Jours de Gloire: Specific Battles Rules

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"Posse quod velit. Velle quod oportet".
To be able to do what you desire, desire what is fitting.
Saint Augustine

The rule numbers used below are those in the basic rules. The rules given below replace those in the basic rules.

1. Specific Rules, Rivoli 1797

Rivoli 1797 is a demi-brigade simulation of the battle, which was fought between the French army of General Bonaparte and the Austrian army of Marshal Alvinczy on the14th of January 1797.

0.1- Game Scale
Each turns covers 1h15 of real time. Map scale is about 300 m per hex.

0.3 - The Counters
The abbreviations on the Austrian counters are the following: Gr. for Austrian Grenadiers, Grh. for Hungarian Grenadiers, Cro. for Croats, Lg. for Light Cavalry, Dr. for Dragoons, and Cu. for Cuirassiers.

2.2 - Use of AMs
During the first two turns (night) each formation has only one AM.
When the Massena AM is not available Leclerc's 1st Cavalry unit may be activated with the Reserve AM.

Special AMs
AM Furia Franchese: once each game, the French Player places in the pool during the Chit Phase the Furia Franchese AM. When the marker is drawn in the Activation Phase the French Player may activate With Orders (even if they have no markers) two infantry units with the same name (for example, Monnier) and one cavalry unit of his choice (any formation). These units may thus activate three times during this game Turn (two times with their AMs and once with the Furia Franchese AM).

2.3 _ Orders
The Eagle's Eye: to reflect the exceptional capability of Bonaparte to anticipate the enemy's plans, the French player may, once in the game, at the end of the Order Phase look at all the Orders Markers which his opponent has placed face-down.
Lusignan's Column had orders to move to Mont Pipolo (hex 1821, 1921 and 2022). All the units belonging to Lusignan must move using all their movement allowance to the west of the River Tasso moving towards Affi (following the route Boi, Pesina, Alliare, Affi by trails) and the two southern hexes of the board. Lusignan is Without Orders but may move at full capability. He may test for initiative. These limitations cease on the first combat between a unit of this formation and the French (Fire or Melee) or when Lusignan is With Orders from Alvinczy.
Note: Even though Lusignan will have a reinforcement marker he may not force march.

4.2 _ Forming Square
Forming square is forbidden even in reaction to a Cavalry charge.

4.3 - Movement and Terrain
Impassable Terrain
Adige crossing:
Wukassovitch's column may build a pontoon bridge across the Adige (which is otherwise uncrossable). The conditions for the placement of the "Bridge under construction" marker in an Activation Phase are listed below.
- An undisordered infantry unit adjacent to the Adige has not moved during the Activation Phase. The two hexes between which the bridge is to be constructed must be at the same height and not separated by a slope hexside.
- There must not be an undisordered French infantry unit in the opposite hex.

The "Built Bridge" marker is placed in an Activation Phase in the Turn after the conditions are met.
When built, the bridge may be used in the next Activation Phase.

8.3. Reaction Fire
Infantry (Optional Rule)
Only French Light demi-brigades are considered as Light Infantry and do not suffer the -1 penalty for reaction fire. All the other units, French or Austrian are considered as Line Infantry (-1 modifier for reaction fire).

Scenarios
See Vae Victis #18 and Vae Victis #19 (Journal de Marche) and available on the Rivoli Page of this web site.

Errata Rivoli 1797

- Four Rivoli counters had some wrong information on them. Four replacement counters can be found in Vae Victis #23.
- Fire Table on the map: Artillery in square fire : -1 instead of +1 (see 8.3)
- Terrain Effects table on the map: Ignore the footnote and apply 8.4. If a single unit attacks several defenders placed on different terrain, the most advantageous for the defender is taken into account.
- Turn track on the map: The mention (option) of the 16H30 turn should be placed in the 15H15 turn (time of reinforcement arrival for the "optional reinforcement scenario").

Corrected Counters: http://www.fredbey.com/telechargements_en.html

2. Specific Rules, Les Pyramides 1798

Les Pyramides 1798 is a demi-brigade simulation of the battle in which the French army of General Bonaparte fought the Mameluk armies of Mourad Bey and Ibrahim Bey on the 21st of July 1798.

0.1. Game Scale

Each turns covers two hours of real time. Map scale is about 500 m per hex.

2.2 Use of AMs

Arrival of Ibrahim Bey's forces

During the initiative phase of each turn if the Ottoman player scores a modified initiative roll of greater than or equal to 10 then he may place in the pool the 2AM of one of Ibrahim Bey's formations which are not in the game. For these rules only, modify the score by plus 1 per French unit in rout on the map (do not use this modifier for determining initiative).

2.5. Commanders-in-Chief

The Ottoman player has two commanders-in-chief and two independent armies. For all die rolls using the Commander-in-chief's DRM, that is for order rating and for command range, the Ottoman player must use the value of the army's Commander-in-chief that control the formation. If one of the two commanders-in-chief is eliminated, the other one becomes commander-in-chief of both armies.

3. Strategic Initiative

Ottoman player uses only Mourad Bey's DRM for strategic initiative purposes. If he gains strategic initiative, he is obliged to choose one of Mourad Bey's formations to begin the turn.

4.2 Forming Squares

Ottoman infantry cannot form squares (even in reaction to a charge).

4.3. Movement and Terrain

Impassable Terrain

River Nile

The hexes and hexsides of the Nile are impassable. Nile hexes are those hexes comprising mostly water. Stacking and movement is permitted in a riparian hex that is mostly land. Crossing the Nile is only possible via the flotillas. Only the Ottomans may do so, the French cannot do so.

Crossing the Nile

Each day turn, the Flotilla AM is placed in the pool. When it is drawn the Ottoman player may place the three flotillas markers on three infantry units or, instead, on a single cavalry unit of his choice which was situated on the riverbank. When these units are activated they, and no others, may cross the Nile at the cost of 2MP (infantry) or 4MP (cavalry) per hex of the Nile. Crossing the Nile is part of normal movement only (not forced march or reduced movement). The flotilla markers are then removed and can be used again next turn. The General counters may freely cross the Nile without a flotilla at the cost of cavalry.

Note: for the AM of the forces of Ibrahim Bey that do not start the game on the map crossing the Nile is not possible.

5.1 Stacking

Units from Ibrahim Bey's army may never stack with units from Mourad Bey's army.

Exceptions:

- Three ottoman infantry units may stack (instead of two) in Imbâba or El Gîza. An artillery unit may also be stacked with this group.
- The French may always stack up to two units of the reserve with any other formation in excess of the stacking rules. Rules as to the types of units which may stack do not apply to these extra units. However these units are not taken into account in combat, but they do suffer losses along with the rest of the stack. Only the artillery of the Reserve may be stacked with another formation and fire during its turn (and may not combine its fire with another artillery unit).

6.1 Facing

Exception: The facing of Mourad Bey's two artillery units is fixed by the Ottoman Player at the beginning of each game and cannot be altered (they can neither move nor change facing).

6.2 - Zones of Control

Exception: Cavalry cannot enter or attack a village, and they cannot exercise a ZOC into a village.

8.3. Reaction Fire

Infantry (Optional Rule)

Fellahs cannot perform reaction fire. French Line demi-brigades and Janissaires are treated as Line and get

the -1 DRM. Only the French light infantry demi-brigades are regarded as light infantry and are not penalised by a -1 DRM when performing Reaction Fire.

9. Cavalry charge

Villages

Egyptian villages being composed of many connected buildings around narrow lanes deny access to cavalry. Cavalry may not therefore attack units in a village.

<u>**Scenarios**</u>

They are included in Vae Victis #23 and Vae Victis #25 (Journal de Marche) and available on the Pyramides Page of this web site.

<u>**Errata Pyramids 1798**</u>

- In the French initial set-up (historical scenario), read 61ème de ligne (Desaix) instead of 71ème de Ligne
- The back of the two Ibrahim Bey artillery AMs should be light blue instead of light green. Two new counters are provided in Vae Victis #24.
- Hexes with a single palm tree are considered clear hexes. The palm groves are the beige hexes with at least 3 palm trees (see text).
- A trail is missing between hex. 3106 and 3007 (gates of El Gîza).

Corrected Counters: http://www.fredbey.com/telechargements_en.html

3. Specific Rules, Zürich 1799

Zürich 1799 is a demi-brigade simulation of the battle in which the French army of General Massena fought the Russian army of Lieut. General Rimsky-Korsakov on the 25th and 26th of September, 1799.

0.1. Game Scale
Each turns covers two hours of real time. Map scale is about 500 m per hex.

0.2. The Map
The Lake of Zürich hexes are at elevation 0. Farms and isolated buildings (for example, Beckenhof, 2306) and small streams (0514) are for ornamental purposes only and should be treated as clear hexes.

0.3. The Counters
The abbreviations on the Russian counters are as follows: Lèg. for Light demi-brigades, Helv. for the Légion Helvétique, Gr. for Grenadiers, Mo. for Musketeers, Ch. for Chasseurs, Dr. for Dragoons, Cu. for Cuirassiers, Co. for Cossacks.

"Flotille Williams" Counter.
This counter, which represents the small Russian fleet on Lake Zürich, is treated as an artillery unit for all purposes.
Exceptions: the unit may move only within the Lake Zürich hexes, at the cost of 1 MP per hex. It may never be Shock attacked by any enemy unit. It may receive enemy fire and may never rally if disordered. It is eliminated if routed. It may freely contact enemy units, as ZoC do not extend into Lake Zürich hexes (as they are impassable).

2.1.2 - Combined Activation Markers (CAM):
The CAM's are identified by a "C" on their counter (see counter diagram). The French CAMs Oudinot and Lorge, and the Russian CAM Gorchakov, allow immediate activation of all units of the respective formations for a limited number of times during the game. CAMs Oudinot and Gorchakov may be used once per day (once Sept. 25 and once Sept. 26). The Lorge CAM may be used twice, only on Sept. 25.
Exception: CAM's Oudinot and Lorge may not be used together in the same turn.
CAM Oudinot *activates at once all formations having at least one unit on the north bank of the Limmat. Oudinot, Massena's Chief-of-Staff, had special responsibilities that day.*
The **CAM Lorge** activates at once the three formations of Division Lorge (Gazan, Bontemps and Quétard).
The **CAM Gorchakov** activates at once the two formations of Division Gorchakov (Tuchkov and Essen).
Procedure: The decision to use a CAM takes place BEFORE Strategic Initiative test (Phase B1.). The player who wishes to use a CAM then secretly places it in the pool at the beginning of Phase C. In this case, only one of the two AMs of the formations which are going to be activated by that CAM is added to the pool. The other is put aside and hidden from the opposing player's view to maintain the fog of war. The CAM may be selected and played first if the owning player wins Strategic Initiative. When the CAM is drawn, the player immediately activates all involved formations in their respective Order statuses. Formations Without Orders may use Commander Initiative (2.4.). One roll is performed for all units, using the CAM Initiative Value. If, before or after drawing the CAM, the AM of one of those formations is drawn, that formation activates separately and normally. Therefore, each formation is activated twice, once via the CAM and once via its AM (remember, its second AM has not been placed into the pool).

4.3. Movement and Terrain
Impassable Terrain / Crossing the Limmat
Boats:
Infantry units of Formation Gazan are equipped with boats. They may cross the Limmat at the stream cost, provided they do not enter an enemy ZoC upon doing so. Combat across the Limmat is prohibited for these as well as all other units. Recoil, retreat or Rout movement across the Limmat is prohibited for boat-equipped units as well. As soon as the pontoon is installed, it is no longer possible for Gazan units to use their boats.

Pontoons:
Pontoon units of formations Gazan and Ménard allow placement of a pontoon bridge across the Limmat once per game. The front of the counter, which is treated as an infantry unit for all purposes, represents the pontoon train. A pontoon has one SP.
Exception: a pontoon unit may not form Square or attack.
The back of the counter represents the pontoon bridge, and is regarded as a marker.
Turning the pontoon counter over prevents all other movement for the current Activation Phase. To be

installed, the pontoon must be in a hex adjacent to the Limmat. In the next Activation Phase of its formation, it may be flipped over to its Bridge side and put across the Limmat towards any adjacent hex. *Exception*: *The pontoon bridge may not be installed in an enemy ZOC.*

A pontoon is usable immediately upon placement. The reverse (uninstalling the pontoon bridge) is not allowed. It can only be destroyed in two ways:

- Front (convoy): by Shock attack resulting in a Recoil;
- Back (installed pontoon): by a Rout result on artillery fire (a die roll of 15 or more). The firing distance is calculated from either hex occupied by the pontoon.

A destroyed pontoon may not be repaired.

8.3. Reaction Fire

Infantry (Optional Rule)

- Only the French light infantry demi-brigades and the Russian Chasseur units (Ch) are regarded as light infantry and are not penalised by a -1 DRM when performing Reaction Fire. All other infantry units, French and Russian, are regarded as Line and get the -1 DRM.

<u>Scenarios</u>

- See Vae Victis #29 and Vae Victis #32 (Journal de Marche) and available on the Zürich Page of this web site.

<u>Errata Zürich 1799</u>

- There are two corrected counters in Vae Victis #30 counter sheet: 7th artillery Menard (correction of cohesion level on the back) and 7th artillery Bontemps (misnamed 2nd artillery in Vae Victis #29 counter sheet).
- The 9th Hussars Menard (optional reinforcement) should be removed from the order of battle. The only 9th Hussars that should exist is the one of Gazan…
- Map: Hex border 2410-2509 is a river. A unit attacking 2509 through 2410 will suffer a - 6 DRM (-3 for the bridge and - 3 for fortification).
- The stream "begins" from hex border 2510-2509.
- In Zürich town, the Limmat goes by hex-edges 2507-2508 (bridge), 2508-2608, 2608-2609 (bridge) and 2709-2809.
- The bridge on the stream in 3017-3018 is only taken into account for movement purposes.
- The hexside 2602-2702 is a steep slope.
- The "small brooks" described in the rules specific for Zurich have not been reproduced on the map. Don't look for them.

Corrected Counters: http://www.fredbey.com/telechargements_en.html

4. Specific Rules, Marengo 1800

Marengo 1800 simulates, at demi-brigade scale, the battle of 14 June 1800 between the French army of General Bonaparte and the Austrian army of General Mélas.

0.1-Scale

Each turn of play represents 1h20 of real time. The map scale is 350 metres per hex.

0.2 The map

On the map, the vines (ex : 1012), the scattered trees (ex : 0613) and isolated buildings (ex : 1101) are solely for decoration. The vine hexes are treated for all purposes like a clear hex. The vegetation shown along the river is also purely decorative and has no effect on movement or combat. ***Hex 0110 is a Redoubt at ground level—any unit in firing cone will block LOS and prohibit Artillery Fire beyond that hex.***

0.3 The counters

On the counters the abbreviations mean as follows:

Lég. for light, Hu. for hussars, Ch. for Chasseurs, Dr. for Dragoons, Cav. for Cavalry, Gr. for Grenadiers, Fr. for Francis and Emp. for Emperor.

The Artillery of the Reserve (Formation O'Reilly) may not be moved. It is considered to have six front hexes and may fire in any direction.

*NOTE: Units with an **orange rectangle** on their counter are to be used for a « What if? » scenario, to be used for the Trophée du Bicentenaire, and replace the counter of the same name but lower strength. These counters are only to be used where the scenario expressly states.*

2.1 Activation Markers (AM)

AM « Zach »

The CAM « *Zach* » is designed to take account of the momentary disorganisation of the Austrian army, caused by the departure of its commander. It must be used once in the game, in the turn after Melas leaves the battle (14 June only). It is placed in the pool in phase C. Once it is drawn, during Phase D, remove from the pool all the AM's Hadik/Kaim, Frimont and Von Morzin which have not yet been drawn (they may not be used on this turn).

Combined Activation Markers (CAMs)

These are only used for the 14 June 1800 Scenario.

The CAM *«Grande charge»*: This may used only once in the game. It allows the simultaneous activation of all the units of the French cavalry. This means that these units may be activated up to three times in the same turn (1 or 2 times from their own AM and once with the CAM).

The CAM « *Marmont* » : This may used only once in the game. It allows the simultaneous activation of all the units of the French artillery. This means that these units may be activated up to three times in the same turn (1 or 2 times from their own AM and once with the CAM).

Procedure: the choice of CAM is made BEFORE the strategic initiative test (B.1). When a player decides to use a CAM, he secretes it into the pool during Phase C. The CAM is added to those AMs of the formations which will undertake the additional activation, as with the CAM « Grande Charge » or « Marmont ». The CAM may be chosen and used as the first AM by the player winning the strategic initiative. When the CAM is drawn, the player immediately activates, in their respective status (*Orders Received* or *Without Orders*), the units which are affected. The units which are in formations *Without orders* may use the Commander Initiative rule (2.4). For this make only one test, which applies to all units of applicable formations that are *Without orders*, using the initiative value of the CAM. If, before or after drawing the CAM, the AM of one of those formations is drawn, that formation activates separately and normally**.**

4.3 - Movement and terrain

Hexes in which there is a cassina *(fortified farm)* – see the map legend – are treated as <u>clear</u> hexes, except for a modification for shock combat (see 8.6 of the specific rules).

Prohibited terrain

The Bormida, and the inundations that run alongside it, are prohibited terrain. No unit may enter these.

5 - Stacking and Reinforcements

5.1 - Stacking

The French cavalry units were very weak in numbers of troops; it is therefore possible to stack *three* of them in the same hex instead of two.

8.3. Infantry Reaction Fire (Optional Rule).

Only the French light infantry demi-brigades and the two Austrian units Ch Mariassy and the two Austrian units Bach Emde are regarded as light infantry and are not penalised by a -1 DRM when performing Reaction Fire. All other infantry units, French and Austrian, are regarded as Line and get the -1 DRM.

8.6 Dice modifications for shock
Other modifiers:
Hexes containing a cassina: to show the defensive strength of the *cassina* (fortified farms), the bonus of +1 for attacks from clear terrain is negated when there are defenders present in a hex in which there is a cassina (fortified farm), for units of infantry and artillery stacked with infantry. This does not apply if the unit in the *cassina* hex is a cavalry unit.

Scenarios
See Vae Victis #35.

Errata Marengo 1800
4.4 - Movement restrictions
Exception: The +1 cost, for moving through a friendly hex, does not apply to hex 0110, in which the (immobile) Austrian artillery is deployed. (Note: this rule applies to EMPIRE games only).
Scenarios 2, 3, and 4
Supplementary specific rules

Entry to the map by reinforcement:

The Austrians had carefully prepared their crossing of the Bormida, by the only available bridge. The basic rules are therefore modified only for the 8h00 to 9h20 turns, for Austrian reinforcements entering the map at 0110:

Reinforcements enter the map as if in a column one behind the other. They can enter in stacks. At 8h00, all the stacks of the first formation (Frimont) pay the normal cost of entry *(1MP)*, then all the stacks of the second formation (Hadik/Kaim) pay double the cost of the hex of entry *(2 MPs)*, then all the stacks of the third formation pay three times the cost *(3 MPs)*….and so on. The same occurs on the 9h20 turn, with the stacks of Ott, O'Reilly and the remaining units of other formations, in the order of activation. If one or more counters of a reinforcing formation cannot enter the map on the given turn, because of the stacking or movement limits, their entry is made on the next draw of that formation's AM.

Note: Consider hex 0110 as a normal clear hex for entry to the map purposes--the Redoubt hex has both a road and a trail leading out of the hex which negates any additional MP costs or automatic Disorders that are normally caused by this terrain type.

Orders:
The units of the formations of Lannes and Victor are *Without Orders* until the arrival of Bonaparte.

5. Specific Rules, Canope 1801

Canope 1801 is a half-brigade simulation of the battle in which the French army of General Menou fought the British army of General Abercromby on the 21st of March 1801.

0.1. Game Scale

Each turn covers 45 minutes of real time. Map scale is 30 meters per hex. Each strength point represents 200 infantrymen or 150 cavalrymen. Each artillery strength point represents about four cannon (sometimes more, sometimes less, depending on their respective calibres).

0.2. The Map

Lake Maréotis is a dry lake. For game purposes its hexes are to be regarded as difficult terrain. The sea hexes and the hexes of Lake Maadieh are impassable and may not be crossed. For definition purposes, any hexes that are composed of more than 50% water are considered sea or lake hexes (ex: 2501) and are impassable. Conversely, hex 601 is a clear terrain hex. The outer edges of the Roman camp are to be regarded as fortification hexes. The interior hexes of the Roman camp are to be regarded as ruins (considered as a village for movement and combat purposes—see terrain effects chart) Each redoubt hex (ex: 1403) contains a number. This number reflects the strength of a generic and immobile artillery unit, which is able to fire through 5 of its 6 hexsides (see drawing of the redoubt on the map). The artillery strength is equal to the number (the "range" is 2-4 hexes like light artillery). The redoubt can fire, like other artillery units, when an AM of a unit stacked in it is picked. If the redoubt is empty, the redoubt can fire when the AM of the closest unit is picked (in case of draw, player's choice), and the redoubt can only fire during activation of the selected Command. When the redoubt is conquered/occupied by a unit of the opposing player, the marker "destroyed artillery" can be placed in the redoubt at the end of each turn (Phase F). This marker stays there until the end of the game, and redoubt artillery is definitively eliminated. If the player chooses not to destroy the artillery, he can use it (essentially the guns are turned against their former owner). The other hexside effects of the redoubt are still taken into account. Redoubts are composed of redoubt hexsides on five out of their six sides only. The sixth hexside is a normal hexside (non-redoubt hexside), and therefore no modifiers are taken into account or applied for movement and combat purposes.

0.3 The Counters

The counter Dromadaire (Formation BRON) is bi-functional. Dromadaire is considered to be a unit of cavalry for movement and victory conditions, and is considered to be a unit of infantry for combat and stacking purposes.

Abbreviations:

Ch. = Chasseurs
Corsican = Corsican Rangers
De Roll's = De Roll's Foreign
Dillon's = Dillon's Foreign
Dr. = Dragoons
Fu. = Fusiliers
Gd. = Guard
Grecs = Légion grecque
High = Highlander
Lt. = Light
Minorca's = Minorca's Foreign
Welsh = Royal Welsh

2.5 Commanders-in-Chief

In case of elimination (see 2.5), Menou is replaced by Reynier and Abercromby by Hutchinson. If they are in their own turn eliminated use the standard rule (2.5). Replacement Commanders enter play during Phase A of the game turn following elimination and may be placed on any friendly unit.

4.2 Placement of Squares

Forming a square in a redoubt hex is prohibited and a square counter may not be placed in such a hex.

4.3 Movement and Terrain

The slopes found on the map distinguish between two hexes of different elevation. Example: see the slope between 1709 (low) and 1808 (high). However, there also exist on the map of Canope 1801 slopes located between two hexes of the same elevation. Example: see the slope between 0504 (low) and 0403 (high). This is to reflect the existence of large dunes on the map. For Terrain Effects Chart clarification purposes,

the effects of a slope without any level change are exactly the same as those of a slope with a +1 or -1 level change. However, for combat and shock purposes, any dieroll modifiers are cancelled (not in effect).

5 - Stacking and Reinforcements

5.1 - Stacking

The Cavalry units were very weak in the number of troops. Therefore, the stacking limit is three units of cavalry per hex instead of the normal limit of two per hex.

9.1 Squares and Charges

Forming a square, in reaction to a cavalry charge, is prohibited inside redoubt hexes.

Errata Canope 1801

Victory conditions, English and French:

2316 (2 points) and not 2317.

6. Specific Rules, Montebello 1800

Montebello 1800 is a half-brigade simulation of the battle in which the French Army of General Jean Lannes fought the Austrian Army of FML Karl Peter Ott Freiherr von Batorzek on the 9th of June 1800.

0.1. Game Scale

Each turn covers 1 hour and 20 minutes of real time. Map scale is approximately 330 meters per hex. Each strength point represents 200 infantrymen or 150 mounted soldiers. Each artillery strength point represents about four cannons (sometimes more, sometimes less depending on their respective calibres).

0.2 - The Map

On the map, the vegetation depicted along the streams is purely decorative and has no effect on movement or combat.

All of the rivers drawn on the map are streams. The Coppa, the most important of the streams depicted on the map, is represented by slightly thicker lines. This is for purely aesthetic reasons only.

Movement on a bridge crossing a stream negates the normal +1 DRM for crossing a stream (see Terrain Effects Chart).

Bridges crossing streams have no effect on Shock Combat or Shock Combat resolution (see Terrain Effects Chart). Only the -1 DRM for the stream is applied in resolving Shock Combat.

0.3. The Counters

Abreviations:

Lég. = Light Infantry

Hu.= Hussars

Ch. = Chasseurs

Dr. = Dragoons

Art. = Artillery

4.3 - Movement and Terrain

Hexes in which there is a cassina (fortified farm) - see map legend - are treated as clear hexes, except for a modification for shock combat (see 8.6 of the specific rules).

4.3.2 - Prohibited Terrain

The Terrain Effects Chart introduces a new restriction. Movement directly from one hex to another adjacent hex that is two levels or more in elevation with a slope, is not permissible for cavalry and artillery units. Note: This restriction also applies for the other games in the series.

8.3 – Reaction Fire

Infantry (optional rule)

Only the French light half-brigades, the two Austrian units CH Mariassy and Bach amndt Emde are regarded as light infantry and are not penalized by a -1 DRM when performing Reaction Fire. All other infantry units, French or Austrian, are regarded as Line and the -1 DRM for Reaction Fire applies.

8.6 – Shock Combat DRM's Other Modifiers:

Hexes containing a cassina: to show the defensive strength of the cassina (fortified farm), the bonus of +1 for attacks from clear terrain is negated when there are defenders present in a hex in which there is a cassina. This only applies to infantry units and artillery units stacked together with infantry. This does not apply if the unit in the cassina hex is a cavalry unit.

Bridges: see above (0.2 The Map) for the rules regarding bridges crossing streams. Bridges are now included in the Terrain Effects Chart.

