

# THE CAMPAIGNS OF NAPOLEON



## 1X Consolidated Rules

*A Handy Reference Guide to  
OSG's "Campaigns of Napoleon" System, Series 1X  
To Accompany*

1792: *La patrie en danger*

*Bonaparte in Italy—The Quadrilateral*

*Bonaparte in Italy—The Marengo Campaign*

*The Sun of Austerlitz*

1807: *The Eagles Turn East*

1809: *Napoleon's Danube Campaign*

*Napoleon at Bay*

*The Emperor Returns*

Edited by Dick Vohlers

**NOTICE: These rules are assembled as a convenience for the players.  
OSG takes no responsibility for the accuracy of the content. OSG  
cannot answer rules questions referencing the Consolidated Rules.**

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## Credits

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**Thanks to:** Roy Bartoo for translating the 1792 rules and

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## THE CAMPAIGNS OF NAPOLEON 1X SERIES

### *Napoleon at Bay*

1st edition: 1978, Operational Studies Group

2nd edition: 1983, The Avalon Hill Game Company

3rd Edition: 1997, Operational Studies Group

### *Bonaparte in Italy*

1st Edition: 1979, Operational Studies Group

### *Bonaparte in Italy—The Quadrilateral*

2nd Edition: 2000, Operational Studies Group

### *Struggle of Nations*

1982, The Avalon Hill Company

### *1809: Napoleon on the Danube*

1984, Victory Games

### *The Emperor Returns*

1986, Clash of Arms Games

### *1792 – La patrie en danger*

1991, Casus Belli Magazine #66

### *1807: The Eagles Turn East*

1995, Clash of Arms Games

### *The Sun of Austerlitz*

2003, Operational Studies Group

## INTRODUCTION

[1.] This Consolidated Rulebook applies to the Campaign scenarios of the following games in the 1X series “*The Campaigns of Napoleon*,” and sets forth basic concepts of play. These rules apply to the Campaign Scenarios of the following games. The abbreviation used for each game is in brackets following its name.

*1792: La Patrie en Danger* [1792]

*Bonaparte in Italy—The Quadrilateral* [1796], 2nd Edition

*Bonaparte in Italy—The Marengo Campaign* [1800], 1<sup>st</sup> Edition\*

*The Sun of Austerlitz* [1805]

*1807: The Eagles Turn East* [1807]

*1809: Napoleon’s Danube Campaign* [1809]

*Napoleon at Bay* [1814], 3rd Edition

*The Emperor Returns* [1815]

\* The update for the 1<sup>st</sup> Edition of *Bonaparte in Italy* covers only the 1800 Campaign. For that reason, it is subtitled “*The Marengo Campaign*” to distinguish it from the 2<sup>nd</sup> edition.

Whenever special circumstances call for a rule that is not common to every campaign, a rule tailored to that game is broken out under the more general rule and is color-coded based on the games and colors listed just above. Longer rules that apply to individual campaigns are found in each game’s “Exclusive” Rulebook. Exclusive Rules supersede any rules they may contradict in these rules. These Consolidated Rules and the accompanying Exclusive Rules can be used in place of the Standard and Exclusive Rules published with the games listed above.

[2.] The rules below are a modified version of the rules found in *The Sun of Austerlitz*. These rules also contain new text including errata, updates from *Napoleon at the Crossroads*, and formerly exclusive rules now made applicable to other games.

## How The Rules Are Organized

[3.] Most of the rules are numbered according to the step in the Sequence of Play (e.g., “I.a.2”) to which they apply (*see ¶49*). Whenever you have a question during the course of play, refer to the section of the rules corresponding to that step in the Sequence. All rules paragraphs in this folder are numbered sequentially in order of appearance from 1 through 433.

## Rules Questions

[4.] Rules questions may be submitted online. Please provide the paragraph number causing the problem. Dick Vohlers will answer questions posted on the ConsimWorld Forum at <http://talk.consimworld.com/> (Era: Gunpowder (Napoleonics)). Please do not direct questions to OSG.

## GENERAL COURSE OF PLAY

[5.] The game is designed for two or more Players. The game map depicts the theatre of operations; the playing pieces represent the military forces available in the theatre. Those forces comprise France and her Allies versus the Coalition of nations united against her. The order in which the opposing sides interact is spelled-out by the Sequence of Play (*see ¶49*).

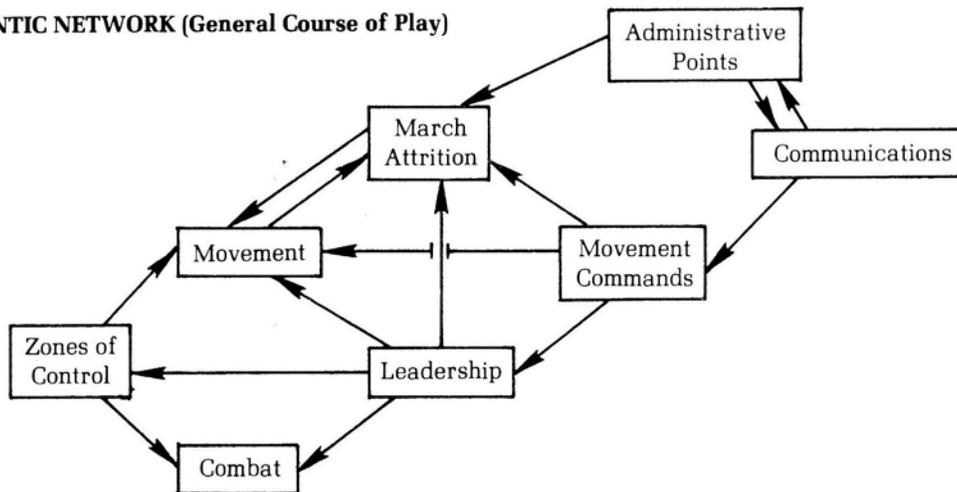
[6.] The Leadership rules (*see ¶34*) control the make-up of Forces deployed on the game map. Each Force is composed of Combat units, commanded by a Leader. Only Leaders are deployed on the map. A Leader may also command other Leaders in his own or adjacent hexagons (hexes). Leaders are rated according to their Initiative Rating - important in movement and combat - Subordination Rating - their ability to function under the command of another Leader - and Command Span - a limit on the number of combat units and/or Subordinate Leaders they may command.

[7.] Four important concepts in these rules are:

- 1) *March Attrition*, a possible (non-combat) loss of manpower by combat units, the likelihood of which will increase with increased force size and march distance;
- 2) *March by Command*, allowing a Force to be moved automatically;
- 3) *March by Initiative*, allowing a Force to be moved only if the Leader passes a check of his Initiative, determined by the roll of a die;
- 4) *Combat Losses* are taken either in terms of hexes retreated or number of Strength Points lost by combat units depending upon the type of battle (Pitched or Pursuit) revealed by the *losing* Player.

[8.] Victory Conditions, as listed in the Exclusive Rules for each game in the series, concern the will of a nation to make war. When the Morale of an army has been broken, or public opinion ceases to support the war effort, the game ends.

## SEMANTIC NETWORK (General Course of Play)



The above diagram shows the **Administrative** Rules as the top of an incompletely articulated hierarchy. In function, they regulate the pace of activities in the game, through their effect on March Attrition and Communications, while only Communications can have a reciprocal effect on the amount of Administrative Points: as the **Line of Communications** increases in length, the **APs Received** drop off, and if, the Line of Communications is broken, no new APs can be added.

To continue through the Semantic Network: the **Center of Operations** is a playing piece moved on the map; there is only one per army. The LOC is traced from the Supply Source to this piece. It is the center of Administration on the map, and its function is to convert the stock of APs, when needed, to **Movement Commands**. However, the more the AP stock is depleted, the greater will be the March Attrition suffered by the army. **March Attrition** is simply a non-combat loss of Combat Strength by the units on the Organization Display; it will serve to limit the length of marches.

**Movement Commands** are used to induce Movement. Each force a Player wishes to move must either receive a Movement Command (to do this the Leader of that force must be within **Dispatch Distance** of the Center of Operations) or attempt to move under his own **Initiative**, which is resolved by a die roll. A Player may expend an additional Movement Command for a Force, enabling it to make an **Extended March** of up to 4 Movement Points, while **Forced March** occurs in a separate Forced March Phase during the Enemy Player Turn, only under Initiative.

The **Leadership** rules govern everything having to do with the constitution of a Force on the map. Each such Force is commanded by one Leader, who may have subordinate Leaders in his force, depending upon his **Command Span** and how much of that number is taken up by the other Leaders' Subordination Ratings. By this means, the **Size of the Force** is limited (an upper **Stacking Limit** is also imposed) and the size, so determined, has an effect on how much Attrition the force will suffer. The **Movement** rules explain how a force expends Movement Points from its **Movement Allowance**; these expenditures vary with the **Terrain** Type, each of which has its own MP cost. The ultimate **Distance of March** (the number of MPs expended in one Phase) will help determine how much March Attrition that force suffers.

The **Zone of Control** is simply the area of eight hexes surrounding a force (within certain limits of terrain). When a force enters the ZOC of an Enemy Force, **Combat** will ensue unless that Enemy Force is able to **Force March** out of the area, a question determined by an **Initiative** die roll (which is modified by comparison of opposing Leaders' Initiative Ratings).

Before Combat Resolution, **Artillery** may fire; this is a die roll modified by cavalry differential. The Combat procedure involves a die roll on the **Combat Results Table** (the column to use on this table is determined by **Terrain** Conditions). This die roll will specify a number of **Casualties** for one side and a Retreat for the other side (unless it is a **Pitched Battle**, in which case the Combat die roll procedure is repeated by each side in alternation). The Player owning the defeated force Retreats that force along a path determined by a set of Retreat Priorities. The victorious player may then make **Pursuit** along the **Path of Retreat**. The extent of Pursuit is determined by a comparison of Leader Initiative and a die roll, and determines the Casualties of the retreating side.

If certain Leaders are captured, a Battle is lost, and there is an adjustment in **Morale** of one space, either positive for the winner Player or negative for the losing Player, at the winner Player's option. Morale and Weather alike have an effect on attrition.

That, in outline, is pretty much the whole game.

## GAME SCALE

[9.] Each hexagon represents an area 3.2 kilometers (2 miles) across. Each Strength Point represents one thousand men or 16 field artillery pieces. Game-Turn length is two days.

**1792:** Each infantry and Cavalry Strength Point is 500 men. While this changes the stacking rules, it does not affect other rules, such as the combat results.

**1815:** Each Game Turn is one day.

## GAME EQUIPMENT

### THE GAME MAP

[10.] The Game Map depicts the territory in which campaigning occurred as well as territory containing alternate strategic objectives of the campaign. The terrain has been conformed to a hexagonal grid. Each hexagonal cell, or “hex,” represents a discrete location which may be entered by a Force through the expenditure of Movement Points. Different terrain features require a different Movement Point cost to enter. Each hex has a four-digit identification number. In games with more than one map, each map section will have an ID code letter, and these code letters will precede the hex numbers in designating hexes.

### Terrain Type of Divided Hexes

[11.] Use the prevalent terrain type in a hex. If uncertain, use the type with the highest MP cost. Ignore hill, woods, and mountain terrain which fills less than *one-third* of the hex.

**1805: Example:** 1133, 1134, 1533, 2332, 2634, 3035 are *not* hills; 2021, 2222 and 2323 are hills.

### Dice

[12.] The game requires two six-sided dice.

## THE PLAYING PIECES

[13.] The Playing Pieces will be referred to as “counters” or “markers.” There are three types: *Combat Unit* counters; *Leader* counters; and *Informational* markers. *Combat Units* remain throughout the game on the Organization Display of the appropriate nationality. The Leader they are assigned to, and the strength of the units, are shown by the spaces they occupy on the Display. They remain on this display as long as they have at least one Strength Point. If at any time they drop to zero they are immediately removed from the game. Until such time, however, they may be shuffled from one Leader’s track to another during the Friendly Command Phase provided the two Leaders occupy the same hex on the game map. *Leaders* may either be on the game map or the Organization Display depending on whether they are subordinate to another Leader or acting as a Force Leader. The use of the various *informational markers* will be explained when encountered later in this, or in the Exclusive Rulebook.

### Combat Units

[14.] The combat units represent Divisions and Brigades, ranging in strength from 1,000 to 9,000 men. The combat unit counters (with the exception of Vedettes and, in most games, Garrisons) go on the Organization Displays. In some games, units with a maximum strength greater than the maximum number on the Organization Displays have “+x” on their back side, where x is the maximum track value. If “+x” is facing up it

means that the maximum track value must be added to the track space on the Organization Display which the counter occupies.

[15.] The abbreviated name of the officer commanding the particular unit is given for historical reference, as is its unit type (infantry, cavalry or artillery), its unit i.d. and its size (regiment, brigade, or division).

### Unit Size

||| Regiment [x] Ad Hoc Brigade  
x Brigade xx Division | | Grand Battery

### Unit Types

Infantry Cavalry Artillery Vedette  


[16.] Printed on each counter is its *Maximum Strength* (the actual strength of the unit will vary due to losses or the incorporation of replacements). During play the current strength of a combat unit will be indicated by the space it occupies on the Organization Display; (if in the “3” space the unit has three Strength Points). When a unit takes losses or receives replacements the counter is moved left or right on the track to reflect this new value. No unit may exceed its Maximum Strength. Once a combat Unit is eliminated, or has zero SPs, it may never be reformed. You can never bring eliminated Combat Units back with Replacements.

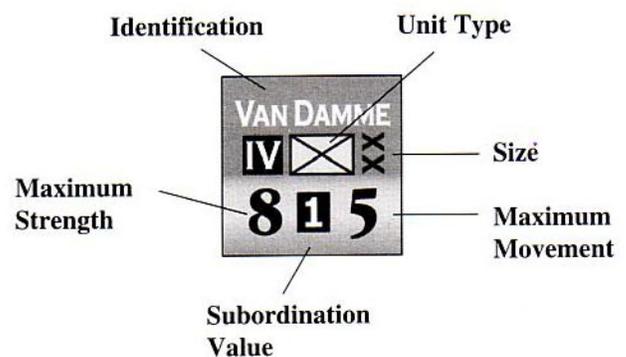
**1800:** New unit values are provided in the update.

**1815:** The maximum strength of Garrisons and March Regiments is shown with an asterisk (\*). See ¶23 and ¶117 for how to determine their maximum strengths.

[17.] The unit’s Maximum *Movement Allowance* will also be found on the counter. Cavalry has a Movement Allowance greater than infantry but pays a greater Movement Point Cost for certain types of Terrain. Artillery uses a special Fire Table for combat, and has some restrictions on its movement.

[18.] *Subordination Value* is the amount of a Leader’s Command Span required to command the unit or Leader.

## SAMPLE COMBAT UNIT



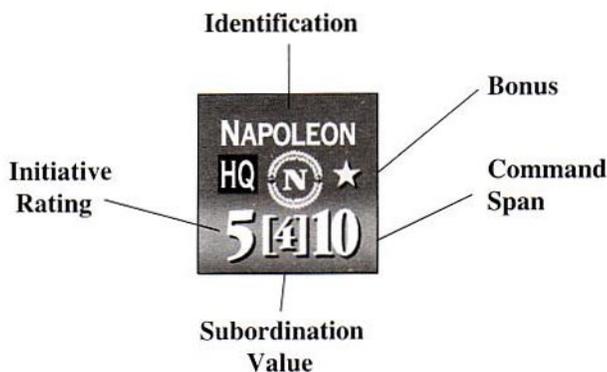
**1792, 1807, & 1814:** For units in these games, the values on the bottom are in the order Maximum Strength—Maximum Movement—Subordination Value.

**1809 & 1815:** For units in these games, the values on the bottom are in the order Subordination Value—Maximum Movement— Maximum Strength

## Leaders

[19.] Leader counters display the name of the Leader, his *Initiative Rating*, a *Bonus Point* (if any, indicated by a star), the Leader's *Subordination Value*, and *Command Span*. (The Subordination Ratings are in brackets to distinguish leaders from combat units.) The other side of the counter will display the national insignia. When on the game map this is the only side of the Leader which may be viewed by the opposing Player except in Combat and Repulse (see ¶31).

### SAMPLE LEADER UNIT



**1792, 1807, 1809, 1814, & 1815:** The Subordination Values and Command Spans are reversed on leaders in these games.  
**1800:** New leader values are provided in the update on the revised Organizational Displays.

## Replacement Markers

[20.] Replacement Markers are used to record the levels of manpower residing in the replacement pool. If there is no marker provided for recording a particular type of replacement points they must be used in the turn they come available or else forfeited (see ¶109).

[21.] **1807:** Hospital Strength Track Markers are used to record the levels of manpower residing in hospital.

## Major Generals

[21.] Major Generals are leader counters used to show detached combat units operating independently on the game map. Infantry Major Generals have ratings of 1 [2] 1.5 and cavalry Major Generals are rated 4 [1] 1 (Initiative / Subordination / Command Span). These generic Major Generals are identified by number and type (infantry and cavalry). Major Generals may only be activated or voluntarily de-activated during the Friendly Command Phase. The number of Major Generals that may be activated is limited only by the number provided.

## Garrisons

[22.] Garrisons function as any other force, except that they have no Organization Track and a subordination cost of zero. Each Garrison has an intrinsic strength of 1 Strength Point (see ¶77 and ¶312) and a normal ZOC. (See also ¶130.)

[23.] **1815:** A Garrison must be placed on a Leader's track as with any other unit, and its SPs are treated like the SPs of any other unit for transfer purposes. At no time, however, may the Garrison contain more SPs than can fit on its Leader's track on the Organization Display. (Thus if the highest numbered box on a Leader's track is 4, the maximum strength of a Garrison that leader may command is 4.) A Garrison may not move, and has a Subordination cost of one.

## Vedettes

*Each Cavalry Vedette Counter represents a cavalry regiment divided into five or ten 50-man patrols fanned-out to create a presence over a wide area, collecting information, scouting, and screening-off enemy patrols.*

[24.] Each side is provided with a number of Vedette Counters used to deceive the enemy player and obtain information about enemy forces. At the start of any scenario, up to two Vedettes may be placed on the map with each actual Force leader appearing on the map. Any remaining Vedettes are placed into a "Vedette Pool" for possible later arrival (see ¶158). You may not place more Vedettes than provided in the counter mix.

**1807 Exception:** For the Coalition player (only), only one Vedette may be placed on the map with each Force leader.

## Player's Note

[25.] Vedettes are intended to gather information, prevent your enemy from gathering information, and to bluff. Disregarded when real forces fight, they have no influence on battle outcomes (except when fighting other Vedettes).

[26.] Not used.

## GAME CHARTS, TABLES, & DISPLAYS

[27.] Each game has Organization Displays, and Unit and Leader set-up Manifests for the armies. There is a Turn Record Track and other charts and tables printed on separate sheets for ready access by the Players.

## Unit And Leader Manifests

[28.] All Set-Up Information is presented on the Leader and Unit Manifests. The Unit Manifests specify, for each unit, the Leader's track on which to set-up and its strength. The Leader Manifest specifies the Leader's hex on the map or the Force Leader (see ¶418).

## Organization Displays

[29.] Each army has its own Organization Display. Beneath the Leader's Initiative Rating, Command Span, and Subordination Value is his Subordinate Units Track where combat units which belong to the Leader's Force are placed during play. The combat units are placed in the spaces corresponding to their current strength.

## INTELLIGENCE

### **LEADER IDENTITY & FORCE STRENGTH**

[30.] Information on the Organization Displays should be concealed from the other player. All Combat Units and Subordinate Leaders on a Leader's track are considered to occupy the same hex as the Leader.

[31.] Force Leaders and Unemployed Leaders moving across the map remain with their informational side down, hidden from the opposing Player. Leaders are only revealed at two points during a turn: following a successful Repulse attempt (*see* ¶241) and during in Steps 1 and 2 of Combat (*see* ¶300). At such times, place all Subordinate Leaders of both sides on the map.

*Exceptions: Vedettes (see ¶239 & ¶250).*

[32.] Opposing Leaders must remain face-up as long as they remain adjacent.

### **PROCEDURAL SECURITY**

[33.] The information on the Organization Display should remain confidential once Players feel comfortable with the game mechanics. If it is amenable to all Players, the following should also be kept confidential:

1. Die rolls for Initiative during Movement and Forced March.
2. The results of Attrition.
3. The addition of Replacements to Combat Units and their accumulation.
4. The identity of Subordinate Leaders when the Force is in the ZOC of an opposing Force.

## LEADERSHIP

### **GENERAL RULE:**

[34.] Before any movement can take place in the Movement Phase or the Forced March Segment, the troops to be moved must be constituted into "Forces." Leaders make this possible. Forces on the map are represented by their leaders only.

### **COMMAND SPAN**

[35.] A Leader may command a number of Combat units whose combined Subordination Ratings are equal to or less than his Command Span. Certain Combat units absorb more of a Leader's Command Span than others. In general, the Subordination Value of a cavalry brigade or division will absorb one-half point of the Command Span; a cavalry corps or an infantry division will absorb one full point of a Leader's Command Span.

**Example:** A Leader with a Command Span of 3 could possibly command six brigades of cavalry, or three infantry divisions, or a combined Force of two cavalry brigades and two infantry divisions, or any combination of Combat Unit counters which together have Subordination Values not exceeding the Leader's Command Span, 3.

### **CAVALRY MAJOR GENERALS in Command of Infantry or Artillery**

[36.] If a Cavalry Major General has an Infantry or Artillery Unit on its track on the Organization Display, reduce his Initiative Rating to "one" and increase his Subordination Rating to "two." This change lasts as long as the Major General commands Infantry or Artillery Units.

**1814:** This applies to Ataman but not to other "named" Cavalry Major Generals.

## **FORCE LEADERS**

[37.] Leaders may command other Leaders. A Leader who commands other Leaders is called a Force Leader. Leaders that are under the command of another Leader are called Subordinate Leaders and are placed on the Force Leader's portrait unless part of a Multi-Hex Force. There may only be one Force Leader per Force.

[38.] A Leader may command a number of Leaders whose combined Subordination Values do not exceed the Force Leader's Command Span.

**Example:** A Force Leader with a Command Span of "6" could command three Subordinate Leaders with Subordination Values of "2" each. Subordinate Leaders must be in the hex with the Force Leader, or in the Zone of Control of the Force Leader (in the case of a Multi-Hex Force).

[xx.] **1792 Exception:** The rank hierarchy is in four levels, from highest to lowest:

1. The commanders in Chief (Dumouriez & Brunswick);
2. Army Commander (Kellerman);
3. Corps Commanders;
4. Generals.

A leader may never command a subordinate leader of rank equal to or greater than his own. Generals may only command combat units.

## **COMMANDING COMBAT UNITS & SUBORDINATE LEADERS**

[39.] A Force Leader may command a combination of Combat Units and Subordinate Leaders. A Force Leader may command any number of Combat Units and Subordinate Leaders as long as their totaled Subordination Values do not exceed the Force Leader's Command Span. A subordinate leader *cannot have* his own subordinate leader.

**Example:** A Force Leader with a Command Span of "6" could command two cavalry brigades, and two infantry divisions (on his track), and a Subordinate Leader with a Subordination Value of "3" (in the same or an adjacent hex).

**1815 Exception:** A Leader in this game may not command any unit whose current strength is greater than the highest numbered box on the Leader's track. Thus, a Leader whose highest box is a 7 cannot command a unit whose current strength is 8.

## **UNEMPLOYED LEADERS**

[40.] A Leader, other than a Major General, without any Subordinate Leaders or Combat units at the beginning of the Friendly Movement Phase, is an Unemployed Leader. An Unemployed Leader may automatically move, regardless of Initiative or Movement Commands, up to 9 Movement Points during each Friendly Movement Phase and Forced March Segment. He pays Terrain costs as if he were a Cavalry Force. (Exception: No extra cost for bridges.) Unemployed Leaders ignore enemy Zones of Control ("ZOCs" - *see* ¶232) and do not exert a ZOC. When moving an Unemployed Leader the Phasing Player must inform the non-Phasing Player that the counter he is moving is an Unemployed Leader. Unemployed leaders cannot cut Lines of Communication.

