible Disorder markers are removed, the Phasing Player *must* remove Rout markers from each hex occupied by a Friendly skirmish formation which is not within the *Maximum Range* fire zone of any Enemy unit. Routing skirmish units do not require command units in order to rally. When skirmish formations rally, they recover "good morale" immediately.

[13.23] Immediately after all eligible skirmish formations are rallied, the Phasing Player must remove Rout markers from all other Friendly units that are not within the *Maximum Range* fire zone of any Enemy unit and are either stacked with or adjacent to a Friendly command unit (regardless of nationality). **Exception:** The Wellington counter *may* be used to remove Rout markers from Friendly units in these circumstances *if* the routing units are within the command radius of Wellington (4 hexes, or 2 if depleted). Inverted command units may always rally units.

[13.24] When a Rout marker is removed from a unit which is not in skirmish formation, it is immediately replaced with a Disorder marker. Thus, formed units take two Game-Turns to recover good morale.

[13.25] A Rout marker may be removed from a unit which occupies an obstructed terrain hex.

[13.26] After all eligible units are rallied, all remaining routed formations are retreated six hexes by the Phasing Player (see Case 12.7).

[13.27] Disordered formations may move normally and may execute fire and shock attacks. Routed formations may never be moved voluntarily during the March Phase. They may never execute fire or shock attacks.

[13.3] ARMY MORALE

[13.31] Each army possesses a *Morale Level*. This is a quantification of the army's ability to withstand casualties without suffering demoralization (a state reached when the army reaches *Morale Level* 0).

[13.32] On the map, there is a *Morale Level Track* on which both armies keep track of their *Morale Levels*, subtracting one *Morale Point* for each Friendly Troop Point or battery unit eliminated, or command unit *reduced* (**Exception:** If Wellington is reduced, the Allied Player loses *five* *Morale Points*). The *Morale Track* markers are adjusted appropriately as soon as any loss is suffered.

[13.33] The French *Morale Level* is 90. This is not altered for any reason (except for subtracting losses) throughout the game. The Allied *Morale Level* is 45. However, at the beginning of Game-Turn Four, 20 *Morale Points* are *added* to the current *Morale Level*. At the beginning of Game-Turn Ten, another 20 *Points* are *added*. Finally, at the beginning of Game-Turn Fourteen, 20 more *Points* are added.

[13.34] The *instant* an army's *Morale Level* reaches zero, that army is demoralized. In the Allied case, once the army is demoralized, it may not recover—even with the addition of more *Morale Points*. In fact, it is unnecessary to record losses after an army has reached this state.

[13.35] When an army is demoralized, the current *Effectiveness Rating* of each unit in the army is reduced by one. However, this is not indicated with a marker—the Players must mentally record the reduced *Effectiveness* whenever an appropriate calculation is required. Fire combat is unaffected. In addition, routing formations of a demoralized army may not be rallied unless the owning Player rolls a number equal to or less than the command radius of the command unit used to rally the Unit during the Rally Phase. A die roll is made for each stack of units that are routing—those that fail continue to rout.

[14.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive reinforcements during the game. The Game-Turn in which these units appear on the map and their hex of entry is listed near the Turn Record Track (see map) and on the unit counters themselves.

CASES:

[14.1] ENTRY OF REINFORCEMENTS

[14.11] If a Player is to receive reinforcements in a given Game-Turn, they may enter the map during the Friendly March Phase.

[14.12] Reinforcements may never be blocked or withheld. If an Enemy unit occupies an Entry Hex (see Case 14.2), The Phasing Player must bring his reinforcements onto the map on any map-edge hex within six (or more, if necessary) hexes of the original entry position.

[14.13] If there is no Enemy formed unit within six hexes of an Entry Hex, reinforcements may use Grand Tactical Movement on their Game-Turn of entry (see Case 5.2).

[14.14] Reinforcements may not enter the map already broken down into skirmish formation.

[14.15] Reinforcements must enter the map in column formation. However, if more than one unit is to enter the map in an Entry Area in a Game-Turn, they must be deployed *off map*, one behind the other—with the lead unit poised adjacent to the Entry Hex itself. A hypothetical road may be assumed to continue off map under this column of units. As each unit enters the map, it will pay the Movement Point cost for the Entry Hex plus any additional cost for hypothetical road hexes that it would have to traverse in order to reach the Entry Hex.

[14.2] ENTRY HEXES

A: 0121; B: 3907; C: 3923.

[15.0] VICTORY CONDITIONS

GENERAL RULE:

The game ends at the end of 20 Game-Turns. At this time, both Players must evaluate their performances and declare a victor:

French Marginal Victory: At the end of the game, the Allied army is demoralized and the French army is not.

French Substantive Victory: Same as French Marginal, except the French must have at least 50 Troop Points *north* of the Namur Road (the road connecting hexes 3907 and 1741) at game's end.

French Decisive Victory: Same as French Substantive, except the French Player must have a combat unit in all four hexes of Quatre Bras (3021, 3121, 3221, 3122) at game's end.

Allied Marginal Victory: Neither Player's or both Players' armies are demoralized at game's end. Also, there are no French combat units in any of the four hexes of Quatre Bras at this time. Finally, less than 40 French Troop Points must be north of the Namur Road.

Allied Substantive Victory: At the end of the game, the French army is demoralized and the Allied army is not. No French units may occupy any of the four hexes of Quatre Bras and less than 20 French Troop Points may be north of the Namur Road at this time.

Allied Decisive Victory: Same as Allied Substantive, except no French combat units are north of the 1700 hexrow at game's end.

Draw: None of the above victory conditions are fulfilled at game's end.

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