9.1 – Charge Restrictions

In order to reflect the unique layout of Casteggio--which consisted of a long street corridor bordered with houses--a cavalry unit may perform a cavalry charge in hexes 1210, 1310 and 1311, with the restriction that it must follow the road or track. For example: a cavalry charge is permitted from hex 1409 to hex 1310, but is not permitted from hex 1309 to hex 1310. For Movement Point cost calculation purposes, use the normal Movement Point costs associated for each hex as indicated in the Terrain Effects Chart and ignore the requirement that a charging cavalry unit must not enter a hex whose total cost exceeds 2 MP's.

Historical note: During the Battle of Montebello, the 12th regiment of Hussars carried out a memorable charge in the streets of Casteggio that pushed back the light infantry and cavalry detachments of the enemy!

Specific Supplementary rule: Commanders-in-Chief: In the case of elimination (see 2.5), Ott is replaced by Zach (if he has already come into play). If Zach has not come into game play, the Austrian player must

wait until he arrives on the map on turn 3 at which time he assumes command of the Austrian army. If Lannes or Zach is eliminated during their own turn, use the standard rule (2.5). While Ott is in command, Zach may remain on the map, but has no additional influence on game play.

7. Specific Rules, Austerlitz 1805 (south and north)

Austerlitz 1805 is a regiment simulation of the battle in which the French Army of Napoleon I fought the Austro-Russian Army of Tzar Alexander I on the 2nd of December 1805.

The numbering used hereafter refers to the corresponding sections of the rules for **Jours de Gloire Empire**. They are valid for all scenarios.

2.1.1 Ordinary Activation Markers (AM)
Exception: The formations of Buxhowen and Koutousov (artillery reserves) have only one AM each.

2.1.2 Combined Activation Markers (CAM)
Each of the following CAMs can be used **once only** per scenario in which it is listed as being available (see the **Deployment Table**). Simply put them in the cup secretly during Phase C during the turn in which you wish to use them. A CAM is permanently removed from the game at the end of that turn, even if it is still in the cup and unused due to being the last AM (see **2.2**). A player may not put more than 2 CAMs in the cup per game-turn.

List of CAMs:
- *I Bernadotte* : When this CAM is picked from the cup, the player may activate any 3 units of I Corps again ;
- *III Davout* : The same, with any 4 units of III Corps ;
- *IV Soult* : The same, with any 4 units of IV Corps ;
- *V Lannes* : The same, with any 4 units of V Corps ;
- *RC Murat* : The same, with any 4 units of the Cavalry Reserve ;
- *Rapp* : The same, with any 3 units of Imperial Guard cavalry ;
- *Advance-Guard* : The same, with any 1 unit of the Advance Guard ;
- *I Column* : The same, with any 2 units of I Column ;
- *II Column* : The same, with any 2 units of II Column ;
- *III Column* : The same, with any 1 unit of III Column ;
- *IV Column* : The same, with any 2 units of IV Column ;
- *V Column* : The same, with any 3 units of V Column ;
- *Bagration* : The same, with any 4 units of the two formations of Bagration (Bagration Infantry and Cavalry) ;
- *Garde Russe* : The same, with any 3 units of the two formations of the Russian Guard (Maliutin and Kologrivov).

For all CAMs, the units selected for the extra activation may have already been activated once or twice earlier without any other effect. They are activated in the state (*With orders from HQ* or *Without orders from HQ*) in which they find themselves when the CAM is drawn from the cup. If one of them is *Without orders from HQ*, the player may try to get them into *With orders from HQ* by making use of the initiative rating of the CAM. In this case, an initiative test must be made for each such unit.

2.2 Utilization of AMs

Utilization of Austro-Russian AMs:
In **Austerlitz 1805**, all of the available AMs of the Austro-Russian army are not always put in the cup in Phase C of each game-turn.

This restriction concerns only the formations of the southern part, except where noted in the scenarios. So only scenarios **S1, S2, S3, A1,** and **A2** are involved.

During Phase C of each turn of these 5 scenarios, the Austro-Russian player selects and puts in the cup:
- 8 AMs taken from among the Advance-Guard (AG), II Column (II), and III Column (III) ;
- 8 AMs taken from among I Column (I), IV Column (IV), and the two artillery reserves (Buxhöwden et Koutousov) ;
- 2 extra AMs taken from any of these formations.

Other restrictions:
- If the Austro-Russian player obtains the initiative, he may put an additional AM of his choice in the cup. This AM can be the second AM of reserve artillery ;
- If the Austro-Russian player obtains the initiative, the AM that he selects to play first must belong to either the Advance-Guard or II Column or III Column.

Note: In scenarios A1 and A2, these 18 AMs are added to the Formations Hohenlohe, Von Essen II, Bagration Infantry, Bagration Cavalry, Maliutin and Kologrivov, which are put in the cup according to the usual rules (without special restrictions).

Remark: Rule **11.2 Demoralization of formations** is applied. The single AM of a demoralized formation can usually be one of the AMs placed in the cup.

2.5 – Commanders-in-chief
- Napoléon and Koutousov may give orders to all formations in play ;
- Davout may give orders only to formations belonging to III and IV Corps ;
- Murat may give orders only to formations belonging to I Corps, V Corps (except OUDINOT) and the Cavalry Reserve ;
- *Special Case : Lannes may replace Murat in certain scenarios (variants of scenarios N1, A1, and A2) and may give orders only to formations belonging to I Corps, V Corps (including OUDINOT) and the Cavalry Reserve ;*
- Buxhöwden may give orders only to formations belonging to the Advance-Guard and to Columns I, II, and III ;
- Bagration may give orders only to Formations Bagration Infantry, Bagration Cavalry, and V Column ;
- Alexander I and François II may not give orders. They may move at the rate of 7 MP, like commanders-in-chief. Their counter escort (Cuirassiers Empereur François 1 SP) moves along with these two leaders, or with one of the two if they become separated. It can never attack another unit (it only defends).

3 – Strategic Initiative
If their counters are on the map, the DRMs of Napoléon and Koutousov are used for strategic initiative. Otherwise, that of the commander-in-chief with the best DRM for each side who is on the map is used.

12.2 Low fog : During the game-turn for 9h15->10h30, fog exists only in hexes of level 0. The effects of fog apply only for units, ZOCs, CTs, and charges that are resolved in hexes at level 0.

Terrain Effects Table

Frozen ponds:
The hexes of frozen ponds (see legend) are considered like marsh hexes in all respects, with the following additional restrictions:
- Only routed units may enter a frozen pond hex voluntarily ;
- Artillery units may never enter a frozen pond hex (or marsh, either) ;
- For each frozen pond hex a unit enters, the player rolls 1d10. An infantry unit is eliminated on a result of 0 or 1, a cavalry unit on a result of 0, 1, or 2. On any other result, the unit may continue moving ;
- Units required to retreat after combat into a frozen pond hex are immediately routed. This rout is added to the effects already resulting from the combat (i.e., if the combat result itself produces a rout result, this additional rout due to entry into the frozen pond hex will eliminate the unit—see **10.2**) ;
- An attacking unit never advances after combat through a frozen pond hex.

The Deployment Table

It lists for each scenario:
- The deployment hexes for units and leaders ;
- The entry hexes, hours of arrival, and order of entry onto the map for reinforcements ;
- The available CAMs ;
- The AMs available during the first turn of each scenario (the others enter play according to the usual rules for reinforcements, the specific rules for Austerlitz, or special cases of each scenario).

Variants for scenarios N1, A1 and A2

Replace the Murat counter with Lannes to simulate the latter's assumption of leadership of the French Left Wing in place of Murat (see Specific Rules **2.5**). Lannes is then deployed in the hex assigned to Murat in the **Deployment** Table.

The Map

To assemble the two maps, it is necessary to place **the North map over the South map** so as not to be hindered by the title printed on the Austerlitz South map. It is recommended that the maps not be permanently attached to one another, so that the North and South scenarios may be played with the maps separated.

The South map is used for scenarios **S1**, **S2**, **S3** and **S4**. The North map is used for scenarios **N1** and **N2**. Both maps together are used for scenarios **A1** and **A2**. Hexes are identified as s0000 for the South map and n0000 for the north map.

Scenarios
See Vae Victis #58 and #64.

Errata Austerlitz 1805 – South Part

Corrected Counters: http://www.fredbey.com/telechargements_en.html

Errata Austerlitz 1805 – North Part

Correction:
5 artillery counters have a wrong color code (but the information of the Table of pages 41 and 42 are correct) :
French:
- The artillery unit Grand Parc belongs to Suchet not Caffarelli and should have a light bleu color code;
- The whit strip is missing on the back side of 16e de Chasseurs (Milhaud).
Austo-Russians:
- The 4 Bagration artillery counters belongs to Bagration Infantry and should have a dark blue color code.

Set-Up Table
Correction:
A1: Cavalry Bagration D 9h15 (and not 2 MA's)
A1 and A2: Grenadiers and artillerie de la Garde 1 are in n1209 (and not in n1409)
N2: Artillerie Garde 2 is in n2318 (and not n2319).
S4: 15eLéger (1 7 4) is in s0608 (and not s0709)
N1, A1 and A2: horse artillery (Austrian) from Bagration Infanterie arrives in reinforcement at15h30 in R8 (n3207).
Clarification:
S2 scenario end at the end of 11h45-13h00 turn. Units that arrive after do not appear in S2scenario. The schedule if their arrival is only indicated in case players would like to prolongate the play with one or two extra turns.

Scenarios
Correction
A1 Victory conditions. At the beginning of the scenario s1107, s1009, s1109, s0912 and s1012 are controlled by the French and s1812 by the Austro-Russians, and not the opposite. S3 Victory conditions: At the beginning of the scenario, s1812 is controlled by the Austro-Russian and s1009 by the French (and not the opposite).
Clarification
A1 Victory conditions. Exit of the map. Replace s3203 and s3204 by n3219 et n3220 as the north map is placed above the south one.

Corrected Counters and Set-Up Table: http://www.fredbey.com/telechargements_en.html

8. Specific Rules, Haslach and Elchingen 1805

Haslach

Haslach 1805 is a regiment simulation of the battle in which the French Army of General Dupont fought the Austrian Army of F.M.L. Mack on the 11th of October 1805.
Map: *The fields around the villages are purely decorative terrain elements.*

Activation of the Austrian Reserve (formation MACK)

If one of the three following events occurs during the turn, the 2 AMs of MACK are placed in the pool in Phase C. of the following Turn:

- The formations RIESCH and FERDINAND are demoralised in Phase E of the same Turn ;

- One of the units of formation MACK has been shock-attacked by a French unit;

- A French unit enters one of the hexes of the line 0115-1723.

Otherwise, the AM MACK is only available if it arrives as reinforcements. The units of Formation MACK cannot be placed in With Orders From HQ status.

2.1.2 Combined Activation Markers (CAMs)

Each of the following AMs may only be used **once** per scenario for which they are listed as being available. Place them in the pool secretly during phase C. of the desired Game Turn. They are removed from play at the end of the turn, even if they remain in the pool as the last AM (see **2.2**) and are not used. A player cannot place more than 2 CAMs in the pool per game-turn.

- *Furia française:* When this CAM is drawn from the pool, the French Player may activate again two stacks of units (whatever the number of units in the stacks, and even if the two stacks are from different formations). If these units make a shock attack they get a DRM of +1.

- *Vaincre ou Mourir (Conquer or Die):* When this CAM is drawn from the pool, the French Player may automatically rally in good order 2 units that are disordered or in rout and reface them (even if adjacent to an enemy unit). The 2 units cannot move or attack during the activation via this CAM, even if adjacent to an enemy unit. These units may be activated normally by the next AM of their respective formations when drawn.

Note: For these two CAMs, the units chosen for supplementary activation may have already been activated one or more times without any negative consequence. For the CAM *Furia française,* they are activated in the status (*With Orders* or *No Orders from HQ.*) in which they were at the moment of the drawing of the CAM. If one of them has *No Orders from HQ.*, the player may attempt to put it into *With Orders* using the initiative value of the CAM. The initiative test must be made by each unit individually.

Elchingen

Elchingen 1805 is a regiment simulation of the battle in which the French Army of Marshal Ney fought the Austrian Army of F.M.L. Riesch on the 14th of October 1805.
Map: *The Fisherman house and the fields around the villages are purely decorative terrain elements. The Abbey of Elchingen is a castle.*

2.1.2 Combined Activation Markers (CAMs)

The following CAM may only be used **once** per scenario for which it is listed as being available. Place it in the pool secretly during Phase C. of the desired Game Turn. It is removed from play at the end of the turn, even if it remains in the pool as the last AM (see **2.2**) and is not used.

- *Furia française:* When this CAM is drawn from the pool, the French Player may activate again two stacks of units (whatever the number of units in the stacks, and even if the two stacks are from different formations). If these units make a shock attack they get a DRM of +1. The DRM is +2 if they attack the abbey d'Elchingen (hex 1409).

Note: For these two CAMs, the units chosen for supplementary activation may have already been activated one or more times without any negative consequence. For the CAM *Furia française,* they are activated in the status (*With Orders* or *No Orders from HQ.*) in which they were at the moment of the drawing of the CAM. If one of them has *No Orders from HQ.*, the player may attempt to put it into *With Orders* using the initiative value of the CAM. The initiative test must be made by each unit individually.

9. Specific Rules, Dürrenstein and Schöngraben 1805

Dürrenstein

Dürrenstein 1805 is a regiment simulation of the battle in which the French Army of Marshal Mortier fought the Austro-Russia Army of General Koutousov on the 11th of November 1805.

<u>Map</u>: *The hexes of the Danube are considered as level 0, i.e., identical to the level of the adjacent land.*

Flotilla. The two counters constituting the flotilla are also artillery units with 1 SP and transport units allowing other French units to cross the Danube. They move only on river hexes, which cost 1MP per hex. They cannot stack together. They may leave the map via hex 0109 without being considered as eliminated. To allow land units to cross to the other side of the Danube, it suffices for an infantry or artillery unit (one that is not routed) to be adjacent to one of the two units of the flotilla. One MP suffices to embark, but disembarking costs 1 MP plus the cost of the terrain in the hex, when the next AM of the transported unit's formation is drawn. A French infantry or artillery unit may recoil onto a ship but is immediately penalized one level of Disorganization before the shock combat result. A Routed land unit on the ships is eliminated and causes a CT for the boat. Only one land unit may be on a boat counter. Enemy fire against a boat counter only causes the boat counter itself to test if there is a land unit on it. Do not apply the DRM of +1 for stacked counters if there is a land unit present. However, do apply the +1 DRM for adjacent fire, if such is the case. A rout result eliminates the boat and any land unit on board. A transported unit may not directly attack an enemy unit ; it must disembark first, but it may disembark and attack during the same AM draw if its MPs allow it the possibility. A transported artillery unit may not fire. A transported unit may not transfer from one boat to the other when the two units of the flotilla are adjacent. ZOCs do not extend over Danube hexes, and an embarked unit does not exercise a ZOC over the adjacent hexes (of any sort).

Schöngraben

Schöngraben 1805 is a regiment simulation of the battle in which the French Army of Marshal Murat fought the Austro-Russia Army of Prince Bagration on the 16th of November 1805.

<u>Map</u>: *The fields around the villages are purely decorative terrain elements.*

2.1.2 Combined Activation Markers (CAMs)

Each of the following CAMs may be used **once only** for each scenario in which it is listed as being available. It suffices to place them in the cup secretly in Phase C of whatever turn the player desires. A CAM is removed permanently from the game at the end of the turn, even if it is still in the cup as the last AM (see **2.2**) and has not been used. A player may not put more than 2 CAMs in the cup per game-turn. List of CAMs:

- *Pour Dieu et pour le Tsar (For God and for the Tsar)* When this CAM is drawn, the Austro-Russian player may re-activate any 3 units of the formations BAGRATION or SELIKOV.
- *Murat s'impatiente (Murat is impatient) :* When this CAM is drawn, the Austro-Russian player may replace up to 3 AMs of French infantry formations remaining in the cup with 3 AMs of French cavalry formations (NANSOUTY, d'HAUPTOUL, WALTHER, MILHAUD, MARGARON or SEBASTIANI), even if these cavalry AMs have already been used earlier or even if these cavalry AMs were not in the cup at the beginning of the turn;
- *Tenir ! (Hold !) :* When this CAM is drawn, the Austro-Russian player may rally two Austro-Russian units, even if they are adjacent to French units (to rally = change from disordered to good order or from routed to disordered;
- *Grand Battery(x2) :* When one of these two CAMs is drawn, the French player may activate all artillery units of IV and V corps, as if they belonged to the same formation.

For all these CAMs, the units chosen for the extra activation may have already been activated once or twice previously without any penalty. They are activated in the status (*With* or *Without orders from HQ*) which they had when the CAM was drawn. If one of them is *Without orders from HQ*, the player may attempt to get it to become *With orders from HQ*, using the initiative rating of the CAM. In this case, units must pass individual tests.

10. Specific Rules, Jena 1806

Jena 1806 simulates, at brigade level, the battle of 14 October 1806 between the French army of Napoleon I and the Prusso-Saxon army of Prince Hohenlohe-Ingelfingen.

0.1 Scale

Each turn equals 1 hour and 45 minutes of real time. The map scale is about 500 meters per hex.

0.2 The Map

All numbered hexes are playable.

Note: the sources of the map of 'Jena 1806' are Michelin and Google Earth in order to show the most precision possible.

0.3 Combat Units

The infantry and cavalry units of both sides are identified with the name of their brigade commanders. The artillery units have the name of their division commander (exception: 'Reserve').

The French units have more than one identifying number. Example; '1-V' signifies 1st Division of 5th Corps.

2.1.1 Activation Markers (MA)

Exception to general rule: The formation "Pelet" (consisting of units which reformed after the battle of Saalfeld some days before) has only one MA.

2.1.2 Combined Activation Markers (MAC)

Each of the following MAC's can be used only one time by the side identified in the scenario instructions (example: only "Attaque en echelon" is available to the Prussians – t.n.). The player simply places them with the other MA's available to be drawn at the beginning of phase 'C" of the turn in which they wish to utilize them. They are then removed permanently from play at the end of the turn regardless of whether they were drawn or not.

- *Ney*: When this MAC is drawn the French player can activate 2 units of VI Corps for an additional time that turn.
- *Combined Attack* (Attaque combinée): At the time this MAC is added to those to be drawn, the French player also selects the MA of two formations which it replaces. (The 2 MA are set aside and not revealed until the MAC is drawn.)When the MAC is drawn the French player can activate the units of both these formations as if they were one.
- *Echelon Attack* (Attaque en échelon): When this MAC is drawn the Prusso-Saxon player can activate up to 5 units of infantry or cavalry of his choice; they can be from several formations but they must make an attack, shock or charge, as a result of playing this MAC.

For all MAC's the units chosen for the designated action can also be activated normally during the turn with no adverse effects. They are activated in the status (With Orders from H.Q or Without Orders from H.Q.) (Or, in Anglo-American wargamer-ese 'in command' or 'out of command' –T.N.) in which they are at the moment the MAC is drawn. If a unit is Without Orders from H.Q. the player can attempt to change its status to Under Orders, using the Initiative Rating of the MAC. This is, in effect, an initiative test by unit.

5.1.1 Limits On Stacking

In Jena 1806 there are two exceptions to the general rule:

- It is possible to stack one artillery counter more than the normal limit if the total artillery strength points (PF) if the hex is no greater than 7. Therefore, it is possible to stack two artillery units with one or two infantry, two artillery with one cavalry or three artillery by themselves so long as the limit of 7 strength points is not exceeded.
- There can never be more than twenty (20) infantry strength points in a hex. (*Note*: If a disordered unit would bring the total to more than 20 by rallying, it may not attempt to rally until, by it's own or other unit's movement, that would no longer be the case).

12 – Night and Fog

Clarification: Game turn 0545 to 0730 is considered a night turn (with all related effects). Even if daybreak occurred before 7h30, a dense fog historically lasted until 7h45.

Scenarios: See Vae Victis #71.

Corrected Counters: http://www.fredbey.com/telechargements_en.html

11. Specific Rules, Maïda and Castel Nuovo 1806

Maïda
Maïda 1806 simulates, at battalion level, the battle of 4 July 1806 between the French army of General Reynier and the English army of Sir John Stuart.

0.3 – Combat Units
French Tirailleurs (1 strength point) do not have a reverse side; the reverse represents a good order, fully capable, unit. If these units are disorganized for any reason it causes their elimination.

2.1.2 – Combined Activation Markers (MA or 'Marqueurs d'Activation'for single formations and MAC or 'Marqueurs d'Activation Combinee' for an entire side – T.N.) The MAC "Tire de Salve" ('volley fire') can be used one time each turn for the first four turns of each scenario. It is drawn randomly on those game turns and is removed from play after shock is resolved on turn #4.

When this Activation Marker is drawn the English player can select a French unit in a hex opposite a good order English unit (adjacent or one hex away but in the 'arc' of fire) to be the target of this fire. This unit must then make a cohesion check (TdC or 'test de cohesion) in which '2' is added to the roll of 1d10; the result is applied immediately.

Note: If the English player selects a French unit which is part of a stack, he must choose that unit which is uppermost in that stack.

French Cavalry
Some of the chasseurs of the French cavalry present at Maida were held in reserve and were used as infantry. As a result, French units belonging to the cavalry formation cannot attack (charge or shock) if there is not at least one routed French unit on the map at that precise time. They can, however, move if defending or fire (horse artillery) normally.

Castel Nuovo
Castel Nuovo 1806 simulates, at brigade level, the battle of 1st October 1806 between the French army of General Marmont and the Russo-Montenegrin army of Vice-Amiral Seniavin.
Map clarification: the sea hexes are at level 0, the same as adjacent land hexes.

0.3 Combat Units
Fleet. The two counters marked 'bateaux' ('boats') represent a part of the Russian Adriatic Fleet. These two counters have all the characteristics of an artillery unit. They can only be placed on sea (blue) hexes where each hex costs 2 movement points to enter. They cannot stack. They can voluntarily leave the map from any hex on the south edge (they can enter) without being considered eliminated but cannot return thereafter. They can come in contact with enemy units without any constraint, as they do not exert a ZOC into sea hexes and bateaux units do not exert a ZOC onto land.

2.2 Use of MA's
The units denoted as "Garnison Castel Nuovo". This formation has only one MA available to start with. These 3 infantry units cannot move once placed. This restriction is, however, removed if they are shock attacked by French units. Moreover, beginning with that attack the second MA is immediately added to those available (after that combat is resolved) and all the units of that formation will be under the orders of the commander ('general in chief ') for the remainder of the game (except that they cannot receive orders generated by the Russian commanding general). These three artillery units can fire twice each time their MA is drawn. They do not add to the total of French victory points if they are eliminated. When one of these units is the defender of a shock attack each artillery unit can conduct reaction fire twice against the same hex or against two hexes in the case of attackers in more than one, owning player's choice. An artillery unit that conducts counter battery fire cannot conduct reaction fire in the same turn.

4.1.3 Force March
The Russian infantry units cannot utilize force march after two French formations have entered the map. Russian 'bateaux' units can never utilize forced march.

5.1.1 Limitations on Deployment
No units can be placed in village or fort hexes.

Burning Villages.
French units can set fire to the Montenegrin villages. To do so, a good order infantry unit must begin the turn in the village (and not have entered the village as a result of shock combat) (presumably in the

previous turn – T.N.) and they are not adjacent to a Russo-Montenegrin unit. When a village is burnt the hex is treated as 'ruins' for the remainder of the game. This action requires that the French unit remain in place while it is being carried out and take no other action. When completed, place a 'village brule' counter on the village.

12. Specific Rules, Schleiz, Saalfeld and Auerstaedt 1806

Schleiz
0.3 – Combat Units
The Tirailleurs units (1 SP) have only 1 side: the reverse of the ordered unit (full strength). Any disorganisation of these units, for whatever reason, results in their elimination.
2.1.2 Combined Activation Markers (CAM)
Each of the following CAM can be used **one or two** times per scenario they are listed as available. They should be removed from the game at the end of the turn, even if they remain in the bowl as the last AM (see **2.2**):

Murat can't stop (Murat s'emporte): When this CAM is drawn, the French player may activate all his cavalry units for an additional time that turn. It can be used two times per scenario.

Counter-charge (Contre charge): When this CAM is drawn, the Prusso-Saxon player may activate all his cavalry units for an additional time that turn. It can be used only once per scenario.

For all CAM's the units chosen for the designated action can also be activated normally during the turn with no adverse effects. They are activated in the status (*With Orders from H.Q* or *Without Orders from H.Q.*) in which they are at the moment the CAM is drawn. If a unit is *Without Orders from H.Q.* the player can attempt to change its status to *Under Orders*, using the Initiative Rating of the MAC. This is, in effect, an initiative test by unit.

Saalfeld
VON PELET's Formation
Masars' unit is under orders to remain in Unter Wirbach (hex 0518). This restriction is lifted once a French unit enters any 14XX hex or if at least one of Müffling's 2 units forms a tactical group with it. Once the restriction has been lifted, on the next drawing of the AM VON PELET, Von Pelet's 14th Fusiliers and Gause's Artillery enter as reinforcements in either hex 0112 or hex 0117 (player's choice). In addition, all the units in VON PELET formation are automatically placed under « Orders received from HQ » until the end of the turn.
0.3 – Combat Units
The Tirailleurs units (1 SP) have only 1 side: the reverse of the ordered unit (full strength).

Any disorganisation of these units, for whatever reason, results in their elimination.
2.1.2 Combined Activation Markers (CAM)
Each of the following CAM can only be used once. They should be removed from the game at the end of the turn, even if they remain in the bowl as the last AM. The French player may only use 1 CAM per turn.

CAM *Suchet:* When this AM is drawn, the French player may activate 2 units belonging to REILLE's formation with 2 units of VEDEL's formation, providing he conducts one or two combined combats. These 4 units can therefore be activated 3 times in this turn.