[41.] An Unemployed Leader may not take command of a Force until the next Command Phase. Unemployed Leaders may move,

*displace*, and retreat as part of a Force they are stacked with. The Subordination Rating of Unemployed Leaders is ignored. An Unemployed Major General is removed from the map the moment he becomes unemployed.

## ELIMINATION OF LEADERS

[42.] A Leader may be captured when all SPs in the Leader's Force are removed as a result of Combat or Pursuit, or an enemy force which includes cavalry repulses an unemployed leader. The capture of all leaders is determined by a die roll against their initiative to see if they escape. *The repulsing or capturing Force need not reveal its Strength.*

[43.] In order to avoid capture, the owning Player must roll a die no higher than the Leader's unmodified Initiative Rating. If the Leader avoids capture he is Repulsed instead (*see ¶241*). Captured Leaders are removed from the game. If there are no replacement leaders in a scenario, return an eliminated leader's counter to play after one complete turn out of play, subtracting "one" from his Command and Initiative Ratings from that point forward. Unnamed Major Generals are automatically deactivated and returned to their track for later use by the owning Player.

## LEADERSHIP BONUS POINTS

[44.] A Leadership Bonus is shown by a 5-pointed star on the Leader counter. The number of stars indicates the value of the Leadership Bonus.

### Effect of a Bonus Point on Attrition

[45.] The force Leader's Leadership Bonus (if any) is subtracted from the Attrition die roll (*see ¶267*).

### Effect of a Bonus Point on Combat

[46.] The Attacking Player may add, subtract, or ignore his Leadership Bonus when rolling the die on the CRT if the Leader in question is the Force Leader of the attacking Force (*see ¶365*), and from the Artillery Fire die roll (*see Artillery Fire Table*).

## PREPARE FOR PLAY

[47.] Set up units on the Organization Displays according to the Scenario Information (*see also ¶422*). The location of counters on the Organization Display is confidential and for the owning Player only; position the displays in the playing area with this in mind. Place the Combat Unit counters in the space on the Organization Display specified for them in the Scenario Information. Place subordinate Leaders and markers (e.g., bridge trains) on the portrait of their Force Leader. Leaders with a map location code are now placed in the corresponding hex.

[48.] Not used.

## SEQUENCE OF PLAY

### THE GAME TURN OUTLINE

[49.] The game is played in sequenced turns called Game-Turns. Each Game-Turn is composed of two Player-Turns. The "Phasing Player" is the Player whose Player-Turn is in progress. The Game-Turn Marker should begin the game on the Turn Record Track in the first space of the game or scenario to be played. A Game-Turn does not end until both Players have completed a Player-Turn as outlined by the sequence below. As a Game-Turn ends, advance the Game-Turn marker to the next  
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space in the Game-Turn Track. This process continues until the last Game-Turn ends, or until one Player achieves a Victory Condition that ends the game sooner.

[50.] All activities must take place in the order outlined below. For instance, the Second Player may not make an attack during the First Player's Movement Phase. Keep the Sequence of Play Sheet handy as you proceed through the Game-Turn.

### A. Weather Determination Phase

[51.] The effect of weather upon Movement, Combat and Attrition will vary from game to game in this series. It is the first thing determined in each Game-Turn and it is always determined by a die rolled by the First Player (*see ¶70*).

### B. The First Player-Turn

[52.] The First Player will be designated in the Scenario Information in the Exclusive Rules. Each Player-Turn is comprised of four Phases. The Enemy Player's activities during the Friendly Player-Turn are restricted to Forced March (III.a), artillery fire (III.b.5), and counterattacking during a Pitched Battle (III.b.12).

### I. Command Phase

#### a. Administrative Segment [53.]

1. Receive Administrative Points and adjust the AP markers on the Accumulated AP Track (*see ¶96*).
2. Designate a friendly Supply Source. If it is now changed from last turn, deduct one AP (*see ¶103*).
3. Disband the Friendly Center of Operations (if desired). Deduct one AP for this (*see ¶105*).
4. Add new Replacement Strength Points to the Replacement Pool (*see ¶108*).

**1807: 5. Execute Sea Transport activities (Coalition only—see ¶E66).**

**1807: 6. Purchase a Transport Battalion (French only—see ¶E71).**

#### b. Organization Segment [54.]

1. Transfer Strength Points from the Replacement Pool to units in the field that are eligible to receive Replacement Points (*see ¶114*).
2. Activate or deactivate Major Generals and March Regiments (*see ¶115 and ¶119*).
3. Transfer combat units between Leaders which occupy the same hex on the map (*see ¶129*).
4. Transfer Strength Points from one Combat Unit to another if both Combat Units occupy the same hex and are of the same Nationality and unit type (infantry points to infantry units, etc.) (*see ¶133*). Any unit whose strength is reduced to zero in this process is permanently removed from the game.

### II. Movement Phase (*see ¶147*)

#### Separate Coalition Movement Phases

[55.] **1814 & 1815:** The Coalition Player has a separate Movement Phase for his two armies. **In *Napoleon at Bay*, the Army of Silesia Movement Phase precedes the Army of Bohemia Movement Phase. In *The Emperor Returns*, the Prussian Army Movement Phase precedes the Anglo-Allied Movement Phase.** Thus, he must move all Forces of one army he wishes to move before moving any Forces of the other army. (*See also "Division of Command in the*

*Coalition Armies,” ¶173.)*

#### **a. Reinforcements [56.]**

All reinforcements available to the Player this turn are placed on their indicated entry hex.

1. Activate the Reinforcement Force by “free” Movement Command: They are considered to have an automatic Movement Command for this turn only, that will not deplete the Movement Commands available to the Phasing Player in segment “b” below (*see ¶154*).
2. Move the Force. The reinforcements are now moved, one at a time (*see ¶204*).
3. Check for attrition (*see ¶262*).

**1807: 4. Perform Leader Withdrawals** (*see ¶164*).

#### **b. Movement Commands [57.]**

The First Player may move any of his eligible Forces by indicating that they have received a Movement Command. No Force that entered as a Reinforcement this turn may be moved again in this Segment (*see ¶166*). There are a limited number of Movement Commands available to the Phasing Player.

1. Activate the Force by expending one Movement Command.
2. Move the Force.
3. Check for attrition.

#### **c. Initiative Movement [58.]**

Any Force that did not enter as a Reinforcement this turn, or execute movement through a Movement Command, may now attempt to move by means of the Force Leader’s Initiative. Each Force may only attempt to move by means of Initiative once in this phase.

1. Roll one die (modified by Weather and/or adjacent Enemy Forces). If the result is less than or equal to the Leader’s Initiative, activate the Force. (*The Force may expend 1 MP on certain results greater than the Leader’s Initiative - see ¶192, “Activation by Initiative.”*)
2. If activated, move the Force.
3. Check for attrition.

#### **d. Stationary Attrition [59.]**

Forces that did not move in either a, b, or c above now check for attrition.

#### **e. Consolidation Segment [60.]**

The Phasing Player now consolidates any hexes that have two or more Leaders on the map, so that only one Leader counter occupies each hex (*see ¶294*). Subordinate Leaders in the same hex as their Force Leader are moved to the Force Leader’s track on the Organization Display. If the Forces in the hex cannot be Consolidated in this manner then part of the resulting Insubordinate Stack should already have been Displaced (*see “The Force,” ¶137*). Any Unemployed Leader’s subordination rating can be disregarded (*see ¶41*). Any Center of Operations on its moving side that did not move this Player Turn and that has a valid LOC may be flipped to its active side.

#### **f. Bridge Segment [61.]**

The Phasing Player may repair and damage bridges, and deploy and undeploy pontoons (*see ¶251*). The intention to build or damage bridges must be announced during movement. Construction is considered to be finished by the time of the

bridge segment. (Since the MPs expended merely represent the time the troops have to spend waiting for the bridge to be completed, and not distance covered, they do not count toward attrition).

**1809: The Phasing player may build, repair, damage, or destroy trestles during this segment.**

### **III. Combat Phase**

#### **1814: Separate Coalition Forced March Segments**

**[62.]** During the French Player turn, the Coalition Armies have separate Forced March Segments. The Army of Silesia Forced March Segment precedes the Army of Bohemia Forced March Segment. However, the Coalition Player’s Combat Phase is undivided, and the Forces of the two Armies may cooperate in combat.

#### **1815: Separate Coalition Combat Phases**

**[63.]** The Coalition Player has a separate Combat Phase for his two armies. The Anglo-Allied Army Combat Phase precedes the Prussian Combat Phase. Thus, the French Player has two Forced March segments, one in each of the Coalition Combat Phases. Nonetheless, a French Force may attempt Forced March only once per Game Turn. The French Player must keep track of those Forces that attempted Force March in the Anglo-Allied Combat Phase so that these Forces do not attempt Forced March again in the Prussian Combat Phase. (Use a blank counter or orient the Force Leader on the game map to indicate this.)

#### **a. Forced March Segment [64.]**

The *Second Player* may now attempt to move any or all of his Forces through the Initiative March procedure described in IIc. above (*see ¶297*). Only Forces that actually move in this Segment suffer Attrition which is determined the moment the Force ends its movement.

#### **b. Battle Resolution [65.]**

The First Player is now obligated to attack all Forces of the Second Player that are adjacent to his Forces (exception: terrain such as Primary River hexsides—*see ¶234 and ¶235*).

1. The First Player designates his attacking Force (*see ¶302*).
2. The First Player designates which hex or hexes are to be attacked (*see ¶313*).
3. Both Players select a Battle Type marker. (*See ¶327*).
4. Determine the Cavalry differential (*see ¶340*).
5. The First Player resolves artillery fire (*see ¶347*). The Second Player resolves artillery fire.
6. Determine Combat odds and locate the appropriate column on the Combat Results Table (*see ¶350*).
7. The First Player rolls the die, taking into account any modifiers, and locates the result (*see ¶362*). The victor loses Strength Points equal to his resulting number on the CRT (*see ¶367*).
8. If the Pursuit marker was chosen by the losing side this Force must now retreat the resulting number of hexes (*see ¶369*); otherwise go to Step 11.
9. If there was a retreat in Step 8, the victor may now pursue the retreating Force causing one SP loss for each hex of Pursuit (*see ¶380*).
10. Adjust the Morale Marker now for any conditions that were achieved in the preceding battle situation (*see ¶395*).

11. If the losing side chose the Pitched marker, remove combat losses equal to the number result on the CRT (*see* ¶399). Combat then proceeds to the next step (*exception: see Override, ¶400*).
12. The Second Player designates his counter-attacking Force.
13. The Second Player designates the hexes to be attacked.
14. Locate the combat odds on the Combat Results Table.
15. The Second Player rolls the die. The victor removes strength losses.
16. The losing side retreats if Pursuit Battle was chosen by the losing side; otherwise go to Step 19.
17. The victor executes Pursuit, causing one SP loss for each hex of Pursuit.
18. Adjust Morale and proceed to the next battle.
19. If Pitched Battle was chosen, remove combat losses. This completes one combat round. Return to Step I above until the losing side reveals the Pursuit marker. Make appropriate Morale adjustments.

*NOTE: If there are any other battles within 8 hexes, the first round of each battle must be resolved before any battle proceeds to round two.*

#### c. Joint Consolidation [66.]

Both Players now consolidate all Multi-Force hexes according to II.e, above.

#### IV. Morale Phase [67.] (*see* ¶411)

- a. Check to see if any besieged Citadel surrenders.
- b. Adjust Morale for the Capture of Political Features still in the possession of the capturing player at this point.
- c. Determine if the game ends in a Strategic Victory.

#### C. Second Player-Turn

[68.] Phases I through IV are repeated in the same sequence as above, substituting the Second Player for the First Player and vice-versa. When this has been accomplished the Game-Turn ends. Move the Game-Turn marker to the next space on the track and begin the next Game-Turn.

[69.] Not used.

### SEQUENCE OF PLAY DETAILS

*Each of the remaining rules sections follows the order and numbering presented in the Sequence of Play above. They are labeled with the phase in the Sequence of Play (e.g., "A." for the Weather Determination Phase) to which they apply (see ¶51). Whenever you have a question during the course of play, refer to the section of the rules corresponding to that phase in the Sequence.*

#### A. WEATHER DETERMINATION PHASE

[70.] There are different types of weather, one of which must be in effect during each Game-Turn. At the beginning of each scenario, and at the beginning of each subsequent Game-Turn, the First Player must roll the die and consult the Weather Table to determine the weather for the coming turn, noting die roll modifiers as appropriate. Alternatively, Players may mutually agree to use the Historical Weather if listed on the Turn Record/Reinforcement Track. Place the Weather Marker in the appropriate space on the Weather Track. If the result includes more than one type of weather (such as Rain/Mud), the effects of

both types apply and are cumulative. If the prior turn was Mud and Rain follows, the effects of both Rain and Mud apply (and are cumulative).

#### [71.] Weather Types by Game

**1792:** There are three types of weather: Fair, Mud, and Rain.

**1796:** There are six types of weather: Frost, Snow, Mud, Rain, Fair, and Heat.

**1800:** There are three types of weather: Rain, Fair, and Heat.

**1805:** There are five types of weather: Frost, Snow, Mud, Rain, and Fair. Fog effect may apply during Snow, Mud, or Rain (*see the 1805 Weather Table*).

**1807:** There are nine types of weather: Heat, Fair, Rain, Mud, Rain/Mud, Frost, Snow, Frost/Snow, and Severe.

**1809:** There are three types of weather: Fair, Rain, and Mud.

**1814:** There are five types of weather: Fair, Mud, Rain/Mud, Frost, and Frost/Snow.

**1815:** There are two types of weather: Rain and Fair.

### I. COMMAND PHASE

#### I.a. ADMINISTRATION

[72.] In order not to be considered out of supply for attrition purposes, a Force must be able to trace a line, called a *Dispatch Distance* (*see* ¶86), from a friendly depot (*see* ¶91) or from the *Center of Operations* (*see* ¶92) of its army. In turn, the depot must be able to trace a *Line of Communications* (*see* ¶80) from any possible friendly Supply Source, while the Center of Operations must be able to trace an LOC from the *Active Supply Source* (*see* ¶76). In order to obtain Movement Commands, a Force must also be able to trace a Dispatch Distance, though in this case the Dispatch Distance may be traced *only* from the Center of Operations, which again must have an LOC to the Active Supply Source.

[73.] In order to obtain Movement Commands in the campaign game, each Army draws from its pool of Administrative Points (APs). APs are expended to create Movement Commands, which the Player must provide for each force if he wants to be certain it will move. A Movement Command costs one AP. As many Movement Commands can be created per turn as there are APs available (provided that the Center of Operations is active), but each force may only move once per turn. In order to receive a Movement Command, Individual Forces must trace a Dispatch Distance from the Center of Operations that has a valid Line of Communication from the active Supply Source. This Dispatch Distance may traverse any passable terrain. Dispatch Distances for each game are listed on the IX Series Communications Table and may vary by army within a game.

[74.] The number of Administrative Points remaining on the AP Track at the time of Movement determines the severity of March Attrition for Forces not Foraging. When determining attrition, the Player finds the strength of the Force on the column headed by the AP Level showing on the AP Track at the instant of the Force's movement. The fewer Administrative Points accumulated, the greater will be the attrition.

**Note:** Forces in Forage Mode may use an alternative attrition calculation method based upon the Forage Value of the surrounding terrain (*see* ¶274).

## SUPPLY SOURCES

[75.] The 1X Series Communications Table shows all possible Supply Sources for each Army. A hex may be a Supply Source only if controlled by the designated player. If Friendly forces capture an enemy Supply Source the enemy player may continue to use any remaining Supply Source.

**1792:** The French have two Supply Sources, which can both be active at the same time. There is a marker for each one.

**1805:** If Austro-Russian forces capture the French Supply Source nearest Vienna, the remaining Supply Source leading to Krems (1154) can still function, though on a less advantageous column. (*See the 1805 AP Pool*).

**1807:** The Warsaw Supply Source (S4532) may be designated "active" by the French Player and used as a depot only if no enemy force containing artillery is adjacent to the Vistula River between Warsaw and the map-edge (S0118). Such a force will cause the Warsaw Supply Source to become Inactive and incapable of being a possible supply source for Supply purposes. In addition, if the Coalition player exits units towards Thorn meeting the requirements of ¶E25, C0133 and Warsaw are no longer possible French Supply Sources. Finally, hexes N0135 & C0106 are not possible French Supply Sources until Danzig has been captured per ¶E29 and following.

**1809:** The Passau Supply Source (W4721) can become a French Supply Source, although it does not begin the game as such. (It can never be used as an Austrian Supply Source, though it may be used as a depot.) To use Passau as a Supply Source, a French Force must have been the last Force to pass through Passau, and there must be a path of major road hexsides leading to either hex W0025 or W0027, uninterrupted by enemy-controlled hexes. This path must follow the road Vilshofen, Straubing, Pfatter, Regensburg, Obersall (hexes W3921, W2118, W1615, W0815, W0621). The instant this path cannot be traced without entering an enemy-controlled hex, the Passau Supply Source becomes inactive. This Supply Source is subject to the effects of enemy Forces just as any other Supply Source.

## The Supply Source Marker

[76.] There are generally several possible Supply Source hexes for each army. The Supply Source marker designates which Supply Source is active at any given time for an army. This Supply Source marker may be shifted from one Supply Source to another during the Administrative Segment (I.a) of the Command Phase. The (1) on the marker indicates the active Supply Source's garrison strength of one (*see next*).

## Supply Source Garrison

[77.] All active Supply Sources are considered to have a Garrison of one (1) SP. These Garrisons cannot be Repulsed. They may never be part of an attacking Force. They may only defend. The Supply Source Garrison negates enemy ZOCs in the supply source hex for all purposes. Garrison units have normal ZOCs. Reactivation of a Supply Source automatically reinstates this Garrison.

**1805:** The French Supply Source's 5 includes strength from the large Vienna garrison stationed directly across the Danube. If the Supply Source is changed, its strength is only 1.

**1809:** There is no Supply Source garrison in Passau if it is the French active Supply Source.

## Capture of Supply Sources

[78.] If the active Supply Source is attacked and the garrison is eliminated or is forced to retreat, the Supply Source is considered captured. When an active Supply Source is captured, the Active Supply Source Marker is removed from play. While the Supply Source marker is out of play, its army suffers the Interim Effects under ¶105. A Supply Source cannot be permanently eliminated.

[79.] A Supply Source Marker may be returned to play at any possible Supply Source or depot for that Army free of enemy units (or ZOCs) during any following Admin Segment. Supply Source (and depot) hexes cannot be permanently destroyed. A captured Supply Source may be reactivated the turn following the removal of enemy forces. This is considered a change of Supply Source, and hence costs 1 AP.

## LINES OF COMMUNICATION

[80.] A Line of Communication (LOC) is a line of connected, primary road hexes free of enemy units (even if besieged) or their Zones of Control to a Supply Source. For a depot, the player traces this line from any of his possible Supply Sources. For his Center of Operations, the player must trace this line from his currently active Supply Source. If the LOC exceeds the maximum *effective* length for the game in question, the depot or Center of Operations is considered "Inactive."

**1809 Exception:** Treat the Secondary Roads in Vienna (hexes E0909, E0910, and E1009) as Primary Roads for purposes of tracing an LOC only.

[81.] The maximum effective length (*see* ¶89) for an LOC applies to both sides in a game (but varies by game) and is set out in the 1X Series Communications Table:

<b>1792:</b> 25	<b>1805:</b> 40	<b>1814:</b> 80
<b>1796:</b> 80	<b>1807:</b> 80	<b>1815:</b> 40
<b>1800:</b> 80 / 30	<b>1809:</b> 80	

**1800 Exception:** The French LOC is 80 hexes. The Austrian LOC is 30 hexes.

## Tracing the LOC through EZOCs and Bridges

[82.] An LOC may include Friendly-occupied enemy ZOCs. Bridges add no additional costs and connected Primary road hexes count as one each. An LOC may not be traced across a pontoon.

## “No LOC” Effect

[83.] A Force beyond, or cut off from, a Line of Communication may not receive Replacements during the Command Phase or Movement Commands during the Movement Phase and must Forage or use the “zero” or “No LOC” column on the Attrition Table (*see also “In Supply,” ¶263*).

## Multiple Friendly Centers of Operations

[84.] If there is more than one Center of Operations under one player’s control, it must trace from its own specifically labeled Supply Source or Sources. (*Exception: see “Tracing through Friendly Army’s Center of Operations” ¶94.*)

**1807:** The Prussian Center of Operations must trace from a Supply Source marked “P,” and the Russian Center of Operations must trace from a Supply Source marked “R.”

**1814:** The Silesian Center of Operations must trace its LOC from a Silesian Supply Source and the Bohemian Center of Operations must trace its LOC from one of its own separate Supply Sources.

## Vedettes and Lines of Communications

[85.] Vedettes may not interfere with a Line of Communication or Dispatch Distance (even if they occupy a depot or Supply Source). Such may be traced into or next to a hex suspected of being occupied solely by Vedettes. After the Line is defined, the opposing player need only state whether the Line is blocked. (This is his option: he may elect not to cut the line even if the unit is not a Vedette.) If the line is blocked, a new Line for that unit can’t be defined until the next Supply check.

## DISPATCH DISTANCE

*A dispatch can travel as fast as a horse and rider; allowing for wrong turns, about 18 hexes in 6 hours. At that distance it would take 24 hours to write and deliver the order, act upon it, write and deliver the report of the outcome. Beyond that, the orders are already out of date before they can be acted upon.*

[86.] Dispatch Distance is a line of hexes traced from a Center of Operations with an LOC or active depot with an LOC to a Force. Dispatch Distance is necessary for:

- 1) Issuing Movement Commands or receiving Replacements through the army’s Center of Operations (in which cases the Center of Operations must be active); and
- 2) Determining March Attrition through a depot or Center of Operations.

The Dispatch Distance is traced through any passable terrain at cavalry movement costs. The path may not be traced through enemy units or their ZOCs (unless the ZOCs are friendly-occupied) or across non-road hexsides *into* Mountain hexes. In calculating the Dispatch Distance, primary roads are counted as secondary roads (**1 MP**), with no extra costs for bridges.

The Dispatch Distance in MPs varies by game (and sometimes by army) and is set out in the 1X Series Communications Table:

**1792:** 28

**1796:** 28

**1800:** 28

**1805:** 18

**1807:** 18

**1809:** French Army: 18

Austrian Army: 26

**1814:** French Army: 28

Army of Silesia: 18

Army of Bohemia: 14

**1815:** French Army: 18

Anglo-Allied Army: 18

Prussian Army: 24

## Vedettes Out of Dispatch Distance

[87.] Vedettes that cannot trace a Dispatch Distance from a Center of Operations, Supply Source or active friendly depot during the **Administration Phase** of the Player-Turn are immediately removed to the Vedette Pool until the Organization Segment of the next Friendly Player-Turn. They return to play as described in ¶368.

[88.] Not used.

## DEPOTS

*Depots are the middle links in the supply chain – called ‘magazines’ in Napoleon’s time - where resources were collected from friend and foe alike.*

[89.] A depot allows you to reduce your effective LOC. For *each* depot in the LOC (through which the LOC is traced) you can subtract **5 Primary Road hexes** from the overall LOC length when determining availability of APs for that turn or distance from a possible Supply Source for attrition. The depot can be anywhere along the LOC.

**1805: Example:** With the French Supply Source in Vienna and Center of Operations in Brünn, the actual distance via Stockerau, Znaim, and Pohrlitz is 50 hexes; the effective distance traced via those depots would be 25 hexes (reduced by 5 for each depot, including Floridsdorf and Brünn).

