

Règles du jeu

version 2021



VAE VICTIS
COLLECTION JEUX D'HISTOIRE

JOURS DE GLOIRE • Series 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

Jours de Gloire series rules can be used for all existing games of the series.

Battles available are listed here:
http://www.fredbey.com/jdg_en.html

0 – GENERAL RULES

0.1 – SCALES

The games of the series are at the scale of the battalion, the regiment (demi-brigade for the period of the Republic) or the brigade.

A strength point represents about 200 infantry or 150 cavalry if each unit represents a regiment and 400 infantry or 300 cavalry if each represents a brigade. A strength point of artillery represents from two to four cannons depending on their calibers.

0.2 – THE MAP

The map reproduces the historical site of the battle. The various types of terrain and their effects on the course of the game are detailed in the Terrain Effects Chart.

0.3 – COMBAT UNITS

Combat units possess several characteristics:

- a name and sometimes an indication of its place in the chain of command (the corps it belongs to);

- a type (infantry, cavalry or artillery);
- a specific indicator (L) for heavy cavalry;
- a nationality;
- the formation to which it belongs (for activation);

- a number of strength points (fire strength for artillery), based on the number of men or guns in the unit;

- a cohesion rating, based on the unit's ability to sustain combat;

- an engagement rating, based on its ability to engage in shock combat on its own;

- a movement rating, expressed in movement points.

All combat units have two sides: the front represents the unit in good order (with full capabilities), while the back represents it in disorder (with reduced capabilities, see 10.1).

0.4 – THE DIE AND THE PRINCIPAL TESTS

The game requires the use of a 10-sided die (referred to as 1d10). A «0» is a zero, not a ten.

0.4.1 Cohesion Test

The player rolls 1d10 and applies modifiers if any; if the result is less than or equal to the unit's cohesion rating, the unit passes the test. If the result is higher, the unit fails the test. When a Cohesion Test is made for a stack, each unit in the stack is tested separately.

0.4.2 Engagement Test

The same, but using the unit's engagement rating. When a stack makes an Engagement Test, use the engagement rating of the top infantry or cavalry unit in the stack.

0.5 – ABBREVIATIONS

| | |
|-----|------------------------------|
| Hex | : Hexagon |
| AM | : Activation Marker |
| CAM | : Combined Activation Marker |
| MP | : Movement Point |
| CT | : Cohesion Test |
| ET | : Engagement Test |
| ZOC | : Zone of Control |
| LOS | : Line of Sight |
| DRM | : Die Roll Modifier |
| VP | : Victory Point |

1 – THE GAME TURN

There is only one game turn for the 2 players, who act alternately depending on the drawing of Activation Markers. Each turn comprises several phases:

A. Orders Phase

Players place the CAMs in a cup, remove Renforts (reinforcement) markers from their

units as necessary, and choose the formations which will receive orders for the turn (see 2.3).

B. Strategic Initiative Phase

1. Each player rolls a die to determine who has the strategic initiative (see 3.).

2. The player with the initiative chooses an AM belonging to the formation which will start the turn.

C. Assembly Phase

The players place in the cup the Activation Markers of the formations present on the map, as well as those due to enter play as reinforcements this turn (except for the one chosen in B.2).

D. Activation Phase

1. One of the players randomly draws an AM from the cup, except for the first AM, which has already been selected by the player with initiative in Phase B.2. The formation which corresponds to the AM is then activated.

2. The activated formation's status is checked by turning over its order marker: Ordres Reçus (Received Orders) or Sans Ordres (No Orders – see 2.3). The leader's initiative may have to be tested (see 2.4.3).

3. For the activated formation, the player may, while strictly respecting the following order:

- perform artillery fire (see 7.);
- move those of his units which are allowed to do so – including charging cavalry (see 4. and 9.1);
- perform shock combat for infantry and non-charging cavalry (see 8.) and charges for cavalry (see 9.);
- rally units which have not performed any of the preceding actions during the current Activation Phase (see 11.).

The Activation Phase is repeated until only one AM remains in the cup. This last AM is put aside and its corresponding formation is not activated.