CAM *Victor:* When this AM is drawn, the French player may activate the battalion, the elite company, the 2 Tirailleurs and the artillery of CLAPAREDE's formation. During this activation, one combat against a Prussian unit in a hex in Saalfeld gains a drm of +1 the artillery fire a drm of +3. These 5 units can therefore be activated 3 times in this turn.

CAM *Charge:* At the end of each turn, if 5 (at least) Prussian units have been eliminated or routed, this AM is used in the following turn as the first AM (there is no Phase B). The Prussian player MUST activate all his cavalry units, move each of them AND, from their new positions, conduct a charge or a shock. (For this shock, exceptionally, the cavalry units may, as for a charge, again move up to half their movement allowance). During this attack, Louis Ferdinand must be placed with one of the attacking units (even if his movement allowance would not normally permit it) : if the attack (before any potential pursuit) fails, the counter is removed from the game. If it is a success, the movement of the Prussian Commander-in-Chief is considered not to have occurred. All cavalry units can therefore be activated 3 times in this turn.

Auerstaedt
2.1.2 Combined Activation Markers (CAM)
- The CAM *Hold* (*Tenir*) is secretly placed, **once** per scenario, in the bowl by the French player during Phase C. When this CAM is drawn, the French player may automatically rally 2 disordered or routed

units and reorientate them (even if they are adjacent to enemy units). The 2 units may neither move nor attack during their activation by this CAM. These units may be activated normally when the next AM relation to their formation(s) is drawn.

- The CAM *Death in Combat* (*Mort au combat*) is automatically placed, each turn of each scenario, in the bowl, until either of the Prussian Commander-in-Chiefs, Brunswick and Frederick III, are eliminated. When this CAM is drawn, if one of these Commanders is adjacent or within one hex of any French unit, he is eliminated. If Frederick III is eliminated, the French player immediately wins an Automatic Victory. If Brunswick is eliminated whilst stacked with a unit, all the AMs still in the bowl of the formation to which that unit belongs are removed for the current turn. The following turn the AMs are placed in the bowl as normal. In the case where units from several formations (artillery) are stacked with Brunswick, only 1 formation (Prussian player's choice) is effected. If both Frederick III and Brunswick eligible for elimination, only one is eliminated – a single die is rolled, with Brunswick eliminated on a 0 to 4 and Frederick III on a 5-9.
- The CAM *Charge* (*Chargez*) is secretly placed, **twice** per scenario, in the bowl by the French player during Phase C. When this CAM is drawn, the French player may designate up to 3 Prussian cavalry units and have then immediately charge. The units must be adjacent or within 1 hex of each other before commencing their movement. The French player may, when the CAM is drawn, designate less that 3 units, or even no units at all. The charge is automatic and does not require an engagement check. The French player moves the designated units, which must be in a position to charge – as per 9.1 – in order to do so. If French infantry units are the target of this charge, they may, at the French player's choice, form square automatically, without having to pass a cohesion check. The Prussian player may not recall the cavalry, as per 9.3.3. If French cavalry units are the target of the charge and are in a position to counter-charge, as per 9.4, the French player may chose to have them do so and this counter-charge is automatic and does not need an engagement check. If the Prussian charge is successful, with a modified die roll over 4, the Prussian player retakes control of the unit(s) to conduct any pursuit that follows.
- The CAM *Echelon Attack* (*Attaque en echelon*) is secretly placed, **once** per scenario, in the bowl by the Prussian player during Phase C. When this CAM is drawn, the Prussian player may activate up to 5 infantry or cavalry units, which may be from different formations, providing that each unit immediately conducts an attack (shock or charge) at the end of any movement conducted. These units are activated in accordance with their current status (i.e. under "Orders received from HQ" or not) at the time the CAM is drawn. If a unit is currently not under orders, the player may attempt to change its status to that of under Orders received from HQ", using the initiative value of the CAM The attempt must be made for each unit separately.

2.3.2 Orders

Brunswick and Frederick III can each give an order to a tactical group of their choice. However, as noted on their counters, their command range is zero. They must therefore be stacked with the group in question at the start of the turn for the order to be given.

5.1.1 Stacking Restrictions

Auerstaedt 1806 features a change from the standard rules.

-It is possible to stack an additional artillery counter beyond the normal limits, provided that the total SP of the artillery in the hex does not exceed 7. It is therefore possible to stack 2 artillery counters with one or two infantry counters; 2 artillery counters with one cavalry counter; or 3 artillery counters on their own, as long as there is not more that 7 SP of artillery in the hex.

12 Night and Fog

The first turn (from 0545 hrs to 0730 hrs) is considered a Night turn (with all the effects implied), even if daybreak was before 0730 hrs, since a heavy fog persisted until 0745 hrs.

1st Turn movement restrictions

All French and Prussian units may only move along the path from 0315 to 0808 and the route from 0808 to 2209 – the French towards 0315 and the Prussians towards 2209. No unit may move outside of these axes. Each unit may spend up to its full movement allowance providing it respects the restrictions laid out in Chapter 12. If a unit enters an enemy ZOC, combat is mandatory. These restrictions are lifted at the start of Turn 2.

13. Specific Rules, Borkowo 1806

0.3 Combat Units:

The six regiments of French dragoons present at the battle of Borkowo are represented by one mounted, and one dismounted counter. Only one of these two counters can be deployed on the map at any given moment (see the dismount/mount rule below).

Note: The cohesion rating of dismounted dragoons is equal to or lower than that of the same regiments when mounted to reflect their inexperience when fighting as infantry. Nevertheless, the 14th , 20th, and 26th regiments of dragoons received reinforcements from dissolved regiments of dragoons, which explains their better cohesion when dismounted compared to the other units concerned. The players will also note that because of the die modifiers when in melee, dismounted dragoons will be more effective than mounted dragoons, except if the latter carry out a charge (which is impossible against a target sheltered in a village or located behind a bridge).

1. The Game Turn

C. Assembly Phase

At the beginning of each turn, the French player places 5 AM of his choice in a bowl from among the 6 available AM (4 AM if the French player has initiative, and already selected an AM during the B.2 phase). The Russian player uses his available 4 AM each turn.

10.4 Rout Movement

Because of small size of the Borkowo map, during the rout phase (Phase E.), routed units are limited to 3 MP for cavalry and horse artillery units, and 2 MP for the infantry units.

Dismounting French Dragoons. The French player begins the scenario with 6 mounted dragoon counters. He can decide, at the time of each phase A. (before having decided how to allocate orders), to replace one, several, or all mounted dragoon counters with foot dragoon counters. The opposite is also possible, with the following restriction: when a dragoon formation mounts, the formation is then No Orders for the rest of the turn.

Set fire to bridge. A Russian unit in good order, which ends a turn (Phase F.) in a hex containing one of the two outlets of the bridge (hexes 0606 or 0705), can set fire to the bridge (indicated by the « pont incendié » (burnt bridge) marker), unless a French unit occupies one or both hexes. The bridge is then unusable. A French unit in good order, which ends a turn (Phase F.) in a hex containing one of the two outlets of the bridge (hexes 0606 or 0705), without a Russian unit being adjacent to said French unit, otherwise than through the burnt bridge, can extinguish fire at bridge. One then removes the « burnt bridge » marker, and the bridge again becomes useable.

Ford. The ford is usable, starting from the beginning of Turn 2 (13h00). Use the marker "ford discovered" between hexes 0809 and 0908 to indicate its' existence. The ford can then be used in either direction.

Scenarios

See Vae Victis Hors série #10.

14. Specific Rules, Eylau 1807

Eylau 1807 simulates, at the brigade level, the battle on 8th February 1807, where the French army of Napoleon 1st engaged the Russo-Prussian army of Bennigsen.

0.1 - Scale
Each turn covers 1 h 45 of real time. The scale of the map is of the order of 500 meters per hex.

0.2 – The Map
Only the numbered hexes are playable.

0.3 – The Units of Combat
Note: The fire values of the artillery have been lowered in comparison to other games in the series because of the weather which was particularly bad on the day of the battle.

The French artillery units have the name of their division commander (exception: "Parc", for the French reserve artillery park of each corps.

The Russo-Prussian artillery units have either the name of the grand battery to which they were attached (ex: Grande Batterie Centre), or the name of their commander (ex: Revzoï). The Prussian artillery units have the name of the battery (ex: Bredow).

All horse artillery units are indicated by having the head of a horse on the counter.

The term PF refers to the strength points of the unit, located on the bottom left of the counter.

Abbreviations for the French:
The Corps numbers use Roman numerals (ex. III), the division numbers use Arabic numerals (ex: 1-III). RC stands for Cavalry Reserve.

Abbreviations for the Russo-Prussians:
AD = Right wing, C = Center, AG = Left wing, R = Reserve, GBD = Grand battery of the right, GBC = Grand battery of the center and GBG = Grand battery of the left.

The divisions are indicated in Arabic numerals (ex.: 5^e).

Cavalry Brigades: T = Tschaplitz and K = Korpf.

Infantry Brigades: B = Barclay

2.1.1 Standard Activation Markers (MA)
Exception: The following three Russian formations, the Grand Battery of the Left, the Grand Battery of the Center and the Grand Battery of the Right have only a single activation marker (MA) each.

2.1.2 Combined Activation Markers (MAC)
Each of the following MAC counters may be used only once per scenario and only when it is listed as being available. Just place the MAC counter in the MA cup in phase C during the turn you wish to use it OR when it is indicated by the scenario. It is removed from the game at the end of the turn, even if it is the last counter in the cup (see **2.2**) and is therefore not used.

- *Grande Charge*: When this MAC is pulled from the cup, the French player, places it on the map in a hex of his choice (even if it is occupied by friendly or enemy units). He may activate all French cavalry units that are under Orders Received Markers and that are within 5 hexes (include, in counting the 5 hexes, the hex where the MAC is located) ;
- *Ney*: When this maker is pulled, the French player may activate 4 units in NEY's formation of his choice ;
- *La victoire avant tout ! (Victory is before us)*: When this MAC is pulled from the cup, the French player may activate up to 5 cavalry units of his choice, even if they are in different formations, under the condition that they make an immediate attack (either shock or charge) ;
- *Grande Batterie (2)*: When this MAC is pulled from the cup, the Russian player can activate two of the three GRAND BATTERIES (LEFT,CENTER or RIGHT), as if an MA of each of the batteries had been pulled.
- *Lestocq:* This MAC cannot be placed in the cup by the Russo-Prussian, until LESTOCQ's formation, has entered the map on a <u>previous turn</u>. When the MAC is pulled, the Russo-Prussian player is able to activate 4 units of his choice in LESTOCQ's formation.

For all MACs, the units chosen for the additional activation may have already have been activated once or twice without any detriment. The exception is the MAC for the Grande Charge, that permits an activation only by units under *Orders Received.* (see above), and those that are under *No Orders Received* which the player wishes to try and activate. Whether a unit is under *Orders Received or No Orders Received* is determined the moment the MAC is pulled. If any of the units are under *No Orders Received.*, the player

must try to place them under *Orders Received.* by using the initiative value of the MAC. This in effect is the initiative test for that unit. If it fails the test, the unit can do nothing.

The two following MACs are placed in the cup during phase C of **each turn of the game**.

- *Tempête de neige (2)(Snow Storm):* When a "Tempête de neige" MAC is drawn from the cup, the player corresponding to the flag on the back of the MAC throws a d10. **If the result is 1 or 2**, he then places the marker in a hex of his choice on the map (even if it is occupied by one or more units, either friendly or enemy). The player can then change the facing of any enemy units situated within 2 hexes of the marker (in counting the number of hexes, include the one with the MAC), up to a maximum number of hex-sides, determined by rolling a d10 divided by 3 and rounding up. *Example*: The MAC "Tempête de neige", with a Russian flag on the back, is drawn from the cup. The Russian player throws a d10 and gets a 2 as the result. He then is able to place the MAC on the map. He then throws a second d10. The result obtained is an 8 ; 8/3=2,66, which is rounded up to 3. The Russian player can then change by up to 3 hex-sides maximum, the facing of all the French units situated within a 2 hex radius. The 2 hex radius' includes the hex where the MAC is located.

2.2 – Utilisation of the MA

Exception: **For the first turn of each of the scenarios**, the 3 MA of the three formations GRAND BATTERY of the LEFT, GRAND BATTERY of the CENTER and GRAND BATTERY of the RIGHT are not placed in the cup during phase C of the game turn. In phase D, the turn commences by the use of these three MA, in any order desired by the Russian player, before the use of the MA determined during the strategic initiative phase, be it either French or Russian.

2.3.2 Distribution of Orders

Exception: Bennigsen, who has 4 orders, must spend at least one each turn on one of the three "Grand Battery" formations. If cannot use it for a Grand Battery, the order is lost.

5.1.1 Stacking Constraints

There are two exceptions to the normal stacking rules in Eylau 1807:

- It is possible to stack one artillery piece above the normal limit, providing the total number of artillery in the hex does not exceed 7 PF. It is therefore possible to stack 2 artillery counters with 2 infantry counters, 2 artillery counters with one cavalry counter or 3 artillery counters alone, under the condition that they do not exceed 7 PF of artillery in the hex. (*Exception : the limit of 7PFis ignored if the 2 or 3 artillery counters are attached to a single and unique formation of one of the three grand batteries*) ;
- It is not possible to have more than 20 PF of infantry stacked in the same hex.

Note: If the rally of a disorganized infantry unit will cause the stack to exceed 20 PF, the unit may not be rallied (first the unit would need to be moved out of the stack).

12.1 Night

Important Point: The 1, 8, 9 and 10 turns of the game are considered **Night** turns (with all the effects described in the rules).

During phase C. of game turn n° 8, the French player and the Russian player **must** each select 2 MA (not MAC) of their side, amongst the ones available, and leave them out of the cup. The 2 MA are not available during the turn.

During phase C. of game turn n° 9 and 10, the French player and the Russian player **must** each select 3 MA (not MAC) of their side, amongst the ones available, and leave them out of the cup. The 3 MA are not available during the turn.

Terrain Effects Table

- The château (hex. 1112) and the cemetery of Eylau (hex. 1213) are purely decorative, they have no effect on the game ;
- **Streams and Frozen Ponds**: The frozen ponds that form the hex-side borders. (Ex: between 2211 and 2212) are simulated with the same effects as a stream for game purposes. Only the frozen pond situated in hex 1115 is sufficiently big enough to be considered as a real frozen pond on the Terrain Effects Table ;
- **Difficult Terrain**: those hexes that correspond in Eylau to the hexes of frozen marsh. All the effect of terrain "difficult/rough/vines/dry lake" are applicable, except for note "[e]: Charge movement and cavalry charge are not allowed into or across this type of hex or hex-side terrain."

which is ignored. Squares are also allowed in these difficult terrain hexes, as if they were clear terrain (exception to 4.2).

<u>Scenarios</u>
See Vae Victis #77.

<u>Corrected Counters:</u> http://www.fredbey.com/telechargements_en.html

15. Specific Rules, Friedland 1807

Friedland 1807 simulates, at the brigade level, the battle which opposed the French army of Napoléon Ier, Emperor of the French, to the Russian army of the cavalry general Bennigsen on June 13-14, 1807.

0.1 - Scales

Each turn covers 1 hour and 45 minutes of real time, except for night turns, which cover from 2 hours to 2 hours and 15 minutes of real time. The map scale is about 500 meters per hex.

0.2 – The map

The **4 temporary bridges** (bridges of boats or foot bridges) drawn on the map are not always usable (see specific information in the scenarios).

The ford is likewise not usable except as specifically instructed in the scenarios.

0.3 – Combat units

Legend:

Infantry and cavalry units of both sides bear the name of their brigade commander (ex: Colbert), except that Russian cavalry brigades bear the name of the type of regiments which compose them (ex: hussards [hussars]). *Exception*: Gautrain's unit in Lannes' formation, which contains only the 9th regiment of hussars, bears the name of its colonel.

French artillery units bear the name of their division commander, or in the case of the reserve batteries their own commander (Sénarmont, Balbois or Séroux).

Russian artillery units bear the name of their brigade commander, or in the case of reserve batteries their own commander (e.g., Kutaïsov or Andronov).

In addition, French units have an identification number. For example, 1-V signifies 1st division of V corps.

French abbreviations:

The corps numbers are given in Roman numerals (ex.: III), division numbers in Arabic numerals (ex.: 1^re^).
RC signifies Cavalry Reserve, CR signifies Reserve Corps and GR signifies grenadiers of the reserve.

Russian abbreviations:

AD = Right wing, AG = Left wing, R = Reserve, GD = Garde Impériale and CV = Corps Volant. Division numbers are indicated by Arabic numerals (ex.: 5e).

2.1.2 Combined Activation Markers (Marqueurs d'Activation Combinée: MAC)

Each of the following MACs can be used **a single time** per scenario in which it is listed as being available (see specific scenario instructions). Simply place it secretly in the cup during phase C of the game turn desired or indicated. It is removed from the game permanently at the end of that turn, even if it is still in the cup as the last MAC (see **2.2**) and has not been used :

- Tenir à tout prix ! (Hold at all cost !)*: When this MAC is drawn from the cup, the French player may attempt to rally up to 6 infantry or cavalry units from the formations of LANNES and GROUCHY ;*
- *Réserve de Cavalry*: When this MAC is drawn from the cup, the French player may reactivate all the French cavalry units of the formations of GROUCHY, LANNES, and MORTIER ;
- *Sénarmont*: When this MAC is drawn from the cup, the French player may reactivate the 2 artillery units of Sénarmont (VICTOR) and 2 artillery units of Séroux (NEY), with the following condition : the 4 units may move (up to the limit of their movement allowance) and fire, mingling without constraint the two types of action (ex: Sénarmont's horse artillery may move, expending 2 MP, then fire, then move 5 MP ; or may fire and then move, expending 7 MP, etc.) ;
- *Habileté tactique (tactical flexibilty)*: When this MAC is drawn from the cup, the French player may activate two formations in combination, as if they were one. To do this he must have secretly removed beforehand one of the two MAs of each of the two formations involved. When the MAC is drawn from the cup, the player must show his adversary the two relevant MAs as proof and as an indication that the two formations are being activated in combination;
- Ataman: *When this MAC is drawn from the cup, the Russian player may automatically rally (i.e. : change from rout to disorder or from disorder to good order) all units of the formation PLATOV as well as the units Kogine 2 (GORTCHAKOV) and Ioukovski 2 (OUVAROV). These units may not be adjacent to an enemy unit.* Note*: of course, units already in good order remain so ;*
- *Pour la Sainte Russie! (For Holy Russia !):* When this MAC is drawn from the cup, the Russian player may reactivate 5 Russian cavalry units of his choice;

- *Sursaut de Bennigsen (Bennigsen takes notice):* When this MAC is drawn from the cup, the Russian player may reactivate the formation MALIOUTINE or the formation SOMOV ;

For all of these MACs, the units concerned for that activation (whether or not it is an extra activation) may have already been activated once or twice previously without any repercussions at all. They are activated in the state (*Ordres Reçus du Q.G* or S*ans Ordres du Q.G. [with or without orders]*) in which they happen to be at the moment the MAC is drawn. If one of them is *Sans Ordres du Q.G.*, the player may attempt to get them back into *Ordres Reçus du Q.G.* by using the initiative value of the MAC. In this case, each such unit must make an initiative check.

2.3.2 Attribution of orders

Special cases:

- Bennigsen normally has 3 orders at his disposal. This total is reduced to 2 orders if Napoleon's counter is not on the map, and only 1 order during night turns ;
- The formation LANNES has one automatic order at its disposal (which affects one of his tactical groups if he has several), so long as Napoléon's counter is not on the map.

5.1.1 Stacking limits

One modification to the usual limits applies to **Friedland 1807**:

- It is possible to stack one additional artillery unit beyond the usual limit, if the total strength points of artillery in the hex do not exceed 7. Thus it is possible to stack two artillery units with one or two infantry units, two artillery units with one cavalry unit, one artillery unit with two cavalry units, three artillery units, etc., so long as there are no more than 7 artillery strength points in the hex. *Exception*: the 7 strength point limit is not applied for the 2 Sénarmont units.

Terrain Table

Hexsides formed by lakes (ex: 0319/0320, 0721/0821, etc.) are treated like uncrossable river hexsides on the Terrain Table.

The only lake hex is hex 0722 ; it can be crossed only by the road from 0822 to 0621 (or vice versa). A unit in hex 0822 which is attacked is assumed to be on the road ; it is considered to be in difficult terrain with respect to modifiers on the Terrain Table.

16. Specific rules, Medina de Rioseco and Somosierra 1808

Medina de Rioseco

Medina de Rioseco simulates, at battalion scale, the battle which opposed the French army of Marshal Bessières to the Spanish army of Lieutenant Generals Cuesta and Blake on February 8, 1807.

0.1 - Scale

Each turn covers 1 hour and 20 minutes of real time. The map scale is about 300 meters per hex.

0.2 – The map

Only numbered hexes are playable.

0.3 – Combat units

Legend:

Infantry and cavalry counters of both sides bear the name of their regiment ; battalion numbers are indicated by Roman numerals (example : II).

2.1.2 Combined Activation Markers (MAC)

Each of the following MACs may be used **a single time** per scenario in which it is listed as being available. Simply place it secretly in the cup during Phase C of the game turn desired or indicated. It is removed from the game permanently at the end of that turn, even if it is still in the cup as the last MAC (see **2.2**) and has not been used :

- *Lasalle*: When this MA (Activation Marker) is placed in the cup during Phase C of any turn, the French player must secretly set aside one MA of LASALLE and one MA of SABATHIER ; these 2 MAs will not be placed in the cup during that same Phase C. When this MAC is drawn from the cup, the French player may activate the formations of LASALLE and SABATHIER together, as if they belonged to the same formation ;

- *Merle*: When this MA is placed in the cup during Phase C of any turn, the French player must secretly set aside one MA of DUCOS and one MA of D'ARMAGNAC ; these 2 MAs will not be placed in the cup during that same Phase C. When this MAC is drawn from the cup, the French player may activate the formations of DUCOS and D'ARMAGNAC together, as if they belonged to the same formation ;

- *Furia Francese !*: When this MAC is drawn from the cup, the French player may activate up to 4 infantry or cavalry units of his choice, even if they belong to different formations, provided that all of them will immediately execute an attack (shock or charge) ;

- *Blake:* When this MA is placed in the cup in Phase C of any turn, the Spanish player secretly removes one JADO-CAGIGAL MA and one MACEDA MA, not placing them in the cup during that same Phase C. When this MAC is drawn from the cup, the Spanish player may activate the units of the formations JADO-CAGIGAL and MACEDA together, as if they belonged to the same formation.

For all of these MACs, the units chosen for activation may have been activated once or twice earlier in the turn. They are activated in the status (*With* or *Without orders from HQ*) they are in at the moment the MAC is drawn. If any of them are *Without orders from HQ*, the player may try to get them into *With orders from HQ*, using the MAC's initiative rating. In this case they must individually pass an initiative test.

Spanish second line : The two LA CUESTA MAs and the two PORTAGO MAs are not placed in the cup in Phase C until the turn following the demoralization (even if temporary) of the formation JADO-CAGIGAL or the formation MACEDA, or after a unit of LA CUESTA's or PORTAGO's formation has been the target of fire or of a shock attack. In any case, even if these events do not occur, the first MA of each of the formations LA CUESTA and PORTAGO enters the game on Turn 5 and the second MA of each of these two formations enters the game on Turn 6.

Formation BESSIERES. The infantry units of BESSIERES' formation may not voluntarily engage in shock combat until after one of the following formations has become demoralized (even if only temporarily) : DUCOS, D'ARMAGNAC or MOUTON.

Somosierra

*Designer's note: The battle of Somosierra and the charge, now legendary, of the Polish chevau-légers (light cavalry), presents very difficult problems in terms of simulation. The Spanish troops of San Juan actually did nothing other than receive that charge and the other French attacks, without maneuvering. The configuration of the terrain (a narrow defile), the very small number of effectives engaged in the first charge (two companies), and the brevity of it (10 minutes at most) also pose problems. These are the elements which have led me to adapt the rules of **Jours de Gloire**, already "compatibles" with solitary play, to make the simulation of this battle a true game for a single player. In this scenario, the player in charge of the French will thus attempt to seize the pass and the 4 batteries which defend it as quickly as possible while limiting his own casualties. The actions of the Spanish units will be very limited (essentially to a defense in place), their freedom of action being framed by "marqueurs d'ordres" (order markers) drawn from the cup.*

Somosierra is a **solitaire** game. The player is in charge of the French side and carries out the actions of the Spanish side by means of instructions provided in the specific rules. The game simulates at regimental scale the battle between the advance guard of the Emperor Napoleon's army and Benito de San Juan's Spanish corps on 30 November 1808.

0.1 - Scale
The map scale is approximately 500 meters per hex. The solitaire game system developed for this battle does not allow for a precise time period to be represented by each game turn.

0.2 – The map
Only numbered hexes are playable.
Hamlets and chapels (hexes 0805, 0904, 1007 and 0609) are purely decorative.
All hexes at levels 4 and 5 are considered as difficult terrain hexes.

0.3 – Combat units
Designer's note : All counters are regiments which are identified by name, with the exception (required by the need to simulate the charge at Somosierra) of the 5 units of Polish lancers, which are squadrons (numbered I, II and IV) or companies of the same squadron (numbered III-3 and III-7).

1. – The game turn
Phase A is skipped (see 2.3.2).
During Phase B, the French player automatically has the initiative.
During Phase C, the player places the Spanish order markers in a second cup, separate from that used by the MAs.
During Phase D, when an MA SAN JUAN is drawn from the cup, the player then takes an order marker from the second (Spanish) cup to determine the instructions to be used by that formation (see the specific rule **Spanish order markers).** The last MA remaining in the cup is not set aside : it is used normally.

2.1 – Activation markers
MAs have neither a code nor an initiative value, but simply the name of a formation (see 2.3.2).