[90.] In addition to printed depot hexes, consider any of the following terrain types to be a depot: any possible Supply Source (Active or not) and any Center, City, Primary Town, or Fortification (*see ¶216*) that has an LOC (*see ¶80*) to any possible Supply Source.

## Depot Functionality

[91.] Depots cannot issue Movement Commands. However, Forces may trace Dispatch Distance from a depot that has a valid LOC to any possible Supply Source for Attrition purposes. (Exception: A besieged Citadel may not be used as a Supply Source.) All depots are functional at all times and may be used by either player as long as they have a friendly LOC and are not occupied by enemy forces. Depots do not require garrisons.

## FUNCTIONS OF CENTERS OF OPERATIONS

[92.] An Army’s Center of Operations must be active in order to issue Movement Commands (or replacements), to receive new Administrative Points, or to act as a source for Attrition supply. A Center of Operations is rendered inactive if (1) it moved during the previous friendly Player-Turn (*see ¶177*), (2) it has no Line of Communications (*see ¶80*) to the Active Supply Source, or (3) it has been disbanded (*see ¶106*). The Center of Operations should be flipped over when inactive. It may reactivate immediately when all conditions necessary for activation are met.

**1792:** The Supply Source markers as function as the Center of Operations. (Thus, there are two French Centers of Operation.) These Centers of Operations cannot be disbanded or moved, and if the Supply Source is occupied by an enemy unit, the corresponding Center of Operations is considered inactive as long as the Supply Source is inactive.

**1815:** There is no Prussian Center of Operations counter. Treat hex 5701 as an Active, though immobile, Prussian Center of Operations for purposes of issuing Movement Commands and Replacement Points, but not for March Attrition. (See ¶266 for how to determine Prussian March Attrition.) Treat the hex as Inactive if occupied by a French unit. The functions of hex 5701 may not be moved elsewhere. *Prussian logistics were not well organized even by the primitive standards of 1815.*

[93.] In games with separate Coalition armies, there are separate Centers of Operations for each army, each of which accumulates APs separately and issues Movement Commands to leaders of the appropriate army.

**1807:** There are separate Centers of Operations for the Prussian and Russian Armies.

**1814:** There are separate Centers of Operations for the Silesian and Bohemian Armies.

#### [94.] Tracing through Friendly Army's Center of Operations

A Coalition army may change its Communications to go through the other Coalition Center of Ops. The distance on the Admin Point Pool in this case equals the distance from the other army's Supply Source to its Center of Operation, plus the distance between the two Coalition Centers of Operations. **Note:** Even though this distance is traced from the other army's Supply Source, those points are in no way associated with the Admin System of the other army. They are neither deducted from nor determined on the column of the other army.

### I.a.1 HOW ADMINISTRATIVE POINTS ARE RECEIVED

*The player must see to the provisioning of his army before it can effectively be used. The Player who fails to make the most conservative use of resources will be unlikely to win the Game. Resources such as wagons and the necessary management of their contents are represented in the game by Administrative Points. APs are an abstract measure of the current materiel condition of the troops in an army.*

[95.] Administrative Points are used to create Movement Commands, which the Player must expend for each force if he wants to be certain it will move. The Level of Accumulated Administrative Points determines the severity of March Attrition for Forces not Foraging.

#### How to Receive Administrative Points

[96.] New Administrative Points are accumulated during the Administrative Segment of the Player-Turn. The Player refers to the Administrative Point Pool and rolls two dice to determine the quantity of APs he receives. Apply any game-specific modifiers to that roll as listed under AP Pool for each game. Cross-reference the effective LOC distance (see ¶81) to the army's Center of Operations from its Supply Source with the modified dice roll. The number obtained from the cross-reference is the

quantity of Administrative Points added to the accumulated total. If the Player's Army has an inactive Center of Operations it receives no new Administrative Points.

**1792:** There is no Administrative Point Pool in this game. Instead, each player receives 1 AP per Active Supply Source each turn. At most, then, the Coalition can receive one and the French can receive two. In addition, Administrative Points may not be accumulated. Any points received in a turn but not used are lost.

**1796:** For the Austrians, shift columns as required by Vienna Morale. The French Player receives no APs from his Supply Source. Each Fortnight, the French Army may receive up to three (3) APs. Subtract the French Army Condition Modifier from three. If the modifier is zero, the French receive 3 APs; if the modifier is +1, 2 APs, etc. If the French Army has an inactive Center of Operations it receives no new Administrative Points. See the 1796 Exclusive rules for Fortnights.

**1800:** For the Austrians, shift columns as required by Vienna Morale. The French Player receives no APs from his Supply Source. Instead, in the first French Admin Segment in which a French unit in W1710 (Turin) is in Dispatch Distance of its active Center of Operations, the French receive 8 APs. In addition, in the first French Admin Segment in which a French unit in C2418 (Milan) is in Dispatch Distance of its active Center of Operations, the French receive another 8 APs. These APs may be awarded only once per game per city. Place a "Looted" marker on each city after its award has been made as a reminder.

**1805: First Turn:** The French Player receives *no* new APs on 15-16 November (see also ¶117).

**1815:** There is no Administrative Point Pool in this game. Instead, players receive a fixed number of APs each turn, as described in the 1815 Exclusive Rules (see ¶E7 et seq.). In addition, Administrative Points may not be accumulated. Any points received in a turn but not used are lost.

#### 1809: Budweis Supply Source

[97.] The moment a French Force enters hex C1101 for the first time in the game, the Austrian Administrative Point Pool is immediately reduced to zero. The Austrian player still rolls for and receives new Administrative Points normally.

### Multiple Friendly Centers of Operations

[98.] If there is more than one Center of Operations under a Coalition Player's control, the Coalition Player rolls once for each army during his Admin Segment:

**1807:** The Coalition Player always rolls twice during his Admin Segment: once for the Prussian Army and again for the Russian Army. Russian APs apply to all the Russian Forces of the Coalition Player. The Prussian APs apply to all Prussian Forces.

**1814:** The Coalition Player always rolls twice during his Admin Segment: once for Blücher's Silesian Army and again for Schwarzenberg's Bohemian Army. The Silesian APs apply to all Forces of the Coalition Player's Silesian Army. The Bohemian APs apply to all Forces of the Bohemian Army.

## Army Commander AP Bonus

[99.] If the Army Commander, or other leader designated as the army commander-in-chief, currently resides with his Army's Center of Operations, **add one AP** to the total received. (See ¶113 for a list of Army Commanders for each game.)

**1807:** Until the turn that Buxhowden is withdrawn (and he cannot voluntarily be removed earlier), the Russian Army is considered to have no overall commander, and therefore no Army Commander AP Bonus is possible.

## How to Use the Administrative Point Tracks

[100.] For each Army, use the two markers provided to indicate "Ones" and "Tens" of accumulated Administrative Points. Adjust these markers on the track to record the level as it ebbs and flows.

**Example:** To show "Thirteen" Administrative Points, place the Tens marker in the Number 1 space, and the Ones marker in the Number 3 space.

**1796:** No more than 26 APs may be accumulated by the Austrian Player; no more than 19 APs may be accumulated by the French Player.

## I.a.2. CHANGING THE SUPPLY SOURCE

[101.] The Supply Source may be changed to another friendly controlled Supply Source or depot hex.

### PROCEDURE:

[102.] Flip the Supply Source Marker over (to signify that the change is underway). During the next Administrative Segment, the Supply Source Marker may be returned face-up at the other depot or Supply Source.

**1792:** Because all possible Supply Sources are in use from the beginning of the game, these rules are not needed.

**1815:** The Anglo-Allied Player may not change his Supply Source until Invasion Turn +1 or later.

[103.] The cost to change the Supply Source is one (1) AP. This takes one complete turn to effect. During that turn the Supply Source marker is flipped over to its "Inactive" side. While the Supply Source marker is flipped over, the Center of Operations is "Inactive" (see ¶92); furthermore, the Center of Operations may not be used when determining attrition (see ¶264).

[104.] In **1807** and **1814**, changing the Active Supply Source may take more than one turn to accomplish. If this applies, during each succeeding Admin Segment, roll the die; a one or a two indicates that the procedure is complete. Use a Die Roll Modifier of "-1" per Game Turn until the change is complete.

**1814:** The French and Silesian Armies may switch freely from one Supply Source hex to another listed **on the same line** on the Communications Table without delay or penalty. Follow the standard procedures for the Bohemian Army, or for the French and Silesian Armies to switch between lines. The Coalition Player may not switch the Silesian Supply Source to the "#1" hexes on the northern mapedge until the 27/28 February turn.

## Interim Effects

[105.] During the turn the Supply Source Marker is flipped over, the Army may issue no Movement Commands and must use the "zero/No LOC" column on the March Attrition Table.

## I.a.3 DISBANDING CENTER OF OPERATIONS

[106.] The Center of Operations may be disbanded only during Step 3 of the Administrative Segment. To voluntarily disband the Center of Operations, expend one AP, remove it from the map, and place it on the Turn Record Track three Game-Turns ahead of the current turn. The Center of Operations will appear as a reinforcement unit during that turn's Movement Phase at the Army's Supply Source or any Depot between the Center of Operations former location and the Supply Source on the current LOC. While disbanded, the Center of Operations is considered "inactive" (see ¶92).

**1792:** The Centers of Operations in this game cannot be disbanded (see note following ¶92).

[107.] *Commentary:* The equipment necessary to generate a new Center of Operations always exists at the Supply Source. The disbanded Center of Operations is considered broken-up and its equipment either captured or distributed along the new LOC; its staff is too mobile and dispersed to be captured.

## I.a.4 REPLACEMENTS

[108.] Replacements of fresh and recovered troops become available for addition to the Replacement Track according to the appropriate Replacement Line on the Turn Record Track. (In some games there may be a Replacement Table with varied amounts determined by a die roll.) Replacements from the pool may only be added to units of the specified nationality and type that are within Dispatch Distance of its Center of Operations and that Center of Operations is active. They accumulate at the Supply Source. An army with an inactive Center of Operations may not add Replacements from the Replacement Pool to its units. Units which receive replacements are immobile and may not move during the ensuing Movement Phase and Forced March Segment.

**1792:** There are no replacements in this game.

**1796:** Replacements are handled differently in this game. See the 1796 Exclusive Rules.

**1800:** There are no replacements in this game.

**1815:** During the Invasion Turn +1 and thereafter, for a Prussian Force to receive a Replacement Point, it must be within Dispatch Distance of hex 5701.

[109.] The following abbreviations may apply: i/nfantry, c/avalry, a/rtilery, r/emounts, K/ossacks (or Kos/sacks), IG = Guard, OG= Old Guard Infantry, GC = Guard cavalry. Apply replacement points for cavalry to either regular or light cavalry; special Replacements such as Guard Infantry or cavalry may be given to line (i.e., regular) units, but line replacements may not be given to Guard. Line units that receive Guard Replacement SPs remain line units and the elite status of the replacement SPs are lost.

**1805:** Russian replacement points can only be added to Russian units. Austrian (A) replacement points can only be added to Austrian units. German (G) points can only be added to the Bavarian unit.

**1807:** In many cases, the exact regiments or battalions comprising the replacements are listed; this has no effect on play. There are no Polish replacement points. The Bavarians receive points on 11-12 April, and the Italians on 7-8 May. French replacement points may be given to units of these nationalities, but thereafter they may not be transferred back into French units or points.

**1809:** The Guard Replacement Points that become available on the 12-13 June Game Turn can be added to Guard units only if they are added during that turn. If they are accumulated on the track, they are then considered normal Replacement Points.

**1814:** Replacements may only be added to units of the same quality. Forces commanded by Winzingerode and Bülow may not receive replacements before 27/28 February.

### Accumulated Replacement Points

**[110.]** Accumulated Replacement Points are recorded on the Accumulated Replacement Point Track. Each Army has an Informational marker to record Replacement Points of Infantry, Cavalry, and others if applicable. This marker will reflect the accumulated points and should be adjusted as points are added or removed from the pool. These Replacement Points may be added to Combat Units in the field during a later Friendly Organization Segment.

**1815:** The Prussian Player may not accumulate Replacement Points. Any points not used the turn they are available are lost.

**[111.]** During a Friendly Organization Segment, accumulated Replacements may be added directly to **any** units with a valid LOC. Alternatively, a Replacement Leader or Major General may be created at the Supply Source to take command of any Replacement Points accumulated there, using a March Regiment to indicate these points on the Major General's track.

**[112.]** Leaders which do not begin the game on the map may be brought on later as replacements (if marked 'repl.') or as reinforcements (*see ¶154*) as specified on the Turn Record Track or the Leader Manifest.

### Army Commanders

**[113.]** Napoleon (Bonaparte in **1796** and **1800**) is the French Army Commander in all games. (**1792 Exception: Dumouriez is the French Commander in Chief.**) The Army Commander(s) for the Coalition side varies by game. If any Army Commander is eliminated, the remaining Leader with the highest Command Span becomes the Army Commander.

**1792:** The Coalition Army Commander is Brunswick.

**1796:** The Austrian Army Commander is Würmser until he is superseded by Alvinczy. Unless he happens to be under siege at that moment as he was historically, Würmser is withdrawn at that time. If Würmser is eliminated, Alvinczy arrives at Trento three turns later.

**1800:** The Austrian Army Commander is Melas.

**1805:** The Austro-Russian Army Commander is Tsar Alexander.

**1807:** Until the turn that Buxhowden is withdrawn (and he cannot voluntarily be removed earlier), the Russian Army is considered to have no overall commander. After that point, Benningsen is the Russian Commander.

**1809:** The Austrian Army Commander is Charles.

**1814:** The Commander of the Army of Bohemia is Schwarzenberg. The Commander of the Army of Silesia is Blücher.

**1815:** The Anglo-Allied Army Commander is Wellington. The Prussian Army Commander is Blücher.

## I.b. THE ORGANIZATION DISPLAY

### I.b.1. ADDING REPLACEMENTS

**[114.]** Replacements may be added to the strength of Combat Units during the Organization Segment. A unit that receives replacements may not move during its next Movement Phase and Forced March Segment. Place "Immobile" Markers on units as they receive replacements. (Remove these at the beginning of the next friendly Organization Segment.) A Force may not receive Replacements if in the ZOC of an enemy Force, or if lacking a valid Dispatch Distance. Replacements may be added only to units not at their Maximum Strength. Eliminated Combat Units may not be rebuilt with Replacements; i.e., their "cadre" is considered destroyed.

### March Regiments

**[115.]** A March Regiment may be created at the active Supply Source under the command of a Major General, out of Replacement Points which are deducted from the Replacement Point Track. Several counters are provided of necessary types, and additional counters cannot be created. These are placed on the Major General's Track on the Organization Display. These March Regiments are considered Reinforcements for Movement Command purposes on their turn of activation. They are normal combat units. March Regiments may also enter at any Friendly Supply Source or Depot-with-LOC, with replacement strength like a reinforcement (*see ¶155*).

**[116.]** March Regiments may also be created by deducting strength from units on the Organization Display. In this way they may serve as detachments.

**[117.]** Once committed to a March Regiment, Replacement Points may not be returned to the Replacement Pool. The SPs of a March Regiment may be incorporated into any unit of the same type and nationality, and in the same hex, during the Organization Segment. You *may* disband a March Regiment in an enemy ZOC. Once its strength is incorporated into another unit, the empty March Regiment counter is removed from play and becomes available for re-use.

**1814:** Only French Line & Old Guard, Russian, Austrian and Prussian March Regiments may be created.

**1815:** March Regiments are not given a Maximum Strength on their counters. This is noted by an asterisk (\*). A March Regiment can be of any size up to the maximum allowed on the track of the Leader who commands it. French Guard March Regiments are provided in the event the OG Replacement Points are used in this role. A French Guard March Regiment is considered Old Guard. No Prussian March Regiments are provided in the counter mix, and hence cannot be created by the Coalition Player.

## Nationality (and Quality)

[118.] The nationality (and quality in 1814) of a Player's troops must be respected. Units may not absorb SPs of any other nationality (or quality) than their own.

**1814:** The French Player has troops of various qualities, from Depot troops all the way to Old Guard. The Coalition Player has Austrian, Bavarian, Prussian, Russian and Wurttemberg troops. French line replacement points may be added to any French line unit. Guard replacement points may be added to any Old or Young Guard unit.

## I.b.2. REPLACEMENT LEADERS & MAJOR GENERALS

[119.] Replacement Leaders & Major Generals are Leader counters used to show detached combat units operating independently on the game map. These Leaders may only be activated or voluntarily de-activated during the Friendly Command Phase. The number of such Leaders that may be activated is limited only by the number provided.

[120.] To activate a Replacement Leader or Major General place the Combat Unit counter to be made an independent command on the Leader's track on the Organization Display during the Organization Segment (I.b.3), making sure its new position reflects the current Strength Point value of the Combat Unit. Then place the Replacement Leader or Major General in the Subordinate Leader's box of the Force Leader, or in the hex with the Force Leader, depending upon the role Replacement Leader or Major General is to have in the coming Movement Phase.

[121.] Deactivation of a Replacement Leader or Major General may occur voluntarily by removing the Combat Unit counter from his track on the Organization Display and placing it upon some other Leader's track in the same hex during the Organization Segment (I.b.3), or, involuntarily, if the Combat Unit counter is ever reduced to zero Strength.

[122.] A Replacement Leader or Major General may also be created at the Supply Source in order to create a March Regiment from Replacement Points (see ¶111).

[123.] Replacement Leaders and Major Generals are treated just like other Leaders when on the game map or in a Subordinate Leader box. They have an Initiative Rating, a Command Span, and a Subordination Value. A Replacement Leader can, but a Major General can *never*, be an unemployed Leader.

## 1815: SPECIAL BRITISH LEADERS

### British Major Generals

[124.] Named British Major Generals have parentheses around their names, and a corresponding Combat Unit counter with the same name, also in parentheses. These Leaders may only command their corresponding Combat Unit. If at any time a named Major General's Combat Unit is taken under command by another Anglo-Allied Leader, the named Major General counter is returned to his track on the Organizational Display. If the named Combat Unit counter is eliminated, so too is the corresponding Leader counter.

**Example:** For the (Picton) Leader counter to be on the game map, his Force must include the (Picton) Combat Unit counter. The (Picton) Leader may be made subordinate to, say, Wellington or Orange, but the (Picton) Combat Unit counter must be on the (Picton) Leader Track.

### Uxbridge

[125.] While Uxbridge is not a Major General, only the (Uxbridge) Leader counter may command the (Uxbridge) Combat Unit counter in an independent role. Unlike the named British Major Generals above, if the (Uxbridge) Combat Unit counter is eliminated, the (Uxbridge) Leader counter is not removed from the game unless (Uxbridge) was in command of the Force and all other Combat Units in the Force were eliminated.

## Replacement Counters

[126.] Combat units not called into play by the setup sheets or the Reinforcement Schedule are available as Replacement Counters. Once available, Replacement Counters are brought into play in the same manner as March Regiments. Replacement Counters are similar to March Regiments, in that they are "empty" Combat units which can be filled up with replacements and introduced into play at the Supply Source or Depot, or by "donation" of strength by a unit already in play. (Note that units which have been eliminated cannot be treated as Replacement Counters.)

**1796:** Units that do not start a scenario on map and are marked either \ \ \ \ \ or • are available as replacement counters.

## 1814: Paris Garrison

*Paris Garrison Units—so listed on the French Army Unit Manifest—represent troops in training on their way to regiments in the field, along with officers, sergeants, instructors, drummers and corporals responsible for processing recruits.*

[127.] These units' strengths may be depleted for use as regular replacements at the rate of one Strength Point per turn (total) beginning on or after 10 March. If they retain any strength, they appear as reinforcement units in Paris when, from any enemy force, a path may be traced to Paris that is 7 MPs or less (counted at the infantry rate). Either all or none of the Paris Garrison may be placed on map.

## Effect on Replacements

[128.] As long as the Paris Garrison is on the map, replacements may be accumulated but not incorporated into the strength of any unit. The Paris Garrison may be returned to the Garrison once—it returns to Paris—to renew the replacement process. For every SP of losses suffered by the Paris Garrison while on the map, all replacement points (including those accumulated) are delayed by one Game-Turn.

## I.b.3. REORGANIZING COMBAT UNITS ON THE ORGANIZATION DISPLAY

[129.] During the Friendly Organization Segment (only) a unit may be transferred to the track of another Leader in the same hex. **Note:** In games with units of different Coalition nationalities, leaders of one nationality may command leaders and combat units of another Coalition nationality.

**1792:** Leaders may only command units of the same nationality, but a Force Commander may have subordinates of different nationalities.

## Creation and Removal of Garrisons

[130.] Any friendly Citadel, Capital City, or Fortified Town can receive a garrison. If a garrison marker is available, a garrison may be created during the Reorganization Phase by deducting one SP from the Forces present in the hex. Neither player can have more garrisons in play than the quantity provided for the game. Place the created garrison directly on the map, flag side up.

[131.] During Step 3 of the Administrative Segment (only), a friendly force may absorb a non-Supply Source garrison of the same type and nationality in the same hex. The garrison absorbed is immediately removed from play, and its strength added to an infantry unit of the same nationality in the same hex. On the following turn the garrison becomes available to garrison another friendly-occupied Citadel, Capital City, or Fortified Town. Alternatively, a garrison may be treated as a March Regiment and be transferred to a leader's track on the Organization Display.

[132.] **1792 Exception:** The French border fortifications are occupied at the start of the game by garrisons represented by a single unit attached to the fortification's commander. Garrisons may receive strength points from any type of unit but may not transfer them to other units. Garrisons may not voluntarily leave the fortification to which they are attached nor choose by themselves to fight in the open.

### I.b.4. STRENGTH TRANSFER

[133.] SPs from one Combat Unit may be transferred to another Combat Unit on the same Leader track, or on the track of a Subordinate Leader, as long as they are in the same hex (a Multi-Hex Force may not transfer SPs if the units doing so are not in the same hex). You may *not* increase the strength of a unit beyond its Maximum Strength. You may not transfer SPs among Combat Units of different unit types (light to regular cavalry, etc.) or between units in different modes (Forage or Concentrated).

**1792:** You may not eliminate a unit by transferring its last SP to another unit.

[134.] March Regiments may be created by deducting strength from units on the Organization Display, placing the March Regiment on the same track or any track in the same hex.

### Vedette Strength

[135.] The strength of Vedette units *cannot* be incorporated into the strength of regular units on the Organization Display. When two or more Vedettes are together in the same hex, only one Vedette per hex is allowed to remain on the map. The extra Vedettes in the hex are either removed to the Vedette Pool or else must move out of the hex. While in the Pool Vedettes have zero strength and are ignored for all purposes.

[136.] Not used.

## THE FORCE

[137.] A Force consists of at least one Leader on the map and at least one Combat Unit on that Leader's track on the Organization Display. More than one Leader may be in a Force but must be Subordinate to the Force Leader. The size of a Force is limited by the Command Span of the Force Leader (*see ¶35 et The Campaigns of Napoleon IX Consolidated Rules*

*seq.*), but may never be more than 48 SPs for movement and stacking. If more than one Leader is in a Force and the Leaders occupy the same hex, Combat Units may be transferred between the Leader's tracks during the Command Phase *only* (*see ¶129*).

### Insubordinate Stacks

[138.] Where two or more Leaders are trying to occupy the same hex and there is no Leader present with a Command Span adequate to command all the others in a single Force, a Force or Forces are displaced one hex (*see Priority 3 in "Retreat," ¶371*) at the moment in which their presence would create an Insubordinate Stack, according to the Priorities of Retreat.

[139.] If by deactivating a Replacement Leader or Major General a Leader would have a Command Span adequate to command, it is not considered an Insubordinate Stack if the Major General is deactivated in the next Command Phase.