E. Rout and Demoralization Phase

The players move routed units their full

COUNTERS EXPLANATION

Infantry Units (see 0.3)

Formation color and unit name

Strength Points

The white stripe indicates that the unit is disordered (see 0.3)

Nationality

French
Anglo-allies
Prussians

Commanders-in-chief (see 2.5)

Die roll Modifier (DRM)

Order Rating

Command Range

The white stripe indicates that the Commander-in-chief has finished his movement.

Cavalry Units (see 0.3)

Engagement rating

Cohesion rating

L: Heavy (Lourde)

Movement rating

Artillery Units (see 0.3)

Fire ranges effective/maximum

Strength Points

Activation Markers (see 2.1)

O : Ordinary AM

Initiative Rating

Name of the CAM

C: Combined AM

Initiative Rating

movement allowance in the required direction (see 10.4). Each formation is checked for demoralization (see Rout movement, 10.4).

F. Final Phase

The players check the victory conditions, advance the turn marker one box, and remove Ordres reçus (Received Orders) and Sans ordres (No Orders) markers from the map.

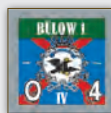
Then return to Phase A.

2 - ORDERS AND ACTIVATION

2.1 – ACTIVATION MARKERS

Each AM possesses a code (O or C) and an initiative value (expressed as a number).

2.1.1 Ordinary Activation Markers (AM)



Ordinary AMs are identified by an O on the counter. AMs are used to determine which side is active and which units can be used during Phase D. Each AM designates a particular formation. A formation is a group of units (a brigade, a division, or an ad hoc formation), identified by a color stripe on the units. All formations have two AMs, with exceptions in certain scenarios or because of demoralization (see 11.2). The AMs in play are placed in the cup each turn (Phase C), to be drawn randomly (2.2).

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



CAMs are identified by a C on their counter. CAMs are placed in the cup (whether by choice or as required) at the beginning of Phase A. Their effects are described in the specific rules for each battle.

Note: They can be utilized to allow units to enter as reinforcements if their characteristics allow it.

2.2 - UTILIZATION OF AMs

At the beginning of the Activation Phase (Phase D), either player randomly draws an AM from the cup. The units of the formation designated by this AM are then activated and may perform an action. When the player has finished all the actions which he wishes to take with the units of this formation, the AM is placed to one side and either player randomly draws a new AM from the cup, repeating the above process.

When there is only one AM left in the cup, the Activation Phase is terminated. The last AM (even if it is a CAM) is placed to one side and the corresponding formation is not activated.

2.3 - ORDERS

2.3.1 Formations and tactical groups

If the units of a single formation are too widely dispersed, they must form several tactical groups and will have to have more than one order to activate them all:

Tactical groups are determined during the Orders Phase (Phase A) of each turn, for the entire turn. A tactical group consists of all units of a single formation which are within two hexes of another unit of that formation; thus one unit must be within two

hexes of a second unit (inclusive of the hex the other unit is in), the second unit must then be within two hexes of a third unit, etc.

This chain of units may extend as far as to include all the units of the formation. On the other hand, a unit located farther than two hexes from all other units of the formation is considered as an autonomous tactical group by itself for receiving orders.

Clarification: when a formation's AM is drawn from the cup, all units of the tactical groups belonging to that formation are activated simultaneously in whatever order the owning player wishes

2.3.2 Allocation of orders

At the beginning of each turn (Phase A.), the two players select, among their respective tactical groups, those which will receive orders and will be considered With orders from HQ (abbreviated: **Received Orders**) for the rest of the turn.

The number of orders is limited by the order rating of each commander-in-chief (see 2.5). All tactical groups which do not receive orders are Without orders from HQ (abbreviated: **No Orders**).

To mark their choices secretly, the players place an Ordres Reçus (Received Orders) marker or a Sans Ordres (No Orders) marker, face down, on any unit of each tactical group in play.

In order to be placed in Received Orders status, a tactical group must have at least one of its units within command range of a commander-in-chief (see 2.5).

Example 1: at the start of a turn, the 6 French units of Milhaud's formation are located such that they constitute a single tactical group. One order will suffice to place them all in Received Orders status. If, during the turn (after their first activation), the units of Milhaud's formation become separated from the initial tactical group (by becoming separated by more than two hexes), their status still remains Received Orders for the rest of the turn, including a possible second activation.