2.3.1 Formations and tactical groups
The concept of tactical groups is ignored.

2.3.2 – Allocation of orders
Spanish units are automatically *Without Orders from HQ*, and units of the formation KOZIETULSKI are automatically *With Orders from HQ.*
Units of the formation NAPOLEON begin the game *Without Orders from HQ.* This status changes as follows :
On the turn following the destruction or routing of two Spanish artillery batteries, the 8 units of the formation NAPOLEON become *With Orders from HQ,* and remain so through the end of the game.

2.4.3 Leader initiative
The leader's initiative may not be used.

2.5 Commanders-in-chief
With respect to the organization of rules 1 and 2.3.2, there are no counters for commanders-in-chief.

4.2. Forming square
Because of the configuration of the terrain, forming square is not allowed.

5.1.1 Stacking limits
Because of the narrowness of the road, stacking of more than two counters (of whatever kind) on hexes 0708 to 0714 is prohibited ; this is in addition to the usual limits.

10.3.4 Recoil and retreat after combat / Terrain restrictions
Recoil and retreat after combat must be effected without crossing a slope, unless there is no other option available.

Spanish order markers

When they are drawn from the cup, Spanish order markers have the following effects :
Tir sur cavalerie (Fire against cavalry) (x4): The player executes fire by Spanish artillery batteries against the closest French cavalry counters (if possible ; if not possible, they do not fire). The only other action possible is to rally units in disorder. *Note*: *By « closest » is meant the unit against which the best fire dieroll modifiers can be obtained. If there are equidistantl targets, choose randomly.*
Tir sur infanterie (Fire against infantry) (x2): The player executes fire by Spanish artillery batteries against the closest French infantry or artillery counters (if possible ; if not possible, they do not fire). The only other action possible is to rally units in disorder.
Tir Libre (Fire freely) (x1): The player executes fire by Spanish artillery batteries against the closest French units, whether cavalry, infantry or artillery (if possible ; if not possible, they do not fire). The only other action possible is to rally units in disorder.
Inertie (Inertia) (x2): All units in contact with French units must attack them, whatever the odds. Artillery may fire as in « Fire Freely ». Movement is not allowed. The only other action possible is to rally units in disorder.
Attaque (Attack) (x1): All units in contact with French units must attack them. All other units except artillery must move toward the closest French unit (if several units are equidistant, choose an infantry unit ; if still equidistant, choose randomly) and attack it if in contact, while attempting to obtain the best possible odds. *Note : Since Spanish units are without orders, their movement is at the reduced rate, and they must make an engagement test before combat.*
Artillery may fire and then move (at the reduced movement rate). The only other action possible is to rally units in disorder.
Mouvement (Movement) 1 Hex (x1): The player must move all Spanish units—other than artillery—one hex (without regard to the MP cost), while adhering to the restrictions below, in order of priority :
- disengage from contact with French units in good order (but remain in contact with French units in disorder or rout, to prevent them from rallying) ;
- do not move into contact with French units in good order (but move toward French units in disorder or rout to prevent them from rallying, but do not attack them) ;
- move toward a hex at a higher elevation, or one offering better protection in terms of combat modifiers ;
- do not leave an artillery unit alone in a hex;
- move toward the 4th Spanish battery.

The only other actions possible are firing as in "tir libre" (Fire freely) and rallying units in disorder.
Mouvement (Movement) 2 Hex (x1): The player must move all Spanish units—other than artillery—two hexes (without regard to the MP cost), while adhering to the restrictions below, in order of priority :
- disengage from contact with French units in good order (but remain in contact with French units in disorder or rout, to prevent them from rallying) ;
- do not move into contact with French units in good order (but move toward French units in disorder or rout to prevent them from rallying, but do not attack them) ;
- move toward a hex at a higher elevation, or one offering better protection in terms of combat modifiers ;
- do not leave an artillery unit alone in a hex ;
- move toward the 4th Spanish battery.

The only other actions possible are firing as in "tir libre" (Fire freely) and rallying units in disorder.
Returning order markers to play: All order markers are placed back in the cup after being drawn, except for the first two "Tir sur cavalerie" markers drawn, the first "Tir sur infanterie" marker drawn and the "Mouvement" markers, which are withdrawn from the game after use.

Reminder

On account of their importance when playing **Somosierra 1808**, the player must obey the spirit of the following two rules (which are unchanged) :

1. An artillery unit may not cross a slope except by a path or a road (see the **Terrain Table**) ;
2. The elimination of an artillery unit alone in a hex, after a charge, halts the pursuit of a victorious cavalry unit (*note: this simulates spiking the guns by the cavalrymen*) (see **9.5.2 Restrictions on pursuit**).

<u>Scenarios</u>
See Vae Victis #93.

Corrected Counters: http://www.fredbey.com/telechargements_en.html

17. Specific rules, Roliça and Vimeiro 1808

Roliça

Roliça simulates, at battalion scale, the fighting which occurred on 17 August 1808 between General Delaborde's French division and General Wellesley's Anglo-Portuguese army.

0.1 - Scale

Each turn covers 1 hour and 20 minutes of real time. The map scale is about 250 meters per hex.

0.2 – The map

Only numbered hexes are playable.

0.3 – Combat units

Legend: The Roman numerals on the French and English units indicate the battalion number.

2.1 – Activation Markers

Legend: The following abbreviations apply to the organization of the Anglo-Portuguese army:

AG = Aile gauche (left wing), CE = Center, AD = Aile droite (right wing), RE = Reserve, and PO = Portuguese.

2.1.2 Combined Activation Markers (MACs)

Each of the following MACs may be used **one or more times** per scenario in which it is listed as available. Simply place it in the cup secretly during Phase C of the desired turn (thus it may not be selected as the initiative MA in Phase B). It is permanently removed from play at the end of the turn, even if it is still in the cup as the last MA (see **2.**2) and has not been used.

- *Furia Francese*: When this MAC is drawn from the cup, the French player may activate up to 2 infantry or cavalry units of his choice, even from different formations, so long as each one makes an attack (shock or charge). <u>This MA may be used twice per scenario</u> ;

- *Retraite en ordre (Orderly retreat):* When this MAC is drawn from the cup, the French player may move as many of his units as he desires, using their normal movement allowance. These units may exit enemy ZOCs at this time but may not enter them. Each unit which the French player moves (though he may also choose to leave any unit where it is) must be at least one hex closer to the south edge of the map at the end of this extra move, and it must also be at least one hex farther away from the closest enemy unit. <u>This MA may be used twice per scenario</u> ;

- *Ralliement (Rally):* When this MAC is drawn from the cup, the French player may attempt to rally all of his units that are in disorder or routed, so long as they are not in contact with an enemy unit. <u>This MA may be used twice per scenario</u> ;

- *Centre (2 markers with different ratings)*: When this MA is placed in the cup during Phase C of any given turn, the Anglo-Portuguese player must secretly set aside one MA FANE, one MA NIGHTINGALE and one MA HILL, which will not be placed in the cup during this same Phase C. When this MAC is drawn from the cup, the Anglo-Portuguese player may activate the units of formations FANE, NIGHTINGALE and HILL together, as if they belonged to the same formation. <u>Each of these two MACs may be used once per scenario. The two Centre MACs may not be used during the same game turn</u> ;

- *Aile gauche (Left Wing) (2 markers with different ratings)*: When this MA is placed in the cup during Phase C of any given turn, the Anglo-Portuguese player must secretly set aside one MA FERGUSON and one MA BOWES, which will not be placed in the cup during this same Phase C. When this MAC is drawn from the cup, the Anglo-Portuguese player may activate the units of formations FERGUSON and BOWES together, as if they belonged to the same formation. <u>Each of these two MACs may be used once per scenario. The two Aile Gauche (Left Wing) MACs may not be used during the same game turn</u>.

For all of these MACs, the units chosen for the extra activation may have been activated once or (for all except the last 2 bullets) twice previously without any other consequences. They are activated in the status they have when the MAC is drawn (*With* or *Without Orders from HQ*). If any of them are *Without Orders from HQ*, the player may attempt to convert them to *With Orders from HQ* by using the initiative rating on the MAC if it has one (if not, the unit remains *Without Orders from HQ*). To do this, make an initiative test for each such unit.

11.2 Demoralization of formations

A French formation can never be demoralized. Therefore, do not check for demoralization of French formations at Roliça.

Vimeiro

Vimeiro simulates, at battalion scale, the fighting which occurred on 21 August 1808 between General Junot's French Army of Portugal and General Wellesley's Anglo-Portuguese army.

0.1 - Scales
Each turn covers 1 hour and 20 minutes of real time. The map scale is about 250 meters per hex.

0.2 – The map
Only numbered hexes are playable.

0.3 – Combat units
Legend: The Roman numerals on the French and English units indicate the battalion number.
The two-letter abbreviations on English units indicate the brigade to which they belong (if the formation includes several brigades) : Fa = Fane, An = Anstruther, Fe = Ferguson, Ni = Nightingale, Bo = Bowes and AC = Ackland.

2.1 – Activation Markers
Legend: The following abbreviations apply to the organization of the Anglo-Portuguese army :
AG = Aile gauche (Left Wing), CE = Centre, AD = Aile droite (Right Wing), CV = Cavalry, RE = Reserve and PO = Portuguese.

2.1.2 Combined Activation Markers (MACs)
Each of the following MACs may be used **one or more times** per scenario in which it is listed as available. Simply place it in the cup secretly during Phase C of the desired turn (thus it may not be selected as the initiative MA in Phase B). It is permanently removed from play at the end of the turn, even if it is still in the cup as the last MA (see **2.**2) and has not been used.

- *Furia Francese*: When this MAC is drawn from the cup, the French player may activate up to 4 infantry or cavalry units of his choice, even from different formations, so long as each one makes an attack (shock or charge). This MA may be used once per scenario ;
- *Ralliement (Rally):* When this MAC is drawn from the cup, the French player may attempt to rally all of his units that are in disorder or routed, so long as they are not in contact with an enemy unit. This MA may be used once per scenario ;
- *Loison*: When this MA is placed in the cup during Phase C of any game turn, the French player must secretly set aside one MA SOLIGNAC and one MA CHARLOT, which will not be placed in the cup during this same Phase C. When this MAC is drawn from the cup, the French player may activate the units of formations SOLIGNAC and CHARLOT together, as if they belonged to the same formation. This MA may be used once per scenario ;
- *Delaborde*: When this MA is placed in the cup during Phase C of any game turn, the French player must secretly set aside one MA BRENIER and one MA THOMIERE, which will not be placed in the cup during this same Phase C. When this MAC is drawn from the cup, the French player may activate the units of formations BRENIER and THOMIERE together, as if they belonged to the same formation. This MA may be used once per scenario ;
- *Combined attack:* When this MAC is drawn from the cup, the Anglo-Portuguese player may activate again 3 cavalry units and 2 infantry units of his choice, even if they belong to several different formations, provided that they all make an immediate attack (shock or charge). The two infantry units must participate in an attack that also involves an Anglo-Portuguese cavalry unit. This MA may be used once per scenario ;
- *Reserve:* When this MA is placed in the cup during Phase C of any game turn, the Anglo-Portuguese player must secretly set aside one MA CRAUFURD, one MA TRANT and one MA TAYLOR, which will not be placed in the cup during this same Phase C. When this MAC is drawn from the cup, the Anglo-Portuguese player may activate the units of formations CRAUFURD, TRANT and TAYLOR together, as if they belonged to the same formation. This MA may be used once per scenario ;
- *Rally:* When this MAC is drawn from the cup, the Anglo-Portuguese player may attempt to rally all of his units (except those of the formations TRANT and CRAUFURD) that are in disorder or routed, so long as they are not in contact with an enemy unit. This MA may be used twice per scenario ;
- *Burrard:* When this MAC is drawn from the cup, it is possible that Burrard will replace Wellesley as commander in chief of the Anglo-Portuguese army, if two other conditions are fulfilled (this

will require an immediate exchange of their counters on the map). The two conditions are as follows :

1/ The MAC Burrard is one of the first three Anglo-Portuguese MAs drawn from the cup (do not count the MA chosen by initiative) ;

2/ If condition 1/ occurs, the Anglo-Portuguese player rolls a d10. If the result is lower than the turn number (*Example:* a result of 1, 2 or 3 on Turn 4), then Burrard replaces Wellesley.

This immediate replacement does not change the orders selected during Phase A of the game turn in progress. <u>This MA is used each game turn starting with Turn 3 (11h40). It is removed from play if Burrard replaces Wellesley</u>.

For all of these MACs, the units chosen for an extra activation may have been activated once or (for *Furia Francese*, *Ralliement* or *Rally*,) twice previously without any other consequences. They are activated in the status they have when the MAC is drawn (*With* or *Without Orders from HQ*). If any of them are *Without Orders from HQ*, the player may attempt to convert them to *With Orders from HQ* by using the initiative rating on the MAC if it has one (if not, the unit remains *Without Orders from HQ*). To do this, make an initiative test for each such unit.

2.3.2 Allocation of orders. Tactical groups belonging to TAYLOR formation cannot be placed *With Orders from HQ* before Turn 2; tactical groups belonging to CRAUFURD and TRANT formations cannot be placed *With Orders from HQ* before Turn 3.

Independent units. The French units 66th régiment de ligne and the garrison companies do not belong to any formation. When they enter the map as reinforcements, the French player must immediately indicate with the appropriate marker the formation to which they will both belong for the rest of the battle: BRENIER, THOMIERE, CHARLOT, SOLIGNAC or KELLERMANN. Once the choice has been made, the two units are considered to be normal units of the chosen formation (and that includes demoralization checks).

18. Specific rules, Aspern-Essling 1809

Aspern-Essling simulates, at brigade scale, the battle which opposed the French army of Emperor Napoléon I to the Austrian army of the Archduke Charles on May 21-22, 1809.

0.1 - Scales

Each turn lasts 1 hour and 30 minutes of real time. The map scale is about 300 meters per hex. One strength point represents about 400 infantry or 300 cavalry. One artillery strength point represents about 100 artillerymen and 2-4 cannons, depending on their calibers.

0.2 – The map

Certain peculiarities of the battlefield of Aspern-Essling require modifications to the Terrain Effects Chart:

- The trees alongside the trails and roads are purely decorative.

- The Danube River can not be crossed except by bridge, and no units may enter the following hexes that border it: 0701, 0604, 0605, 0506, 0508, 0411 and 0719.

- Isolated buildings: The farm of Essling (hex 1815), the inn (hex 2212) and the *tuileries* (tile works) of Aspern (hex 0810) and Essling (hex 0813) are treated as clear terrain except for the shock combat modifier: to indicate the defensive support of these buildings, the +1 bonus for attacking into clear terrain is negated when the defenders in these hexes are infantry units, or artillery units stacked with infantry.

Clarification: The +1 bonus for attacking into clear terrain is negated when these hexes are occupied by at least one infantry unit. The +1 bonus for attacking into clear terrain is <u>not</u> negated if the defender in one of these three hexes is a cavalry unit (or a stack of cavalry units), with or without artillery.

- The imposing *grenier* (granary) of Essling (hex 1114) provides an additional modifier of -1 to shock as well as to fire. An attack against this hex thus provides a -2 to shock (-1 for the village and -1 for the granary) and -3 to fire (-2 for the village and -1 for the granary).

- The crest line on the map represents a low earthen levee around the villages of Aspern and Essling that also runs alongside the road connecting the two villages. It exerts the normal effects listed on the Terrain Effects Chart, with the following modifications:

Modification for artillery fire: The crest line blocks line of sight and prohibits fire across it at point-blank (adjacent) range unless the firer is located <u>in</u> a village hex (where there were prepared emplacements to permit such fire). However, artillery fire across a crest hexside is still allowed <u>if</u> there is at least one empty hex between the firer and its target.

Modification for shock: Shock combat across the crest line removes the +1 bonus for attacking into clear terrain (*Example*: an attack from hex 1011 into hex 0912—or vice versa—is resolved at 0 rather than +1 as regards terrain effects). There is no additional effect for attacking across a crest hexside into a village hex (*Example*: an attack from hex 1006 into hex 0907 is resolved normally at -1 because of the village, but an attack from hex 0907 into hex 1006 is still resolved at 0 instead of +1 as regards terrain effects). Charges across crests are not allowed, as shown on the Terrain Effects Chart.

0.3 –Combat units

Regiments and brigades (infantry and cavalry) are distinguished from each other by the color of their strength-point rating: a black number for brigades and a white number for regiments (see legend).

Legend:

Infantry and cavalry counters of the two sides display the name of their regiment or brigade. Artillery counters display the name of the division (or its equivalent) to which they are attached.

2.1.2 Combined Activation Markers (CAM, or « MAC » in French)

The two following CAMs may be used when they are listed as available. To do so, simply place them in the cup secretly during Phase C of the turn desired or as indicated. They are removed from the game at the end of that turn until used again (if allowed), even if one of them remains in the cup as the last AM (see **2.2**) and has not been used :

- *Serrez les rangs !* (*Close ranks!)*: When this CAM is drawn from the cup, the French player may try to rally all of his disordered and routed units that are not adjacent to an enemy unit. This rally attempt succeeds automatically for units in the 3 hexes of the village of Essling and the 3 hexes of the village of Aspern ; for other units, a rally check must be made (see **11.1**). This CAM may be used once on May 21 and once on May 22. It may be used a second time per day, during Phase C, if the Petit Pont (Short Bridge) <u>or</u> the Grand Pont (Long Bridge) is in a damaged state at that moment. It may not be used more than twice on May 21 and twice on May 22.

- *Victoire ! (Victory!)*: When this CAM is drawn from the cup, the Austrian player may activate up to 4 infantry or cavalry units of his choice, even if they belong to different formations, so long as they all make immediate attacks (shock or charge) ; however, they are allowed to move first if desired. This CAM may be used only once on May 21 and once on May 22. It may not be placed in the cup in Phase C if the Austrian player does not occupy at least two of the 6 hexes of the villages of Aspern and Essling. (It does not matter whether the two hexes belong to one or both villages.)

For the CAM *Victoire ! (Victory!)*, it does not matter if the units chosen for activation have already been activated previously (even if they have been activated twice). They are activated in the status (*Received Orders* or *No Orders*) which they have at the moment the CAM is drawn. If one of them happens to have *No Orders*, the player may attempt to place it in *Received Orders* status by using the initiative rating on the CAM. It will be necessary to make an initiative test for each such unit.

Note: Neither of these CAMs may be chosen as the first activation of the turn during the Strategic Initiative Phase.

2.2 - Utilization of AMs

AMs of LANNES and MASSENA. The French player may choose to use the AMs of the 7 formations BOUDET, MOLITOR, LEGRAND, CARRA SAINT-CYR, THARREAU, CLAPAREDE and SAINT-HILAIRE either by activating them individually or by grouping these formations together and activating them via the AMs of LANNES or MASSENA.

To do this, during Phase A of the first turn of each scenario the French player may, if he wishes, attach these formations—if they already have at least one unit on the map—to either Lannes or Masséna, by placing one of their respective AMs in the appropriate box beside the map. Whenever a formation is attached to Lannes or Masséna, its two AMs are removed from play (one being used as a marker) and all the units of the formations that have been attached to Lannes or Masséna will now constitute two new and entirely separate formations with respect to all sections of the rules (including **11.2** on demoralization, with the exception of stacking rules: see **5.1.1** below), and will be activated only by the LANNES and MASSENA AMs.

A maximum of 4 formations out of the total of 7 may be attached to Lannes or Masséna (*Example* : attaching 3 formations to Lannes and 3 to Masséna while leaving one formation independent is allowed, but attaching 5 to Lannes or 5 to Masséna is prohibited).

During each new turn the French player may, in Phase A:

- attach formations entering as reinforcements to either Lannes or Masséna (and therefore remove their 2 AMs from play), or he may leave them independent (and thus retain their AMs) ;

- transfer <u>one</u> formation from Lannes to Masséna or vice versa (moving its marker to the other box), up to the maximum limit of 4 formations allowed to either of them ;

- return to independent status <u>one</u> formation already attached to Lannes and <u>one</u> formation already attached to Masséna (thus a maximum of 2 formations). In the latter case, their markers are removed from the boxes of Lannes and Masséna, and the AMs of these formations return to play.

2.5 – Commanders-in-Chief

The French player has three commander-in-chief counters: Napoléon, Lannes and Masséna. Their utilization depends on each scenario's instructions. The die roll modifier used for gaining strategic initiative (see **3.**) is that of Napoléon unless the Emperor is located on the island of Lobau <u>and</u> the Petit Pont (Short Bridge) has been damaged. In such a case, the French player may use either Lannes' or Masséna's modifier. The French player may assign orders equalling the total order potential of all commanders-in-chief currently on the map.

Death of Lannes (historical) or Masséna. Starting with Turn 7 on May 22, the French player rolls two d10 each turn during Phase A (before assigning orders) and adds them together. If the result is less than or equal to the turn number, one of the two French marshals is mortally wounded. The French player again rolls a d10 : if the result is in the range 0 through 6, Lannes is affected ; if 7 through 9, Masséna is affected. The mortally wounded marshal is removed from play. His death results in the immediate return to independence of all formations currently attached to him (see the rules dealing with the AMs of LANNES and MASSENA above).

Napoléon. When the Napoléon counter is on the left bank of the Danube, it can not move outside the triangle formed by the roads between 0313, 0809 and 0813.

5.1.1 Stacking limits

The standard stacking rules are applied, with <u>a single additional restriction</u>:

- Two infantry brigades from the same formation are not allowed to stack together.
On the other hand, a player may always:
- Stack one brigade and one regiment of infantry, or two regiments of infantry, from the same formation ;
and he may also :
- Stack two cavalry brigades from the same formation (or three if their total strength does not exceed 6 SP).
See **0.3** above for distinguishing brigades from regiments.
Note: after the death of Lannes or Masséna, a previously legal stack may no longer be legal (as units return to their original formations). In such a case, the situation must be corrected by movement as soon as one of the concerned formations is activated.

7.0 Artillery fire
If the target of artillery fire is a regiment, it benefits from a -1 modifier (cumulative with all the usual die roll modifiers for artillery fire). This modifier is also in force if the regiment is stacked with an artillery unit, but not if it is stacked with another regiment.

10.4. Rout movement
Refuge on the island of Lobau. Whenever a routed French unit moves onto the island of Lobau by crossing the Petit Pont (Short Bridge) from hex 0313 to hex 0213, it may move in any direction its owner chooses without having to exit the map, so long as it remains on the island of Lobau. During the following rout movement phase it may move again on the island or remain in place (at the French player's choice), until it rallies. *Remember* : stacking limits specified for routed units must be strictly followed, as listed in
5.1.2 Effects of stacking on movement.
Grand Pont (Long Bridge) and Petit Pont (Short Bridge). The French army is connected to its bases by a Long Bridge (off map) which spans the main channel of the Danube, linking the right bank to the island of Lobau, and by a Short Bridge which attaches that same island to the left bank (hexes 0213/0313). The Long Bridge is composed of two sections, of which the first, 430 meters long, is anchored on a sandy islet, from which a second section stretches a further 310 meters. The Short Bridge is 100 meters long.
Damaging the bridges: The two bridges can be damaged by the Austrian player. Historically, the Austrians launched tree trunks, wooden beams and small boats loaded with burning debris to float down from upstream with a view to damaging the ropes holding the Long Bridge together. In addition, the currents of the Danube were already turbulent and strong, having been swollen by melting snow. As for the Short Bridge of trestles, its relative fragility could cause it to break merely through use. During Phase D of each turn, before activation of the first formation, the Austrian player rolls one d10 (unless one of the bridges is already damaged). If the result is a 9, the Short Bridge is damaged (place the damaged marker for the Short Bridge on the map). If the result is 0 to 8, the number rolled is noted on a piece of paper and the number rolled each turn thereafter is added to the total. When the total reaches 21 or greater, the Long Bridge is immediately damaged (place the damaged marker for the Long Bridge in the Long Bridge Status box).
Repairing the bridges: When a bridge has become damaged, the French player rolls a d10 during Phase D each turn, before the activation of the first formation. The number rolled is noted on a piece of paper and the number rolled each turn thereafter is added to the total. When the total reaches 10 (Short Bridge) or 15 (Long Bridge), the damaged bridge is immediately repaired, and is usable for the current turn. *Exception*: On May 22, the number rolled on the d10 is halved (rounding down) for repairing the Long Bridge only.
When the damaged bridge has been repaired, the running total returns to 0 and the die roll for damaging the bridges resumes on the following turn.
Effects of bridge damage:
- When the Long Bridge has been damaged, scheduled reinforcements do not enter play (their arrival is delayed until the bridge has been repaired). The Austrians gain the strategic initiative automatically on the following turn and on every turn thereafter until the bridge has been repaired. French artillery units, except for those belonging to the GARDE (Imperial Guard) formation, suffer a -1 penalty each time they fire (to reflect the shortage of ammunition).
- When the Short Bridge has been damaged:
>   - artillery units situated north of the Danube suffer a -1 penalty each time they fire ;
>   - crossing between hex 0213 and hex 0313 is impossible. Routed units which reach hex 0313 are
>   eliminated.
>   - the Danube interrupts the linkage of tactical groups ;
>   - If Napoléon, Masséna or Lannes is on the island of Lobau, they can not transmit orders to
tactical   groups whose units are on the left (north) bank of the Danube.
Historical variant: The players may decide to ignore the preceding rules and use the historical times when

the bridges were damaged:

Petit Pont (Short Bridge):
- historically, it broke only during the night of May 20-21 and had been repaired by the start of the battle. Thus it is never damaged during the three scenarios.

Grand Pont (Long Bridge):
- damaged and unusable on May 21 from the start of Turn 9 through the end of Turn 12 ;
- repaired and usable on May 22 from the start of Turn 1 through the end of Turn 4 ;
- damaged and unusable on May 22 from the start of Turn 5 through the end of Turn 12.

Errata: http://www.fredbey.com/telechargements_en.html

19. Specific rules, Gospitch and Ocaña 1809

Gospitch
Gospitch simulates, at battalion scale, the fighting which occurred on May 21-22, 1809, between Marshal Marmont's French Army of Dalmatia and the Croatian troops of the Austrian army led by Colonel Rebrovik.