### Multi-FORCE Hex

[140.] Two Forces may occupy the same hex under the following circumstances:

- 1) Two Forces are moved into the same hex for the purpose of combining them into a single Force. A situation may not be voluntarily sustained in which two Forces coexist in the same hex. *A Force may not end its movement in a hex with another Force if neither Force contains a Leader that can become the Force Leader. (However, see point 3 below.)*
- 2) During the Command Phase, Subordinate Leaders may be removed from the Force Leader's track on the Organization Display and placed on the game map. The instant these Leaders are on the game map they constitute new Forces and are no longer Subordinate to the Force Leader. In the subsequent Movement Phase one Force or the other must vacate the hex either through Movement Commands or the Initiative procedure (*or if this fails, Displacement occurs; see ¶371*).
- 3) If an external Leader is adjacent that can command both Forces.

### Creation of a Force During Movement

[141.] A Force is defined during the Command Phase. Subordinate Leaders placed on the map during the Command Phase constitute separate Forces (*see ¶140*). No new Force Leaders may be placed on the map after the end of this Phase. **Exception:** Subordinate Leaders may be dropped off at any time during Movement, Forced March, or Pursuit, in any hex passed through by the Force Leader. This must be done, however, the instant the Force Leader passes through the hex. To do so, simply remove the Subordinate Leader from the Organization Display and place on the map. This new Force may not continue moving and must remain in the drop-off hex for the rest of the Phase or Segment.

[142.] A Force must stop moving when any unit in that force runs out of MPs, unless it is dropped off. Thus a Force Leader can march with a mixed Force of Infantry and Cavalry, drop a Subordinate Leader off with the Infantry (if there already is a Subordinate Leader Force on the Force Leader's track so constituted), and continue moving, or pursuing, with the Cavalry. A Force being dropped-off still determines its attrition with the rest of the Force, and the number of SPs is the number that started the movement with the Force Leader).

## Creation of a Force During Combat

[143.] The attacking Player (only) defines a Force at the instant of combat (*III.c.1 of the Sequence of Play*). Thus he could move several Forces adjacent to the enemy and reconstitute them as one Multi-Hex Force under a single Leader if that Leader has a Command Span capable of subordinating the others into one Force.

## Multi-HEX Force

[144.] For purposes of Movement and Combat a Leader may command other Leaders in adjacent hexes. Any Leader may combine the Force in his hex with Forces in adjacent hexes as long as the Leader has the Command Span to subordinate the other Leaders. The Forces remain adjacent and may move under the Force Leader's Initiative, or at the expense of a single Movement Command, and they may attack together. The maximum size of a multi-hex Force for movement and stacking, but not for combat, is 48 SPs. (See "*Movement of a Multi-Hex Force*," ¶225; "*Designate the Attacking Force*," ¶302).

**1792:** A multi-hex Force may move with up to 96 SPs.

## Removing Losses from Combat Units

[145.] Distribute losses in Strength Points suffered by a Force (by whatever cause) throughout the Combat Units in the Force as evenly as possible so that, at the end of the last round of combat, all units have taken as even losses as possible (*Exceptions: see Old Guard*, ¶364, and *mud attrition on artillery units*, ¶269).

[146.] Not used.

## II. MOVEMENT PHASE

### GENERAL RULE:

[147.] Movement normally occurs during the Friendly Movement Phase and the Force March Segment of the Enemy Player-Turn. Forces move one at a time, from hex to contiguous hex in any direction or combination of directions. A Force may move no farther than its slowest unit, taking into account the differing costs of terrain (*see* ¶142).

[148.] Not every Force need move. Movement is optional and restricted by Movement Commands and Leader Initiative. All, some, or none of the Phasing Army's Forces may move subject to Movement Commands and Leader Initiative. Unused Movement points may not be saved from turn to turn or given to other Forces; they are lost. The farther a Force moves the greater the severity of Attrition.

[149.] An Army's Forces may only move during that Army's Movement Phase or the Forced March Segment of the opposing Army's Combat Phase.

**Exceptions:** A Force may move at two other times in the Sequence of Play.

1. When Repulsed during the Movement or the Forced March Phase.

2. When pursuing or retreating as a result of Combat. Once a Force has moved and rolled for Attrition, it may not move again that Phase, nor may it change its move.

[150.] **1807:** Buxhowden and Bennigsen may not voluntarily move within three hexes of each other.

## 1814: Separate Movement Phases for the Coalition Armies

[151.] The Coalition Player has a separate Movement Phase for the Army of Silesia which precedes the Army of Bohemia Movement Phase. Thus, he must move all his Army of Silesia forces he wishes to move before moving any of his Army of Bohemia forces. The Armies also have separate Forced March Segments in the same order. Note: The Coalition Player has a single undivided Combat Phase. The Forces of the two Armies may cooperate in combat. (*See also "Division of Command in the Coalition Armies,"* ¶173.)

### PROCEDURE:

[152.] All reinforcements receive a free Movement Command on their turn of entry (*see* ¶154). Forces in an enemy ZOC and Forces without a viable LOC may not be given a Movement Command. After all Movement Commands have been given, the remaining Forces may attempt moving by Initiative. Whether moving by Movement Command or through successful Initiative roll, all movement follows a three-step procedure.

**Step 1:** Activation. Either expend one Movement Command or roll for Initiative (modified for Resistance if in an Enemy ZOC - *see* "*Exiting Enemy Zones of Control*," ¶195, ¶196) to activate the selected Force.

**Step 2:** Movement. Expend Movement Points to cross hexsides and to enter hexes.

**Step 3:** Attrition. Roll for Attrition (losses due to illness, straggling, and desertion) and remove Strength Points.

[153.] Repeat Steps 1 through 3 for each moving Force. During the Movement Phase, the Phasing Player also executes Step 3 alone for non-moving Forces. Further details on these procedures are provided in the following sections.

### II.a. REINFORCEMENTS

[154.] Reinforcements are Leaders and combat units which do not begin the game on the map. Unless otherwise stated, Reinforcements arrive at their maximum strength. Reinforcements enter on the Turn, at the hex and strength indicated for them on the Turn Record Track or March Tables. Arriving Reinforcements enter during the Movement Phase and are considered to have a free Movement Command for the turn of their arrival.

[155.] Reinforcement combat units must enter under the command of a Major General or under a Reinforcement Leader arriving with them. Reinforcement units entering under the command of a Major General will be listed by unit designation and name. (When in doubt, use the strength of reinforcement units shown for the next Scenario Start Date, or use its full strength if there is no listing.)

**1814:** Any reinforcements which enter the map beyond their assigned army's communications may be assigned to the other Coalition Army. Such reinforcements are not limited to the army assignment shown on the Organization Display.

[156.] Reinforcements calculate attrition as any other Force, tracing Dispatch Distance either from their Center of Operations or the nearest Friendly Supply Source or depot.

[157.] Reinforcements pay the Movement Point cost for the first hex entered on the map. If that hex has a road leading off the map the Force pays the road cost for the hex entered. If two Forces enter as Reinforcements at the same hex in the same Turn, the second Force to enter (Phasing Player's option) is considered to have paid one (if on a Primary road) or two full Movement Points after reaching the first hex of the map.

[158.] When new forces are created or appear as reinforcements, up to two new Vedettes (if available) may be drawn from the "Vedette Pool" (see ¶24) to appear with each (quantities may vary). All other Vedettes are placed in the available Vedette Pool. When Forces are consolidated, Vedettes may remain in play on the map.

**1807 Exception:** For the Coalition player (only), only one Vedette may enter with each reinforcing Force leader.

[159.] **1805 FOG:** If there is Fog, the French Player may have 2 additional Vedettes in play (if available in the Vedette Pool). The Fog Vedettes are placed during the French Player's Reinforcement Segment of any Fog turn (according to ¶24). They may move normally. They remain on the map until the following Austro-Russian Combat Segment. In Step 6, if the weather has changed and Fog is not in effect, the French Player will reduce his Vedettes on map to the number in play prior to the placement of the Fog Vedettes. (He can remove different Vedettes than the Fog Vedettes.) If Fog continues he will leave them in play.

### Reinforcements & Extended March

[160.] Reinforcements may use Extended March.

**1815 Exception:** Extended Marches are not allowed.

### Delaying Reinforcements

[161.] If the entry hex is blocked or controlled by an enemy Force the Phasing Player may delay the turn of arrival of the Reinforcement until the control of the hex or the blocking Force has been removed.

[162.] A player may delay the entry of his Reinforcements indefinitely, even if a designated entry hex is free of enemy occupation or control.

[163.] On subsequent Game-Turns the delayed Reinforcement may enter at any hex adjacent to the original entry hex but at the full cost of the terrain. (Reinforcements that enter the map into an enemy controlled hex may be Forced to retreat off the map in a subsequent battle and be eliminated.) An entering Force may use Repulse for the first hex entered (see ¶243). (A failure to Repulse will eliminate the Reinforcement.) A Force may not conduct combat, however, if it is not on the map.

### 1807: Leader Withdrawals

[164.] The Turn Record Track calls for the withdrawal of several leaders due to illness (or politics). Simply remove them from the map or organization display, replacing them with an available replacement leader or Major General as necessary. (Note that all leaders so withdrawn eventually return during the Grand Campaign except Buxhowden and Tutchkov.)

[165.] Not used.

## II.b. MOVEMENT COMMANDS

[166.] Movement Commands are available to each side during the Command Phase.

[167.] Any Force issued a Movement Command is guaranteed to move during the Movement Phase (II.b., of the Sequence of Play). To receive a Movement Command, a Force must start the Movement Command Segment within Dispatch Distance of the active Center of Operations of its army and no part of the Force may be within in the ZOC of an enemy Force.

**1792 Exception:** A Force may receive a Movement Command if it is within Dispatch Distance of any friendly depot that has an LOC to a friendly active Supply Source.

**1807:** Buxhowden may not be given a Movement Command.

[168.] **1805: Note:** On 15-16 November the French may not issue any Movement Commands—all movement must be by initiative only (see also ¶96).

### 1814: Winzingerode and Bülow

[169.] The Coalition Commanders Winzingerode and Bülow—who were assigned to the Army of Silesia effective 27/28 February—and their Forces, may be given no Movement Commands until that date. They may move under their own Initiative.

## ACTIVATION BY MOVEMENT COMMAND

[170.] The moving Player announces that a Force is receiving a Movement Command and immediately moves the Force. A Force given a Movement Command may not attempt to move again through Initiative in the following Segment (II.c. of the Sequence of Play). One Movement Command is issued to one Force regardless of its SPs, or Subordinate Leaders, or length of March, or its being a Multi-Hex Force.

[171.] Movement Commands are created and issued to the individual Forces of an Army during the Movement Command Segment (II.b.1). One Administrative Point is deducted from the Accumulated Administrative Points for each Movement Command created. Movement Commands may not be created if the Center of Operations currently has no Line of Communications. (Previously accumulated Administrative Points, in this case, are available for use after reestablishment of the LOC.)

### II.b.1. Issuing Movement Commands

[172.] In order to receive a Movement Command, a Force must start the Movement Command Segment within Dispatch Distance of the active Center of Operations of its army and not be besieged. In the case of a multi-hex Force, only the Force Leader need be within this distance. One Movement Command is expended for the Force, regardless of its total strength or the distance of its March, so long as it is not making an Extended March.

### [173.] Division of Command in the Coalition Armies

In games with more than one Coalition Army, an Army may issue Movement Commands only to its own leaders. However, a Force Leader may include a leader from the other nationality in his Force. When this happens, the Force must move under the initiative of the Force Leader, and the Admin Level for attrition

determination is that of the Force Leader's army. The Administration of the two armies must be completely separate.

**1807:** A Russian Movement Command may not be issued to a Force led by a Prussian Leader, and vice-versa.

**1814:** A Bohemian Army Movement Command may not be issued to a Force led by a Silesian Army Leader, and vice-versa. Russian combat units may be switched from one army to another, but Russian Leaders and all other nationalities may not.

### Dispatch Distance and Movement Commands

[174.] A Force need only be within Dispatch Distance of its active Center of Operations during Step 1 of the Movement Procedure to receive a Movement Command. It may move out of Dispatch Distance during Step 2 without consequences until the next turn.

[175.] Not used.

### MOVEMENT OF CENTER OF OPERATIONS

[176.] The Center of Operations has a Movement Allowance of 5 Movement Points. For movement purposes, it moves like cavalry. It may not move under Initiative (and thus it may not Force March), but it may *always* move without expending a Movement Command.

**1792:** The Centers of Operations in this game cannot be moved (see note following ¶192).

**1815:** The Anglo-Allied Player may not move his Center of Operations until Invasion Turn +1 or later.

[177.] On the turn the Center of Operations moves, Dispatch Distance is traced from its initial location, so the Center of Operations moves after all Movement Commands have been issued. In the following turn, the Center of Operations is inactive, while Dispatch Distance is traced from its new location (see "Effects of Center of Operations Movement," ¶181).

[178.] A Center of Operations may not make an Extended March (see ¶185). It may not enter an enemy ZOC. It is never considered part of a Force, does not require a Leader, and does not count for stacking purposes. It is not subject to Attrition. A Center of Operations may enter any terrain. However, it must end its turn on a primary road hex in order to activate during the following turn (see ¶181). It has no Combat Strength or ZOC, cannot block the Enemy LOC or Dispatch Distance, and cannot damage bridges.

### 1809: MOVEMENT DOWN THE DANUBE

[179.] A Center of Operations can move along the Danube River towards the east (only). The Center of Operations must begin a Center of Operations Segment in hex adjacent to the Danube River. The Center of Operations can then travel any distance toward the east along the river, ending its movement in any hex adjacent to the Danube River that contains a major road.

[180.] The Center of Operations cannot move by road in the same Segment that it travels by river, and it cannot travel by river past any fortified town hex that contains an enemy Force of any size. A Center of Operations moving by river ignores Enemy Zones of Control while moving, although it

can neither begin nor end river movement in an enemy-controlled hex.

### Effects of Center of Operations Movement

[181.] If a Center of Operations moves, it is inactive until the Consolidation Segment of the next friendly Movement Phase (II.e.) However, so long as it has an LOC, and units in Dispatch Distance still get the benefit of the Accumulated Administrative Point Total when determining Attrition; they are *not* required to use the "Zero" column simply because the Center of Operations has moved, but they must use that column if the Center of Operations is inactive because it has no LOC or is disbanded. An army with a Center of Operations that is inactive (no matter the cause) may issue no Movement Commands or receive replacements or APs.

### "Flight"

[182.] The Center of Operations may never be captured. Instead, it must "flee" when placed in an Enemy ZOC or when an Enemy Force moves into the hex it occupies. If forced to flee, it is moved five Movement Points toward any Supply Source of that army free of Enemy ZOCs, at the owning Player's choice. When displacing it ignores the presence of enemy Forces (in effect, the staff is reestablishing it further back along the LOC). Flight *does not* count as movement; the Center of Operations is active on the turn after fleeing.

[183.] If the Center of Operations is forced to flee and all of possible Supply Sources are in Enemy ZOCs, it flees off the map. If the Supply Source is not in Enemy ZOCs, it retreats no farther than the Supply Source.

[184.] If displaced off the map, the Center of Operations may return to any possible friendly Supply Source hex during the friendly Movement Phase after the hex is cleared of Enemy ZOCs.

**Example:** The French Player moves his Center of Operations in Turn 1, and flips it to its "Inactive" side. In that turn he added Administrative Points normally and issued Movement Commands. In his Administration Segment of Turn 2, he adds no Administrative Points, and issues no Movement Commands during the Movement Phase, but turns the Center of Operations back over to its "Active" (face-up) side. Thus, during his Combat Phase of Turn 2 and thereafter, the French Center of Operations is active.

### II.b.2 EXTENDED MARCH

[185.] Any Force activated by a Movement Command may increase the Movement Allowance of all its units by up to 4 Movement Points by immediately expending one additional AP. This increase is termed Extended March. Forces making Extended March resolve attrition only once, at the end of their combined normal and Extended March, adding up to 4 to the Attrition Die Roll (see ¶186). An Unemployed Leader may not make an Extended March.

**1815 Exception:** Extended Marches are not allowed in this game.

[186.] When determining attrition, use the line corresponding to the distance of the base (non-extended) march. Then add one to the die roll *for each Movement Point* of Extended March taken. **Note:** If in Forage Mode, Forces making Extended March must use the “No LOC” Column.

## ADMINISTRATIVE MARCH

[187.] A Force of a single leader, plus the units on his track (but no subordinate leaders), may make an Administrative March. This is a pre-programmed march over two Game-Turns. It may not include Forced or Extended March. Only one Administrative March per player may be under way at any one time.

**1792 Exception:** Any number of Administrative Marches may be under way at any one time.

**1807 & 1815:** Administrative marches are not allowed in these games.

[188.] To be eligible, the one-leader Force must be within Dispatch Distance of its Center of Operations and remain seven or more hexes away from the nearest Enemy Force throughout its route of march. Its destination, specified in advance, cannot be changed. If it comes within seven hexes of an Enemy Force it must stop and its Administrative March is terminated.

**1792 Exception:** An Administrative March must be terminated if the Force comes within 5 hexes of an Enemy Force.

## PROCEDURE:

[189.] Expend one Movement Command (this covers the entire two-turn Administrative March). Write down the exact hex of destination to be reached at the end of two marches. Move the force normally in the two Movement Phases.

[190.] Not used.

## II.c. INITIATIVE

[191.] The Initiative Rating is the number to the left on the Leader counter and on the Leader’s track on the Organization Display. During the Movement Phase (or the Forced March Segment of the Enemy Combat Phase, *see ¶297*), a Force may attempt to move under the Initiative of its Leader. To move in this fashion does not involve the expenditure of Movement Commands.

### Activation by Initiative

[192.] For each Force, the Player rolls the die. If the modified result is less than or equal to the Force Leader’s Initiative Rating, the Force may move. If the die roll exactly *equals* the Force Leader’s Initiative Rating, subtract 1 MP from the maximum Movement Allowance of that force for the current march. **Exception:** Leaders with an Initiative Rating of one may expend their unit’s full movement allowance on a die roll of “one.”

[193.] If the die roll *exceeds* the Initiative Rating by *one* or *two*, the Force can *still* expend one MP. If the next hex costs more than one MP, the Force will not be able to move.

[194.] If the die roll exceeds the Initiative Rating by more than two, the force may not move during the current Segment or Phase.

**Example:** If attempting to move an infantry Force Leader with an Initiative Rating of 3, and a “one” or “two” results, the Force

may expend 5 Movement Points; if a “three” is the result, the Force may expend only 4 Movement Points in that march; if a “four” or “five” results, the Force may expend one MP; if a “six,” the Force may not move at all in that segment or phase.

## Initiative and Exiting Enemy ZOCs

[195.] Whenever a Leader wishes to exit an enemy ZOC he must attempt this through Initiative. A Movement Command may not be issued to him. This Initiative die roll may be modified by the Initiative of the enemy Leader. Garrisons have an Initiative of “1” for initiative comparison purposes. Vedettes aren’t affected by the Initiative Comparison Table, nor does their ZOC force enemy units to consult it.

[196.] This Initiative die roll modifier is called the **Resistance Modifier**. It is obtained by comparing the enemy Leader’s Initiative to the moving (active) Leader’s Initiative on the Initiative Comparison Matrix (*see Charts & Tables*). The resulting number is added to the die roll result (*see ¶192*).

**Example:** An infantry Force Leader with an Initiative Rating of “2” wishes to exit the ZOC of an enemy Leader whose Initiative Rating is “3.” The active “2” is compared to the passive “3” on the Initiative Comparison Matrix and a Resistance Modifier of “+1” is shown. This “1” is then added to the Initiative die roll for the active Leader. If he rolls a “1” the modified result is “two,” which equals the Initiative Rating - the Force may expend no more than four Movement Points in total - including the two MPs it costs to exit the ZOC.

[197.] If the active Leader is adjacent to more than one enemy Leader, the highest enemy Initiative Rating is used to determine the Resistance Modifier. If Enemy Leaders are stacked together use the Force Leader’s Initiative.

## CAVALRY DIFFERENTIAL INITIATIVE MODIFIER

[198.] In any case where the Initiative Comparison Matrix is consulted to determine a Resistance Modifier, the side with superiority in cavalry may receive an Initiative Modifier. The Maximum Cavalry Modifier is plus or minus three.

### Determining Cavalry Superiority

[199.] Count the amount of cavalry present, including only the cavalry in your attacking or defending Force that is in clear terrain. For purposes of this rule, villages are considered clear terrain; towns and centers are non-clear. Ignore hexside terrain. This rule treats terrain effects on cavalry slightly differently than those in combat. Here you simply do not count cavalry in non-clear terrain.

**Comment:** *Although cavalry can fight in non-clear terrain, they cannot hold the enemy unless they have the open terrain to deploy and charge.*

- Determine cavalry superiority (which side has the most); cavalry strength may not be withheld.
- Divide the stronger side’s cavalry strength total by the weaker side’s total
- Refer to the Cavalry Differential Modifier Table.
- If one side has no cavalry, the modifier equals the number of Strength Points of cavalry on the other side (to a maximum modifier of plus or minus “3”).
- If Pursuing, add (or subtract) the cavalry differential to the leader Resistance Modifier and apply this combined modifier to

the Pursuit Die Roll. (Only count SPs actually In Pursuit for the Pursuing Force.)

• If exiting an enemy ZOC, the Cavalry Differential Modifier can only be used to negate a “+” modifier from the Initiative Comparison Matrix. That is, Initiative cannot be better with combined Cavalry Differential and Resistance Modifiers than it would have been if the Force were not adjacent to the enemy.

**Example:** Active Initiative 4, Passive 2, would mean no Cavalry Modifier.

• Cavalry need *not* suffer any Strength Point loss in the combat to contribute to the Cavalry Modifier.

### Limit to Initiative Die Rolls

[200.] A Player may roll once for each Force he wishes to move through Initiative during the Movement Phase, and once for each Force he wishes to move during the Forced March Segment of the Combat Phase.

[201.] Not used.

### MOVEMENT ALLOWANCE

[202.] Once it has been determined whether a given Force may move, that Force is immediately moved. A Force may continue to move until any unit in the Force uses its last Movement Point. The full Movement Allowance may be expended in both the Movement Phase and the Force March Segment of the Combat Phase (**Exception:** see “Activation by Initiative,” ¶192). A Force may never enter a hex unless every Combat Unit in the Force has sufficient Movement Points to cross the hexside and pay for the terrain in the hex.

#### **1809 & 1814: Old Guard Movement Bonus**

[203.] A Force composed entirely of Old Guard infantry (plus any cavalry but not artillery or Young Guard) receives a Movement Bonus of 2 Movement Points. It may thus move up to 7 MPs in one Phase, without resorting to the Extended March procedure (which would allow the Old Guard to expend another 4 MPs, i.e., up to 11).

### Expending Movement Points

[204.] A Force expends Movement Points in order to move from hex to hex. Terrain costs differ according to the unit type entering the hex. For instance, infantry find it easier than cavalry to negotiate a wooded area and, therefore, the MP cost for infantry entering woods is less than that of cavalry. If a mixed Force enters a hex where the terrain costs vary for the different unit types in the Force, a mental note must be made of the different amount of MPs expended.

### WEATHER EFFECTS ON MOVEMENT & ATTRITION

#### **Mud [205.]**

**1792:** Add one to the die roll on the Attrition Table.

**1796:** Add two to the die roll on the Attrition Table.

**1805:** Add one to the die roll on the Attrition Table.

**1807:** Mud doubles the cost of each hex for the unit types and purposes listed below only. (These types are considered to have or use large numbers of vehicles.) The doubling effect applies to all types of terrain, including roads, up to a maximum cost of 4 MPs per hex.