Example 2: at the start of a turn, the 6 units of Milhaud's formation are deployed in two groups of adjacent units (one of 4 units, the other of 2), and the two groups are separated from each other by more than two hexes. They therefore constitute two distinct tactical groups. If the French player wishes to place them in Received Orders status, he will have to expend two orders. If he places only one of the two tactical groups in Received Orders status, the other tactical group will be considered to have No Orders. If, during the course of the turn (after the first activation), the units of Milhaud's formation belonging to the tactical group that have No Orders rejoin those of the tactical group which have Received Orders, their status still remains No Orders for the rest of the turn, including a possible second activation.

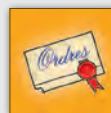
2.4 - EFFECT OF ORDERS AND ACTIVATIONS

The orders marker of a tactical group is not turned face up until that group's first AM is drawn and its formation activated thereby

(Phase D.2). Once revealed, it remains in force for the entire turn. The actions listed in 2.4.1, 2.4.2 and 2.4.3 are performed step-by-step for all tactical groups of a single formation (**Clarification:** thus it is not necessary to perform actions with all units of one tactical group before performing actions with those of a different tactical group).

The units of a formation may perform actions at full capacity (Received Orders), or at reduced capacity (No Orders), depending on the orders marker that has been assigned to the tactical group to which they belong

2.4.1 Received Orders

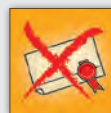


Units may, in the following order:

- Carry out artillery fire;
- Move normally, including charge movement (see 9.), and reduced movement for artillery which has fired;

- Make a forced march if allowed;
- Engage in shock combat or charge without an Engagement Test;
- Attempt to rally.

2.4.2 No Orders



Units may, in the following order, either:

- Attempt to benefit, with one tactical group at a time, from the initiative of a leader, with the consequences given in 2.4.3;

or:

- perform artillery fire (without an Engagement Test);
- move, including charge movement after an Engagement Test (see 9.1), with a reduced movement capacity (see 4.1.2); except for artillery which has fired and cavalry units which have failed their charge ET—these may not move;
- engage in shock combat after an Engagement Test, or charge (Engagement Test already performed by charging cavalry before moving);
- attempt to rally

2.4.3 Leader initiative

The initiative rating is indicated on the AM of each formation. It corresponds to the degree of initiative of the formation's leader.

(Note: The two AMs of a formation can have two different initiative ratings.)

After the formation's AM is randomly drawn from the cup, its initiative rating can be utilized by every tactical group (from that formation) that has No Orders. To do this, the player tests the leader's initiative. He rolls 1d10 for each tactical group with No Orders, subtracting the die roll modifier of the commander-in-chief if at least one of the units in the tactical group is within his command range (see 2.5):

- if the modified die roll is equal to or lower than the leader's initiative rating, all units of the tactical group receive, solely for the current activation, the capabilities of units in a tactical group which has Received Orders (when the second AM of the formation is

drawn later, it will be necessary to repeat the initiative test);

- if the modified die roll is higher than the initiative rating of the leader, the units cannot take any action except rally attempts.

2.5 - COMMANDERS-IN-CHIEF

2.5.1 Characteristics of a commander-in-chief



The players each have one or more commanders-in-chief.

Each commander-in-chief possesses three characteristics:

- a die roll modifier for initiative tests by commanders and for strategic initiative;
- an orders rating (see 2.3.2);
- a command range expressed in hexes. This range is unaffected by any restriction (including impassable terrain, enemy units, and enemy ZOCs).

Commanders-in-chief may move once per turn, expending up to a maximum of 7 Movement Points, during the activation of any one of the formations of their army. They are then flipped to their reverse side to indicate that they have finished moving for the turn.

They may not enter an enemy ZOC alone.

They may not use forced march.

2.5.2 Elimination of a commander-in-chief

If an enemy unit becomes adjacent to the counter of a commander-in-chief, the latter may (if stacked with a friendly unit), or must (if alone in the hex) immediately move one or two hexes. This movement may be made into or through an enemy ZOC.

If a commander-in-chief is stacked with a unit which recoils or retreats after combat, he must accompany it. He may freely leave that unit when he next moves.