0.1 Scale
Each turn covers 1 hour and 15 minutes of real time. The map scale is about 250 meters per hex.

0.2 The map
The Lika is an impassable stream (except by bridge, hexes 0602-0603).
The Jadova is also an impassable stream, except via a ford (hexes 1413 – 1513) and a bridge (hexes 1515 - 1615) **when the latter is usable** (see scenario).

Rules affecting French units of formation PARC
0.2 The 3 French « blessés » (« wounded ») units and the artillery can not use the ford over the Jadova.
0.3 The 3 French « blessés » units have no front side and are eliminated if they suffer a disorder.
4.1.3 No units of formation PARC may make a forced march.
5.1.1 The 3 French « blessés » units can not stack with each other or with the artillery unit (however, they may stack with **one** unit of Pandours).
6.2.1 The 3 French « blessés » units do not have a ZOC nor a front (bonus of +2 [flank] for an Austrian unit attacking a « blessés » unit alone in a hex).
8.2 The 3 French « blessés » units can not shock attack.
11.2 The 3 French « blessés » units can not enter an enemy ZOC. Formation Parc becomes demoralized as soon as the two Pandours units become disordered.

Ocaña
Ocaña simulates, at regimental scale, the fighting which occurred on November 19, 1809, between the French army of King Joseph and the Spanish army led by General Aréizaga.

0.1 - Scales
Each turn covers 1 hour of real time. The map scale is about 300 meters per hex. One strength point represents about 200 infantry or 150 cavalry. An artillery strength point represents about 100 artillerymen and two to four cannons depending on their calibers.

0.2 – The map
Isolated buildings: the Couvent (Convent) de San Francisco (hex 0612) is treated like clear terrain hexes except for its shock combat modifier : to indicate its defensive effect, the bonus of +1 for an attack in clear terrain is not applied when the defenders in that hex are infantry, or artillery stacked with infantry. *Clarification*: the bonus of +1 for attack in clear terrain is not applied when the hex is occupied by an infantry unit. The bonus of +1 for an attack in clear terrain *is* applied if the defender in the hex is a cavalry unit (or a stack of cavalry units), with or without artillery.

2.1.2 Combined Activation Markers (CAM, or « MAC » in French)
The two following CAMs can be used when they are listed as available. To use them, simply put them in the cup secretly during Phase C of the desired or indicated turn. They are removed from play at the end of the turn until used again (if allowed), even if one of them is still in the cup as the last remaining MA (see **2.2**) and thus isn't used:

- *Sénarmont!*: When this CAM is drawn from the cup, the French player may activate again all artillery units of the formation DESSOLLE as well as artillery units of other formations if they are included in the same tactical group as at least one artillery unit of DESSOLE's formation at that precise moment (see **2.3.1**) ;
- *En ligne!*: When this CAM is drawn from the cup, the Spanish player may activate up to 3 tactical groups, even if they belong to different formations, so long as their positions on the map are such that they can constitute a single tactical group when the CAM is drawn from the cup (see **2.3.1**).

For these two CAMs, the units chosen for activation can have been activated one or two times previously without any adverse effect. They are activated in the status (*Received Orders* or *No Orders*) they are in when the CAM is drawn. If any of them have *No Orders*, the player may try to convert them to *Received Orders* by using the initiative rating of the CAM. To do this, make an initiative test for each such unit. *Note:* The two CAMs can not be chosen during the Strategic Initiative Phase to be the first activation of the turn.

20. Specific rules, Almeida and Bussaco 1810

Almeida

0.1 - Scale

Each turn covers one hour of real time. The map scale is about 250 meters per hex. One strength point represents about 400 infantry or 300 cavalry. One artillery strength point represents about 100 artillerymen and two to four cannons, depending on their calibers.

0.2 – The map

The Côa River cannot be crossed except at the bridge located between hexes 1318 and 1319. The convent located in 0815 (Covento de São Francisco) and the windmill located in 0708 are isolated structures of small size. They have only one effect on the game: if a player attacks a unit located in hex 0815 or 0708, he does not get the bonus of +1 for attacking in clear terrain.

2.1.2 Combined Activation Markers (CAMs—or MACs in French)

Each of the following CAMs may be utilized **one or more times** during each scenario in which it is listed as available. *Note*: if a CAM is the last AM in the cup (see **2.2**) and has not been utilized during the current turn, this still counts as a « utilization ».

To utilize a CAM, simply place it in the cup secretly during Phase A of the game turn desired (thus it cannot be chosen as the initial AM in Phase B).

- *A la baïonnette!*: When this CAM is drawn from the cup, the French player may activate up to 3 infantry units of his choice, even if they belong to different formations, so long as they all execute a shock attack;

- *Rally and Charge:* When this CAM is drawn from the cup, the Anglo-Portuguese player may automatically rally two disordered or routed infantry units that are not in contact with an enemy unit. Units rallied from disorder (and therefore now in good order) must be immediately activated and must engage in shock combat. If they are too far from French units to do this, they immediately become disordered again. Routed units rally to disordered status without other consequences;

- *Rifles*: When this CAM is drawn from the cup, the Anglo-Portuguese player may designate one French unit of his choice that is within two hexes of the 95th Rifles unit, and within its LOS, to undergo a CT (it suffers an extra disorder if it fails). He may designate a second French unit that is within two hexes of any Caçadores unit, and within its LOS, to undergo an identical CT. (*Note*: The 95th Rifles unit and the Caçadores unit must not be in a disordered or routed condition when chosen). The CT is resolved with an additional +1 penalty to the die roll if the French unit is adjacent to the 95th Rifles or the selected Caçadores unit; if it is not, there is no +1 modifier.

For all of these CAMs, the selected or designated units get the extra activation with no adverse consequences even if they have been activated once or twice previously. They are activated with the status (*Received Orders* or *No Orders*) that they are in at the moment the CAM is drawn from the cup. If one of them has *No Orders*, the player may attempt to convert it to *Received Orders* status, using the initiative value on the CAM if it has one. If it does not, the player must make an initiative test for each unit with *No Orders*.

4.3.2 – Impassable terrain

Neither French nor Anglo-Portuguese units—other than the immobile Portuguese artillery of the garrison—may enter Almeida (hexes 0210, 0211, 0310, 0311, 0312, 0410 and 0411).

10.4 Rout movement

The Anglo-Portuguese player does not have to perform rout movement in Phase E for his routed units located on the left (west) side of the Côa River. These units may move in the direction of their choice, so long as they do not leave the map or recross to the right (east) side of the Côa River. During the next rout movement phase, they may either move again (while complying with the restrictions above) or remain in place until rallied. *Remember*: the stacking limits for routed units, as listed in **5.1.2 Effects of stacking on movement,** must be obeyed.

11.2 Demoralization of formations

The British formation CRAUFURD can never be demoralized. Therefore it is not checked for demoralization in the Almeida scenarios.

Fixed artillery of Almeida.

The three Portuguese artillery units in fixed positions in Almeida do not belong to any formation. Each

time the Anglo-Portuguese player activates an AM, he may also execute fire with one of these three units. In addition, the Almeida artillery units may execute counter-battery fire normally (see **7.1**). The Almeida artillery units do not recoil after failing a cohesion test (see **10.3**), nor do they perform rout movement (see **10.4**): they are completely immobile.

Finally, French units cannot engage in shock combat against an artillery unit located in these 7 hexes.

Bussaco

0.1 - Scale

Each turn covers one hour and 45 minutes of real time. The map scale is about 500 meters per hex. One strength point represents about 400 infantry or 300 cavalry. One artillery strength point represents about 100 artillerymen and two to four cannons, depending on their calibers.

0.2 The map

The Mondego is an impassable stream.

The convent located in 1305 (Covento de Bussaco) is an isolated structure of small size. It has only one effect on the game: if a player attacks a unit located in hex 0815, he does not get the bonus of +1 for attacking in clear terrain.

2.1.2 Combined Activation Markers (CAMs—or MACs in French)

Each of the following CAMs may be utilized **one or more times** during each scenario in which it is listed as available. *Note*: if a CAM is the last AM in the cup (see **2.2**) and thus is not utilized during the current turn, this still counts as a « utilization ».

To utilize a CAM, simply place it in the cup secretly during Phase A of the game turn desired (thus it cannot be chosen as the initial AM in Phase B).

- *A la baïonnette!*: When this CAM is drawn from the cup, the French player may activate up to 4 infantry units of his choice, even if they belong to different formations, so long as they all execute a shock attack;

- *Rally and Charge:* When this CAM is drawn from the cup, the Anglo-Portuguese player may automatically rally all disordered or routed infantry units of a single formation that are not in contact with an enemy unit. Units rallied from disorder (and therefore now in good order) must be immediately activated and must engage in shock combat. If they are too far from French units to do this, they immediately become disordered again. Routed units rally to disordered status without other consequences;

- *Ney*: When this CAM is placed in the cup during Phase C of any turn, the French player must secretly set aside one each of LOISON's, MARCHAND's and MERMET's AMs, not placing them in the cup during that Phase C. When this CAM is drawn from the cup, the French player may activate all units of the formations LOISON, MARCHAND and MERMET together, as if they belonged to the same formation;

- *Reynier*: When this CAM is placed in the cup during Phase C of any turn, the French player must secretly set aside one each of HEUDELET's and MERLE's AMs, not placing them in the cup during that Phase C. When this CAM is drawn from the cup, the French player may activate all units of the formations HEUDELET and MERLE together, as if they belonged to the same formation*;*

- *Rifles*: When this CAM is drawn from the cup, the Anglo-Portuguese player may designate one French unit of his choice that is within two hexes of the 95th Rifles unit, and within its LOS, to undergo a CT (it suffers an extra disorder if it fails). He may designate a second French unit within two hexes of any Caçadores unit, and in its LOS, to undergo an identical CT. (*Note*: The 95th Rifles unit and the Caçadores unit must not be in a disordered or routed condition when chosen). The CT is resolved with an additional +1 penalty to the die roll if the French unit is adjacent to the 95th Rifles or the selected Caçadores unit; if not, there is no +1 modifier.

For all of these CAMs, the chosen or designated units get the extra activation with no adverse consequences even if they have been activated once or twice previously. They are activated with the status (*Received Orders* or *No Orders*) that they are in at the moment the CAM is drawn from the cup. If one of them has *No Orders*, the player may attempt to convert it to *Received Orders* status, using the initiative value on the CAM if it has one. If it does not, the player must make an initiative test for each unit with *No Orders*.

2.2 Utilization of AMs (reserves)

Solely for scenario B.1, the Anglo-Portuguese AMs for formations HILL, HAMILTON and COLE, as well as the French AMs for formations LAMOTTE, CLAUSEL, SOLIGNAC and MONTBRUN, are not in play at the start of the game (they are considered to be formations in reserve). Each player may decide to put one or two AMs of each of these formation in play during Phase C of any turn after Turn 2 of scenario B.1 (i.e., starting on Turn 3 - 8h45). Once in play, these AMs remain in play for the remainder of the scenario. Putting them in play gives the opponent victory points (see **Victory conditions**). From this point on, the units of these formations may be activated exactly like other formations already present. *Exception*: If the opponent fires at or engages in shock or charge against any unit of these formations before at least one of their two AMs is in play, then the first AM of that formation is immediately put in the cup for free (during that turn) and remains available for all following turns. The second AM will be « paid for » in VPs as indicated above if the player decides to put it in play.

If a friendly unit happens to pass through units of a reserve formation while recoiling after combat or while conducting rout movement, this has no impact on whether the AMs of a formation in reserve are put in play. In addition, units belonging to formations in reserve do not have to make a CT when a friendly unit moves through them in this way (so long as one of its AMs has not been put in play—see **10.5**).

2.5 – Commanders-in-chief

For scenarios B.2 and B.3 only, Ney is the commander-in-chief of the French army of Portugal until the arrival of Masséna. As soon as Masséna's counter is deployed on the map, Ney's counter is removed from the game and Masséna becomes commander-in-chief.

Coimbra

0.1 - Scale

Each turn covers one hour of real time. The map scale is about 250 meters per hex. One strength point represents about 400 infantry or 300 cavalry. One artillery strength point represents about 100 artillerymen and two to four cannons, depending on their calibers.

0.2 – The map

The Mondego is an impassable river except for the ford (between hexes 1115 and 1214) and the bridge (between hexes 1519 and 1520). The hexes numbered in blue and illustrated with a pictogram are off limits to all units. **2.1. – Activation Markers**

The INDEPENDENT AM (only one is used) allows activation of the civilian population which fled Coimbra when the French troops arrived (**Civils**, see below).

5.1.1 – Stacking limit

The maximum stacking limit for Coimbra is two units. The rules allowing three units per hex are ignored for this battle.

7.5 – Resolution of fire

When artillery fires, it gains an additional bonus of +2 if the target is in a marsh hex.

10.4 Rout movement

The Anglo-Portuguese player does not need to perform rout movement in Phase E for his routed units if they are on the left (south) side of the Mondego. These units may move in any direction as long as they do not leave the map or cross over to the right (north) side of the Mondego. During the following Rout Movement Phase they may either move again (while complying with the restrictions above) or remain in place until rallied. *Note:* the stacking restrictions for routed units, as given in **5.1.2 Effects of stacking on movement**, are still in effect.

11.2 Demoralization of formations

No formation, whether French or Anglo-Portuguese, is ever demoralized. Do not check for demoralization of formations in either of the Coimbra scenarios.

Civils (Civilians). The civilian population of Coimbra (which also includes stragglers and wounded) is represented by 5 Anglo-Portuguese AMs that are not used as such for Coimbra; they are deployed with their reverse (flag) side up. These markers do not have a ZOC. They may move two hexes each time the INDEPENDENT AM is drawn, without applying any terrain costs or restrictions for movement except that they cannot cross impassable hexsides. However, they are not allowed to stack with each other or with any other unit. On the other hand, they can pass through a hex containing a friendly unit (or another marker representing civilians) during movement. They do not perform rout movement during Phase E. A marker representing civilians is eliminated when a French combat unit (not a lone leader) is in an adjacent hex (one that is not separated from it by an impassable hexside). The marker is removed immediately and the French

unit may continue moving. Markers representing civilians cannot exit the map voluntarily.

Errata: http://www.fredbey.com/telechargements_en.html

21. Specific rules, Fuentes de Oñoro, Foz de Arouce and El Bodón 1811

A note on the counters:
British infantry is represented at brigade scale (with exceptions—see below), while cavalry and French and Portuguese infantry are represented at regimental or battalion scale. Artillery is represented as batteries.

For the sake of homogeneity, a few small units have been combined and given a single name on the counter:
- The Légion hanovrienne [Hanoverian Legion] counter includes the Legion du Midi [i.e., of the South of France];
- The dragoon regiments of Montbrun's Division have been represented as brigades, at two regiments per counter;
- The three units of Fournier's brigade (7th, 13th and 20th Chasseurs) of IX Corps, assigned to Montbrun's cavalry reserve, are identified by a specific symbol so as to be able to constitute a specific formation for the scenarios of the Battle of El Bodón;
- The Chasseurs and Mamelouks of the Imperial Guard are combined in the Lepic counter 2 7 8;
- The Grenadiers à Cheval and the Chevau-légers-lanciers are combined in the Lepic counter 4 7 7 (*designer's note*: since the Chevau-légers-lanciers constitute the majority of the counter, it is not represented as a heavy cavalry unit) ;
- In the British 7th Division (HOUSTON), the Chasseurs counter represents Chasseurs Britannique régiment an the Brunswick counter represents 8 companies from the Brunswick-Oels Regiment; other light companies drawn from that regiment are represented by the B-O Coy marker.

In order to simulate the three battles effectively, the units of the British 3rd Division (PICTON) are represented by counters at the scale of regiments or battalions, while the other Anglo-Portuguese divisions are shown at the scale of brigades or regiments (battalion for units of Caçadores). This necessitates specific stacking rules in the scenarios for the Battle of Fuentes de Oñoro (see **Fuentes de Oñoro**).

The CAM « Panique » [panic] is in French colors because it affects French units, even though it is used and placed in the cup by the Anglo-Portuguese player. Also, the back of this CAM « Panique » is used to indicate days (May 3, 4 or 5) on the track designated for that purpose for the Battle of Fuentes de Oñoro.

A note on the map:
The type of terrain that occupies the majority of the hex (for both terrain and elevation) is used to govern movement and combat in that hex.

Foz de Arouce
0.1 - Scale
Each turn covers 2 hours of real time. The map scale is about 500 meters per hex. One strength point represents about 200 infantry or 150 cavalry. One artillery strength point represents about 50 artillerymen and 2 to 4 artillery pieces, depending on their caliber.
0.2 – Terrain
The ford at 1308-1407 is passable only to cavalry units and leaders.
Historical note: Heavy rains had caused the level of the Ceira to rise, to such an extent that it is considered a river with respect to the Terrain Chart.
2.1.2 Combined Activation Markers (CAMs—or MACs in French)
The CAM « Panique » may be used **one time** per scenario in which it is listed as available. *Note*: if a CAM is the last AM in the cup (see **2.2**) and thus has not been used in the current turn, it is still counted as having been used.
To use a CAM, the Anglo-Portuguese player simply puts it in the cup during Phase A of the game turn desired (thus it cannot be chosen as the initial AM in Phase B).
- *« Panique »***:** when this CAM is drawn from the cup, the French player performs a cohesion test on the French unit with the lowest cohesion rating that is located on the left bank of the Ceira. It cannot be a unit that is either disordered or routed. If there are several units with the same (lowest) cohesion, he chooses the one to test. If the unit fails the test, it becomes disordered.

10.4. Rout movement

When a routed French unit reaches the right bank of the Ceira by crossing the bridge or the ford (hexes 1308 – 1407) it may move in any direction desired, without exiting the map, so long as it remains on the right side of the Ceira. During rout movement in Phase E of succeeding turns it may again move or remain in place, as the French player desires, until rallied.

Limitations on movement

The 6 units of formation FEREY (3rd Division of VI Corps) cannot cross the Ceira and must remain on its right bank for the entire game.

Historical note: Craufurd was not present with his division at Foz d'Arouce. He rejoined it later and participated notably in the Battle of Fuentes de Oñoro. However, for convenience we still use the two AMs identified by his name to activate his division.

Fuentes de Oñoro

0.1 - Scale

Each turn covers 2 hours of real time. The map scale is about 500 meters per hex. One strength point represents about 200 infantry or 150 cavalry. One artillery strength point represents about 50 artillerymen and 2 to 4 artillery pieces, depending on their caliber.

2.1.2 Combined Activation Markers (CAMs—or MACs in French)

Each of the following CAMs may be used **one or more times** during scenarios for which they are listed as available. *Note*: If a CAM remains in the cup as the last AM (see **2.2**) and thus has not been used in the current turn, it is still counted as having been used.

To use a CAM, simply put it in the cup secretly during Phase A of the game turn desired (thus it cannot be chosen as the initial AM in Phase B).

- *Cold Steel*: When this CAM is drawn from the cup, the Anglo-Portuguese player may activate up to 4 infantry units of his choice, even if they belong to different formations, so long as they all perform a shock attack against hexes 1208, 1209 and/or one of the 8 hexes adjacent to these two hexes. (*Designer's note:* This CAM is intended to account for the furious counterattacks with the bayonet that enabled the Anglo-Portuguese to recapture Fuentes de Oñoro). These 4 units are therefore considered as belonging to the same formation (except for stacking: see **5.1.1**) and may perform combined shock attacks;

- *A la charge:* When this CAM is drawn from the cup, the French player may activate up to 4 cavalry units of his choice, even if they belong to different formations, so long as they perform a charge (*Designer's note:* This CAM is intended to account for the activity of the French cavalry during the battle*);

- *Attaque combinée*: This CAM is used to permit the simultaneous, combined activation of two French formations. To do this, the French player places the CAM *Attaque Combinée* in the cup during Phase A of any game turn, and <u>does not place</u> in the cup, during Phase C, one of the AMs of each of the two formations whose activation he hopes to combine: he places these (face down) in the box labeled « MAC » [i.e., « CAM »] intended for this purpose on the border of the map, so as to identify them. When this CAM is drawn from the cup, the French player may activate the two formations in question simultaneously, as if they belonged to the same formation (except for stacking, see **5.1.1**), and combines their fire, shock and charges. The two AMs that were placed in the « MAC » box are then flipped over to prove that these are the two relevant formations.

For all these CAMs, if the units chosen or designated perform an extra activation they still can have been activated once or twice previously without any effect. They are activated in the status (*Received Orders* or *No Orders*) that they had at the time the CAM is drawn. If one of them has *No Orders,* the player may attempt to convert it to *Orders Received* by using the value on the CAM (one check per unit).

5.1.1 – Stacking limits

At Fuentes de Oñoro, the stacking limit for <u>British</u> units of PICTON's formation is three units per hex rather than two. If a Portuguese unit of PICTON's formation is in the hex the limit is two infantry units in the hex, no matter what.

Light companies.

To reflect the effectiveness of light companies in Wellington's army, the Anglo-Portuguese player has 4 « Coy » (for « Company ») markers. *Note*: Drawing a Coy marker does not permit any of the actions

described in **2.4** (*Example*: a Coy marker does not allow movement of a leader).

During Phase A of each game turn, the Anglo-Portuguese player selects 3 of the 4 « Coy » markers (the 4th is set aside for the remainder of the turn). He then chooses one and places it on the map, stacked with an unrouted infantry unit of a formation having the same color code as one of the colors on the marker (*Note: The Coy markers have from one up to three color codes)*. The other two markers are placed in the cup during Phase A. Then, when they are drawn from the cup during Phase D they are each placed on an unrouted infantry unit possessing the same color code. Once per turn, at any time during Phase D (even during a French activation) the Anglo-Portuguese player may require a French unit adjacent to a Coy marker to perform a Cohesion Test and apply the result (loss of a level of organization if it fails). The Coy markers remain stacked with the unit they were placed on until used (to require a French CT), after which they are removed from the map for the remainder of the turn. If a Coy marker is the last marker remaining in the cup at the end of the turn, it is not used, nor can it be used on the next turn (place it on the turn track in the space corresponding to the turn on which it will return to the game).

Friendly fire on the Légion hanovrienne. The légion hanovrienne in French service wore red uniforms like British troops and were the target of friendly fire during the Battle of Fuentes de Oñoro. To take this episode into account, the Légion hanovrienne counter is subject to the following rule: during the game, at the instant when the Légion hanovrienne counter <u>for the first time</u> finds itself adjacent to a non-Portuguese enemy infantry unit and also adjacent to, or stacked with, a French unit, the French player must perform a Cohesion Test for it, with a +1 penalty to the die roll, and apply the result (loss of a level of organization if it fails). If the CT causes it to rout, the Légion hanovrienne unit is immediately eliminated.

Guard Cavalry. General Lepic refused to permit Marshal Masséna to commit his cavalry units of the Imperial Guard to combat during the battle, his excuse being that he could accept orders only from Marshal Bessières (who could not be found) or from the Emperor. For this reason, Lepic's two units cannot engage in combat (shock or charge) or enter an enemy ZOC, except under the following conditions:

- during the last turn of the game in Scenarios B2. and B3. (only once per turn), at the end of Phase C, the French player may announce that he wishes to commit Lepic's two units to combat. He rolls a d10, and if the result is <u>higher than</u> the two units' cohesion (i.e., 7 or higher), he may use Lepic's two units without restrictions for the rest of the scenario (no further cohesion tests are necessary). If the die roll fails, the restriction remains in effect without penalty. If it succeeds, the result on the d10 minus 7 is the number of Victory Points awarded to the Anglo-Portuguese player (for example: a roll of 9 gives 9 – 7 = 2 VP to the Anglo-Portuguese player).
- The same principle is applied for Scenario B4., with one attempt allowed on turns 7 (1700) and 8 (1900) on May 4 and 5. The VPs awarded to the Anglo-Portuguese player are doubled on a successful roll on May 4.

Lepic's two units are released from this rule restriction if they are the target of an enemy attack (shock, charge or fire), but the Anglo-Portuguese player then gains 1 VP.

El Bodón

0.1 - Scale

Each turn covers 2 hours of real time. The map scale is about 500 meters per hex. One strength point represents about 200 infantry or 150 cavalry. One artillery strength point represents about 50 artillerymen and 2 to 4 artillery pieces, depending on their caliber.

2.3.1 – Formations and tactical groups

For all El Bodón scenarios:

- The 2 Portuguese artillery units Preto and Sequeira are attached to formation PICTON.
- Formation MONTBRUN is comprised of 4 counters: 3^e/6^e Dragons, 10^e/11^e Dragons, 15^e /25^e Dragons and artillery Montbrun
- The 3 units of Fournier's Brigade of IX Corps (7^e,13^e and 20^e Chasseurs) constitute an independent formation activated by the AMs of D'ERLON (IX Corps)

Exiting the map

The Anglo-Portuguese units may exit the map via hex 1219 <u>voluntarily</u> (and therefore not because of recoil, retreat or rout as defined in **10.**), <u>only during the last turn of each scenario</u>.

Errata: http://www.fredbey.com/telechargements_en.html

22. Specific rules, The Berezina 1812

Notes

The counters: The order of battle is set at brigade scale, with a few regiments (regiments for Russian units). However, some French counters represent the remains of an entire army corps, or even more than one corps, due to the fact that their effectives were reduced during the retreat from Moscow.