1) Artillery

2) Infantry

3) Lines of Communication (each Primary Road hex counts as two hexes except during Fortnight)

4) Dispatch Distance

5) Bridging Trains

For cavalry, add one to the Attrition die roll during Mud instead of doubling terrain costs. In a combined force, apply the modifier only if the cavalry expended the most MPs.

**1809:** Add one to the die roll on the Attrition Table.

**1814:** Add two to the die roll on the Attrition Table.

#### **Heat**

[206.] All units add one to the Attrition die roll.

#### **Rain**

[207.] All units add one to the Attrition die roll. Subtract one from the Resistance Modifier when attempting to exit Enemy ZOCs.

#### **Fair**

[208.] No effects.

#### **Frost [209.]**

**1796:** No effects.

**1805:** Primary Rivers and Lakes are frozen and are treated as (unfrozen) secondary rivers. Secondary rivers have the same effect whether frozen or unfrozen. *For Secondary Rivers it is the steep bank and not the stream itself that presents the military obstacle.*

**1807:** Lakes are frozen and are treated as (unfrozen) secondary rivers. Secondary rivers have the same effect whether frozen or unfrozen.

**1814:** No effects.

#### **Snow**

[210.] Subtract one from the Resistance Modifier when attempting to exit Enemy ZOCs.

**1805:** Primary Rivers and Lakes are frozen and are treated as (unfrozen) secondary rivers. Secondary rivers have the same effect whether frozen or unfrozen. *For Secondary Rivers it is the steep bank and not the stream itself that presents the military obstacle.*

**1807:** Add one to the French Attrition die roll.

#### **Severe [211.]**

**1807:** Apply all of the effects of Frost and Snow. Primary rivers are frozen and are treated as (unfrozen) secondary rivers. No part of attrition losses is available to be recovered through Hospital.

## TERRAIN AND MOVEMENT

[212.] There are two categories of terrain types: those which apply to the area inside a hex and those which apply to the hexside shared by two hexes. The basic Movement Point cost for entering a Clear Terrain hex is one (1) MP. The MP cost to enter non-clear terrain and/or cross non-clear hexsides varies as shown on the Terrain Effects Chart. For purposes of Movement, Terrain costs are cumulative.

### Roads

[213.] Marching from one road hex to another contiguous road hex (of the same road) enables a Force to pay the road cost for the type of road (primary or secondary) instead of the terrain cost for the hex. **Example:** Marching along a primary road in Clear Terrain costs one-half (1/2) MP for each hex entered. A Force with 5 MPs can thus march 10 hexes on the same primary road.

### Rivers & Bridges

[214.] A Force may cross a Primary River hexside only through a bridge hexside. MP cost for bridge hexsides varies (*see Terrain Effects Chart*). If this bridge is part of a road then the cost to enter the hex on the other side of the river would be the same as for that type of road (plus hexside cost for the bridge, if any). Secondary River hexsides may be crossed at the additional MP cost noted on the Terrain Effects Chart, or by a bridge as over Primary Rivers. A Force which enters the hex before the bridge via a road hexside (primary or secondary) pays no additional MPs to cross a bridge. Note also that only 1 Force may cross a deployed pontoon bridge in each phase.

**Exception:** A Force in Forage Mode does not obtain the bridge benefit—it has to change to Concentrated Mode (at a cost of 3 MPs) to cross the bridge.

**1792 Exception:** Forces may cross Primary Rivers by paying an additional 2 MP cost.

### Crests

[215.] Crest hexsides do not cost any extra Movement Points.

**1792:** Treat Crest hexes as Mountain hexes, and Wooded Crests as Mountain hexes with Woods (that is, apply the effects of both terrain types).

### Fortifications

[216.] A Redoubt hex (when attacked solely across Redoubt hexsides), a Capital City hex, a Fortified Town hex, or Citadel hex is considered a Fortification hex. No more than twenty-five (25) SPs (unmodified) may be stacked in a Fortification hex at the end of any Movement. (*See ¶360 for the effects of Fortifications on combat.*)

**1792:** Up to 40 SPs may occupy a Fortification hex.

**1796:** No more than 25 SPs may occupy Mantova and Citadella combined.

**1800:** No more than 15 SPs may occupy Genoa, and only 2 SPs may occupy Milan.

**1805:** No more than 15 SPs may occupy a Citadel hex.

### Moving in or out of a Besieged Citadel

[217.] To exit a besieged Citadel, a Force must attack the besieging enemy Force (*see ¶309*). A Force may not enter a besieged Citadel until the besieging Force is no longer adjacent.

**1796:** For purposes of this rule, the two besieging forces north and south of the lake are considered separately. For example, if there is no southern besieging force but the northern force remains in place, the latter must still be attacked before a force can move into or out of either citadel hex by the northern approaches (even though in this case the troops inside the fortress are no longer “besieged” from an overall perspective).

### Off-Map Movement

[218.] Generally, a Force may not move off the map. However, it is permitted for retreats (*see ¶374*) and in specific games.

[219.] **1792:** To perform an off-map move, a force must leave the map via a highway or road hex. The force commander is then placed on the Turn Track 3 turns after the current turn. Attrition is determined for the length of the on-map move before exiting. A force which performs an off-map move does not suffer attrition and cannot be reorganized. At the end of three turns of off-map movement, the force may enter the map during a friendly Movement or Forced March Phase at a highway or road hex located no more than 20 hexes from the exit hex, following the north or south edge of the map eastward for the Coalition and westward for the French. A force cannot enter through an enemy-occupied hex, but may enter through an enemy-controlled hex. If no entry hex is available, the force commander is replaced on the Turn Track for the next turn and may try again each turn to enter the map.

[220.] **1796:** Austrian Forces may move off map between the two Austrian Supply Source hexes at E4401 and E6118 (suffering no attrition). The Force leader is removed from the Supply Source hex, paying one-half MP, and is placed on the Turn Record Track ten spaces from the current turn. When that turn arrives, the Force enters the map as a reinforcement at the other Supply Source (*see ¶152 and ¶154*).

[221.] If the Austrian Player changes his mind and wishes to return the exited Force to the same Supply Source, he may announce the change in destination to the French Player, determining the number of turns the Force has already spent off-map, and adding two additional turns for delay of orders. He may then replace the Force leader that number of Game-Turns out ahead of the current turn.

[222.] **1807:** See the exclusive rules (*see ¶E9 et seq.*).

### Entering Occupied Hexes

[223.] A Force may never enter a hex occupied by an enemy Force (*but see “Repulse,” ¶241 and “Unemployed Leaders,” ¶40*). A Force may pass through any Friendly Force during Movement if that Force is not in an enemy-controlled hex.

### Prohibited Hexes

[224.] Units may not enter certain hexes in some games.

**1792:** The French are not allowed to cross the border. If they would be allowed to do so by a pursuit after combat, they must stop at the border, but the effects of pursuit are determined as if they had pursued all the way.

**1809:** Austrian Forces may not enter the easternmost hexrow on the map except when entering from Pressburg or to retreat or pursue off the map.

## MOVEMENT OF A MULTI-HEX FORCE

[225.] Leaders in different hexes which begin their move as part of a single Force must:

- 1) begin the move adjacent to the Force Leader; and
- 2) end their movement in the hex with, or adjacent to, the Force Leader. During the course of their march it is not necessary to remain adjacent to the Force Leader. Each subordinate Leader's MP expenditure is calculated separately. The MP expenditure of the Force Leader (tallied for both infantry and cavalry) in a Multi-Hex Force is considered the march distance for all hexes of the Force for purposes of Attrition. (Use the highest amount expended by any single unit type.) Subordinate Leaders may be dropped off along the path of march in the same manner as for a single hex Force (and are counted for Attrition purposes in the same manner).

[226.] A Subordinate Leader in a Multi-Hex Force may move into an enemy ZOC while the Force Leader remains outside the ZOC, but the Force Leader must still be adjacent to the Subordinate Leader. The Force Leader's stack would not be able to participate in the ensuing battle, however (a Force is constituted the moment of Combat and the Subordinate Leader would then become his own Force in this Phase).

[227.] Note that it is possible for a Player to move different Leaders from the same Force into different Enemy-controlled hexes - if the Movement Allowances of the units permit.

[228.] A Multi-Hex Force can be moved by the expenditure of a single Movement Command, or through the Initiative of the Force Leader. Once the Initiative die roll result is obtained for the Force Leader, no Subordinate Leader in that Force may attempt Initiative movement on his own. Note that if any part of a Multi-Hex Force is in an enemy ZOC, the whole Force must roll for initiative to leave the EZOC, even if the Force leader is not himself in an EZOC.

[229.] Not used.

## MOVEMENT OF VEDETTES

[230.] The Movement Allowance of all Vedettes is 9 Movement Points. Vedettes pay cavalry MP costs. Vedettes move in every way like real Forces until their identity is revealed (except as outlined in items 1 through 6, below). Vedettes are revealed when adjacent to the enemy (see ¶250 and ¶379). A Vedette, once revealed, remains revealed until the next time it moves (regardless of the phase or segment in which it next moves). Vedettes differ from real forces as follows:

- 1) Vedettes do not require an Initiative die roll or Movement Command to move - nor do they suffer attrition. To disguise them, a player ought to some-times make Initiative and Attrition die rolls for them;
- 2) Vedettes cannot damage bridges, cannot capture pontoons or cut Lines of Communications or the like (see ¶85);
- 3) Vedettes are *not* subject to Initiative Comparison, and forces adjacent to Vedettes ignore their ZOCs when exiting (see ¶250);
- 4) A Vedette cannot create its own Major General, and has no track on the Organization Display (see ¶135);
- 5) Vedettes may not retreat *after* combat, and may not form part of a pursuit force (see ¶379);

- 6) Vedettes do not count against stacking limits.

## Regular Cavalry Acting as Vedettes

[231.] The owning Player may choose to treat a cavalry Force of 1 Strength Point as a Vedette - if it is in Dispatch Distance at the moment it comes adjacent to an Enemy Force. A cavalry Force of 1 Strength Point may never damage bridges, capture pontoons, or cut Lines of Communications, dispatch distances or the like (see ¶85).

## ZONES OF CONTROL

### GENERAL RULE:

[232.] The *Zone of Control* is the hex occupied by the Force and the six hexes immediately surrounding it. All Forces exert a Zone of Control (ZOC) at all times. A hex in the ZOC of a Force is referred to as a Controlled hex. Unemployed leaders have no ZOCs (see ¶40). Adjacent opposing Forces are equally and mutually affected by each other's ZOC. There is no additional effect if a hex is controlled by more than one enemy Force exerting control from different hexes.

[233.] Any Force in an enemy controlled hex (EZOC) at the beginning of the Friendly Battle Resolution Segment of the Combat Phase must attack an adjacent enemy Force, unless some other Friendly Force attacks that enemy Force.

## TERRAIN INFLUENCE ON ZOCS

[234.] Terrain affects the extent of control exerted by a Force in some situations. A ZOC extends out of but not into a Fortification hex (see ¶216). Combat and counterattack are not mandatory for a Force *inside* a Fortification regardless of the size of the enemy Force that may be adjacent to it and in its ZOC, even if the force selected Pitched Battle. Vedettes cannot take advantage of the defensive benefits of a Citadel, but they do get applicable Town or Depot benefits.

**1807:** This paragraph applies to units in Redoubts only when attacked solely across Redoubt hexsides.

[235.] A ZOC does not extend across a non-bridged Primary River hexside (see "Terrain Effects Chart"). A ZOC extending across bridged Primary River hexsides is modified in that combat is not mandatory between two Forces across the bridge, although all other effects remain the same.

**1792:** Even though units may move across Primary Rivers, ZOCs still do not extend across them unless bridged.

## EXITING AND ENTERING ZOCS

[236.] Upon entering an EZOC a Force must cease movement. (**Exceptions:** A Pursuing Force may ignore EZOCs in the first hex of the Path of Retreat, and the retreating Force may move through EZOCs (see "Priorities of Retreat," ¶371, and "Pursuit," ¶381). There is no extra cost to enter EZOCs.

## Initiative for Exiting EZOCs

[237.] A Force in an EZOC (even if Flexible) at the beginning of the Command Phase may attempt to move out, but may only move by Initiative. This also applies if only part of a multi-hex force is in an EZOC. The Initiative Rating of the Force Leader is modified by the Resistance Modifier (see ¶196).

## Extra Cost for Exiting EZOCs

[238.] A Force may never move directly from one EZOC to another (except in the first hex of Pursuit, or during retreat. To exit an EZOC costs two Movement Points *in addition to* any terrain costs of the hex newly entered. If the adjacent Enemy force has only 1 SP, there is no additional cost to exit; if 2 SPs, the cost is +1 to exit. Cavalry pays no additional cost to exit unless the enemy hex also contains one SP or more of cavalry. A Force in Forage Mode exerts a full ZOC only in the hex it occupies.

## FLEXIBLE ZONES OF CONTROL

[239.] Vedette units and units in Forage Mode have flexible Zones of Control. When an enemy force enters the ZOC of a friendly-occupied hex containing only Foraging or Vedette units and does not announce a Repulse (*see ¶250*), the owning player must reveal the units. The enemy unit may continue moving around, but not through, the hex containing the Foraging or Vedette unit, ignoring its Zone of Control. The enemy unit may not end its move in the same hex as the Foraging or Vedette unit.

[240.] Not used.

## REPULSE

### GENERAL RULE:

[241.] During the Movement Phase, Pursuit, *or Forced March*, a Force may attempt to repulse an enemy Force in its path. To do this requires odds of at least seven-to-one. A Force in a Fortification (*see ¶216*) or across a bridged Primary River hexside may not be repulsed. A force attempting a Repulse into a Mountain hex may use no more than 9 SPs (*see ¶356*). (This means that any Force of 2 SPs or more in a Mountain hex can never be Repulsed.) Vedettes may be Repulsed (*see ¶250*) if the attempt is declared before the Vedette is revealed.

### PROCEDURE:

[241.] The Force moves adjacent to the Force to be repulsed. (If during a *Forced March*, the Force must pay *one additional MP* to make the repulse attempt.) The owning player declares “attempting repulse,” stating the number of Strength Points in his Force. Both players reveal their leaders, but the enemy player does not reveal his strength unless the Repulse is successful. If this number (modified for terrain) is seven or more times the strength of the enemy Force, the latter simply retreats two hexes. This retreat is carried out under the same restrictions as a retreat after combat in a Pursuit battle except that there is no Pursuit. If the repulse was successful the Phasing Player may continue his movement. The required odds are modified if either unit is in Forage Mode (*see ¶281*).

[243.] If the repulse attempt is not successful (the odds being less than seven-to-one) then that Force ceases Movement. The exact strength of the Enemy Force is not yet revealed. In the Battle Resolution Segment the Repulsing Player must attack the Force unsuccessfully repulsed. The attacker must choose a Pursuit battle during the first round. The combat is resolved at two columns to the left of the actual odds on the Combat Results Table (a six-to-one attack becoming a four-to-one attack). If the repulse attempt takes place during Pursuit and is unsuccessful, the Force ceases movement and there is no subsequent attack. In a failed Repulse during the Forced March Phase the force in

motion **loses one SP**, gets no specific information about the enemy and its Force March ends immediately. The attempting force must stop moving, remaining adjacent to the enemy. There will be **no** follow-on combat with this force.

[244.] Repulse during regular Movement or Pursuit does not require the expenditure of Movement Points on the part of either the Phasing or non-Phasing Force (other than the cost to enter the hex vacated by the repulsed Force). If during a *Forced March*, the Repulsing Force must pay one additional MP to make the Repulse attempt. Repulse during Forced March does not require the presence of another friendly unit (*see ¶297*). The Force may enter an EZOC even if it isn't occupied by, or adjacent to, a friendly unit in an enemy ZOC, *if* a Repulse attempt is declared at that moment. (This is an exception to ¶64).

[245.] Repulsed/Repulsing Forces may be attacked during the Combat Phase.

## Multi-Hex Repulse

[246.] If a Phasing Force moves adjacent to two enemy Forces simultaneously, and wishes to attempt repulse, the attempt must be made upon both forces as one. The non-Phasing Player must have seven times the combined total of Strength Points in both Forces to achieve a successful repulse. These two enemy Forces may not be repulsed separately.

## Repeated Repulse

[247.] The number of successful repulse attempts a Force may initiate is limited only by the number of Movement Points the Force has available to it. (It can attempt another repulse if the need arises during its move). There is no limit to the number of times a Force may be repulsed in a single Movement Phase.

## Repulse with Vedettes

[248.] By attempting repulse, a Vedette may determine the identity of the enemy force leader and then retreat before combat. Alternatively, the Vedette can follow through with a regular attack in order to obtain the exact strength of the enemy forces during step 6 of the Combat Sequence (the Vedette will usually be destroyed, but may be recreated – *see ¶368*).

**1805: Vedettes of all armies are prohibited from making repulse attempts during Fog.**

## Player's Note

[249.] There are two reasons to enter your own Vedette into an Enemy ZOC. First, by attempting a repulse, to determine the identity of the enemy leader (the Vedette may retreat before combat). Second, in order to obtain the exact strength of enemy forces in their ZOC during step 6 of the Combat Sequence (the Vedette will usually be destroyed, but may be recreated - *see ¶368*). Thus, Vedettes can give the owning player a “quick impression” which he can respond to during movement, but he can't get exact information until after all movement is complete.

## Repulse of Vedettes

[250.] The owning player must reveal the Vedette *after* his opponent has declared whether he will attempt to repulse the hidden unit. If so the repulse attempt is executed. The Vedette may not be repulsed in the current Movement *or Forced March* Phase unless the opposing player announced his intention to repulse prior to the revelation of the Vedette.

**Exception:** A Vedette which is not repulsed by the first unit to enter its ZOC *may* be repulsed by follow-on Forces.

## **II & II.f. BRIDGES**

[251.] Any road crossing a Primary River hexside is a Primary Bridge. All roads crossing Secondary Rivers are Secondary Bridges. To damage or repair bridges requires the expenditure of a certain number of MPs, which cannot be carried over between turns. (*Refer to the Bridging Summary table.*) **Primary Bridges** have a higher MP cost to damage or repair, and *may not* be affected by all-cavalry forces. There are also MP costs to deploy or remove pontoons. Unlike all other Movement Point costs, MPs expended relative to the damage, repair, deployment and removal of bridge structures **do not count** toward the total expended for determining Attrition, and the unit may receive Replacements and work on bridges the same phase. A Force which expends Movement Points relative to bridge structure (i.e. any Movement Points shown in the Bridging Summary table) may **not** make an Extended March that phase or expend MPs during its Forced March segment to work on bridges.

**1809:** This game has its own Bridging Summary Table.

### **Damaging Bridges**

[252.] A force can damage a bridge during a friendly Movement Phase by expending additional Movement Points according to the Bridging Summary in a hex adjacent to the bridge hexside.

While the unit spends the MPs in the Movement Phase, the bridge is not actually destroyed until the Bridge Segment, so units may continue to use the bridge in the Movement Phase.

[253.] Place a Damaged Bridge marker on the damaged bridge. For movement purposes, LOC and other traces, a damaged bridge does not exist until it is repaired.

### **Repairing Bridges**

[254.] A Force can repair a damaged bridge during a Friendly Movement Phase by expending a number of additional Movement Points *per bridge* according to the Bridging Summary in a hex adjacent to the bridge hexside. If an Enemy non-Vedette Force occupies the other hex adjacent to the bridge hexside, the bridge cannot be repaired. If an enemy Force occupies *any other* hex adjacent to the repairing force, add “three” Movement Points if the bridge spans a primary river, but only one MP if it spans a secondary river. While the unit spends the MPs in the Movement Phase, the bridge is not actually repaired until the Bridge Segment, so units may not use the bridge in the Movement Phase. Once the repair is completed, the Damaged Bridge marker is immediately removed.

## **BRIDGE TRAINS**

[255.] A bridge train travels with a Force, and its marker is kept on its Leader’s track until it is deployed. The number of bridges available to each army depends on the game. Bridge trains are usually assigned to specific Leaders at the beginning of the scenarios, according to the Scenario Information.

[256.] Bridge Trains have no Combat Strength or Subordination cost - their Movement Allowance is 5, paying infantry costs.

[257.] A bridge train can be used to bridge any river, primary and secondary alike. A bridge train cannot be destroyed, damaged, or repaired, but it may be captured. Note that a bridge train cannot create its own Major General, may not make an

Extended March, may not retreat, and may not form part of a pursuit force. If abandoned, it can be placed in the currently occupied hex on the map (bridge-train side up). It has no Combat Strength. Deployed bridged trains are called pontoons, and most bridge train markers have pontoons on their reverse sides.

### **Capturing Bridge Trains**

[258.] Undeployed bridge trains are left in place on the map if the Force they are with makes a pursuit, *or* is forced to retreat, etc. Any time an enemy Force enters a hex containing an undeployed friendly bridge train, the bridge train is considered the enemy’s bridge train for all purposes. Undeployed Bridge Trains may *not* be damaged. Either Player may capture such an abandoned bridge train by occupying or passing through its hex with any Force, including during Pursuit. A deployed pontoon may be captured by expending 2 MPs (*see ¶260*).

### **Pontoon Deployment**

[259.] A bridge train on a Leader’s track is considered to occupy the same hex as the Leader. During any friendly Movement Phase that the Leader occupies a hex adjacent to a river hexside and his Force expends 3 additional Movement Points to deploy the bridge train, he can place the pontoon on the map at the appropriate hexside. A pontoon can be used as soon as it is deployed. To remove a friendly deployed pontoon from the map, a friendly Leader must expend 2 additional Infantry Movement Points in either hex adjacent to the pontoon hexside during the Movement Phase. A Force may deploy a pontoon when adjacent to an enemy Force (even if the enemy Force is across the hexside being bridge) by expending its full MA for the turn. However, a pontoon cannot be converted back to a Bridge Train if an enemy unit occupies the hex on either side of the pontoon.

**Note:** A deployed pontoon cannot march or retreat.

**1809:** A pontoon can be deployed across a Danube hexside only at a bridging site.

[260.] A Leader who carries a bridge train on his Organization Display could abandon the bridge train and then leave the hex (although he may run the risk of an enemy Force capturing the pontoon). At a later date, the same or another Leader could expend 2 MPs in the bridge train hex during a march and place it back on the Leader track.

[261.] Not used.

## **MARCH ATTRITION**

### **GENERAL RULE:**

[262.] During the Movement Phase, all Forces currently in play are subject to attrition (regardless of whether the Force actually moves). During the Forced March Segment of the Combat Phase, only those Forces which actually move at least one hex are subject to Attrition.

### **In Supply**

[263.] As long as a Force begins a march within Dispatch Distance (*see* ¶86) of its Center of Operations with an LOC or of a depot with an LOC (including any *possible* Supply Source of that army), that Force is regarded as “in Supply.” When determining attrition for that Force a player may use the column on the March Attrition Table corresponding to the number of Administrative Points currently in the friendly Accumulated AP Track. If the Force does not have a valid Dispatch Distance, *it must forage or use the “zero” column on the Attrition Table.* Dispatch Distance may not be traced from the Center of Operations or a depot which is out of LOC or if there is no active Supply Source.

**1814:** To calculate Attrition for Coalition Forces commanded by Winzingerode and Bülow, use W3501, E0301, and E0501 as Supply Sources before 27/28 February, after which they are considered part of the Army of Silesia.

### **PROCEDURE:**

[264.] After a Force completes its move and before any other Force begins moving, the attrition for that move must be determined. Attrition is determined separately for each Force. The Phasing Player must cross-reference the total number of Infantry, Cavalry and Artillery Strength Points in the Force with the Length of March on the March Attrition Table. Use the highest MP cost expended by any single unit type. After rolling the die and taking into account any modifiers, cross-reference the die roll with the size of Force, located beneath the heading for the appropriate army. The result is the number of Strength Points lost by the Force. Adjust the Combat Unit counters of the Force on the Organization Display to reflect this loss. Attrition losses must be distributed as evenly as possible among the several combat units of a Force. A Force that started its movement out of Dispatch Distance must locate its force strength on the “zero” or “No LOC” column (the table may vary in each game).