If a commander-in-chief is still stacked with a routed unit during Phase E, he must accompany it in its rout movement and is eliminated if that movement takes him off the map. A commander-in-chief may also be eliminated if he is obliged to retreat through enemy units.

If he is eliminated, all the formations of his army have No Orders until the end of the game (unless the army has more than one commander-in-chief).

3 - STRATEGIC INITIATIVE

During the Strategic Initiative Phase (Phase B), each player rolls 1d10 and adds the DRM of his commander-in-chief (the one designated for this in the scenario instructions, if he has more than one commander-in-chief). The player with the higher total gains the initiative for that turn. If the totals are equal, neither player has the strategic initiative, and all the AMs are placed in the cup.

The player with the strategic initiative may choose one AM belonging to one of his formations with which to begin the turn by activating it before all the others. (Do not place this AM in the cup.) This formation's status may be either Received Orders or No Orders.

The player may also decide not to choose a formation and thus to forego using his advantage. In this case the Activation Phase begins with the random drawing of an AM, just as it does in the case of ties on the modified die roll.

4 - MOVEMENT

4.1 - MOVEMENT ALLOWANCE

4.1.1 Normal movement

Each unit has a movement allowance expressed in Movement Points indicated on the counter. This number represents the maximum number of Movement Points which the unit may expend during one Activation Phase, when it has Received Orders.

4.1.2 Reduced movement

A unit having No Orders has its movement allowance divided by two, fractions rounded up.

Thus, a unit with 7 MP has a reduced allowance of 4 MP when it has No Orders.

4.1.3 Forced march

A forced march permits doubling of a unit's movement allowance.

Only a unit which has Received Orders, and is neither disordered nor routed, may make a forced march, and then only on condition that it does not start or move within 5 hexes of an enemy unit. If the unit wishes to approach within 5 hexes or less of the enemy, it must do so during normal movement. A unit may use only one type of movement during an activation. It is not possible to begin movement by a forced march and finish in normal mode (or the reverse). A unit moving by forced march may neither enter nor pass through a hex containing a friendly unit.

Units that begin the Movement Phase stacked may remain stacked during a forced march, they also may leave the stack but may not join it during the forced march. This also applies to stacks of reinforcements (see 5.2.2).

4.2 - FORMING SQUARE



Forming square is only allowed in clear terrain and is only for infantry and artillery units which are neither disordered nor routed (see 10.1 and 10.2). Forming square or leaving square is allowed while in an enemy ZOC.

A unit may form square during its activation (place a Square marker on it) only if it does not move: forming square costs a unit's entire movement allowance, whether it has Received Orders or has No Orders.

Two units may form square in the same hex only if they are already present in that hex at the moment of their activation.

An artillery unit may not form square unless it is stacked, at the time of its activation, with an infantry unit which is also forming square.

Note: *It is thus impossible for any unit (infantry or artillery) to join a square that is already in place.*

As long as it is in square, a unit may not move. A unit is allowed to leave square during its activation at a cost of 2 MP. The unit may then be faced freely and may move using its remaining Movement Points.

A unit in square may not engage in shock or counter-shock (see 8.), but it may defend normally when it is the target of shock or charge (see the chart Die Roll Modifiers for Shock or Charge for the bonus or penalty to apply when resolving the combat).

If a unit in square becomes disordered or has to recoil as a result of combat, it immediately leaves square (remove the Square marker).

If an infantry unit which is part of a stack of units in square becomes disordered, the entire stack leaves square.

A hex may never contain one infantry unit which is in square and another which is not.

Forming square affects the unit's facing and ZOC (see 6.1).

4.3 - MOVEMENT AND TERRAIN

A unit expends Movement Points each time it moves. The cost in MP for each hex depends on the type of unit and the type of terrain (see the Terrain Table).

Changing facing is not movement, and units do not expend Movement Points for it (see 6.).

4.3.1 Roads and trails

A unit using a road or a trail benefits from a reduced movement cost indicated on the Terrain Table, if the unit enters a road or trail hex by way of another hex containing the same road or trail. Otherwise, it expends the normal cost of terrain in that hex. A unit may not use road movement or trail movement to place itself adjacent to an enemy unit; it must pay the normal cost for the last hex, including the cost of the hexside.