<u>Special cases</u>:

- The troops of Brigadier General Bronikowski were originally divided between two regimental counters (7th Wurtemberg and 93rd Ligne), then combined into a single counter (Bronikowski) after being attached to II Corps;
- Foreign units in the Grande Armée (Polish, German, Swiss, Portuguese, etc.) have their cohesion rating in a light blue font instead of the dark blue font of French units;
- Russian artillery units carry the following abbreviations: Bat. for positional batteries, Bat. L for light batteries and Bat. C or B.C. for horse artillery batteries;
- Other abbreviations on the counters are as follows: Inf. for infantry, Cav. for cavalry, Ch. or Chas. for chasseurs, H. for Hussars, D or Dr. for Dragoons, Uh. or Uhl. for Uhlans, Gre. for Grenadiers and R or Rég. for Regiment;
- Russian chasseurs à pied units are as follows: 9 units of Chasseurs (with one or two regimental numbers), Kornilov, Ivanov, Viazemski, Ch. réunis, R. Iegerski and R. Finlandski;
- French AMs display the army corps that the formations belong to (and their division number);
- Russian AMs display a letter corresponding to their army commander: Tchitchagov (T), Wittgenstein (W) and Ermolov (E). Ermolov commands the advance guard of Koutousov's main army.

The map: The nature of the terrain makes precision imperative, due to the changing temperature during the fighting. The cold was not extreme during the day, but it was quite frigid at night: -20°C on the night of 26/27 November and all the way down to -30° on the night of 27/28 November.

« A wooded plain without significant changes in elevation; in winter the river bed is more important, and the area around Zembine is marshy. The west bank, occupied by the Russians, is more wooded and steeper than the east bank. At the ford of Stoudenka, the Berezina has high banks. The width of the flowing portion of the river, which is not yet frozen, is about 12 toises (24 meters). The stagnant portions, covered with ice along the edges, give it a width of 40 toises (80 meters). And if we choose to add the adjacent marshes which render its approaches very difficult, the obstacles are spread over an area more than 300 toises (600 meters) across. »

Alain Pigeard, Dictionnaire de la Grande Armée.

« Since the east bank was higher than the west bank, all of Napoléon's batteries could be deployed in a dominant position. The west bank, on the other hand, was low, very marshy and wooded: it was impossible to place more than a few cannons there within range of the river and the bridges.

Dominic Lieven. La Russie contre Napoléon (Russia against Napoléon).

Day and night: At the end of November there was daylight from 0800 hours to 1600 hours in the region of Minsk. Each day, turns 3 through 7 are daylight turns, and turns 1, 2, and 8 through 10 are night turns (see the turn track on the map).

Specific rules common to the Berezina 1812 scenarios

0.1 - Scale

Each game turn covers 1:45 of real time on daylight turns and 2:15 on night turns. The map scale is about 500 meters per hex. One strength point represents about 200 infantry or 150 cavalry. An artillery strength point represents about 50 artillery men and an average of 3 guns.

0.2 – The map

In the scenarios, for simplicity the rules refer to the top of the map as north, the right side as east, the left side as west and the bottom as south, even though north is not precisely toward the top of the map (see the compass in hex 3101).

Only numbered hexes are playable, and some scenarios limit the game to a specific section of the map. The majority terrain in the hex (elevation and terrain) is considered that of the entire hex for movement and combat purposes. The turn record track is placed on each half of the map so that players can play certain scenarios with the map folded in half.

The hexes of difficult terrain on the map represent zones of frozen marsh. All the usual effects of difficult terrain apply, <u>except for prohibition of Charge Movement and Charging itself</u> (the ground was hard enough to permit this). Squares are also allowed in difficult terrain, the same as in clear terrain.

In the redoubt of Borissov (hex 1635) units have 6 front hexes (the same as in a village, for instance) and their ZOC extends outside the redoubt.

The tavern located in hex 1703 is an isolated building and is purely decorative, having no influence on the game. Hex 1703 is clear terrain.

1- E. Rout and Demoralization Phase

Additional actions are performed during this phase, in the following mandatory order:

- burning or destruction of villages;
- movement of Eblé, units of traînards (except at night) and units belonging to the park (« parc » in French);
- possible use of the « Barques » (boats) marker;
- Eblé at work: construction, destruction or repair of bridges;

Next, players move routing units and check for demoralization of each formation as explained in the rules.

2.1.2 Combined Activation Markers (CAM, or MAC in French)

Each of the following CAMs can be used **one or more times** per scenario in which it is listed as available. *Note*: if a CAM is the last AM remaining in the cup (see **2.2**) and thus has not been used in the current turn, this still counts as one « utilization » of it.

To use a CAM, simply place it in the cup secretly during Phase A of whichever turn desired (thus it cannot be chosen as the initial AM in Phase B).

- *Tirailleurs (Skirmishers)*: When this CAM is drawn from the cup, the Russian player can activate up to 3 units of chasseurs à pied (see Notes on the counters) of his choice, even if they belong to different formations (*Designer's Note:* this CAM is intended to take into account the significant activity of Russian regiments of chasseurs à pied during the battle);
- *A la charge:* When this CAM is drawn from the cup, the French player can activate up to 3 cavalry units of his choice, even if they belong to different formations, providing that they execute a (mandatory) charge (*Designer's Note:* this CAM is intended to take into account the vigor of the French cavalry during the battle*)*;
- *Tenir! (Hold!)*: When this CAM is drawn from the cup, the French player can attempt to rally all of his disordered or routed units which are not in contact with an enemy unit. This rally attempt is automatically successful for units located in a village hex (not burned, not destroyed); otherwise, a rally die roll is required;
- *Attaque combinée (Combined attack)*: This CAM is used to permit the simultaneous combined activation of two French or Russian formations. To do this, the player places the CAM *Attaque Combinée* in the cup during Phase A of any turn, and <u>does not place in the cup,</u> in the following Phase C, one of the AMs of each of the two formations he wishes to combine. He places the two unused AMs face down in the box labeled « MAC » on the edge of the map, for later verification. When this CAM is drawn from the cup, the French or Russian player then activates the two formations simultaneously, as if they were a single formation (except for stacking purposes: see **5.1.1**), and combines their fire, shock and charges. The two AMs placed in the « MAC » box are then turned over to prove that these are indeed the two formations involved. There is one

additional restriction (for the Russian player only): the two AMs of the two formations that the player wishes to combine must belong to the same army: Tchitchagov (T) or Wittgenstein (W). Ermolov's (E) AMs are not eligible for combined activation.

For all of these CAMs, if the units chosen or designated perform an extra activation, they can have been activated previously without any consequences. They are activated in the status (*Received Orders* or *No Orders*) that they had at the time the CAM was drawn. If one of them has *No Orders*, the player may attempt to convert it to *Received Orders* by using the value on the CAM (one check per unit).

2.3.2 Allocation of orders and 2.5 – Commanders-in-chief

The command range for commanders-in-chief is blocked by the Berezina, except via bridges and fords.

Russian commanders-in-chief can allocate orders to specific formations only. Tchitchagov, Lambert and Pahlen can give orders only to formations which display a « T »; Wittgenstein can give orders only to formations displaying a « W »; Ermolov can give orders only to formations displaying an « E ».

When Napoléon is in play, he is considered the sole commander-in-chief on the side of the Berezina where he is located. Thus, during Phase A of each turn, the other commanders-in-chief deployed on the side of the river that he is located on cannot give orders. However, their die roll modifier can still be used later for initiative tests by leaders of tactical groups located within their command range. Commanders-in-chief that are deployed on the other side of the Berezina from Napoléon can give orders normally.

3 – Strategic initiative

Players use the general with the highest die roll modifier of all the generals deployed on the map for the strategic initiative die roll.

5.2 Reinforcements

Units enter the map strictly in the order given in the scenarios.

Reserve Artillery of II and IX Corps (Lavoy and Caron). These two units of reserve artillery do not belong to a formation. Before the start of each scenario in which they are available, the French player decides which formation of the same corps to attach them to (but not FOURNIER, CORBINEAU or DOUMERC) for the entire scenario. This decision is noted and announced to the opponent. The units Lavoy and Caron are then treated as belonging fully to the formations chosen for them. The French player then deploys Lavoy and Caron on the map, stacked with or adjacent to a unit or stack belonging to the formation assigned to each of them.

Traînards and Park (« **Parc** » in French)**.** Units of traînards (civilians, women, sometimes children, as well as soldiers unable to fight in an organized manner) and of the French army's park (baggage and artillery train) possess specific characteristics and properties:

- they do not belong to any formation but are considered as always having *Received Orders*;
- they move once per turn, using normal movement (**4.1.1**), at the same cost as infantry on the Terrain Effects Chart, without having to draw an AM, during Phase E of each turn. Traînards units cannot move during night turns, whereas units of the park can do so;
- two traînards units can stack together, but cannot stack with any other unit types;
- Parc (Park) units cannot stack at all, even with each other;
- a friendly unit which moves through a hex containing traînards or park units during its movement phase suffers an additional disorder;
- they have no facing nor zone of control;
- they cannot attack;
- if attacked, they ignore the die roll modifiers for position when resolving the combat. They suffer the same results as any other type of unit, with this exception: if routed, they are immediately eliminated and removed from the map. In addition, a unit attacking enemy units of traînards or of the park must test cohesion after the combat is completely resolved (in the case of a charge, only the single usual cohesion test is made at the end of the charge), no matter what the combat result and its effects are;
- a unit of traînards, once it crosses to the west bank of the Berezina, can never return to the east bank for the remainder of the scenario.

Burned and destroyed villages. A combat unit of any type (cavalry, infantry or artillery) that is in good order, and is located in a village hex during Phase E of any turn, can voluntarily destroy or burn the buildings in that hex. This action occurs in Phase E and is automatic and irreversible. Indicate it by placing the appropriate marker on the hex. A hex containing a burned or destroyed village is thenceforth considered as a hex of difficult terrain. Hexes containing a destroyed village are important for the construction of bridges (see below).

Pont mobile (Bridge train). Each scenario indicates whether there is a bridge train (a bridge of boats; i.e., a pontoon bridge) available, and to which formation and which army it is attached. A bridge train has two sides: « pont mobile » (bridge train) and « pont posé » (deployed pontoon bridge).

-« Pont mobile » side: a bridge train uses infantry movement costs on the Terrain Effects Chart and also counts as an infantry unit for stacking. A bridge train does not participate in combat but its fate is linked to that of any friendly unit that it is stacked with, if the latter participates in combat: it retreats with the unit, remains in place if the unit advances after combat, and is eliminated if that unit is routed. A bridge train unit is automatically and immediately destroyed if it is ever alone in a hex adjacent to an enemy combat unit that is not routed (and which is neither a unit of traînards nor a park unit). A bridge train unit adjacent to a river can expend all of its movement points to flip over to its « pont posé » (bridge deployed) side, straddling the river, toward a hex free of enemy units. The reverse procedure works in the same way, with the deployed bridge being flipped to its « pont mobile » side, on either of the two sides of the river, by expending all of its movement points.

- « pont posé » side: once installed, a bridge train has the same characteristics as a solid bridge. A bridge train cannot be installed and uninstalled (or vice versa) during the same turn.

Pontoniers and the construction of trestle-bridges. Only the French player can construct trestle-bridges, using the Eblé unit (Eblé's pontoniers and Chasseloup's corps of engineers), which has one side « in movement » and the other side « au travail » (at work). It does not count against stacking and can only be eliminated in the same manner as a commander-in-chief (see **2.5.2**). The Eblé unit moves during Phase E as a unit with the status of « *Received Orders* ». If the Eblé unit is adjacent to a ford during Phase E of a turn, and there are two destroyed villages (see above) within 15 hexes (counting both the starting and ending hexes), the French player can turn the Eblé counter to its « au travail » side. During Phase E of the next turn, the Eblé counter is flipped to its « en mouvement » side and the French player puts a « Pont » (bridge) marker on the ford in question. If at any time the hex that the Eblé unit is in is attacked or bombarded, the Eblé unit is flipped to its « en mouvement » side (and the construction work is de facto suspended for a turn). *Designer's Note*: the wood necessary for construction of the bridges comes from the villages destroyed for that purpose.

Destruction and repair of bridges. During Phase E of a turn, a player can destroy a bridge if he has a unit or a stack of units totalling 6 SP of infantry or 7 SP of cavalry adjacent to that bridge and in good order but not adjacent to an enemy unit. Thus the permanent bridge at Borissov (1735-1835) or a deployed pontoon bridge or a trestle-bridge constructed by the Eblé unit can be destroyed. The player rolls a d10. If the result is 7 or less, the bridge is destroyed (place a marker or flip the counter over, as appropriate). The process of repair is the same, except that the result of the die roll must be 3 or less (remove the marker or flip the counter over, as appropriate). If the Eblé unit is adjacent to the bridge to be repaired, the French player can repair the bridge with a die roll of 7 or less. *Exception*: the bridge at Borissov, once destroyed, cannot be repaired. Only one attempt at destruction or repair per bridge per turn is allowed.

Barques (boats). Each scenario states whether the French player may use the « Barques » marker. If it is allowed, the French player may use it once during the scenario, placing it between two hexes separated by a river, during Phase E. The player may then use it to move one (and only one) infantry unit of his choice across it, using it like a bridge. The « Barques » marker cannot move. If one of the two hexes on which it is placed is attacked or is the target of Russian artillery fire, flip the « Barques » marker over to its « Barques coulées » (boats sunk) side, no matter what the result of the combat or fire is. The boats cannot then be used again during the scenario.

Gués (Fords). These are usable only by infantry and cavalry units in good order (neither disordered nor routed). Commanders-in-chief and artillery units cannot use a ford. The presence of chunks of ice made crossing fords dangerous, and therefore for each unit using a ford the player rolls a d10; if the result is:

- lower than or equal to the unit's cohesion, the latter crosses the ford by expending +1 MP (as indicated on the Terrain Effects Chart);
- one or two points higher than the unit's cohesion, the latter crosses the ford by expending +1 MP and becomes disordered as soon as its movement is finished;
- three or more points higher than the unit's cohesion, the latter does not cross the ford and remains in the hex from which it attempted the crossing, and if the result of the die roll is 9, the unit is also disordered.

Example: using Castex's cavalry unit (cohesion 5): if it rolled a 3, it would cross the ford by expending +1 movement point; on a 7, it would cross the ford by expending +1 MP and would become disordered; on an 8, it could not cross the Berezina.

Victory conditions common to all scenarios of Berezina 1812

Each scenario has additional victory conditions that are added to the common victory conditions. « Controlling » a hex means occupying or being the last to move though the hex. Control can be indicated by using the flags on the backs of AMs and CAMs that are not used in that particular scenario.

Automatic victory:

The Russian player wins (and the game ends immediately) if Napoléon is eliminated.

Victory at the end of the game:

Victory is awarded to the player who scores at least 7 more points than his opponent. If the difference between the points scored by the two sides is 6 or less, the game is a draw.

Victory points are scored as follows:

French and Russians:

- 2 VP per enemy infantry, cavalry or artillery unit eliminated**;**
- 1 VP per routed enemy unit still on the map at the end of the game;
- 2 VP per enemy park unit eliminated;
- 1 VP per enemy formation demoralized (except for FOURNIER and CORBINEAU) at the end of the game (see **11.2**).

Russians only:

- 1 VP per traînards unit eliminated;
- 2 VP, once per scenario, if one of the two Young Guard units (Roguet and Laborde) engages in combat (as attacker or defender) or 5 VP, once per scenario, if one of the 4 infantry regiments of the Old Guard (1st and 2nd Grenadiers, 1st and 2nd Chasseurs) engages in combat (as attacker or defender). These points are not cumulative: the maximum is 5 VP per scenario;
- 3 VP, once per scenario, if an infantry unit of the Old or Young Guard is disordered or routed (cumulative with the preceding bullet, so that the maximum total is 5+3 = 8 VP).

Errata: http://www.fredbey.com/telechargements_en.html

23. Specific rules, Hanau 1813

Designer Notes

The counters: The order of battle is set at brigade and regiment scale. There are, however, some French counters at the division level, since the strength of some of them were reduced after the battle of Leipzig. The Bavarian Kreis units (Circle, a sort of national guard), Austrian Jägers and Grenzer are represented by battalions.

French units:

• The AM bear the name of their commanders and the numbers of the army corps they command. *Special cases:* G for Guard and VG for Vieille Garde (Old Guard). -C after the number or letter indicates that it is a cavalry formation;

• Infantry and cavalry units bear the name of regiments (for VG), brigades (for G-C, II, V-XI and II-C) or divisions (for III, IV and VI). *Special case*: the brigades Vergez 1. and Vergez 2. bear the name of their division commander, General Vergez. For the cavalry, the figurines indicate whether they are hussars, mounted chasseurs, dragoons, chevau-léger lancers, carabiniers, cuirassiers, mounted grenadiers or elite gendarmes. *Special case*: the honour guard squadrons were dispersed during the battle of Hanau among the brigades D'Lyon, Letort and Laferrière. Therefore, they don't have a counter representing them;

• Artillery units bear the name of their direct commander (ex.: Couin or Dolin) or the corps or division to which they report (ex: Victor or Sémellé). *Abbreviation*: Guillemi. for Guilleminot.

Austro-Bavarian units:

• The AM bear the name of the commanders and the name of the divisions they command. *Abbreviations*: TRAUTEN. for TRAUTENBERG, Kav for Kavallerie, Div for Division, Ln for Linie, Lt for Leichte, Res for Reserve and SteifKorps for Free Corps.

• Infantry units bearing the name of battalions are: the Bavarian Kreis units (Salzach, Regen, Rezat, Inn, Unter Donau, Iller, Isar. *Abbreviation*: 2./Salzach for 2.Btl/Salzach, or 2nd battalion of the Salzach Circle); the Bavarian light battalions (*Abbreviation*: LtBtl 4 for 4th light battalion) and the Austrian Grenzer units (*Abbreviation*: 1-2. Szekler for 1-2.Btl/Szekler, or the 1st and 2nd frontier battalions of the Szekler regiment), Jägers (3. Jäger for 3rd Jäger battalion) and Grenadiers (7 units of TRAUTEN. formation) ;

• All the other units bear the names of regiments. *Abbreviation*: InfRgt 4, for 4th Infantry Regiment. *Special cases*: the Austrian regiments Rudolf and Jordis are divided into two counters each regrouping two battalions (1-2 and 3-4). The 4th battalion of these two regiments is a Landwehr battalion;

• Cavalry units bear the name of their regiment (2. ChevLeg signifying 2nd Chevau-Léger). *Abbreviations*: Schwarzen. for Schwarzenberg and Hessen-Hom. for Hessen-Homburg. The figurines indicate whether they are hussars, chevau-légers, uhlans, dragoons, cuirassiers or Cossacks. *Historical note*: only the cavaliers of Bavarian 7.ChevLeg, created in 1813, wear a shako, the other 6 regiments are still equipped with a caterpillar helmet;

• Artillery units bear the name of the brigade or the division to which they report.

Specific rules common to Hanau 1813 scenarios

0.1 - Scale

Each game turn covers 1:00 of real time. The map scale is about 250 meters per hex One strength point represents about 200 infantry or 150 cavalry. An artillery strength point represents about 50 artillery men and an average of 3 or 4 guns.

0.2 – The map

The motif of hex 1915 (Obelisk) is only decorative and has no impact on the game: use the terrain of the hex (clear terrain).

The pond in hex 1322 is only decorative and has no impact on the game: use the terrain of the hex (village).

The trees placed along the road are only decorative, use the terrain of the hex (clear with road).

The type of terrain that occupies the majority of the hex (for both terrain and elevation) is used to govern movement and combat in that hex.

Main and Kinzig rivers cannot be crossed except by bridge.

Of the hexes crossed by the Main, only hex 2316, 2217, 2118, 2019, 1921, 1922, 2022 and 2224 are

playable.

2.1.2 Combined Activation Markers (CAM, or MAC in French)

Each of the following CAMs can be used **one or more times** per scenario in which it is listed as available. *Note*: if a CAM is the last AM remaining in the cup (see **2.2**) and thus has not been used in the current turn, this still counts as one "use" of it.

To use a CAM, simply place it in the cup secretly during Phase A of whichever turn desired (thus it cannot be chosen as the initial AM in Phase B).

- *Drouot*: When this CAM is drawn from the cup, the French player can activate up to 3 artillery units of his choice, even if they belong to different formations.
- *Grande Batterie (Grand Battery)*: When this CAM is drawn from the cup, the Austro-Bavarian player can activate up to 4 artillery units of his choice, even if they belong to different formations.
- *Charge:* When this CAM is drawn from the cup, the French player can activate up to 5 cavalry units of his choice, even if they belong to different formations, providing that they execute a (mandatory) charge.
- *Cavalerie (Cavalry):* When this CAM is drawn from the cup, the Austro-Bavarian player can activate up to 4 cavalry units of his choice, even if they belong to different formations. They are not required to carry out a charge.

For all of these CAMs, if the units chosen or designated perform an extra activation, they may have been activated previously without any consequences. They are activated in the status (*Received Orders* or *No Orders*) that they had at the time the CAM was drawn. If one of them has *No Orders*, the player may attempt to convert it to *Received Orders* by using the value on the CAM (one test per unit).

5.2 Reinforcements

Units of each formation enter the map strictly in the order given in the scenarios.

Exhaustion of artillery munitions

Historical note: The Bavarian artillery is low on munitions on 30 October. Likewise, the French reserves of cannonballs have been weak since the battle of Leipzig, despite passing by the depots of Erfurt.

The 30 October beginning at the 14h00 turn, one of the players (either one) rolls 1d10 at the beginning of each turn:

- if the result is 0, 1 or 2, the Bavarian artillery (not the Austrian artillery) carries out its fire with a DRM of -1.

- if the result is 8 or 9, the French artillery (except that of formations NANSOUTY and FRIANT) carries out its fire with a DRM of -1.

The obtained DRM are only valid for the duration of the current turn. Beginning with turn 16h00, any DRM become -2.

This rule does not apply 31 October and is therefore only valid for scenarios S.1 and S.2.

Optional reinforcements (What if?)

The hussar regiment Frimont (SPLENY) was still behind the Austro-Bavarian army 30 October and did not participate in the battle historically. Nevertheless, we propose they come into play as a "*minimalist variation*", if the players agree to it:

Frimont would enter in reinforcement in 2301 during the 13h00 turn of 30 October (scenarios S1. and S2. only).

Errata: http://www.fredbey.com/telechargements_en.html

24. Specific rules, Montmirail and Vauchamps 1814

Designer's notes
The counters: The order of battle has been set at the level of brigades and regiments.
French units:
- AMs bear the name of the leader and the number of the army corps or division that he commands: VI-8 for the 8th Division of the VI Corps, G-1 for the 1st Division of the Guard, CG for Guard Cavalry and AG for Guard Artillery. A "C" after the number or letter indicates that it also belongs to a cavalry formation; for example, IIC for II Cavalry Corps.
- Infantry units bear the name of their brigade leader or of their regiment. *Special cases*: the 2 Gendarmes counters of NEY's formation form the foot gendarmes back from Spain, incorporated in Friant's division of the Imperial Guard. The two counters Art. Mar. belonging to the formation JOUBERT represent the infantry regiments formed from marine artillery contingents.
- Cavalry units bear the name of their brigade leader or the name or type of the regiment. *Special cases*: some counters belonging to formation NANSOUTY represent a collection of squadrons from several regiments. For formations DOUMERC and ST GERMAIN, the icon represents the unit type making up the majority of each brigade.
- Artillery units bear their particular leader's name or that of the corps or division to which they are attached.

Russian units:
- AMs bear the name of the leader and the number of the corps which he commands (*example*: VON LIEVEN III for the Russian XI Corps). A "C" indicates the cavalry corps.
- Infantry and cavalry units bear the name of their brigade leader or the particular name of their regiment.
- Artillery units bear their number, with the abbreviation Bat. for positional batteries, Bat. L for light batteries and Bat. C for cavalry batteries.

Prussian units:
- AMs bear the names of one or more brigades (*example*: PRINZ AUGUST for the 12th brigade of the Prussian III Corps).
- Infantry or cavalry units bear the name of their regiment or their origin of recruitment. *Abbreviations*: Schles. for Schlesisch, Ostpreuß. for Ostpreußisch, Mecklenburg. for Mecklenburgisch, Brandenburg. for Brandenburgisch.
- Artillery units bear their number and Bttr. as a German abbreviation for Battery.

Specific rules for Montmirail and Vauchamps 1814
0.1 Scale
Each turn covers one hour (1h00) of real time. The map scale is about 250 meters per hex. One strength point represents about 200 infantry or 150 cavalrymen. One artillery strength point represents about 50 artillerymen and three or four cannons or howitzers, depending on their calibers.
0.2 The Map
Farms: Hexes containing a farm - see the legend on the map (*example*: les Grenots in hex 1911 at Montmirail) - are treated like clear terrain except for the modifier for shock combat. To mark the defensive advantage of these farms, the attacker's bonus of +1 for attacking into clear terrain is lost when the defender in the farm hex is infantry, or artillery stacked with infantry. However, the +1 bonus is not lost if the hex is occupied by cavalry or by artillery alone.
Trees: the trees alongside roads are purely decorative. Use other terrain in the hex (clear if using the road).
Majority terrain in the hex (level and terrain type) applies to the whole hex for movement and combat.
2.1.2 Combined Activation Markers (CAMs)
Each of the following CAMs can be used **one or more times** during the scenario for which it is listed as available. *Note*: if a CAM is left in the cup as the last AM (see **2.2**) and has not been used during the current turn, it still counts as one "use".
To use a CAM, simply place it in the cup secretly during Phase A of the desired turn (thus it cannot be chosen as the initiative AM in Phase B.)
- *Ney*: This CAM is used to allow the simultaneous combined activation of the two French formations RICARD and NEY. To do this, the player places the CAM *Ney* in the cup during Phase

A of any turn, and <u>does not place</u> one of the two AMs of each of the two formations RICARD and NEY in the cup; he keeps these hidden. When this CAM is drawn from the cup, the French player can then activate both formations simultaneously, as if they both belonged to the same formation (except for stacking them together; see **5.1.1**) and combines their fire, shock or charges. The two hidden AMs are then revealed to the opponent as proof.