**1792:** If a Force consists of leaders of different nationalities, use the Force Commander’s nationality when determining Attrition.

[265.] **1807 & 1815:** Note that there is a separate column on the March Attrition Table for Cavalry. Use the Cavalry Column only if all units in the Force are Cavalry.

**Optional:** A combined force of infantry and cavalry may be handled as if it were two separate Forces by determining Attrition separately but using the same die roll.

[266.] **1815:** The current number of Administrative Points an army has is irrelevant for determining Attrition for any Force. As long as a French or Anglo-Allied Force is within Dispatch Distance of a Supply Source, roll for Attrition for that Force using the French and Anglo-Allied column on the March Attrition Table. For any Prussian Force, roll on the Prussian column up through and including the Invasion Turn +3. Starting with Invasion Turn +4, roll on the No LOC column for Prussian Forces. Whether a Prussian Force is within Dispatch Distance of hex 5701 is irrelevant for determining Attrition for a Prussian Force.

### **Modifiers to the Attrition Die Roll [267.]**

- 1) If the Force Leader has a star indicating a Bonus Point, reduce the die roll by one (*see* ¶45).
- 2) Certain conditions of weather (*see* ¶205 to ¶211).
- 3) If the Force is Force Marching. (*see* ¶297).
- 4) If the Force is making an Extended March (*see* ¶185).
- 5) Modify the die roll for Morale or Army Condition as per the Exclusive Rules.

**1792:** Ignore this modifier; it does not apply.

**1796:** Use the current Army Condition modifier.

**1800:** Use the current Army Condition modifier.

**1805:** Ignore this modifier; it does not apply.

**1807:** Modify the die roll by the number indicated in the space on the Morale Track appropriate to the army in question to reflect the current morale. (French numbers are on top, Coalition on bottom.)

**1809:** Ignore this modifier; it does not apply.

**1814:** Modifier the French roll (only) by +2 if the current Paris Morale is negative.

**1815:** Modify a Force’s die roll by the current modifier on the Bruxelles Morale track appropriate to that Force’s army.

- 6) Whenever the Exclusive Rules indicate another modifier.

### **1796 & 1800: Incremental Attrition Losses**

[268.] Attrition Losses are specified in *increments* of 200 men; thus, five increments equal one Strength Point. When the Attrition Table calls for a loss of “.2,” that means 200 men (one increment) lost. These increments are recorded on each track on the Organization Display. Each leader has an Incremental Strength Marker which begins the game in the “Zero” space on his track—the left-most box. Each time an increment of 200 men is lost to attrition, the marker moves one box to the right. When the marker reaches the “4” space (800 men lost), its next increment loss will put it in the “5” space (1,000). When this happens, reduce the strength of any combat unit. For each five increments lost, reduce the strength of one unit on that track (owning player’s choice) by one Strength Point (1,000 men). The Incremental Strength Point Marker does not affect the current strength of the Force until it reaches the “5” space—odd amounts of men do not affect a Force’s total strength in combat; i.e., the location of the Incremental Strength Point Markers on the Tracks is ignored for purposes of combat, etc., and does not affect total Strength of the Force.

**(1796 Note:** The Increment Marker can be flipped over to show that all units in the same track are in Forage Mode.)

## ARTILLERY

[269.] During mud, one artillery unit in a force must take the first SP of loss due to attrition. Ignore this requirement if the total artillery strength of the Force is two or less.

## FRENCH OLD GUARD EXEMPTION

[270.] Certain types of Combat units never suffer attrition: Infantry, Cavalry, and Artillery of the French Old Guard, or French Young Guard Infantry that is commanded by the same Leader as any unit of the French Old Guard. These units do not count against the total number of Strength Points when figuring the attrition of a Force that might also include regular line units of the French Army. For instance, a Force of thirty eight SPs containing six Old Guard SPs and eight Young Guard SPs would only have to figure the attrition for a total of twenty-four SPs.

## FORAGING ATTRITION

[271.] In addition to the normal Attrition Procedure (*see* ¶264), forces may also use the Foraging Attrition procedure. Any force may Forage.

**1792, 1814, & 1815:** Foraging is not permitted in these games. Disregard all the Foraging Attrition rules.

## Forage Mode

[272.] *When an army could not supply its troops, its soldiers would disperse and forage for their own provisions and fodder in the countryside.*

A Force must be in Forage Mode in order to Forage (*see* ¶278). If a Force is not in Supply and does not forage, it must use the column on the Attrition Table headed “No LOC.” (A player may prefer to use the “No LOC” column at times when the nearness of the enemy makes it too dangerous to enter Forage Mode.) Any eligible non-besieging Force may begin a scenario in Forage Mode at the owning Player’s option.

[273.] If a Force is eligible to Forage and is also within Dispatch Distance of the Center of Operations, Depot, or a Supply Source, the owning player may elect to use the Forage Procedure *or* the Accumulated Administrative Level when determining Attrition.

## Foraging Procedure

[274.] The player adds together the Forage Value of the hex the Force occupies and all of the adjacent hexes the Force could legally occupy. On the line labeled “Forage,” find the corresponding column on the Attrition Table instead of APs Accumulated. The quality of the forage depends solely on the total value of the Force Leader’s hex and the hexes in his ZOC (*see* ¶283 & ¶287).

[275.] **1807:** In determining Forage value, disregard the hexes of Subordinate Leaders adjacent to the Force Leader. The quality of the Forage depends solely on the Force Leader’s hex. Note: The Forage Value of Clear Terrain varies, with regional boundaries on the map showing where the Forage Value changes. In all the Clear Terrain in a region one main crop is grown: oats, wheat, or potatoes.

[276.] Determine the appropriate Attrition Table Column individually for each separate Force. Forces in Enemy ZOCs *may* forage, and they may remain in Forage Mode in an Enemy ZOC (*see* ¶284).

**Example:** A force in a Town surrounded by clear terrain has a Forage Value of 10.2. The size of the force would be found under the heading “9+.”

## 1807: Foraging Cavalry

[277.] Foraging cavalry must still determine its attrition separately. Separate Forage Values are given to the different types of terrain, depending on whether infantry (and/or artillery) or cavalry are determining attrition.

## Concentrated and Forage Mode

[278.] Forces operate in two modes. A Force is in Concentrated Mode unless marked with a “forage” marker on the Force Leader’s display. Forage markers are used to designate all Forces in Forage Mode. The Force changes Mode during March or Forced March. Changing to Forage Mode costs *one-half* Movement point. Changing to Concentrated Mode costs *three* Movement Points. You may attempt to change to Concentrated Mode in an Enemy ZOC through Initiative. A Force in Forage Mode does not suffer Resistance Modifiers. MPs expended to change mode *do not count* toward the total expended for determining Attrition, and unit may receive Replacements and change mode the same phase.

[279.] To Forage, a Force must be in Forage Mode upon completion of all Movement Point expenditures for that Phase and may not have executed an Extended March.

[280.] A Force in Forage Mode exerts a flexible ZOC. This is treated just like Vedettes which also have a flexible ZOC (*see* “Flexible Zones of Control,” ¶239). Enemy Forces may enter and/or leave a hex adjacent to an enemy Force in Forage Mode without stopping or having to suffer a resistance modifier.

[281.] When defending, a force in Forage Mode suffers a shift of *two* columns to the right (a 2-1 becomes 4-1 odds), and *may* choose Battle type normally. The force can roll to attempt to change mode after each round of combat. (If a Force in forage mode joins another one not in forage mode, a one-column shift is applied.) Forces in Forage Mode are repulsed at 5-1 odds (not shifted) instead of 7-1 odds, and to initiate a Repulse must have 9-1 odds. A Force in Forage Mode *may* attack (not shifted), alone or in concert with a Friendly Force in Concentrated Mode.

## Forage Ratings

[282.] See the Terrain Effects Chart for each game for the Forage Values of hex type.

## How to Determine Forage Value

[283.] Total the Forage Rating of the seven hexes adjacent to and occupied by the Force Leader in his final resting place at the end of the phase. (*Exceptions: see* ¶284 *et seq.*)

**1807:** Use only the Forage Value of the Force Leader’s hex.

### 1805: Example of Foraging Attrition

An Austro-Russian Force of 28 Strength Points during regular movement in *mud*, expends 3.5 Movement Points. It has a Forage Value of 10, and would thus find its strength in the “9+” column. A die roll of 6 +1 = 7, yielding 3 Strength Points lost.

## Effects of Enemy ZOCs on Foraging

[284.] Units in Enemy ZOCs *may* Forage; however, *neither* an enemy -occupied hex, *nor* a hex with enemy forces adjacent on opposite sides, may be foraged. **Example:** If Enemy forces (even merely Vedettes) occupy 2318 and 2517, 2417 may not be foraged.

**1807:** A Force may not Forage if in an enemy ZOC.

## Foraging of Multi-Hex Forces

[285.] In determining Forage Value, count all hexes occupied by and adjacent to the Force Leader *only*. Count each hex only once, and determine one total for the entire Force. Separate Forces which move to adjacent hexes - or to the same hex - must still resolve attrition separately.

[286.] **1807:** If any hex adjacent to a Foraging Force is adjacent to another Foraging Force, add the strengths of the overlapping forces when determining attrition.

## Overlapping Forage Areas

[287.] The Forage Rating of a hex eligible to be Foraged by two or more Friendly Forces must be divided between those Forces as the player sees fit. A hex may not be counted twice.

**1805 Example:** Soult and Lannes arrive in Brünn by two different roads. Only one of them could forage the hex of Brünn; the other might be allowed to forage all the surrounding hexes.

## Town Forage

[288.] A Force must end its move in a town, Citadel, or depot hex in order to count its Forage Rating as part of its total Forage Value. Town hexes adjacent to part of a Force which are unoccupied by a component of that Force are skipped over, counting as the value of the other terrain in the hex. (A Force in a town may count the Forage Value of surrounding countryside.)

## Citadels

[289.] The force besieged in a Citadel (like all other forces) must roll each turn on the Attrition Table. Besieged units *may not* forage the hex they occupy, but besieging Forces may forage normally. Besieged Forces must use the zero column on the Attrition Table when determining attrition. In addition, each Citadel has an Attrition modifier that must be applied to all attrition rolls. Begin using a Citadel's modifier as soon as a Force becomes besieged in that Citadel. Also, the Attrition modifier used by a besieged Force will increase over time, on dates specific to each game.

**1792: a.** Starting modifier for all Citadels: +7.

**b.** Increase by 1 on the following turns: Aug. 31-Sep. 1 and Sep. 12-13.

**1796: a.** Starting modifier for both Citadels: -4.

**b.** Increase by 1 at the start of each Fortnight.

**c.** Use the Austrian March Distance column when figuring attrition for a besieged French Force.

**d.** At the beginning of each scenario, Mantova and Citadella have already endured one or more Fortnights of continuous siege. Thus, the Attrition Modifier starts at the following values for each scenario:

29 July: 0

1 Sept.: -3

4 Nov.: -1

7 Jan.: +3

**e.** If the armies are in Quarters (see ¶E9), a Force in a Citadel hex must roll once each Fortnight, adding the number of turns in the Fortnight.

**1800: a.** Starting modifier for Genoa: +2; for Milan: +5.

**b.** Increase by 1 on turn 7 (June 7-8).

**c.** Use the Austrian March Distance column when figuring attrition for a besieged French Force.

**1805: a.** Starting modifier for both Citadels: +3.

**b.** Increase by 1 on turn 9 (Dec. 1-2)

## Revictualizing Citadels

[290.] To revictualize a Citadel, a named leader (not a Major General) of the besieged Force's side must enter the citadel hex. This event resets the Attrition modifier to its original value; if once again besieged, begin increasing the Attrition modifier from that value.

**1796:** Entering one of the Citadels revictualizes both of them.

[291.] A siege may be lifted by the removal of enemy forces, even if a named friendly leader does not enter. In this case, do not reset the modifier; however, the friendly Force may then forage normally (in games that permit foraging).

## 1807: Winter Quarters

[292.] Forces in this campaign spent months in "Winter Quarters." There is no special rule for this. Players may wish to note, however, that they may derive the benefit of Winter Quarters simply by occupying territory with the best Forage Value available, dispersing their Forces so they may Forage, and not moving them. Forces Off-Map are considered to have Fair Forage Value.

## II.e. STACKING AND CONSOLIDATION

[293.] A maximum of forty-eight (48) SPs may occupy a hex at the end of a Phase or Segment. You may never have a stack of more than 48 Strength Points. (The maximum size of a multi-hex Force for movement and stacking, but not for combat, is also 48 SPs—see ¶144.) There is no limit to the number of Friendly Forces that may pass through a single hex during either the Movement Phase or the Forced March Segment of the Combat Phase. (Exception: See "Fortifications," ¶216.)

**1792:** A maximum of ninety-six (96) SPs may occupy a hex at the end of a Phase or Segment. Units of different nationalities may never be stacked in the same hex at the end of a Phase.

**1815:** Forces of the Anglo-Allied Army may never end a Phase in the same hex as Forces of the Prussian Army and vice-versa.

## Consolidation

[294.] Leaders in the same hex that are part of the same Force must be moved onto the Subordinate Leaders box of the Force Leader's track on the Organization Display during the Consolidation Segment of either the Movement Phase or the Combat Phase. (See also "Multi-Force Hex," ¶140, and "Insubordinate Stacks," ¶138.) Consolidation can be performed at *any* time, and not just at the two Consolidation Segments. A

consolidated Force is in Forage Mode if any consolidating unit was in Forage Mode.

### 1807 & 1809: Redoubts

[295.] If not a Frost or Snow turn, begin, *continue*, or complete Redoubts in any hex with a Force that didn't move and has 12 or more infantry SPs not commanded by a Major General (1807: see ¶E18; 1809: see ¶E17).

[296.] Not used.

## III. COMBAT PHASE

### III.a. FORCED MARCH

[297.] Forced March is Friendly Initiative movement during an opposing Player-Turn. Movement Commands may not be used in this Segment. In this Segment a friendly Force may enter an enemy Zones of Control only if the hex entered is occupied by, or adjacent to, another friendly Force in an enemy Zone of Control, unless the moving unit is performing a Repulse attempt (see ¶244). Units may expend their entire Movement Allowance in Forced March (*Exception: see "Activation by Initiative," ¶192*). Forces making a Forced March resolve attrition at the end of their movement by adding one to the die roll **for each Movement Point** of Forced March taken (rounded up), up to a maximum of four.

**1815:** Add +4 to the attrition roll no matter how far a unit Forced Marches. (This is a reflection of the one-day turns.)

### III.b. COMBAT

[298.] Adjacent opposing Forces attack and defend using the following procedures. To begin, Players secretly choose which type of battle they wish to fight: **1)** In a Pursuit Battle the Player attempts to trade space for time; **2)** In a Pitched Battle the Players are willing to trade losses rather than retreat, prolonging the battle with several rounds of attack and counterattack.

[299.] All adjacent enemy Forces must be attacked if the **friendly** Force is in an **enemy** Zone of Control (see "Terrain Influence on ZOCs," ¶234).

#### PROCEDURE:

[300.] The following procedure is executed for each Force in the ZOC of the enemy during the Battle Resolution Segment of the Combat Phase. Further explanation of each step immediately follows the procedure.

**Step 1: Designate the Attacking Force** (see ¶302). The Phasing Player reveals the Leaders of the Force making the attack. An attacking Force in a Citadel hex may choose to become besieged in order to avoid the combat. In any round other than the first, the Phasing Player may commit units from the Reserve (see ¶322).

**Step 2: Designate the Defending hex(es)** (see ¶313). The non-phasing Player reveals the Leaders of the Force in the defending hex(es). A defending Force in a Citadel hex may choose to become besieged in order to avoid the combat. In any round other than the first, the non-phasing Player may commit units from the Reserve (see ¶322).

#### Step 3: Select the Battle Type.

- Reveal approximate SPs in the attacking and defending Forces rounded off to the nearest ten (10). For instance, if a Force has 14 SPs, inform the opposing Player that there are

ten SPs against him (four or fewer SPs would still be revealed as ten). Vedettes may retreat before combat.

#### 1805: Fog Effect on Approximate Strength Report

If there is Fog, during Step 3a of the Austro-Russian Combat Phase, any French Force not in hill or mountain terrain can report up to 50 as an approximate Force Strength. A vedette can be represented as 50 SPs, while a Force of 48 SPs can be represented as a vedette. The true exact strength of the force will be revealed in Step 6 as usual.

*The French took advantage of the ground Fog lying in the valleys to conceal important forces in enemy ZOCs.*

- If using the optional Reserve rules (see ¶315), both players place the requisite number of units in Reserve. This is done only in the first round, and that is the only time that units may enter the Reserve during a battle.
- Both Players select a battle type based on the terrain their Force occupies, and, optionally, the number of units in Reserve (see ¶327).
  - A Force may always select Pursuit unless it is a besieged Force attacking out of a Citadel (see ¶328).
  - There are restrictions on the ability to pick Pitched (see ¶329 *et seq.*), Refuse (see ¶331 *et seq.*), and the optional Rearguard (see ¶335) Battle Types.

#### Step 4: Determine the Cavalry Differential (see ¶340).

Compare the actual amount of cavalry in both the attacking and defending Forces. If either Force has a two-to-one or greater advantage then subtract one (1) from their Bombardment die roll.

#### Step 5: Perform Artillery Bombardment (see ¶347).

Both Players determine the amount of Artillery SPs in their Forces. The attacker resolves his fire first, then the defender fires. Note that the Artillery Fire Table is based solely upon the number of Artillery SPs firing, and is not based on an odds ratio (note die roll modifiers). Each Player rolls one die; the result is given in Enemy SPs lost. Apply the results immediately. If the bombardment destroys the enemy unit, the winning Force may advance into the hex, but may not pursue.

**Step 6: Determine Odds on the CRT** (see ¶350). Determine the odds by revealing the exact number of SPs in each Force and applying the effects of Terrain on the SPs. Artillery SPs are **not** taken into account for odds determination unless defending alone. Fractions in combat strength are rounded off to the nearest one-half SP.

**Step 7: Resolve the Attack** (see ¶362). If there are French Old Guard involved in the attack the French Player first announces if they are "staked" this round. Roll the die. The bold face result on the CRT odds column indicates which side loses. The winning side removes losses in SPs. The losing side reveals its Battle Marker. If the losing side chose Pitched Battle, go to Step 11.

**Step 8: Perform Any Retreat** (see ¶369). If the Losing side chose Pursuit Battle, then the result specifies only the length of retreat for that side. Execute retreat according to the rules governing Paths and Priority of Retreat.

**Step 9: Perform Any Pursuit** (see ¶380). If the winning Force wishes to Pursue the losing Force, determine the Resistance Modifier, then consult the Pursuit Table. The Pursuit die roll may be modified by the Resistance modifier, the Weather, Reserve and French Guard Modifiers, plus the number of Pitched rounds revealed by the winning Force. The result of the die roll is the number of hexes the winning Force may Pursue. If there is a Pursuit, decrease the strength of the Retreating Force by one SP for each hex of actual Pursuit. Only one Force may Pursue. The losing side always loses at least as many SPs as the winning side regardless of Pursuit.

**Step 10: Adjust Morale** (see ¶395). Shift the morale marker one space in favor of the victor for each occurrence:

- a) The battle is a Critical Battle;
- b) A Major Personality was captured;
- c) The French Imperial Guard has been “staked” and defeated.

Proceed to the next battle.

**Step 11: Implement Pitched Losses** (see ¶399). If the losing Force revealed Pitched Battle in Step 7 above, then the result obtained in Step 7 shows the SPs lost.

**Steps 12-17: Counterattack.** In the event the losing side revealed Pitched Battle in Step 7 above, the non-Phasing Player becomes the attacker and executes the following steps. The old Battle type markers remain in effect until the end of one complete round – attack and counterattack.

**Step 12: Designate the Attacking Force.** Same as Step 1.

**Step 13: Designate the Defending hex(es).** Same as Step 2. In addition, the counter-attack does not have to involve all adjacent Forces, but must include the strongest adjacent hex. When counterattacking a single hex in a multi-hex force, the counterattacker must withhold half as many SPs as are present in the unattacked hex(es) of the enemy Force involved. These SPs are not required to attack, they are just withheld. Withheld SPs from a counterattacking force suffer losses with the counterattacking portion. The units withheld may be units that are in Reserve. If the counterattacking force cannot withhold the necessary number of SPs, then it must counterattack all of the attacking units.

**Step 14: Determine Odds on the CRT.**

**Step 15: Resolve the Attack.**

**Step 16: Perform Any Retreat.**

**Step 17: Perform Any Pursuit.**

**Step 18: Adjust Morale.**

In the event that the losing side again reveals Pitched Battle, Steps 1 through 11 are repeated in their entirety for the reattack of the Phasing Player.

[301.] Forces may be freely re-defined between rounds, and the original attackers may be required to attack different defenders if the units that originally attacked those forces are no longer present.

NOTE: If there are any other battles within 8 hexes, the first round of each battle must be resolved before any battle proceeds to round two.

(Step 1 and 12)

### DESIGNATE THE ATTACKING FORCE

[302.] No Force may participate in more than one attack per Phase.

**Exceptions:** (1) If the enemy hex is vacated in the first round, the Friendly Force may join in any other adjacent Pitched Battle

in its second and succeeding Rounds. (2) Failed repulse during pursuit.

[303.] No Force may be involved in more than one battle per Phase (all rounds of a Pitched Battle are considered one battle).

[304.] Combat is mandatory between adjacent opposing forces (**Exceptions:** Forces across Primary Bridges or in Fortifications [see ¶216], including Citadels [see ¶217]). The Phasing Player decides where his Forces will attack as long as separate Forces never attack the same hex, and as long as all adjacent opposing Forces are attacked. However, non-phasing counterattacking Forces need only attack the strongest adjacent hex of the initial attack.

[305.] A single combat may involve attacking and/or defending Leaders in any number of hexes as long as the attacking Leaders are all part of the same Force. To be resolved as a single combat the attacking Force must be adjacent to all of the defending hexes.

[306.] The Phasing Player may have more than one Force adjacent to a defending hex or hexes, but only one Force may attack this same defending hex.

### Sieges

[307.] At the moment combat would normally be required, a Force in a Citadel hex must decide whether to resolve the combat normally, or use the Citadel benefit of avoiding the combat. If it chooses to resolve the combat, it may not choose Pursuit Battle.

[308.] Once a Force in a Citadel has taken advantage of the Citadel to avoid combat, all Forces in the hex are considered to be under siege. Place a Siege Marker in the hex. A besieged Citadel may not be attacked. Counterattacks against citadels are not mandatory.

[309.] Besieged Forces may attempt to attack out of the Citadel, shifting the odds on the CRT **one column to the left** (in addition to other terrain effects). (This shift is due to the entrenchments that besieging forces would have constructed.)

[310.] Once placed under siege, a Force remains in that condition until the beginning of any Phase in which the hex is no longer adjacent to Enemy Forces.

### Vedettes in Combat

[311.] During the Friendly Combat Phase, Vedettes in enemy Zones of Control are compelled to attack (*Exception: see “Vedettes Retreat Before Combat,” ¶314*). Vedettes are treated as normal combat units for combat purposes, except as follows. Vedettes must combine in attacks with other friendly units in the same hex. A Vedette may attack an enemy hex **only** if there are no other friendly forces in the Zone of Control of the enemy unit. Vedettes have a Combat Strength of 1/2 SP when fighting alone and a combat strength of **zero** when combined with a real force. **Example:** An attack by a unit with a strength of “two” upon a Vedette would be resolved at four-to-one odds.