Exception: *Roads and trails allow cavalry units to cross steep slopes, and they allow artillery units to cross slopes and steep slopes.*

The NA on the Terrain Effects Table is ignored and an extra 2 points are added to the movement cost.

4.3.2 Impassable terrain

Certain hexes and hexsides are impassable. Units may not enter these hexes or traverse these hexsides unless they are crossed by a road, a trail, or a bridge.

4.4 - MOVEMENT RESTRICTIONS

4.4.1 General restrictions

A moving unit must trace on the map a continuous path of adjacent hexes from one to the next, while paying the cost in Movement Points for each hex it enters. Units move independently of each other, and one unit's movement must be completed before the movement of another unit begins.

Exception: *If all units in a stack are of the same type and perform the same move, the player may move the entire stack together.*

The facing of a unit has no effect on the cost of its movement. A unit must always have enough Movement Points left to pay the cost of the hex it wishes to enter. If it does not have enough Movement Points left, it cannot enter the hex. Movement Points may not be accumulated from one Activation Phase to another.

Combat units (see 0.3) and commanders-in-chief (see 2.5) may not leave the map voluntarily except as a result of rout movement (see 10.4) or due to specific scenario instructions.

4.4.2 Movement of artillery



Artillery units that have Received Orders may move if they have fired at the beginning of the Activation Phase (artillery fire is performed

before any other action, see 2.4), but their movement allowance is halved (see 4.1.2). Place a Tir/Mouvement réduit (Fired/Movement reduced) marker on the unit as a reminder. This marker applies only to the current activation and not to the entire turn (remove the marker at the end of the activation). On the other hand, an artillery unit having No Orders cannot move after firing.

4.4.3 Movement through friendly units

Entering a hex occupied by one or more friendly units with the intention of passing through it costs one extra Movement Point. Entering such a hex with the intention of stopping in the hex requires no extra cost.

Exceptions: *A unit using forced march may not enter a hex containing a friendly unit, nor may it pass through such a hex. No unit may enter or pass through a hex containing a friendly unit already in square.*

5 - STACKING AND REINFORCEMENTS

5.1 - STACKING

5.1.1 Stacking limits

Markers and the counters of commanders-in-chief do not count for stacking limits.

The following may be stacked in the same hex:

- two units of the same type (infantry, cavalry, or artillery) and of the same formation;
- one artillery unit (foot or horse artillery), of any formation, may combine with one or two infantry units;
- one artillery unit (foot or horse artillery), of any formation, may combine with one cavalry unit;
- two artillery units of different formations.

Exceptions :

- *routed units need not be of the same formation;*
- *the limit of two infantry or cavalry units is raised to three if the total number of strength points of the three units is 6 or less.*

Note: *If rallying a disordered unit causes the total number of strength points to exceed 6, rallying is not allowed (it would be necessary for the unit to leave the stack first).*

The following may not stack together:

- *a routed unit and a unit in good order or disorder;*
- *a unit in square and a unit not in square;*
- *an infantry unit and a cavalry unit.*

5.1.2 Effects of stacking on movement

A unit may not enter or pass through a hex occupied by an enemy unit.

A unit entering a hex occupied by another unit is placed at the bottom of the stack.

Exception: *in a stack of units, the artillery unit is always placed on top.*

The stacking order may be modified freely at the beginning of the Activation Phase of the units involved, before movement. The stacking limits apply at the end of movement of each unit, including refusal of shock combat (see 8.8).

However, stacking limits are checked continuously during forced marches (see 4.1.3) and during recoil and retreat after combat (see 10.5 and 10.3.3); at these times,

exceeding the stacking limits is either prohibited or may require a Cohesion Test as a penalty. At the end of movement, a routed unit must be alone in its hex, or if there is no other solution, stacked with one other routed unit (see 10.2 and 10.4). A routed unit may not be stacked with a unit that is in good order or disorder at the end of movement. During the course of the movement phase, however, another unit may pass through a hex occupied by a routed unit with no other penalty than the +1 MP cost (see 4.4.3).