- *Marmont*: same as the *Ney* CAM, but with the three formations RICARD, JOUBERT and LEVAL.
- *Saint Russie* (Holy Russia): When this CAM is drawn from the cup, the Russian player can activate up to 4 infantry or cavalry units of his choice, even if belonging to different formations, so long as they make an attack.
- *Tenir (Russe)* (Hold! [Russian]): When this CAM is drawn from the cup, the Coalition player can try to rally all of his disordered or routed Russian units which are not in contact with an enemy unit. This rally is automatic for units in village hexes; otherwise they require a rally check.
- *Tenir (Prussien)* (Hold! [Prussian]): When this CAM is drawn from the cup, the Coalition player can try to rally all of his disordered or routed Prussian units which are not in contact with an enemy unit. This rally is automatic for units in village hexes; otherwise they require a rally check.
- *Vorwärts* (Forward): When this CAM is drawn from the cup, the Coalition player can activate up to 3 Prussian infantry units of his choice, even if they are from different formations; these units must then engage in combat.
- *Carré* (Square): When this CAM is drawn from the cup, the Coalition player can put any of his infantry units in square in reaction to a charge without having to make the check described in **9.3.1**. Success in forming square is automatic. This ability is only in effect for the current turn.

For all of these CAMs, if the chosen or designated units perform an extra activation, they still can have been activated previously with no penalty. They are activated in the status (either *Orders Received* or *No Orders*) that they had when the CAM was drawn. If any of them have *No Orders*, the player can try to change their status to *Orders Received* by using the value on the CAM (one check per unit).

5.2 Reinforcements
Units of each formation enter the map strictly in the order indicated in the scenarios. The order of entry of formations arriving as reinforcements at the same time and through the same hex is determined by the order in which their AMs are drawn from the cup.

Victory conditions common to the Montmirail and Vauchamps 1814 scenarios
Each scenario has additional victory conditions that are added to the conditions common to all of them.
To have "control" of a hex means to occupy it or to be the last to have moved a unit through the hex in question. Control can be marked by placing in the hex an AM or CAM not used in the scenario, with its flag side up.
Automatic victory:
The Coalition player wins, and the game ends immediately, if Napoléon is eliminated.
Victory at the end of the game:
Victory is awarded to the player who scores at least 7 more points than his opponent. If the difference between the points scored by the two sides is 6 or less, the game is a draw.
Victory points are scored as follows:
French and Coalition:
- 1 VP per enemy formation demoralized (except for KARPOV II, HAACKE and PRINZ AUGUST, which are not worth any victory points).
French only:
- 1 VP per routed enemy unit still on the map at the end of the game.
- 2 VP per eliminated enemy infantry, cavalry or artillery unit.
Coalition only:
- 1 VP per routed enemy unit other than grenadiers or chasseurs of Formation NEY, still on the map at the end of the game.
- 2 VP per routed unit of grenadiers or chasseurs of Formation NEY, still on the map at the end of the game.
- 3 VP per eliminated enemy infantry, cavalry or artillery unit, other than grenadiers or chasseurs of Formation NEY.

- 5 VP per eliminated unit of grenadiers or chasseurs of Formation NEY.

Design Note: one of Napoléon's major problems during the campaign in France was the shortage of troops in his army. For this reason, the elimination of French units, and especially those of the Imperial Guard, results in more victory points for the opponent than does the loss of Coalition units.

Montmirail

During Turn 8h00:
- AMs are not drawn from the cup; instead, they are played in the following order: KARPOV II, NANSOUTY, TALYZIN II, VON LIEVEN III, RICARD.
- The last AM (RICARD) is played; it is not left unused as would normally be the case in **2.2**.
- formations KARPOV II and NANSOUTY have *No Orders* and cannot use initiative to try to convert to *Orders Received*.

During resolution of every combat involving a charge, the attacker is penalized by a -1 to the die roll (*Design Note*: the difficult terrain hindered charges during the day of Montmirail).

Coalition commanders-in-chief: The Coalition player has two commanders-in-chief, but only one can be used to give orders each turn. Sacken is the sole Coalition commander-in-chief who can give orders during the 8h00 through 14h00 turns. Beginning with the 15h00 turn, the Coalition player can choose (secretly), at the start of each turn, which of his two commanders will be able to give orders for that turn.

In addition:

Sacken gives orders to Russian formations only: KARPOV II, TALYZIN II, VON LIEVEN III and VASSILTCHIKOV.

Yorck gives orders to Prussian formations only: JÜRGASS, PIRCH II, HORN, WARBURG and WILHEM.

Design note: Sacken and Yorck detested one another cordially, and on this February 11 the former initially refused the latter's proposal to coordinate their actions.

Vauchamps

During Turn 9h00: the last AM is played and is not left in the cup unused, as would normally be the case in **2.2**.

The Coalition player has available a "free" order (not tied to the presence or location of Blücher) for each of the first three turns (9h00, 10h00 and 11h00); he can give it to any formation.

During resolution of every combat involving a charge, the attacker is penalized by a -1 to the die roll (*Design Note*: the difficult terrain hindered charges during the day of Vauchamps).

25. Specific rules, Les Quatre-Bras and Waterloo 1815

Designer's notes
The counters:
The order of battle is set at brigade scale and, in a few cases (the French Old and Middle Imperial Guard and certain Anglo-Allied cavalry units), at regimental scale. The divisions of each corps are identified by a specific symbol (*e.g., a horn for the division of chasseurs of the Old Guard*), a diamond (infantry) or a guidon (cavalry) in color, containing their identifying number, letter or symbol. Counters without this kind of identification are not attached to a particular division in their formation.

French units:
- AMs bear the names of leaders and the number of the army corps they command; e.g., REILLE - II for the II Corps. A "–C" after the number or letter indicates that it is a cavalry formation. VG-MG signifies Old Guard and Middle Guard, JG signifies Young Guard, and CG signifies Guard Cavalry.
- Units bear the name of their brigade, regiment or battery commander. Some artillery batteries bear the name of the brigade or division to which they are attached (*e.g., Roguet or Michel*).

Anglo-Allied units:
- AMs bear the names of leaders of large formations.
- Units bear the name of their brigade, regiment or battery leader.
- The nationality of each unit is shown by the color of its cohesion number:
    - United Kingdom (and King's German Legion): white number on a red background.
    - Nassau: yellow number on a blue background.
    - Holland (and Belgium): white number on an orange background
    - Hanover: black number on a yellow and white background.
    - Brunswick: white number on a black and sky-blue background.

Prussian units:
- AMs bear the names of leaders of large formations. The IV Corps has been divided into two formations, BÜLOW (I) and BÜLOW (II), corresponding to the order of arrival of Prussian divisions as reinforcements on the battlefield of Waterloo.

Abbreviations: To avoid exact duplications, some counters are distinguished by a number (*e.g., Lallemand 1, 2 and 3 for the three 12-pounder batteries of the Imperial Guard affectionately named "The Pretty Girls"*) or by an additional abbreviation indicating a grade or a specificity of the unit.
M. = marine (artillery)
Cap. = Captain
Col. = Colonel
M.G. = Major General

Special case:
Units with 11 SP lose 2 SP on their disordered side instead of 1 SP as is the case with all other units.

Artillery strength points:
Strength points for artillery units are determined according to the number of artillery pieces in the unit and their calibers, as shown in the following table:

Caliber Number of pieces in unit	6 - Pounder	9 - Pounder	12 - Pounder
2	1 SP		
5	2 SP	4 SP	
6	3 SP		5 SP
8	4 SP		6 SP

Specific rules for Les Quatre-Bras and Waterloo 1815
0.1 - Scales
Each turn covers one hour and thirty minutes (1h30) of real time. The map scale is about 400 meters per hex. One strength point represents about 350 infantry or 250 cavalrymen. One artillery strength point represents about 50 artillerymen and 2 or 3 artillery pieces, depending on their calibers.

0.2 – The map

Farms: Hexes containing farms – see the map legend (*e.g., Farm of Mont St. Jean, hex 2610 on the Waterloo map*) – are treated as clear terrain except that the +1 bonus for attacking in clear terrain is lost when the defender has at least one infantry unit in the hex.

Fortified farms: Fortified farm hexes (*e.g., Gémioncourt, hex 1913, on the Les Quatre-Bras map*) are prohibited to all leaders and combat units. Only compagnie légère (light company) markers can be placed there (any number of them may stack there, and there is no restriction as to their formations of origin). A fortified farm blocks LOS. *Exception: If the hex containing a fortified farm is crossed by a road or trail, leaders and combat units can pass through it via that road or trail (but cannot stop there) so long as the hex is empty or is occupied solely by friendly light company markers. Retreats and rout movement are also allowed through fortified farm hexes, so long as such hexes are empty or are occupied solely by friendly light company markers. However, charging into or through fortified farms is not allowed.* Each fortified farm hex has a defense strength used in resolving assaults (see below): all fortified farms have a defense strength of 1, except for La Haye-Sainte (hex 2410, Waterloo), which has a strength of 2, and Hougoumont (hex 2107, Waterloo), which has a strength of 3.

Trees: The trees alongside roads are placed there solely for decoration. Ignore them and use other terrain in the hex. (Treat as clear terrain if moving along the road.)

The majority terrain in a hex (its level and its terrain type) is applied for movement and combat purposes as if it were the only terrain in the hex.

2.1.2 Combined Activation Markers (CAMs, or MAC in French)

Each of the following CAMs can be used **one or more times** per scenario in which it is listed as being available. *Note*: if a CAM remains in the cup as the last AM (see **2.2**) and therefore is not used in the turn in question, this still counts as one usage of it.

To use a CAM, simply place it secretly in the cup during Phase A of the desired turn (hence it cannot be selected as the initiative AM in Phase B).

- *Grande Charge*: This CAM is used to allow the simultaneous combined activation of combat units from the French formations KELLERMANN, MILHAUD and GUYOT / L.-D. To do so, the player places the *Grande Charge* CAM in the cup during Phase A of a given turn, and does not place (in Phase C) one of the AMs of each of these formations in the cup (i.e., 3 AMs total are withheld); the three withheld AMs are kept secret. When this CAM is drawn from the cup, the French player can simultaneously activate the combat units of all 3 formations, as if they all belonged to the same formation (except with regard to stacking together; see **5.1.1**), and their fire, shock and charges are combined. Moreover, these charges can be launched even if the units being attacked are not within the charging units' line of sight. The three hidden AMs are then revealed to the opponent as proof.

- *Tenir! (Hold!)*: When this CAM is drawn from the cup, the French player can try to rally <u>one</u> disordered or routed unit from each of his formations, provided that the unit in question is not adjacent to an enemy unit. Rallying is automatic for units in village hexes; otherwise, a rally test must be made using the CAM's initiative rating.

- *Réserve*: When this CAM is drawn from the cup, the French player can perform one additional activation of the counters of one division of his choice, from any one formation. (See the additional restrictions in individual scenarios.)

- *Cambronne*: After this CAM is drawn from the cup, the French player can require his opponent to re-roll the die (if he doesn't like the original result) for a fire or shock combat in which at least one of the targets is a unit displaying an Eagle. Likewise, the French player can re-roll the die when he is making a Cohesion Test or an Engagement Test for a unit displaying an Eagle. However, he cannot re-roll the die determining the result of a shock combat if the unit displaying an Eagle is the attacker. Each time the die is re-rolled due to this CAM, the French player must cry out: *"Merde! La Garde meurt mais ne se rend pas!" (The Guard may die but it does not surrender!)* After being drawn, this CAM is effective for the rest of that turn.

- *Charge*: When this CAM is drawn from the cup, the Coalition player can activate up to 3 cavalry units, all from the same Anglo-Allied formation, provided that they then make a shock or charge attack.

- *Hold the Line*: When this CAM is drawn from the cup, the Coalition player can try to rally all disordered or routed units from one Anglo-Allied formation, providing that they are not adjacent

to an enemy unit. Rallying is automatic for units in village hexes; otherwise, a rally test must be made using the CAM's initiative rating.

- *Carré* (Square): Starting at the moment the CAM is drawn from the cup, the Coalition player can put any of his Anglo-Allied infantry units in square in reaction to a charge, without having to perform the test described in **9.3.1**. Forming square is automatically successful. This effect continues for the rest of that turn.
- *Vorwärts* (Forward!): When this CAM is drawn from the cup, the Coalition player can activate up to 3 Prussian infantry units of his choice, even if they belong to different formations, provided that they then make an attack.
- *Poursuite* (Pursuit): When this CAM is drawn from the cup, the Coalition player can give any one Prussian formation an extra activation.

For all of these CAMs, if the chosen or designated units perform an extra activation, they can have been activated previously without any consequence. They are activated in the status (*Received Orders* or *No Orders*) that they had when the CAM was drawn. If any of them have *No Orders*, the player can try to give them orders by using the CAM's initiative rating (with player's choice of either a separate test for each unit or one test for each tactical group).

5.1.1 Stacking limits

The standard stacking rules apply, except that there are three additional restrictions or dispensations:

- **Divisional integrity (1)**: when units from the same formation but from different divisions stack together, the stack's cohesion is reduce by 1 for combats in which they are involved, as well as in the cohesion test for forming square (see **9.3.1**). *Examples: the cohesion of a stack consisting of the counters Maitland, Byng and Kuhlman (three counters from the British 1st Division) is not reduced; that of a stack consisting of the counters Maitland, Byng and Cleeves is reduced by 1 (Maitland and Byng belong to the British 1st Division, but Cleeves belongs to the 3rd). Finally, that of a stack consisting of the counters Schmitz, Aulard and Cap. Charlet is not reduced (Schmitz and Aulard belong to the French 2nd Division and Cap. Charlet is a reserve unit not belonging to any specific division).*
- **Divisional integrity (2)**: an artillery unit can stack with two cavalry units (instead of just one) if the three units do not belong to different divisions. *Example: Colbert, Merlin and Duchemin (three units of the 5th Cavalry Division) can stack together; also, Colbert, Merlin and Noury can stack together (two units of the 5th Cavalry Division plus Noury, who does not belong to any division); however, Guitton, Blancard and Lebeau cannot stack together (Guitton does not belong to the same division as Blancard and Lebeau).*
- **Infantry stacking limit in Strength Points**: no more than 17 SP of infantry can stack in the same hex. *Example: the counters of Bauduin (9 SP) and Soye (10 SP) cannot stack at Quatre-Bras.*

5.2 Reinforcements

Units of the same formation enter the map strictly in the order indicated in the scenarios. On the other hand, the order in which *formations* arrive as reinforcements during the same turn and via the same hex is determined by the order in which AMs are drawn from the cup.

Light companies (compagnies légères) and detachments

Each player has a certain number of light company markers, each associated with a given formation (6 for the French player and 11 for the Coalition player, divided into 8 for the Anglo-Allies and 3 for the Prussians). These markers are not combat units and do not have any of the properties of combat units. They have no ZOC, no SPs, no Cohesion, no MPs; they do not prohibit rally attempts by adjacent combat units and are ignored for the purpose of determining which units form tactical groups. They can be used in two different ways during the game:

As voltigeurs (skirmishers): During Phase A of each game turn, the Coalition player can select from 0 to 4 light company markers, and the French player can select from 0 to 3. Each player (Coalition player first) chooses one of these and places it on the map, stacked with an infantry unit that is not routed and whose formation has the same color code as the light company marker.

Then, the other selected light company markers are placed in the cup during Phase A. When they are drawn from the cup during Phase D, they are placed on an unrouted infantry unit displaying the same color code.

Once per turn, at any time during Phase D (even during an enemy activation), each player can require an enemy unit adjacent to a light company marker to perform a Cohesion Test. If the unit fails the CT, it suffers the loss of a level of disorganization.

The light company markers remain permanently stacked with the unit on which they were placed, until they are used to require an enemy unit to perform a CT. After that occurs, they are removed from map for the rest of the turn.

If a light company marker is the last marker remaining in the cup at the end of the turn, it is not used that turn, and it is also unavailable for use on the following turn. (Place it on the turn track on the turn number on which it can return to play.) The other light company markers can be used again on the following turn. *Note*: drawing a light company marker from the cup does not permit any of the actions described in 2.4. (*Example: drawing a light company marker does not allow a leader to move.*)

For assaulting a fortified farm: When a formation is activated, the owning player can use the light company markers belonging to that formation, if still available (i.e., they have not already been placed on the map nor in the cup as voltigeurs, nor have been removed from play during the same activation, and are not unavailable), to occupy an empty fortified farm or to attack a fortified farm that is occupied by at least one enemy light company marker.

Use the following procedure:
- the player selects an infantry unit in good order, prior to moving it, from the activated formation; it must be either adjacent to a fortified farm hex or within one hex of it. In the latter case, the intervening hex must be free of enemy units.
- he places a detachment marker on that unit; as long as the marker is on the unit, 1 SP is subtracted from the unit's strength and the unit cannot make a shock attack; it also suffers from reduced movement (see **4.1.2**) even if it has *Received Orders*.
- he places the light company marker on the fortified farm hex.
- if the fortified farm is occupied by at least one enemy light company marker, he resolves the assault on the fortified farm (see below) after having resolved all the other shock combats pending in the current activation.
- if the active player wins the combat, the light company marker remains in the conquered fortified farm hex, and the detachment marker remains on the unit that it was placed on. If the active player loses the combat, the light company marker and the detachment marker are both removed from the map, but can be used again during another activation of the same game turn. The unit which had previously received the detachment marker now regains its full capabilities.

An infantry unit cannot detach more than one light company at a time, and therefore cannot receive more than one detachment marker at a time.

Effect of the detachment marker on a unit: A unit receiving a detachment marker subtracts 1 SP from its combat strength, cannot make a shock attack, and uses reduced movement (even if it has *Received Orders*). However, it defends against a shock attack normally. If a unit with a detachment marker becomes routed, the detachment marker and the associated light infantry marker are removed from play, but can be used again in a later activation. The player can voluntarily remove a light company marker and its associated detachment marker from the map during the activation phase of the activated formation. If he does this, he must do so before movement. Once the detachment marker has been removed, the unit regains its original abilities, including recovery of the temporarily lost strength point.

Assaults on fortified farms: The player resolves assaults on fortified farms after having resolved all other pending combats (fires, shocks and charges) in the current activation. He freely chooses the order in which assaults on fortified farms will be resolved if more than one will occur.

Each player rolls one d6:
- the defender adds the following to his d6 result: the number of his light company markers in the hex, the highest cohesion rating among his units with a detachment marker that are associated with his light company markers present and the value of the fortified farm hex.
- the attacker adds the following to his d6 result: the number of his light company markers in the hex and the highest cohesion rating among his units with a detachment marker that are associated with his light company markers present.

The attacker wins the assault if his total result is higher than that of the defender. The defender wins if his total result is equal to or higher than that of the attacker.

The winner's light company markers remain in the hex, and those of the loser are removed from the map, along with the detachment markers associated with them; these can be used again during another activation of the same game turn.

During Phase E of each game turn, light company markers located in a fortified farm but more than two hexes away from all unrouted friendly units, whether or not these units bear the associated detachment

marker, must be removed from the map, along with the associated detachment markers. Only a single unrouted friendly unit is needed; there is no need to trace a line of hexes free of enemy units between the unit and the fortified farm.

During Phase E of each turn, each player can freely decide to remove light company markers and their associated detachment markers.

Designer's note: the elimination of a light company marker does not signify the elimination of the men composing it, but simply the rebuff of its assault and its resulting retreat to its parent unit; this explains why the parent unit is able to recover the 1 SP previously subtracted from it by removing the detachment marker (the principle is the same as that by which a disordered unit rallies to good order).

Victory conditions common to the scenarios of Les Quatre-Bras and Waterloo 1815

Each scenario has additional victory conditions, which are added to the shared conditions.

A player "controls" a hex if one of his units occupies or was the last to pass through the hex in question. Control can be marked by using the flag on the back of an AM or a CAM not used in the scenario. "Unit" means either an infantry, cavalry or artillery unit (but not a leader or a light company or detachment marker). "Coalition" means the Anglo-Allies and the Prussians.

Automatic victory:

The Coalition player wins, and the game stops immediately, if Napoléon is eliminated.

Victory at the end of the game:

Victory is awarded to the player who scores at least 7 more VP than his opponent. If the difference between the VP scored by the two sides is 6 or less, the game is a draw.

VP are scored as follows:

French and Coalition:
- 1 VP for each successful assault which results in the capture of a fortified farm by the attacker.

French only:
- 1 VP per routed enemy unit still on the map at the end of the game;
- 2 VP per enemy unit of Nassau, Holland, Hanover or Brunswick nationality eliminated;
- 3 VP for every enemy unit of any other nationality eliminated;
- 2 VP per enemy formation demoralized.

Coalition only:
- 1 VP per enemy unit, other than those displaying an Eagle, that is routed and still on the map at the end of the game;
- 2 VP per enemy unit displaying an Eagle that is routed and still on the map at the end of the game;
- 3 VP per eliminated enemy unit, other than those displaying an Eagle;
- 4 VP per eliminated enemy unit displaying an Eagle;
- 1 VP per enemy formation demoralized.

Les Quatre-Bras

Drawing AMs: Each turn, the last AM in the cup is used if it is French; otherwise it is not used, in compliance with rule **2.2**.

AM Kellermann: Starting with turn 17h30, the three counters of the 2nd Cavalry Division of II Corps (Huber, Wathiez and Gronnier) become part of formation KELLERMANN and are activated with it.

CAM Réserve: This CAM is used only to activate an infantry division of formation REILLE.

Coalition commanders-in-chief: The Coalition player has two commanders-in-chief: the Prince of Orange and Wellington. During turns 13h00 and 14h30, only the Prince of Orange can be used to give orders, although on turn 14h30 Wellington's DRM can nevertheless be used for initiative tests by a commander-in-chief (see **2.4.3**). Starting with the 16h00 turn, the Prince of Orange is removed from play and Wellington becomes the sole Coalition commander-in-Chief.

Waterloo

French commanders-in-chief: Napoléon is the French commander-in-chief. He was ill on the day of battle, and he briefly removed himself from directing operations. To reflect this, after Phase E of the 14h30 turn Napoléon is moved to hex 2010 and Ney is placed on any cavalry unit belonging to one of the following formations: GUYOT / L.-D., KELLERMANN or MILHAUD. During the 16h00 turn, Napoléon

cannot move, give orders or use his bonus for initiative command checks. Ney is the sole commander-in-chief of the French army during that time. Ney is removed from play after Phase E of the 16h00 turn.

Coalition commanders-in-chief: The Coalition has three commanders-in-chief. Wellington gives orders only to

Anglo-Allied formations. Bülow and Blücher give orders only to Prussian formations.

Crest: the crest blocks LoS as in rule **7.4.1 Blocking obstructions** with the following exceptions:
- the specific rule "French grand battery".
- the CAM *Grande Charge*.
- fire at close range across a crest hexside is allowed at Waterloo (rule **7.4.4 Line of sight at close range** is modified in this sense at Waterloo).

French grand battery: During the first game turn, before the selected initiative AM is played, the French player can fire (but without any reduced movement as per **4.4.2**) with each of his artillery units or stacks, without line of sight limitations, but with a -1 die roll modifier. Opposing artillery units can respond with counter-battery fire as the opportunity arises. *Designer's note: this rule reflects the French grand battery's opening fire at the start of the battle. It was mostly blind and had little effect.*

Massed order of the French I Corps: During the first 3 game turns (from the 11h30 turn through the 14h30 turn), units of formation D'ERLON must all stay adjacent to another unit in that formation, such that all units of the formation make up a single tactical group (an exception to **2.3.1**).

Diversion of French II Corps: Since II Corps was given the task of creating a diversion at the start of the battle, the combat units of formation REILLE are not allowed to move into contact with an enemy unit on the first turn. This constraint does not impact light company markers.

Imperial Guard: units of formation DROUOT that display an Eagle cannot move before the start of the 16h00 turn.

Arrival of Prussian reinforcements: French units are prohibited from moving east of the line formed by the road (from 1113 through 1411) and the Lasne stream up through 2018 and hexrow xx18, before the start of the 16h00 turn.

25. Specific rules, Arcole 1796

Designer's Notes

The counters: The order of battle is set at the scale of battalions and regiments, in terms of effective strength.

The digues (dikes): The dikes, initially built to protect the region from flooding by the Adige and Alpone rivers, were also used as ways of communication. The main area of fighting at the Battle of Arcole occurred on these dikes, which intersected the terrain.

French units: Bonaparte's order of battle was extremely variable during the three days of the Battle of Arcole, and there was also an issue as to which demi-brigades belonged to Masséna's division and which to Augereau's. Bonaparte seems, moreover, to have committed all of his generals and all of his fresh battalions one after the other to the assault on Arcole. This simulation chooses to represent brigades separately from their divisions and also to provide for inter-divisional combined activations. In addition, two counters represent the first battalions of all demi-brigades blockading Mantua, which Bonaparte had grouped together and placed in echelon at Villa Franca, equidistant from Mantua, Verona and Rivoli.

Austrian units: The infantry units of Alvinczy's army are represented at battalion scale or as several battalions combined. His cavalry units are squadrons or regiments. The artillery park, the primary target of Bonaparte's offensive, consists of formation PIACSEK.

Specific rules for Arcole 1796

0.1 – Scale

Each turn covers 1.5 hours of real time. The map scale is about 360 meters per hex. One strength point represents about 200 infantry or 150 cavalry. One artillery strength point represents about 50 artillerymen and 2 cannons or howitzers.

0.2 – The map

The majority terrain in a hex (with regard to elevation as well as terrain) is considered as that of the entire hex with respect to movement and combat (except for Dikes: see below).

Prohibited hexes. No unit or commander-in-chief can enter a non-numbered hex unless a pontoon bridge (see below) has been installed on it.

Marais (marsh) and **rizière** (rice field). An infantry or cavalry unit entering a marsh or rice field hex (either voluntarily or involuntarily), or into a marsh or rice field compartment from a hex which is neither type of hex will suffer an additional disorder. An artillery unit doing so is immediately eliminated. A routed unit found to be in a marsh or rice field hex is eliminated. However, a disordered unit can move from one marsh or rice field hex to another marsh or rice field hex without further effect. In addition, no unit can rally while in a marsh or rice field hex.