### Garrisons in Combat

[312.] Garrisons may **not** attack, and must defend as part of any other force in the hex. They must absorb the first SP lost in retreat. Garrisons have an Initiative of “1” for pursuit and for initiative comparison purposes.

## (Step 2 and 13)

### DESIGNATE THE DEFENDING HEXES

[313.] The Phasing Player states which hex(es) the Force will attack, except if a Force chooses to become besieged (see ¶307). Enemy Leaders (and their Combat units) stacked in a hex always defend together. Several Leaders together in a hex may never be attacked separately. A Force may attack two or more enemy forces that are not adjacent to one another but must attack them as one Force, with a single die roll. *Only one* defending Force may counterattack the same attacking Force. During the Friendly Combat Phase, each Enemy Vedette with one or more Friendly Forces in its ZOC must be attacked. A player may not ignore a Vedette to which his Forces are adjacent during his own Combat Phase.

### Vedette Retreat Before Combat

[314.] Non-Phasing Vedettes (first) and then Phasing Vedettes which are alone in the hex (*as well as cavalry Forces of 1 Strength Point, see ¶231*) can take an automatic, voluntary “Retreat” result, of one or two hexes, *before* combat resolution but after finding out the approximate strength of the enemy-occupied hex, in step 3a of the Combat Procedure (see ¶300). The enemy may *not* pursue. Vedettes must engage in combat normally if they do not elect to take the auto-retreat.

## (Step 3, Optional)

### RESERVES

[315.] Units or Leaders may enter the Reserve if they are part of a Force in battle. Reserve Markers are deployed directly on top of individual combat units or leaders on the Organization Display. The Reserve rules apply to all battle types, though a Force must have a certain minimum number of units in Reserve to select Pitched, Refuse, or Rearguard Battle type.

**1805:** *Reserve rules are recommended for use in Sun of Austerlitz.*

### Cavalry and Artillery in Reserve

[316.] Cavalry in Reserve counts toward Cavalry Differential. *Only* the cavalry still remaining in Reserve after the battle is resolved counts in determining Cavalry Differential for the Pursuit. Artillery in Reserve may not fire.

## Step 3, Round 1

### Entering the Reserve

[317.] Units will enter the Reserve at the beginning of any given combat (see ¶300). You must deploy to the Reserve:

a) All units in a hex in excess of **20** Strength Points *per hexside* through which you are attacking **or defending**. You may not place part of a unit’s strength in reserve. Artillery not in Reserve may fire in addition to the 20 SPs per hexside.

**Example:** If a one-hex Force contains three units of 7 Strength Points each, attacking another one hex Force, it commits 14 Strength Points to the combat.

b) If attacking or defending across a defile, such as a primary bridge or mountain pass, all units in excess of 9 Strength Points (see “Defile,” ¶325).

c) Any other units the owning player chooses to place in reserve. Having a certain minimum number of units in Reserve gives the player freedom to choose any battle type (see ¶327) and Reserve units have a limited mobility (see ¶324).

**1792:** Change the limit in a) to 40 SPs per hexside, and the limit in b) to 18 SPs in a defile.

[318.] A Force adjacent to a Force Leader that can command it can be considered part of that Force and can be marked as Reserve even if it is not adjacent to an enemy force at that moment.

### Function of Reserve Units

[319.] Units in Reserve may *not* add their combat strength to attack or defense until committed to the battle. Exact Strength of Reserves is not declared during Step 6 and Step 14 of the Combat Routine, but Reserve Strength is included in approximate strength (Step 3a) and in Step 4.

[320.] Reserve units may participate in Pursuits; a force made up entirely of Reserve units receives the same modifier as a French Guard force (see ¶390.2), and they ignore the modifier for lost battle rounds (¶390.3).

[321.] Reserve units in a hex under attack only lose SPs if the committed units in the hex are destroyed. In this case all reserve units are not longer considered in Reserve. When units or leaders lose Reserve status, this status cannot be regained later. Forces or units not marked as Reserve at the start of a battle can’t gain Reserve status later in that battle.

### Commitment of Reserves

[322.] New units may be committed from the reserve, by removing their Reserve marker, to return committed strength up to the maximum number of strength points allowed as described in “Entering the Reserve,” above. Reserve units designated by the player have their marker removed and are automatically committed.

[323.] Reserves can be committed in Steps 1 (attacker), 12 (counter attacker), 2 and 13 (defender). Units in Reserve can only be committed in the hex their leader occupies.

[324.] A Force in Reserve can be committed in the same hex (without an initiative roll) or it may **move one hex** provided it makes a successful initiative roll (see ¶237), and it doesn’t cross or enter into prohibited terrain. The Resistance Modifier will apply only if the force moves one hex and exits an EZOC (see ¶196). It may exit the ZOC of one enemy force to enter the ZOC of a different enemy force. It may *not* move from one EZOC to another of the **same** force - if it moves it must first withdraw from a ZOC. The move could be used to disengage a force in Reserve from EZOCs altogether. This move of one hex takes place after the resolution of other combats within 8 hexes (see ¶301).

### Defile

[325.] When attacking or defending at a defile, the total committed may never exceed 9 Strength Points at one time. A Defile is a narrow crossing, including primary bridges and mountain hexes. A mountain hex containing a road is considered a defile.

**1792:** A crest hex containing a road is considered a defile, and up to 18 SPs may be committed in a defile.

**1796:** A secondary bridge is also considered a defile.

## Staking the Old Guard

[326.] If the Reserve Rules are used, the Guard are considered “Staked” if and only if they emerge from the reserve.

### (Step 3b)

#### SELECT BATTLE TYPE

##### Reserve and Battle Type Selection

[327.] A Force may freely choose a Battle Type during Step 3 of any round only if it meets the minimum Reserve strength criteria below. If it does not meet the criteria, it automatically selects a Pursuit Battle. The Phasing Player may never choose Rearguard Battle. Otherwise a Force may freely choose Refuse, Rearguard or Pitched Battle type if:

- a) it has at least one quarter of its total strength (including artillery) in Reserve, or 8 Strength Points, whichever is less; or
- b) it occupies any kind of town or Fortification.

##### Restrictions on Pursuit Battle Selection

[328.] A besieged Force attacking out of a Citadel hex may not choose a Pursuit Battle.

##### Restrictions on Pitched Battle Selection

[329.] The attacker may never choose Pitched Battle if attacking across a bridged Primary River Hexside. Major Generals with an Initiative Rating of one (1) may never choose Pitched unless in a Town, City or Fortification (*see ¶216*). A Vedette may not choose to fight a Pitched Battle.

**1792:** The attacker may not choose Pitched Battle if attacking across a Primary River hexside, bridged or not.

##### Leader Initiative & Pitched Battle

[330.] A Force Leader may only *reveal* the Pitched marker for a number of Combat rounds equal to his Initiative. For example, a Force Leader with an Initiative Rating of two (2) may only reveal Pitched twice for any given battle. *Remember, the choice of the Battle marker is only revealed the first time in a round that a Player loses a combat* (receives a bold face result on the CRT). A Leader losing both the attack and counterattack in the same round has revealed only once, while a Leader winning both does not reveal at all. If more than one Force is defending, use the rating of the best defending Leader.

**Exception:** Forces in Towns, Redoubts, Centers and Cities may always choose the Pitched marker regardless of the Force Leader’s Initiative.

If using the optional Rearguard battle type, the combined total of Pitched and Rearguard battle markers chosen may not exceed the Initiative Rating of the Leader.

##### Refuse Battle Type

[331.] *Often, a Leader might choose not to attack on some part of the battlefield during a round.*

A “Refuse” is a special type of Pitched Battle which has no combat result. A Force may Refuse only if it would benefit from “Affecting” terrain and/or Woods if attacked. The Force must also meet the conditions for selecting Pitched Battle. A revealed Refuse chit is treated as a regular Pitched Battle chit, except that the revealing Force is not required to attack or counterattack. A revealed Refuse chit does not count as a Pitched Battle choice against the number of times a Leader can select Pitched Battle.

##### If Attacker Refuses

[332.] If you Refuse during your attack or counterattack, you automatically become the loser for that attack. No die is rolled. A Refusing Force skips its half of the Battle Round - it makes no attack. A Refusing Force remains in the EZOC. The battle then continues with the other player’s attack or counterattack (who could also Refuse). If the defender counterattacks, there is still an Artillery Bombardment (Step 5) before Step 12.

##### Restrictions on Choice of Refuse Battle Type

[333.] Attacker cannot Refuse on the first round. If there are three consecutive half-rounds (e.g., attack-counterattack-attack) the Battle is over. Forces remain in contact and they are subject to ZOC rules and provisions (*see ¶232*).

##### If Defender Refuses

[334.] If your opponent is attacking (or counterattacking), and you lose, your revealed Refuse chit is treated as a regular Pitched Battle chit for all purposes.

##### Rearguard Battle Type (Optional)

[335.] Rearguard battle type allows the selecting player (only) to implement his (losing) combat result partially in hexes retreated, and partially in Strength Points lost. The exact proportions are up to him, but the first loss must be taken as a one hex retreat.

[336.] Not used.

##### THE SOUND OF THE GUNS (Step 3, Optional)

[337.] *It was customary in written orders to specify that a force should maneuver toward the sound of the guns. Generals would ride out from headquarters until within earshot of cannon fire - sometimes with ear to the ground - and would be able to determine from listening what was happening. The maximum distance the sound could carry, except in really large bombardments, seems to have been about ten miles.*

[338.] This rule can be used only by a Force belonging to the Non-Phasing Player that did not make a Force March during previous friendly Forced March Segment and that **began the Combat Phase** within five hexes of an Enemy Force about to attack a Friendly Force.

[339.] Such a Force may attempt to Force March again before the commencement of the **second** and each succeeding Round of Pitched Battle (*see ¶192*). If the force makes a successful Initiative die roll, it may expend one MP per round of combat including the current round. It must march “to the sound of the guns” - directly to the battle *only*. The Force must check for attrition before joining the battle.

**1807:** This rule is not available during Snow turns.

##### (Step 4 only)

#### CAVALRY DIFFERENTIAL

[340.] A Cavalry differential of two-to-one or greater will subtract one from the Bombardment die roll on the Artillery Fire Table. The cavalry must be part of the same Force as the Bombarding Artillery. The bombarding Force must have at least two SPs of cavalry to receive this benefit. Cavalry superiority means nothing during combat if your Force has no artillery. (It may, however, modify the Initiative Comparison Matrix result -

see ¶198.) The cavalry differential does not apply when the defender is in a Fortification (see ¶216).

### (Steps 5, 7, and 9)

## WEATHER EFFECTS ON COMBAT

### Fair & Heat

[341.] No effects.

### Frost

[342.] No effects.

**1805:** During Frost, forces may retreat after combat across Primary Rivers and Lakes. The force is treated as retreating across a secondary river (see ¶373). Forces may never *attack* across—and ZOCs do not extend across—frozen Primary Rivers or Lakes.

**1807:** During Frost, forces may retreat after combat across Lakes. The force is treated as retreating across a secondary river (see ¶373).

### Rain

[343.] Add one to all artillery die rolls. Add one to the Resistance Modifier in Pursuit.

### Mud (Rain/Mud)

[344.] Add two to all artillery die rolls.

**1807:** Reduce the defender's Combat Losses by one per asterisk (to reflect the temporary absence of attacking artillery). The asterisk reduction applies only to the defender.

### Snow

[345.] Add one to all combat die rolls, including Artillery Fire. Add one to the Resistance Modifier in Pursuit.

### Severe

[346.]

**1807:** Apply all of the effects of Frost and Snow. Forces may also retreat across primary river hexsides as if it were a secondary river hexside.

### (Step 5 only)

## ARTILLERY BOMBARDMENT

[347.] This step is executed by each Player for each round of Battle. The effect of Artillery is to eliminate SPs before the calculation of combat odds. Cavalry differential may affect the Artillery die roll (see ¶340). Artillery units never suffer losses from Artillery bombardment unless there is no other unit type in the target hex. An artillery unit in Reserve may not fire.

**Modifier:** If there are 30 SPs or more in the target hex, -1; if 40 or more, -2 to die. (Modifiers are per hex, not per Force, and Reserves are counted as part of the strength.)

## Terrain Effects on Bombardment

[348.] Artillery fire is blocked if a crest or all-woods hexside is between the bombarding unit and target Force. Artillery in a woods hex may not bombard; a target unit in a woods hex may not be bombarded. Artillery may not bombard defenders in Citadel hexes. Add 1 to the die roll if the defender is in a mountain hex.

## Batteries Forward (Optional)

[349.] Players may choose to move their artillery into the front rank before resolving Artillery Bombardment. Resolve the fire of any unit moved forward at double its normal strength, but then inflict half the losses (round down) from bombardment and regular combat on any such units. There is no material way of signifying the artillery is deployed forward. The decision to deploy forward is made freely each time the Artillery Fire Step is reached. The player may always forego the strength doubling in order to prevent further artillery losses.

**1807:** Only the French Player may use this rule.

### (Step 6 and 14)

## ODDS DETERMINATION ON THE CRT

[350.] An SP comparison is expressed as a ratio between the modified attacking and defending SP totals (the attacker's strength divided by the defender's strength) and is rounded down to one of the odds ratios shown on the Combat Results Table (CRT). Example: Thirteen SPs attacking five SPs would be 2.6 to 1. Rounding this down in favor of the defender would simplify the ratio to a 2 to 1 on the CRT. You may never voluntarily reduce combat odds.

[351.] The same CRT is used for Pitched and Pursuit battles. At odds less than 1 to 5 add one to the die roll for each ratio less than 1 to 5. At odds greater than 6 to 1 subtract one from the die roll for each ratio greater than 6 to 1. No die roll result, however, can be greater than 6 or less than zero. Check for shifts due to units being in Forage Mode (see ¶281), attacks following an unsuccessful Repulse (see ¶243), and any other modifiers mentioned in the Exclusive Rules.

**1792, 1796, 1800, & 1805:** Shift one column left if a Besieged Force attacks the Force besieging it.

## Artillery SPs and Combat Odds

[352.] Artillery is never included when determining the actual combat odds. If the defending Force is composed completely of Artillery SPs it may still bombard as an artillery Force but must defend as one SP of infantry. It may never Pursue. It may never enter an EZOC unless part of a mixed Force, with cavalry and/or infantry. Artillery does not take losses from Pitched Battle unless defending alone in a hex.

## AFFECTING TERRAIN

[353.] Some types of terrain affect the Combat odds column on the CRT. This terrain is known as Affecting Terrain. When attacking into an Affecting Terrain hex, or across any type of river hexside, the Combat odds are located on the Affecting Terrain line at the top of the Combat Results Table. There is no cumulative benefit for hex and hexside Affecting Terrain.

[354.] If a Force attacks two or more hexes at once, and at least one of defending hexes is Affecting Terrain, then the attack must be made as if all the defenders were in Affecting Terrain.

[355.] The Terrain Effects Chart states which terrain affects Combat. In general, the following is considered Affecting: Units defending across *all Bridges and Secondary River hexsides*; in *all City, Depot, Primary Town, and Fortification (see ¶216) hexes*; in *all Hill and Mountain hexes*. Towns and Centers are not Affecting Terrain. (Villages have no effect.) Vedettes cannot take advantage of the defensive benefits of a Fortification (see ¶216), but they do get applicable Town or Depot benefits.

## Mountains

[356.] The total attack strength of a force attacking into a Mountain hex may not exceed nine Strength Points. When determining combat odds, disregard any strength in excess of nine points. Defending units in Mountain hexes receive the benefit for Affecting Terrain. If Pursuit is chosen, a force of up to 9 SPs may pursue. Cavalry units in Mountain hexes may not attack, *even if* the defending hex is a non-Mountain hex; there is no pursuit modifier for cavalry in Mountains. Cavalry may *not* attack *into* Mountain hexes.

**1792:** Treat Crest hexes as Mountain hexes, and Wooded Crests as Mountain hexes with Woods (that is, apply the effects of both terrain types). Change 9 SPs to 18 SPs.

## Woods Effect on Combat

[357.] The strength of infantry units attacking *into* a Woods hex is reduced by one fourth and cavalry is reduced by one-half (round off to the nearest half point).

### 1815: Crests

[358.] All units attacking or attempting to Repulse across a Crest hexside are reduced in Strength (SPs) by one quarter (1/4). If only part of a Multi-Hex Force attacks across a Crest hexside, the effects of the Crest hexside is nullified. SPs counterattacking across a Crest hexside are not reduced.

## Swamp Effect on Combat

[359.] The Strength of units attacking into or out of a Swamp hex is halved (*rounding fractions up*). Cavalry Strength is halved when defending in, or attacking into or out of, Swamp hexes (*rounding fractions up*).

## Fortifications

[360.] Units *defending* in a Fortification hex (*see ¶216*) have their Combat Strengths doubled up to a certain maximum number of SPs, which varies by game. For example, a 3 SP Force in such a hex that allows a maximum of 5 SPs to be doubled would defend at 6 SPs, while a force of 8 SPs would defend at 13 (5\*2 + 3).

**1792:** The first 10 SPs are doubled in a Fortified Town or Citadel hex.

**1796:** The first 5 SPs are doubled in a Capital City, Fortified Town, or Citadel hex.

**1800:** The first 5 SPs are doubled in a Capital City, Fortified Town, or Citadel hex.

**1805:** The first 15 SPs are doubled in a Citadel hex.

**1807:** The first 10 SPs are doubled in a Fortified Town or Redoubt.

**1809:** The first 10 SPs are doubled in a Fortified Town, but no SPs are doubled in Redoubts.

**1815:** The first 10 SPs are doubled in a Fortified Town.

## Other Terrain Effects

[361.] Other types of terrain affect Combat in the manner described on the Terrain Effects Chart (TEC). For purposes of combat, Terrain strength multipliers are *not* cumulative. The defender chooses which terrain effect will apply, as shown on the TEC.

### (Step 7 and 15)

## ATTACK RESOLUTION

### Staking the Old Guard

[362.] The Combat Strength of the Old Guard may always be included in an attacking Force without special considerations. However, the French Player may “stake” the Guard, which means that he is staking the outcome of the attack on the reputation of the Old Guard, by featuring the Old Guard troops prominently in his attacking Force.

[363.] During any combat round the French Player may state that he is “staking the Old Guard,” as long as one point of Old Guard Infantry is in the attacking Force. Staking the Old Guard will modify the French Player’s attacking, or counterattacking, die roll by minus one (-1) in addition to other modifiers.

[364.] The Old Guard must take the first SP of combat loss, and all losses taken by the French Force must be taken from the Old Guard (or Young Guard) that combat round. If there are insufficient Old or Young Guard SPs to absorb these losses, line units in the attacking Force must suffer double the remaining SP losses. A Pitched Battle when the Guard is staked is resolved as a Pursuit Battle and there is no progression into subsequent rounds for that combat (*see also ¶397*).

### Leadership Bonus

[365.] The decision to add, subtract or ignore this bonus need not be made until seeing the actual die roll for the combat. Although this bonus may not be used for defense, it may be added to attack and counterattack (*see ¶44 and ¶46*).

[366.] Not used.

## REMOVING LOSSES

[367.] Distribute losses in Strength Points suffered by a Force (by whatever cause) throughout the Combat Units in the Force as evenly as possible (*see ¶145; exception: “Staking the Old Guard,” ¶364*). The winning side is never required to lose more SPs than the losing side in a given Combat round (or Pursuit) if the losing side does not have sufficient SPs to account for its own losses and is eliminated. There is no adverse effect on an enemy force engaged in combat with a Vedette unless it is also a Vedette.

### Vedettes Lost in Combat

[368.] A Vedette which is forced to retreat (due to Combat or Repulse) or suffers any combat strength loss on the CRT is removed from the map and placed on a Leader’s portrait on the Organization Display of the nearest Friendly Force within 9 MPs. During the Organization Segment of the next Friendly Player-Turn it is stacked on the game map with the nearest friendly Leader. If no such force exists within nine cavalry Movement Points it is removed to the Vedette Pool.

## (Step 8 and 16)

### RETREAT

[369.] When a combat result requires the Retreat of a Force, it must move the full number of hexes given. Note: Results are given in terms of hexes, not MPs. Count each hex as “one.”

[370.] The Path of Retreat is the path of hexes passed through by a Retreating Force. This path must conform to the Priorities of Retreat. Retreating Forces may not enter Prohibited Terrain or enemy occupied hexes. If the Path of Retreat is blocked by Prohibited Terrain or Enemy Forces, preventing the loser from retreating the full distance, the Retreating Force retreats as far as possible; if the enemy Pursuit is sufficient to carry them into the final hex of the Retreating Force, the entire Retreating Force is eliminated. Retreating Forces may not attempt Repulse during their retreat move.

### Priorities of Retreat

[371.] The following retreat path priorities are given in descending order. This list governs all retreats due to Combat and Repulse. “Descending Priority” means that the lower numbered items should be observed first, and never broken to accommodate higher numbered items. Generally, after observing all of the following priorities, there will be only a few possible retreat destinations.

- 1) The Retreating Force must retreat the total number of hexes called for. It must end its movement this same number of hexes away from the hex in which it began its retreat.
- 2) The Force may not retreat into or through the same hex during any part of the retreat. *No hex of the Path of Retreat may be adjacent to more than one hex already passed through by the retreating Force.*
- 3) The path should not be through Friendly Forces. If this is not possible then the retreating Force will displace the Friendly Force with the smallest SP value (if there is more than one Force which could be displaced). The Displaced Force is moved one hex according to the Priorities of Retreat, and the Retreating Force now moves into the vacated hex. If Displacement is not possible because of blocking (prohibited) terrain, it may not take place. Displaced units may displace other Friendly Forces in a kind of chain reaction. Displacement may ruin subsequent attacks in that Combat Phase (the Phasing Player should keep this in mind when resolving his attacks). If the Retreating Force must displace the Displaced Force again or another Friendly Force for its next hex of retreat, the process is repeated. Retreat and Displacement are carried out hex by hex.
- 4) This path may include enemy controlled hexes if necessary, but must include the fewest possible. Inflict **double** the usual losses on the losing side, even if there is no Pursuit.
- 5) Retreats must be made towards the active Friendly Supply Source, and must shorten the distance (in MPs) between the Retreating Force and the Friendly Supply Source as much as possible.  
**1815:** Treat hex 5701 as the Prussian Supply Source for purposes of this provision.
- 6) Although retreat is given in terms of hexes, if two or more paths are open to the Retreating Force, then it must move on the one that would cost the least MPs during normal movement.

### Retreat of a Multi-Hex Force

[372.] Leaders in the same hex always retreat together. Subordinate Leaders may not be dropped off in the Path of

Retreat. The various Leaders in a Multi-Hex Force may not retreat in different directions; they must end their retreat adjacent. The path taken by a retreating Multi-Hex Force is that of the Force Leader; Subordinate Leader paths are not important; Pursuit will follow that of the Force Leader. Retreat of a Multi-Hex Force is similar to Movement of a Multi-Hex Force in that all the Leaders begin and end their retreat adjacent.

### Retreat Across Rivers

[373.] A Force which retreats across a bridge primary river or an unbridged secondary river *after combat* loses double its normal pursuit loss (as though it were retreating through an EZOC) *if* the Pursuit goes at least as far as the hex adjacent to the river hexside. (All the artillery are eliminated.) Artillery may not retreat across unbridged secondary rivers. If a loss is already doubled due to retreat through EZOC, there is no further loss due to the river. Retreat across Primary Rivers is allowed only at bridges.

**1792:** The last sentence applies to this game as well.

**1800:** This section also applies to retreats across a ford on a primary river.

### Retreat Off the Map

[374.] A Force may retreat off the map if there is no other alternative Path of Retreat. If a Pursuing Force Pursues up to the last map edge hex, the Force(s) that retreated off the map are removed from the game and are captured (eliminated). Forces eliminated in such a manner *do* count towards a Critical Battle (*see ¶395*).