5.1.3 Effects of stacking on combat

The stacking limits apply for the duration of combat (shock or fire). The effects are as follows:

- an artillery unit stacked with infantry or cavalry may fire;
- units in a stack must attack together. To attack with one while not engaging the other is prohibited, unless one of the two is disordered;
- if stacked units engage in shock combat, their strength points are totaled, with the exception of artillery units and, for the attacker, disordered units; and only the top attacking unit must pass an Engagement Test, if one is required (see 8.3.2). If this unit fails the Engagement Test, no unit in the stack may engage in shock. If an artillery unit is the top unit in a stack, the infantry or cavalry unit directly below it undergoes the Engagement Test;
- artillery fire and the results of shock affect all the units in a stack. If a stack has to make a Cohesion Test as a result of shock or fire, a Cohesion Test die roll is made separately for each unit in the stack;
- reaction fire and counter-battery fire affect only the top unit in a stack. If a Cohesion Test is required, only the top unit in the stack makes the test

Exception: *A player employing reaction fire against a mixed stack of units (infantry or cavalry plus artillery) may decide, before firing, to apply the results to the infantry or cavalry unit located immediately below the artillery. Counter-battery fire, on the other hand, only affects the artillery unit which provoked it.*

5.2 - REINFORCEMENTS

Reinforcements enter play when their AM has been put into the cup and is then drawn randomly.

5.2.1 Procedure



For the turn during which a formation's arrival as a reinforcement is scheduled by the scenario, only one of its two AMs is placed in the cup (if the two AMs have different values, place the one with the higher initiative value in the cup).

If the AM which would allow the entry of the reinforcements is not drawn randomly during the turn in which it was put in play (by being the last AM left in the cup: see 2.2), the reinforcements are delayed and the procedure is repeated on the following turn, but this time with both of the formation's AMs placed in the cup, thus making their arrival during that turn certain.

Exception: *if the units arriving as reinforcements belong to a non-demoralized formation, some of whose units are already on the map, the 2 AMs are both used because they are already in play.*

Reinforcements enter the map having Received Orders and using forced march (see 4.1.3), without the commander-in-chief having to expend an order. Place Renfort (Reinforcement) markers on them as a reminder. As soon as a unit of the formation is within 5 hexes of an enemy unit (this is an exception to 4.1.3), or simply at the owner's choice during Phase A, it loses its reinforcement status, stops, and the marker is removed. The unit then assumes the status of No Orders. The commander-in-chief will have to expend an order later to place the unit, along with its formation, with Received Orders.

The status of reinforcement applies individually to each unit and may be extended to the following turn. The player may also freely choose to have his reinforcement units enter in normal march. In this case the units lose their ability to perform a forced march and are considered as having No Orders. However, during the Activation Phase in which they enter the map they still benefit from the normal movement rate instead of the reduced movement rate which is characteristic of units which have No Orders.

Exception: *If an enemy unit happens to be within 5 hexes or less of the entry hex, the reinforcements enter the map with Received Orders, but only for the turn in question, without forced march and without a Renfort marker.*

5.2.2 Entering the map

Units of reinforcements enter the map by the hex designated in the scenario, as if they were in column one behind the other. They may enter by stacks (see the restrictions in 4.4.1), the second stack of the formation paying double the cost of the entry hex, and so on (3 times the cost, 4 times the cost, etc.).

If one or more units of a formation of reinforcements are unable to enter the map during the assigned turn, either because of insufficient Movement Points or because of stacking limits, their entry is delayed until the first AM of their formation is drawn on the following turn.

Note: *See 4.1.3 for the restrictions on stacking during forced march.*

5.2.3 Reinforcement hexes

No unit may occupy an entry hex of enemy reinforcements, or a hex adjacent to it, before all scheduled reinforcements have entered the map.

6 - FACING AND ZONES OF CONTROL

6.1 - FACING

6.1.1 Front and rear

Units must be faced such that the front or "top" of the counter (the edge with the color stripe) faces a hex vertex.

All infantry or cavalry units stacked in the same hex must have the same facing.

All artillery units in the same hex must have the same facing, but their facing can differ from that of infantry or cavalry units in the same hex.

The two hexes which are adjacent to the front of the counter are called front hexes. The other four hexes adjacent to the unit are called rear hexes.

Exception: units in a town, village, or castle hex, as well as units in square, are considered as having six front hexes.