Digue (Dike). A Dike hex (i.e., a hex traversed by the line of a Dike) constitutes a specific terrain type, with effects on movement, ZOC, fire, Line of Sight, shock, charge and rout movement. A Dike hex may contain a trail (located on the Dike). The line of the Dike defines several compartments within a single hex, with each compartment potentially containing different terrain from the others. Combat units are considered to be deployed on the Dike and are not considered to be in other parts of the hex.

Dikes and movement: there are two separate cases for this, namely: (1) movement from one Dike hex to another Dike hex by following the line of the Dike (whether it contains a trail or not), as well as entering or leaving a Dike hex via a trail (ex: from 0316 to 0317), and (2) all other cases. In the first case, the unit is affected by the conditions of difficult terrain (ex: from 2017 to 2118) or by the trail if there is one (ex: from 2316 to 2215). In all other cases, entering and exiting a Dike hex is handled as follows:

- to enter a Dike hex from a non-Dike hex, the unit expends the number of MP required by the terrain in the compartment adjacent to the hex the unit is entering from (ex: the cost of marsh terrain to move from 2313 to 2312, the cost of a trail to move from 2319 to 2318, and the cost of woods and crossing a stream to move from 0618 to 0518);
- to enter a Dike hex from a Dike hex not connected to it by the line of the Dike, a unit expends a number of MP equal to the greater of the two costs associated with the compartments crossed (ex: between 2613 and 2714 the cost is that of marsh in addition to the cost of crossing the Alpone. The unit would also suffer disorder because of the marsh; additionally, artillery would be prohibited from making the move it cannot enter marsh.)

- to exit a Dike hex (into a non-Dike hex), the unit expends a number of MP equal to the greater of the two following costs: the usual MP cost of the terrain type entered, or the MP cost associated with the terrain of the current hex's compartment adjacent to the entered hex (ex: from 2518 to 2618, a cavalry unit will expend 2 MP for the terrain in the hex compartment rather than 1 MP for the terrain of the hex entered).

Dikes and stacking: in addition to the restrictions listed in **5.1.1**, stacking more than two units of any type in a Dike hex is not allowed.

Dikes and ZOCs: when a unit moves, recoils, retreats or rout moves from one Dike hex to another Dike hex by following the line of that Dike, all effects of enemy ZOCs given in sections **6.2.2**, **8.8**, **10.3.5** and **10.4** are ignored (*ex*: if two Austrian units are located in 2410 (facing 2311 and 2411) and in 2611 (facing 2512 and 2612), a French unit can make a normal move from 2613 to 2311 without restrictions. On the other hand, a French unit located in 2411 could not move to 2511 (because that move would not follow the line of the Dike, and the prohibition against moving directly from one ZOC hex to another ZOC hex of the same enemy unit would therefore come into play). In the same way, recoil, retreat and rout movement are allowed along the axis 2311 to 2612). Finally, a unit in a Dike hex can change its facing as desired, even if it is in an enemy ZOC.

Dikes and fire: fire at a Dike hex is penalized by a -1 DRM.

Dikes and LOS: a Dike counts as an obstacle one level higher than the rest of the hex, as defined in **7.4.3** (ex: it is possible to fire from 2013 at 2112, but fire is not allowed from 2313 to 2315 because of the obstacle in 2314). However, a LOS can follow the line of a Dike (ex: fire is allowed from 0815 to 1114, if there are no units in 0915 and 1014). Fire is also allowed from a Dike hex to an adjacent Dike hex, or across the Adige (ex: fire is allowed from 1811 to 1812 and from 2015 to 2214).

Dikes and shock: a Dike hex is like Difficult terrain for shock. There are two separate cases: (1) shock solely from one Dike hex against another connected Dike hex (with or without a trail), and (2) all other cases. In the first case, only the following three ratios are possible: 1 to 1 (no change), 1.5 to 1 (when the odds are 1.5 to 1 or greater) and 1 to 1.5 (when the odds are 1 to 1.5 or lower). In all other cases, there is no limit when calculating the odds, and the terrain type taken into account for the shock is that of the compartment adjacent to the hex where the attacker is; the rules for combined shock (**8.4**) are not altered.

Advance after combat into or from a Dike hex is only required if following the line of a Dike or a trail; advance is prohibited via a compartment containing marsh or rice field—otherwise it is optional. (*Special case*: when an artillery unit alone in a Dike hex is attacked by shock, and advance after combat is prohibited to the attacker, the artillery unit simply makes a CT instead of being eliminated as it normally would according to **8.9**.)

A unit in a Dike hex that has to retreat after combat must (if possible) retreat along the Dike or along a trail, even if that means it will not increase its distance from the victorious unit's hex (as provided in the exception to **10.31**). Other retreat options can be considered only if this option is not available (ex.: a unit in 2512 that is attacked from 2412 must recoil either into 2411 or into 2612, in priority over 2511 or 2611; attacked in 2309 from 2408, it must recoil into 2208 or 2409, whereas 2308 is prohibited).

Dikes and charge: charging and forming square are prohibited in Dike hexes.

Cassina. A unit or stack suffers a -1 DRM when attacking a hex containing a cassina (farm; ex: 0913), even if it is a Dike hex, in addition to the other effects of the terrain type in the hex, provided that the defender has at least one infantry unit in the hex. Cassinas have no other effect on the game, either for movement or for LOS.

The Alpone. The Alpone (from 0701 to 2815) is represented as a stream with respect to the Terrain Effects Chart, with the following changes: artillery units cannot cross the Alpone except by a road, a trail or a trestle. The three bridges depicted on the road and the trails crossing the Alpone are purely decorative and do not modify the effects of the stream, the road and the trails as shown on the Terrain Effects Chart. Moreover, a shock made solely across the Alpone always provides a -2 DRM (instead of the usual -1 DRM for a stream).

Pont de bateaux (pontoon bridge) and pont sur chevalets (trestle). Pontoon bridges are treated as permanent bridges. *Example*: when the French pont de bateaux is placed between 2218 and 2216, movement from 2218 to 2216 costs 1 + 0 + 1 = 2 MP for infantry (1 for a compartment of difficult terrain + 0 for the bridge + 1 for difficult terrain). The only purpose of a pont sur chevalets (trestle) is to allow artillery units to cross the Alpone at the usual cost of a stream. Pontoon bridges and trestles cannot be destroyed but may be removed from play by scenario instructions.

Bac (ferry) d'Albaredo. The ferry is located in hex 3017. A unit adjacent to the ferry does not exert a

ZOC into hex 3017. Stacking in hex 3017 is limited to a single unit of any type. It takes three activations to cross the Adige on the ferry. A unit must first stop on one of the four hexes adjacent to the ferry (2917, 2918, 3117 or 3118), then stop again on the ferry hex (3017), and then stop again in one of the hexes adjacent to the ferry (3117, 3118, 2917 or 2918). If the debarkment hex is occupied by an enemy unit or stack, the ferried unit can attack it via shock with a -2 DRM in addition to any DRM penalties relevant to the defender's hex. A unit in the ferry's hex cannot be attacked. However, a unit on the ferry can be fired on, treating the ferry hex as clear terrain. The ferry can be used by either the French or the Austrians. It cannot be destroyed (since it would not be costly to re-establish a similar way of crossing the river at little cost with small boats).

2.1.1 Ordinary activation markers (AMs)
The three formations of Augereau's division (VERDIER, LANNES and VERNE) and the three formations of Masséna's division (GARDANE, GUIEU and ROBERT) have only a single AM. Their units can, however, still be used several times in a turn, thanks to various available CAMs.

2.1.2 Combined activation markers (CAMs)
Each of the following CAMs can be used one or more times per scenario in which it is listed as being available. *Note*: if a CAM remains in the cup as the last AM (see **2.2**) and therefore is not used in the turn in question, this still counts as one usage of it.
To use a CAM, simply place it secretly in the cup during Phase A of the desired turn (hence it cannot be selected as the initiative AM in Phase B).

- *Bonaparte*: When this CAM is drawn from the cup, the French player can activate 4 infantry units and 1 artillery unit of his choice, even if they belong to several formations; they are treated as if they belong to the same formation (except for stacking) and can combine their fire or shock. At the start of each game turn in which this CAM is available, the French player rolls a d10: if the roll is 0, the CAM Bonaparte is not placed in the cup.
- *Augereau (1 flag)*: When this CAM is drawn from the cup, the French player can activate all units of one (and only one) of Augereau's division's three formations (VERDIER, LANNES or VERNE);
- *Masséna (1 flag)*: When this CAM is drawn from the cup, the French player can activate all units of one (and only one) of Masséna's division's formations (GARDANE, GUIEU or ROBERT);
- *Augereau (2 flags)*: When this CAM is drawn from the cup, the French player can activate all units of two of Augereau's division's three formations (VERDIER, LANNES or VERNE), as if they belonged to a single formation (except for stacking) and can combine their fire, shocks or charges;
- *Masséna (2 flags)*: When this CAM is drawn from the cup, the French player can activate all units of two of Masséna's division's three formations (GARDANE, GUIEU or ROBERT), as if they belonged to a single formation (except for stacking) and can combine their fire, shocks or charges;
- *En avant (forward)*: When this CAM is drawn from the cup, the Austrian player can activate up to 3 infantry units of his choice, even if they belong to several formations; they are treated as if they belong to the same formation (except for stacking) and can combine their shocks;
- *Tenir (hold)*: When this CAM is drawn from the cup, the Austrian player can attempt to rally a maximum of 4 disordered or routed units that are not in contact with an enemy unit. Rallying is automatic for units in village hexes; otherwise, a rally test must be made using the unit cohesion's rating;
- *Prudence*: When this CAM is drawn from the cup, the Austrian player can activate one formation of his choice, as if it were in *No Orders* status (and unable to return to *Orders Received*); the activated units are prohibited from engaging in fire, shock or charge.

For all of these CAMs, if the chosen or designated units perform an extra activation, they can have been activated previously without any adverse effects. They are activated in the status (*Received Orders* or *No Orders*) that they had at the time when the CAM was drawn. If any of them have *No Orders*, the player can try to give them orders by using the CAM's initiative rating (with player's choice of either a separate test for each unit or one test for each tactical group).

2.5 Commanders-in-chief
Alvinczy and Bonaparte, when they are present on the map, can be used in two different ways: they can use their order rating as described in the series rules, or they can choose to place 2 of their formations in Orders Received status, even if they are outside command range. *Clarification*: they cannot combine these two

options.
5.2 Reinforcements
Arriving reinforcements are indicated for each scenario on the deployment table. The order of arrival for reinforcements during a given turn and via the same entry hex is determined by the order in which their AMs are drawn from the cup. For each formation, its units' order of entry onto the map during a given turn is up to the owning player.
10.4 Rout movement
Units must avoid marsh or rice field hexes during rout movement, no matter how many detours prove necessary (other than enemy ZOCs) so as to go around such hexes. Rout movement as defined below must resume when no more marsh or rice field hexes are in the way.
Austrians: rout toward the north-east edge of the map (0101 to 3304) while first moving to the nearest road, trail or Dike hex, then proceeding along the most direct path via road, trail or Dike to the designated edge of the map.
French: rout toward hex 1320, if necessary crossing the pontoon bridge over the Adige, and moving first toward the nearest road, trail or Dike hex, then following the most direct path via road, trail or Dike to hex 1320.
11.2 Demoralization of Formations
This rule is ignored for scenarios in Arcole 1796.

Victory conditions common to all scenarios of Arcole 1796

Automatic victory:
The Austrian player wins and the game stops immediately if Bonaparte is eliminated.
Victory at the end of the game:
Victory is awarded to the side scoring at least 7 more points than the other side. If the difference between the victory points scored by the two sides is 6 or less, the game is a draw.
Victory points are scored as follows:
French and Austrians:
- 1 VP per routed enemy unit still on the map at the end of the game.
- 3 VP per eliminated enemy unit.

Each scenario has additional victory conditions, which are added to the common conditions.
A player "controls" a hex if one of his units occupies or was the last to pass through the hex in question. Control can be marked by using the flag on the back of an AM or a CAM not used in the scenario. "Unit" means either an infantry, cavalry or artillery unit.

27. Specific rules, Ligny and Wavre 1815

Designer's Notes
The counters:
The order of battle is set at brigade scale and, in a few cases (the French Old and Middle Imperial Guard in particular), at regimental scale. The divisions of each corps are identified by a specific colored symbol (e.g., a horn for the division of chasseurs of the Old Guard, or diamond (infantry) or guidon (cavalry) , containing their identifying number, letter or symbol. Counters without this type of identification are not attached to a particular division in their formation.
French units:
- AMs bear the names of leaders and the number of the army corps they command; e.g., GERARD - IV for the IV Corps. A "C" after the number or letter indicates that it is a cavalry formation; e.g., IIC for II Cavalry Corps. VG-MG signifies Old Guard and Middle Guard, JG signifies Young Guard and CG signifies Guard Cavalry.
- Units bear the name of their brigade, regiment or battery commander. Some artillery batteries bear the name of the brigade or division to which they are attached (*e.g., Roguet or Michel*).

Prussian Units:
- AMs bear the names of leaders of large formations. Due to scale, at Ligny each corps has been divided into several formations (ZIETHEN 1 and ZIETHEN 2, PIRCH 1 and PIRCH 2). At Wavre, the formations correspond to the individual brigades of III Corps.
- **Abbreviations**: to avoid ambiguity, some counters are differentiated by a number (*example: Lallemand 1, 2, 3 and 4 for the 12-pounder artillery batteries of the Imperial Guard, affectionately termed "Les Belles Filles" – "The Pretty Girls"*) or a complementary abbreviation indicating a rank or a specific characteristic of the unit.

M. = marine (artillery)
Cap. = Captain
Col. = Colonel
Artillery strength points:
The SPs of artillery units are assigned with reference to the number of guns and their calibers, according to the following table:

Caliber/number of guns	6-pounders	9-pounders	12-pounders
2	1 SP		
5	2 SP	4 SP	
6	3 SP		5 SP
8	4 SP		6 SP

Specific rules for Ligny and Wavre 1815
0.1 – Scales
Each turn covers one hour and thirty minutes (1h30) of real time. The map scale is about 400 meters per hex. One strength point represents about 350 infantry or 250 cavalry. One artillery strength point represents about 50 artillerymen and 2 or 3 artillery pieces, depending on their calibers.
0.2 – The maps
River: The Dyle (Wavre) is an uncrossable river due to its steep banks and the heavy deluge that occurred on June 17. It can be crossed only via the bridge at Christ, the mill bridge at Bierges and the bridge at La Motte. Hence the two bridges destroyed by the Prussians (Bas-Wavre and Limelette) cannot be used, except under the following circumstances: recoil or retreat after combat, with an extra level of disorganization occurring as the river is crossed. *Note*: the Prussians had left boats near the destroyed bridges, and these could be used for crossing the river in case of emergency.
Villages: a village hex containing another type of structure, farm or château (*examples: Ligny - 1313 and 1716*), is treated the same as a standard village hex.
Farms: hexes containing a farm – see the map legend (example : *Ligny – Le point du Jour in 1621 or Wavre – Ferme de Chéremont in 1423*) – are treated like clear terrain hexes, except for the shock combat

modifier. To apply the defensive advantage provided by a farm, do not use the +1 bonus for attacking clear terrain if at least one defending infantry unit occupies the hex. The convent of the Carmelites (Wavre – 0914) and the monastery of the Benedictines (Wavre – 1006) are counted as farms.

Fortified farms: Unlike the game *Les Quatre Bras and Waterloo 1815*, there are no fortified farms in *Ligny and Wavre 1815*.

Moulins (mills): the mills are purely decorative (*example: Ligny – Moulin de Bussy in 1410 or Wavre – Moulin de Bierges in 1320*). Hex 1320 is shown as difficult terrain because the rains of June 17 had saturated this zone of kitchen gardens and soft cultivated ground with water.

The majority terrain in a hex (its level and its terrain type) is applied for movement and combat purposes as if it were the only terrain in the hex.

2.1.2 Combined Activation Markers (CAMs, or MAC in French)

Each of the following CAMs can be used **one or more times** per scenario in which it is listed as being available. *Note*: if a CAM remains in the cup as the last AM (see **2.2**) and therefore is not used in the turn in question, this still counts as one usage of it.

To use a CAM, simply place it secretly in the cup during Phase A of the desired turn (hence it cannot be selected as the initiative AM in Phase B).

- *Réserve*: When this CAM is drawn from the cup, the player (French or Prussian, depending on the nationality of the CAM) can perform one extra activation of the combat units of one division of his choice from one formation of his choice;
- *Tenir! (hold!)*: When this CAM is drawn from the cup, the player (French or Prussian, depending on the nationality of the CAM) can attempt to rally one disordered or routed unit from each of his formations, provided that the unit in question is not adjacent to an enemy unit. Rallying is automatic for units in village hexes; otherwise, a rally test must be made using the CAM's initiative rating;
- *Charge*: When this CAM is drawn from the cup, the French player can activate up to 5 cavalry units from formations GUYOT and MILHAUD (Ligny scenarios) or from formations PAJOL and EXELMANS (Wavre scenarios), provided that they then make a shock or charge attack;
- *Assaut (Assault)*: When this CAM is drawn from the cup, the French player can activate up to 4 infantry units of his choice, even if they belong to several formations, provided that they perform combat against an enemy located in a village hex;
- *Poursuite (Pursuit)*: When this CAM is drawn from the cup, the French player can perform an extra activation of a formation of his choice;
- *Grognard*: When this CAM is drawn from the cup, the French player can activate up to 2 infantry units of formation DROUOT, provided that they perform shock combat. During these combats and any resulting actions (i.e., Breakthrough or Counter-shock), units of formation DROUOT that are engaged will ignore D and CT results, but will apply the other results (1 and CT/1);
- *Vorwärts (Forward)*: When this CAM is drawn from the cup, the Prussian player can activate up to 3 infantry units of his choice, even if they belong to several formations, provided that they perform combat;
- *Thielmann*: When this CAM is drawn from the cup, the Prussian player can activate 4 infantry units and 1 artillery unit of his choice, even if they belong to several different formations, but they behave as if they belonged to a single formation (except for stacking) and may combine their fire or shock attacks;
- *Brigade*: When this CAM is drawn from the cup, the Prussian player can activate all units of a single formation;
- *Division*: When this CAM is drawn from the cup, the Prussian player can activate all units of two of his formations as if they belonged to a single formation (except for stacking), and can combine their fire, shocks and charges.

5.1.1 Stacking limits

The standard stacking rules apply, but with the following additional limitations:

- Châteaux: stacking is limited to a single combat unit (infantry or artillery) in a château hex. Cavalry units cannot enter or attack château hexes.
- **Divisional integrity (1)**: when units belonging to the same formation are stacked together, but they belong to different divisions or brigades within that formation, the stack's cohesion is reduced by 1 for combat and for cohesion tests for forming square (see **9.3.1**). *Examples: a stack*

consisting of the units Devilliers, Piat and Barbaux (three counters belonging to the 7th French division) does not have its cohesion reduced; but a stack consisting of the units Piat, Billard and Barbaux has its cohesion reduced by 1(Piat and Barbaux belong to the 7th division whereas Billard belongs to the 8th); finally, a stack consisting of the units Gengoux, Dupeyroux and Vallée is not reduced (Gengoux and Dupeyroux belong to the 10th French division, while Vallée is a reserve unit and does not belong to any particular division).

- **Divisional integrity (2)**: one artillery unit can stack with two cavalry units (rather than one) if the three units do not belong to different divisions. *Examples: Kameke, Borcke and Jenichen (three units of the 1st brigade of II Corps); Kameke, Borcke and Fritze can also stack together (two units of the 1st brigade plus Fritze, which does not belong to any division). On the other hand, Kameke, Arnim and Jenichen cannot stack together (Arnim does not belong to the same brigade as Kameke and Jenichen).*

5.2 Reinforcements

Units belonging to the same formation must enter the map strictly in the order listed in the scenarios. On the other hand, the order of entry for the formations which arrive as reinforcements on the same turn and via the same hex is determined by the order in which their AM is drawn from the cup.

Light companies (compagnies légères)

Each player has a certain number of light company markers, each associated with a specific formation (12 for the French player and 14 for the Prussian player). These markers are not combat units, nor do they have any of the properties of combat units; they have no ZOC, no SPs, no Cohesion rating, no MPs; they do not prevent rally attempts by adjacent enemy units and are ignored for the purpose of determining which units form tactical groups.

These markers can be used as voltigeurs (skirmishers) in the following way:

During Phase A of each game turn, the Prussian player can choose from 0 to 5 light company markers, and the French player can choose from 0 to 6 (all of these markers must have the same formation color code as at least one unrouted infantry unit that is currently on the map). Each player (Prussian player first) chooses one of them and places it on the map, stacked with an unrouted infantry unit with the same formation color code as that on the marker.

The other selected markers are placed in the cup during Phase A, then placed on an unrouted infantry unit with the same color code when drawn from the cup during Phase D. Once per activation, at any moment in Phase D (even during an enemy activation), each player can require an enemy unit adjacent to a light company marker to perform a Cohesion Test. If the unit fails the CT, it suffers the loss of a level of disorganization.

The light company markers remain permanently stacked with the unit on which they were placed, until they are used to require an enemy unit to perform a CT. After that occurs, they are removed from the map for the remainder of the turn.

If a light company marker is the last marker remaining in the cup at the end of the turn, it is not used that turn, and it is also unavailable for use on the following turn. (Place it on the turn track on the turn number on which it can return to play.) All the other light company markers can be used again on the following turn.

Note: drawing a light company marker from the cup does not permit any of the actions described in 2.4. *(Example: drawing a light company marker does not allow a leader to move).*

Victory conditions common to the scenarios of Ligny and Wavre 1815

Each scenario has additional victory conditions, which are added to the shared conditions.
A player "controls" a hex if one of his units occupies or was the last to pass through the hex in question. Control can be marked by using the flag on the back of an AM or a CAM not used in the scenario. "Unit" means either an infantry, cavalry or artillery unit (but not a leader or a light company or detachment marker). "Coalition" means the Anglo-Allies and the Prussians.
Automatic victory:
The Prussian player wins, and the game stops immediately, if Napoléon is eliminated.
Victory at the end of the game:
Victory is awarded to the player who scores at least 7 more VP than his opponent. If the difference between the VP scored by the two sides is 6 or less, the game is a draw. Victory points are scored as follows:
French and Prussians:

- 2 VP per demoralized enemy formation (*scenario-specific case*: at Wavre, the Prussian formations cannot become demoralized; hence the French player cannot score VP by this method).

French only:
- 1 VP per routed enemy unit still on the map at the end of the game;
- 3 VP per eliminated enemy unit.

Prussians only:
- 1 VP per routed enemy unit still on the map at the end of the game, unless the unit displays an Eagle.
- 2 VP per routed enemy unit still on the map at the end of the game and displaying an Eagle.
- 3 VP per eliminated enemy unit, unless the unit displays an Eagle.
- 4 VP per eliminated enemy unit displaying an Eagle.

Ligny

Prussian generals in chief: To take into account his wounding in combat, Blücher is removed from play at the end of the 19h00 turn and replaced by Gneisenau.

Imperial Guard: The units of formation DROUOT cannot move before the start of the 17h30 turn except Lallemand units 1, 2, 3 and 4, which can move since scenario beginning.

5th cavalry division: Starting with the 16h00 turn, the French player has the option of replacing the units of the 5th cavalry division of formation PAJOL with the same units transferred to formation VANDAMME (at the same locations as they currently occupy). The French player makes this decision and carries it out before the 16h00 turn (or any subsequent turn) starts. Once the change has been made, it is irreversible (returning to the previous organization is not allowed). *Note*: this decision corresponds to Napoléon's decision to reinforce the III Corps.

Wavre, June 18th

11.2 Demoralization of formations: This rule is not applied to Prussian formations; however, it is applied to French formations.

IV Corps (GERARD): Due to delays in the deployment of IV Corps, its 2nd AM is not available until the 19h00 turn.

Compagnies légères (light companies): The Prussian player can use only one of his two compagnie légères markers belonging to Formation ZIETHEN, and the French player can use only one of his three compagnie légères markers belonging to Formation LOBAU during the scenario.

Victory conditions: Prussian units eliminated by recoil or retreat across the Dyle as a result of combat, due to having suffered an additional level of disorganization, give the French player only 1 VP instead of the usual 3 VP (see **Maps**).

Wavre, June 19th

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Counter Explanation

Combat Units (Infantry and cavalry):
Bottom left is the strength point number.
Bottom middle is the Cohesion rating.
Bottom right is the movement allowance.
The top right is the Engagement Test number.
The reverse side with the white band shows disorder.
(L) Signifies a Heavy Cavalry unit
Artillery:
Top left is the effective range. Top right is the maximum range.
Bottom left is the strength points (as this is in brackets it means that the unit can not shock as the Attacker).
Bottom middle is the Cohesion rating.
Bottom right is the movement allowance.
Commanders:
Bottom left is the DRM for Strategic Initiative and for Commander initiative.
Bottom middle is the number of orders a commander can issue.
Bottom right is the command range.
All commanders move 7 MPs and are flipped to the white-banded side when they finish moving.
AMs
C is special; see e.g. **Zurich**
O is normal.
The number on the bottom right is the die roll needed for the commander to put himself under orders.

Informational Counters:

Flags are used to show ownership of victory hexes.
Orders: if in flames, units are without orders; if intact, then they are under orders.
Square marks squares. (Carre)
Artillery marks artillery that have fired but which may move later.
Renforts marks reinforcements and allows them to have the benefits of rule 5.2.
Deroute is used to show routed units.
Choc is used to denote Shock attacks.
Cavalry is used to show charging cavalry.
Ra +1 is used to mark Routed units that require a + 1 DRM when attempting to Rally.
Choc +2 is used to denote that a unit that attacks a Routed unit in Shock Combat gains a +2 DRM.
Choc + T is used to denote shock attacks where an engagement test is required.