[375.] A Force may be moved off the map during a retreat after combat if permitted by the priorities of retreat (*see ¶371*). Pursuit of such retreating Forces must end at the map edge hex. A Force may not retreat off the map if it can retreat through an EZOC or displace a Friendly unit instead.

[376.] The Force reenters the map in its following Movement Phase at the nearest map edge hex unblocked by enemy units or EZOCs, in the same manner as Reinforcements. A Force must reenter the map as near as possible to its point of exit, and closer to the nearest Friendly Supply Source if possible.

### Retreat into Fortifications

[377.] Forces may end their retreat in a Friendly-occupied Fortification (*see ¶216*) or Friendly Supply Source *without* displacing their Garrisons, as long as the stacking limit is not violated. They may do this regardless of the remaining retreat distance, but if their stopping would violate the stacking limit, they must continue their retreat. Pursuing Forces may *not* Pursue into hexes with enemy Garrisons (*see ¶393*).

### Unengaged Adjacent Forces

[378.] If the Attacker has additional Forces adjacent to the Defending Force which are not engaged with any other enemy Force, they must suffer any retreat sustained by the Attacking Force. They do not take SP losses from Battle or Pursuit.

## Vedettes and Enemy Retreats and Pursuits

[379.] Neither Vedettes nor their Zones of Control interfere with the ability of enemy units *to retreat or pursue* during the Combat Phase. Units may always ignore a Vedette when retreating or pursuing. If there is no other alternative, units *may* retreat or pursue through a hex occupied solely by enemy Vedettes. (In this case the enemy player has to reveal the Vedette-only hexes that may be retreated through.) The Vedettes are displaced (*see “Priorities of Retreat,” ¶371.3*) or eliminated if unable to displace. A Vedette by itself may not conduct a pursuit. There is no pursuit of a Vedette eliminated in combat.

### (Step 9 and 17)

#### PURSUIT

[380.] The entire winning Force, or a Subordinate Leader of this Force, may Pursue the losing Force along its Path of Retreat. The Pursuing Force must stay on this path but may stop at any hex without being required to Pursue the full distance specified on the Pursuit Table. If the Force Leader Pursues then Subordinate Leaders may be dropped off along this path as in Movement.

**Exception:** If the winning Force selected Rearguard, it may not Pursue.

[381.] A Force may pursue *into* an EZOC but not directly from one EZOC to another (*ignore any ZOCs into* the first hex, which was vacated by the retreating Force, as well as the ZOCs of any Forces repulsed in the pursuit).

[382.] The retreating Force loses one SP for every hex of Pursuit. If the losing Force retreated the *full* specified distance then the winning Force may not Pursue into the hex occupied by the losing Force under any circumstances. If the length of Pursuit is indicated to be greater than the required length of retreat, the winning Force stops in the hex adjacent to the losing Force. The losing Force then loses one extra SP for every extra hex of Pursuit not allowed to the winning Force (this is doubled if the losing Force passed through EZOCs).

[383.] If the losing Force did *not* retreat the full specified distance, and the winning Force has a sufficient length of Pursuit to allow it to enter the hex of the losing Force, then the Pursuing Force may enter the hex with the Retreating Force. The Retreating Force in this case is eliminated and the Pursuing Force ends its Pursuit in that hex. Even though the Pursuit Table calls for a greater Pursuit, the retreating Force cannot be pursued beyond the hex in which it is eliminated.

[384.] A Force may not Pursue farther than the number of hexes indicated by its Length of Pursuit on the Pursuit Table. Pursuit is carried out immediately after Retreat, before any other attacks are resolved.

[385.] The Retreating Force's losses are equal to the actual length of Pursuit but must be at least equal to the losses taken by the Pursuing side. The Artillery units in a Force are the first to take losses due to pursuit.

#### Which Forces May Pursue

[386.] A Force is never required to Pursue. After Pursuing, the winning Force may not attack again that Phase, even if its advance brings it adjacent to attacks that are yet to be resolved. The entire winning Force may Pursue, except that Artillery may never be included in a Pursuing Force.

[387.] A Pursuing Force may consist of any part of the winning Force as long as it has a Leader capable of commanding the units in the Pursuit. In other words, a new Force may be defined from

the winning side at the instant of Pursuit. Remember that Major Generals may only be created during the Command Phase and must be already present in the battle if they are to lead a Pursuing Force or take command of artillery.

#### Multi-Force Pursuit

[388.] In the event of two non-adjacent enemy Forces losing a battle to a single Force, both Forces may be Pursued if there are sufficient Leaders in the winning Force to create two Pursuing Forces. Each separate force suffers its own losses. If either is unpursued, it suffers on the minimum losses.

#### How to Use the Pursuit Table

[389.] After the winning side has deducted its combat losses, refer to the Initiative Comparison Matrix for the Resistance Modifier. Then go to the Pursuit Table. Cross-reference the unmodified Initiative of the Pursuing Leader with the Length of Retreat (given as a Combat Result). The result of the modified die roll is the Length of permissible Pursuit.

#### Modifiers to the Pursuit Die Roll [390.]

- 1) The Resistance Modifier (*see ¶391.*)
- 2) A Pursuing Force composed exclusively of French Guard units or units released from Reserve (-1). (A French Guard unit released from Reserve gets the modifier only once.)
- 3) A Force must add to its Pursuit die roll the number of times in that Battle *which it revealed Pitched*.

#### Resistance Modifier

[391.] Consult the Initiative Comparison Matrix to determine the Resistance Modifier for the Pursuing Force (considering the winning Force to have the active Leader). Cross reference the Length of Retreat with the pursuing Leader's Initiative Rating. Modify the Pursuit Table die roll by the resulting Resistance Modifier. (*See also “Cavalry Differential Initiative Modifier,” ¶198.*)

#### Maximum Pursuit

[392.] Regardless of the Length of Pursuit indicated on the Pursuit table, *a Pursuing Force may not Pursue a distance greater than its SPs*. Example: In order to Pursue eight hexes, a Pursuing Force must consist of at least eight SPs.

#### Pursuit to a Fortification

[393.] A Force may not Pursue into an *enemy-occupied or enemy-garrisoned* Fortification (*see ¶216*) or Supply Source. It must end the Pursuit in the first hex adjacent to the hex. Losing Forces may retreat into a Friendly-occupied Fortification hex without displacing any Force therein (*see “Retreat into Fortifications,” ¶377*).

#### Pursuit and Optional Rearguard Battle Type

[394.] The subsequent Pursuit may cause further loss of Strength Points. When determining the Pursuit, the active player uses only the portion of the combat result executed as “hexes retreated” to cross reference with his pursuit die roll. (He may voluntarily shorten the pursuit.) If at the conclusion of the pursuit the two Forces are adjacent, another round of battle ensues (*see “Pitched Battle,” ¶399*).

## (Step 10 or 18)

### ADJUST MORALE

#### Critical Battles

[395.] A battle may move the Morale Level Marker one space if it meets the criteria below:

Determine the losses in SPs for both sides after any Battle (including Pursuit losses). If the *Losing* Force lost more than seven (7) SPs, the winning Player (non-bold result) rolls a die. If the die roll is less than or equal to the differential in SPs lost by both sides, the winning Player adjusts the Morale Track one space in his favor.

**1792 Exception:** To be considered critical, at least one side in the combat has to be commanded by a leader with a Command Span of 6 or more. In other words, one side has to be commanded by a Commander in Chief or an Army leader, either Brunswick, Dumouriez, or Kellermann.

**1796 Exception:** A battle can be critical if the losing side lost more than 4 SPs.

**1800 Exception:** A battle can be critical if the losing side lost more than 4 SPs.

**1814 Exception:** A battle can be critical if the losing side lost more than five (5) SPs.

*Commentary: These changes are necessary because of the smaller forces involved in these campaigns.*

**Example:** If the *Losing* Force lost 10 SPs and the non-retreating Force lost 7 SPs then the differential would be three (3). The winning Player would then have to roll a 3 or less on the die for this to be a Critical Battle. If the Retreating Force did not lose more than seven (7) SPs, or if the non-retreating Force lost the most SPs, there is no change to the Morale.

#### Capture of a Major Personality

[396.] A Leader with a Command Span of six (6) or greater, *or* with a Bonus Point, is a Major Personality. The moment a Major Personality is captured, adjust Morale one space against the owning side.

**Exception:** If Napoleon is ever captured, the game may either end as an Operational Victory for the Coalition or Morale is adjusted two spaces in the Coalition's favor according to the Coalition Player's choice.

A player May *NOT* avoid their capture and loss of morale by, for instance, making a "6" span leader unemployed and turning everything over to a "5."

#### Defeat of the Old Guard

[397.] At the end of any Combat Phase where the Guard was staked and failed to win the Combat round, Morale is moved one space toward a Coalition Victory. Regardless of the number of battles in which the French Guard were staked and lost in a single Combat Phase, the Morale Track is only moved one space in any one Game-Turn because of the Guard's defeat. The French Guard winning a combat round does not affect the Morale Track.

[398.] Not used.

## (Step 11 and 19)

### PITCHED BATTLE

[399.] One complete round of Pitched Battle includes one attack and one counterattack. Players may only change the type of

battle marker selected at the beginning of a round of Pitched Battle; i.e., after counterattack.

[400.] If the losing Force (the bold face result) revealed Pitched Battle, no retreat occurs and the Combat Result is the number of SPs lost by both sides (*Exceptions: ¶316, ¶358, and Override, below*). If the phasing player loses his *first* attack, the defender may - after the first attack *only* - "override" a phasing Pitched Battle chit, *if* he selected Pursuit or Rearguard (*see* ¶335.) In a "Pursuit Override," the *winning* side takes its loss as a retreat and the *loser* may attempt to pursue, taking his combat result as SP losses. The override only applies when the opponent revealed Pitched battle.

[401.] In a Pitched Battle, the non-Phasing Player immediately counterattacks with as many of the survivors as can constitute a single Force. This attack is made against at least the strongest hex of the enemy Force (in the event that the Phasing Player employed a Multi-Hex Force for his initial attack, *see* ¶300.13) from which the attack was initiated. A force does not have to counter-attack if not in an EZOC, or across a primary river hexside from the enemy. A Force in a Fortified Town, Redoubt (when attacked solely across Redoubt hexsides), or Capital City, or a besieging force in combat with a force in the Citadel, does not have to counterattack or re-attack.

[402.] The counterattacker may attack with as many units as allowed by ¶262 step 13. The results of a counterattack only affect the actual hex, or hexes, being counterattacked.

[403.] Subordinate Leaders in a *counterattacking* Multi-Hex Force may divide their attacks between separate hexes from among the initial attackers. In other words, a Multi-Hex Force may resolve its counterattack against a Multi-Hex Force as separate attacks as long as no hex receives more than one counterattack in this round and as long as every part of the defending Force counterattacks (remember that a Force is constituted the instant of Combat).

[404.] At the end of a counterattack, even if one was not executed due to terrain (*see* ¶401), if Forces involved in the counterattack are still adjacent to the Force which initiated the original attack, then the Phasing Player is obliged to launch a re-attack (a new round of battle). Before doing this, the first round of any concurrent Pitched Battles must first be resolved (*see* ¶406).

[405.] To commence Round Two, both Players select a new Battle Marker which will apply to the result of the upcoming reattack. This sequence of attack, counterattack, re-attack and counterattack will continue as long as the losing side reveals Pitched Battle. As soon as a losing side reveals a Pursuit marker, the battle is resolved as a Pursuit battle. The maximum number of Rounds of revealed Pitched Battle *per side* in a given combat is limited to the Initiative Rating of the Force Leader (*see* ¶330). Once a force has revealed Pitched Battle the maximum number of times permitted, it must choose Pursuit on succeeding Rounds.

#### Concurrent Pitched Battles

[406.] If more than one battle is going to be resolved, during the same phase, within 8 hexes of any hex in combat, resolve all Round One attacks and counterattacks before going on to Round Two, etc. Use the markers provided to denote the current round of combat.

## Minimum Combat Losses

[407.] The Losing side always loses at least as many SPs as the winning side (see ¶385). In a Pursuit Override, the retreating force that played the override is considered the losing force for minimum loss purposes.

## Pitched Loss Greater than Total Force

[408.] If the losing Force has insufficient SPs to absorb the losses called for on the CRT, resolve the round as a Pursuit battle, regardless of the Battle marker. Example: A Force of six SPs plays Pitched in spite of the fact that it is attacked by 36 SPs. It then receives a Combat Result greater than it has SPs. Instead of taking the losses, the losing Force retreats that number of hexes. The victor may then Pursue.

## (Step 1 or 12, Optional)

### BATTLEFIELD DYNAMICS

*(Controlling the Battle)*

[409.] In a Pitched or Rearguard Battle prior to each player's counterattack (or reattack - i.e., before Step 12, or before Step 1 of the second round), the player about to attack rolls the die, modifying for Cavalry Differential. The phasing player does not roll prior to his initial first round attack. Snow cancels any positive modifier, and subtracts 2 from the die roll.

### [410.] Explanation of Results

#### *Retain control of the battle*

If the modified die roll is less than his Force Leader's Initiative, Player retains control of the battle. The player about to attack may select any of the three results that follow and implement at once.

#### *No attack (remain in contact)*

If the modified die roll equals the Leader's Initiative, he may not attack (remaining in contact – see ¶331 “Refuse Battle Type”). Your forces remain in place. The Enemy may continue the pitched battle by attacking in a follow-up counterattack (or reattack), provided he has selected pitched battle.

#### *Must counterattack (or re-attack)*

If the modified die is greater than Initiative by one, he must counterattack (or re-attack). This is the regular way (as in Standard Rules)

#### *Take a Retreat instead*

If the modified die roll is greater than Initiative by two or more, take a Retreat instead of attacking. Based on the actual result of the immediately preceding combat resolution, there will be no pursuit if the enemy did not win.

**Example:** Napoleon (Initiative ‘5’) has 2000 cavalymen and his enemy has 4000, (weather is fair). Cavalry Differential is +2 (= die roll mod). If his modified die roll is 3 or 4, he retains control of Battlefield Dynamics; if 5 he must Refuse; 6 he must Counterattack, 7 or 8 he must Retreat.

## IV. MORALE AND VICTORY

[411.] Each game has a Morale Track. This track represents the will of the belligerent Nations and/or their armies to make and sustain war. Morale is affected by:

- 1) Critical battle (see ¶395)
- 2) Capture of a Major Personality (see ¶396)
- 3) Defeat of the French Old Guard (see ¶397)
- 4) Occupation of certain political features on the map such as cities (see ¶415).

**1792 Exceptions:** Because neither Napoleon nor the Old Guard is present, the shifts due to Napoleon's elimination or the staking of the Old Guard do not apply in this game.

### Effects of Morale

[412.] The effects of Morale define the end of the game and who wins. Morale also modifies Attrition die rolls (see “Modifiers of the Attrition Die Roll,” ¶267).

### IV.a. SURRENDERING OF CITADELS

[413.] A besieged Citadel will surrender if the combined number of SPs besieged is equal to or less than the indicated number and an Enemy Force is adjacent.

**1792:** A Citadel surrenders when the total of besieged SPs is 4 or less.

**1796:** Mantua & La Citadella surrender when the combined total of besieged SPs in both hexes is seven or less.

**1800:** Genoa surrenders when the total of besieged SPs is 8 or less. Milan surrenders when no SPs are left in the hex.

**1805:** A Citadel surrenders when the total of besieged SPs is 7 or less.

[414.] When a force occupying a Citadel surrenders, all surviving Strength Points are immediately eliminated; all Leaders are granted the “Honors of War” and become available as Replacement Leaders. Whenever a Citadel surrenders, besieging units of the victorious player may enter the hex.

**1796:** Roll 2 dice to determine the month of availability for leaders as with Replacement Leaders (see ¶E34).

### IV.b. CAPTURE OF POLITICAL FEATURES

[415.] Political features and the way they affect morale are defined in the Exclusive Rulebook.

### IV.c. STRATEGIC VICTORY

[416.] Levels of Victory are defined in the Exclusive Rules.

## HOW TO SET-UP THE GAME

[417.] Select a scenario, and set-up according to the Leader Manifests and Unit Manifests. Sort out the counters by army and then into the following categories: Major Generals, the other Leaders, Vedettes, named Combat Units, March Regiments, Markers and other counters.

## UNIT & LEADER MANIFESTS

[418.] The initial placement for the combat units and leaders is given on the Unit and Leader Manifests per scenario. Place all the units and leaders on their respective manifests before transferring the units to the Organization Displays, and the Leaders either to the Displays or to the map.

**1807:** There are no Unit or Leader manifests for this game. The initial placement for the combat units and leaders is given in the Scenario Information. See the **1807 Exclusive Rules**.

[419.] Combat units are listed on the Unit Manifests, grouped roughly by Corps or Column. Beneath the headings corresponding to the various scenario start dates you will see the leader whose track they set up on and their individual unit strengths. Combat units listed with a Leader's name should be placed on that Leader's track on the Organization Display to denote they are part of his Force. Set up the Vedettes – no more than 2 per real force (*see ¶24*).

[420.] Set up the Leaders on the Leader Manifest. A Force consists of one Leader on the map and at least one Combat Unit on that Leader's track on the Organization Display. More than one Leader may be in a Force but must be Subordinate to the Force Leader. Subordinate Leaders go on the Force Leader's portrait on the Display. Set-up Reinforcement units and leaders on the Turn Record Track.

[421.] Review the notes on the manifests to determine which leaders and units may be unavailable or be replacements for the scenario being played. If marked as a replacement, the unit or leader in question does not begin in play in that scenario, but is available as a replacement. If a unit, it may be filled-up with Strength Points like a March Regiment. If marked as not available, the unit or leader is *not* available in that scenario.

## ORGANIZATION DISPLAYS

[422.] Each army has its own Organization Display. Set it beside the map. Next to the Leader's Name, his Initiative Rating, Command Span, and Subordination Value, are his Subordinate Units Track where Combat Units of his Force are placed during play. All combat strength and loss is tracked point-by-point.

[423.] Place the combat units on the numbered track spaces corresponding to their listed strength (*see "Organization Displays," ¶29*) Leader manifests may specify the name of the Force Leader or a hex on the map. Place subordinate leaders (who have a Force Leader specified) on the Force Leader's portrait to denote they are part of his force.

**1805 Example:** In Scenario III, Murat's track contains Kellermann, Nansouty, d'Hautpoul, Walther and Milhaud (as shown on the French Unit Manifest). Murat's leader counter goes on-map in hex 1923.

## Units with Both Infantry and Cavalry Components

[424.] Many units had both infantry and cavalry. A separate counter is used to track the strength of each type. The two counters may *never* be placed on two different tracks: they comprise a unitary formation. When cavalry from a mixed unit is in play but the corresponding infantry unit is not, place the infantry unit counter on the same leader's track as if it were a subordinate so that the combined cost is the same even though the infantry unit is not in play.

[425.] Cavalry strength is shown in some games by a "c" above the name of the Leader's name upon whose track the unit is placed. If the unit has no cavalry strength at start, place the Cavalry Marker in the "Zero" space: Cavalry replacements may be used to add strength to the unit's Cavalry Marker.

[426.] The cavalry constituent of one of these units can only be assigned to a Cavalry Major General if its infantry counterpart is eliminated. Its strength might be transferred to another unit.

## Major Generals

[427.] Combat units that have separate set-up hexes use Major Generals as their Leaders. Use the Major General of the appropriate type (infantry or cavalry) and designation.

**1805 Example:** In Scenario II, Bourcier sets-up on the track of Major General Cavalry 1, in hex 3439 (as specified on the French Leader and unit Manifests).

## Mixture of Coalition Forces

[428.] In games with different nationalities of Coalition leaders, Russian or Austrian Leaders may have Prussian units on their tracks and vice versa. However, no more than one unit on a Leader's track may be of a different nationality than the Leader.

[429.] During set-up, units may be switched from one Leader to another in the same hex if necessary to accommodate Command Spans.

## SECOND PLAYER'S PRE-GAME FORCED MARCH

[430.] *The positions of both forces in the set-ups are approximately correct to the same day, while in fact the opposing forces ought to be able to encounter each other in a meeting engagement at an intermediate location.*

## GENERAL RULE:

[431.] In every Scenario the Second Player has a Forced March Phase which immediately precedes the First Player-Turn of the Scenario. All Force March restrictions and conditions apply during this pre-game Forced March Phase, including attrition.

**1805:** Do not use this rule in *The Sun of Austerlitz*.

## PROCEDURE:

[432.] During the pre-game F.M. Phase, the Second Player has the option of attempting to move, by Initiative only, any of his forces up to two Movement Points. Consider the weather to be Fair unless indicated otherwise in the Exclusive rules.

[433.] *All of the Second Player's Forces have the same Pre-Game Forced March Limit of 2 Movement Points.*

## **Campaigns of Napoleon Solitaire System**

by Mark Herman as inspired by Kevin Zucker

### **Intent:**

This system is designed to enable someone to play any of the Campaigns of Napoleon games in solitaire mode with the Vedettes. The rules are intended to bring a bit of uncertainty to playing solitaire and offer a rationale for using basic Napoleonic screening and support march formations. Parts of these rules could be open to interpretation, so players are advised to follow the spirit of the rules if questions arise.

### **Rules:**

(1) All units are played face up and visible. When a non-moving force (hereafter known as the contact force) that has no enemy force in its ZOC or adjacent to it has a moving force (normal or force march) enter its ZOC (flexible or regular), the moving force determines whether the contact force is actually in the hex or whether a nearby friendly force (hereafter known as the supporting force) should be substituted for it. This is known as “fixing” a force’s location.

Note: When a moving force is force marching and attempts a repulse, the “fixing” procedure is used exactly as it would be used for a moving force using a Movement Command or Initiative.

(2) The results of “fixing” a force’s location are either

- a) the contact force is really at that location or
- b) another nearby support force is substituted for the contact force.

Once a force’s location has been “fixed” it cannot be substituted for another force while it remains adjacent to an enemy force, whether it is or is not in an enemy ZOC, because the force’s position has been “fixed” to that location.

### **(3) Procedure for “fixing” a force’s location:**

The player rolls a die. On a die roll of:

- 1-3 = The contact force remains in place; continue the phase.
- 4-6 = The contact force is switched with a support force that is within 10 hexes (1x series), 5 hexes (2x series), or 3 hexes (5x series) of its location. Garrison units, Bridge Trains, units under siege, or Centers of Operation do not constitute forces for this purpose.

### **Die Roll Modifiers:**

1. If the moving force contains a cavalry SP or a Vedette and the contact force does not contain a cavalry SP or a Vedette, subtract 2 from the die roll.
2. If both the moving force and the contact force contain a cavalry SP or Vedette, the side with more cavalry/Vedette strength points subtracts 1 (moving force) or adds 1 (contact force) to the die roll. In case of ties, there is no die roll modifier.
3. If the contact force contains a cavalry strength point or a Vedette and the moving force does not contain a cavalry strength point or a Vedette add 2 to the die roll.
4. If neither force contains any cavalry strength points or a Vedettes there is no die roll modifier.

(4) When a unit substitution is determined by the “fixing” die roll and there is more than one potential supporting force within

range, determine the appropriate force randomly. To substitute a supporting force for a contact force physically switch the forces. If the force chosen for substitution is a multi-hex force, the entire force is arrayed in the new location with each component of the force placed in the ZOC of the moving force, if possible. If not possible, then the owning player may determine how to deploy the units. The contact force that originally generated the “fixing” procedure can be placed in any of the multi-force hexes or if it is itself a multi-hex force array it in the new location in a logical manner. If for any reason a series of factors conspire, such as terrain, to make the substitution illegal, either choose another force or do something reasonable. If no substitution forces are within range the force the original contact force is “fixed” in its original hex.

(5) After all movement and “fixing” of forces is complete, execute the combat phase normally.