6.1.2 Effects of facing

Facing has no effect on movement. A unit is free to change facing without cost during or at the end of its movement. Units which leave square, and disordered or routed units which rally, may choose their facing freely.

Facing does have an effect on combat. A unit may not fire, charge, or engage in shock combat unless doing so into or through its two front hexes. A unit being attacked through one of its rear hexes is penalized (see Shock and Charge Table).

Units which are considered to have six front hexes, except for squares (see 4.2), may attack through any of their six hexsides, but with a DRM of -1 (see 8.2). Simply face the counter toward the hexes it intends to attack before resolving the combat. The units in question are only required to attack the adverse units situated in their usual two front hexes, as if they had only two front hexes.

6.2 - ZONES OF CONTROL

6.2.1 Definition

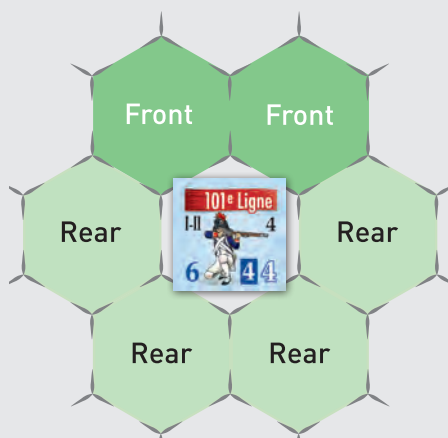
The zone of control represents the influence exercised by a unit beyond the hex it occupies. All units exercise a ZOC into the six adjacent hexes.

Exceptions:

- artillery units, units in square, and routed units do not exercise a ZOC;
- ZOCs do not extend across hexsides that are impassable to the unit;
- ZOCs do not extend across bridges and fords over impassable rivers;
- ZOCs do not extend from the exterior into the interior of a fortification, a castle, or a redoubt/wall, even if that hexside is crossed by a trail or a road.

6.2.2 Effects of ZOCs

A unit must cease its movement as soon as it enters an enemy ZOC, although it can still change facing as it enters the hex.



Exception 1: Recoil, retreat, or rout movement, see 10.3 and 10.4.

Exception 2: Cavalry pursuit, see 9.5.2.

To enter an enemy ZOC does not cost additional Movement Points.

Exception: a unit in disorder must expend +1 MP to enter an enemy ZOC, see 10.1.

An artillery unit cannot enter a hex in an enemy ZOC unless that hex is occupied by at least one friendly infantry or cavalry unit.

A unit that is in an enemy ZOC at the beginning of the Activation Phase may:

- leave the ZOC (see below);
- remain in place and, if desired, change facing by one vertex (60°) maximum.

A unit may leave an enemy ZOC:

- by expending 1MP in addition to the cost of the first hex entered;
- but it may not move directly into a front hex ZOC of an enemy unit;
- and it may not move directly or indirectly from one hex to another in the ZOC of the same enemy unit.

Exception: charge by a cavalry unit already in an enemy ZOC (see 9.1);

ZOCs affect recoil and retreat after combat as described in 10.3.5 ZOC Restrictions, but they also affect refusal of shock (see 8.8) and rout movement by the adversary (see 10.4).

7 - ARTILLERY FIRE

7.1 - DEFINITIONS OF FIRE



There are three kinds of artillery fire:

- normal fire: an artillery unit may fire when the formation it belongs to is activated. Normal fire affects all units in the target hex;
- counter-battery fire: an artillery unit which is the target of fire by an enemy artillery unit may employ counter-battery fire. Counter-battery fire is resolved immediately after the results of the initial enemy fire are applied. The artillery unit must therefore still be in good order, otherwise it cannot return fire. Counter-battery fire affects only the artillery unit on top of the adverse stack. When resolving the fire, take into account all possible modifiers except the modifier for massed targets;
- reaction fire: an artillery unit which is the target of shock or charge by one or more enemy units may employ reaction fire against an attacking unit situated in one of its front hexes (see 8.3.3).

Reaction fire affects only the top unit in an attacking stack, but if the latter is an artillery unit, the unit immediately below it may be chosen as the target instead (see 5.1.3). Moreover, when the fire is resolved all applicable modifiers are used, except the one for massed targets.

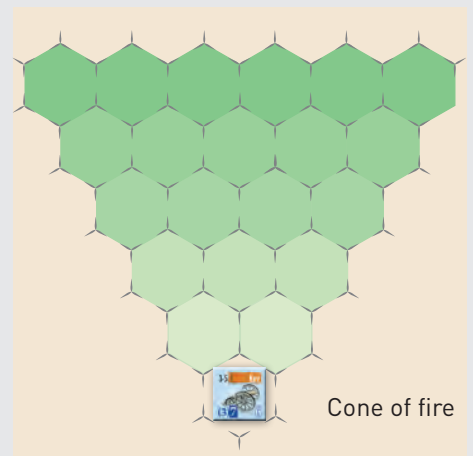
During an enemy Activation Phase, an artillery unit is not allowed to employ both counter-battery fire and reaction fire. It can employ only one of the two (at the owning player's option), and only one time during that Activation Phase.

7.2 - RESTRICTIONS ON FIRE

An artillery unit in disorder may not fire.

Fire occurs before movement (see 4.4.2).

An artillery unit may fire only within the cone of fire defined by extending its two front hexes (see diagram).



Cone of fire

An artillery unit may, however, change facing, while remaining in the same hex, and fire during the same Activation Phase. This change of facing, limited to one vertex, is not considered to be movement. On the other hand, an artillery unit may not change facing before counter-battery fire or reaction fire.

An artillery unit that has an enemy unit in one of its front hexes must fire at it (if there are enemy units in both of its front hexes, it may choose either target).

This restriction also applies to two artillery units stacked together, and is in force both before and after any change in facing.

Exception: if an artillery unit has the opportunity to perform counter-battery fire against a non-adjacent enemy artillery unit, it is not required to fire at an adjacent target.

7.3 - FIRE STRENGTH AND RANGE

An artillery unit which is not in disorder fires by employing its fire strength, modified as necessary by various factors.

Two artillery units in different hexes may fire independently at the same target, but they cannot combine their fire in a single attack.

Two artillery units stacked in a single hex may either fire independently at the same or different targets, or combine their fire against the same target if they belong to the same formation. To do the latter, the fire strengths of the two units are not added together; instead, the unit with the higher strength is used, and a DRM of +2 is added to the die roll when fire is resolved.

Artillery units also have a range for effective fire and a maximum range. These ranges are given as the number of hexes separating the firing artillery unit and the target unit. Count the hex the target unit is in, but not the hex the firing unit is in. The effects of these ranges are given in the table of Die Roll Modifiers for Artillery Fire.

Special Case: if several artillery units stacked together are firing at the same target, but have different ranges listed on their counters, use the least favorable range modifier.

7.4 - LINE OF SIGHT

An artillery unit must be able to trace a LOS to the target unit.

The LOS is traced from the center of the hex containing the artillery unit to the center of the hex containing the target. It can be blocked by obstructions.

7.4.1 Blocking obstructions

Hexes at a level that is higher than the firer and the target.

Hexes containing a village, woods, an orchard, a palm grove, or a unit (friendly or enemy).

Crest hexsides, steep slope hexsides, redoubt hexsides, and fortification hexsides.

Exception: if the LOS crosses a redoubt hexside or a fortification hexside, the LOS is not blocked if the firer and/or the target are adjacent to that hexside.

7.4.2 Effects of hexsides

When the LOS passes exactly along a side of one blocking hex such as a village or woods hex, the LOS is not blocked. However, if it passes along the sides of two blocking hexes, one to the left and the other to the right, the LOS is blocked.

When the LOS passes exactly along a blocking hexside such as a crest or a steep slope, it is blocked.

7.4.3 Obstructions and levels of elevation

An obstruction is ignored for determination of LOS, if:

- the firer and the target are both at a higher level of elevation than the obstruction;
- the firer is at a higher level of elevation than the target and the obstruction, and the obstruction is halfway between the firer and the target or closer to the firer;
- the target is at a higher level of elevation than the firer and the obstruction, and the obstruction is halfway between the firer and the target or closer to the target.

7.4.4 Line of sight at close range

Fire is always allowed at point-blank range (with firer and target adjacent), except through a crest hexside or a steep slope hexside.

7.5 - RESOLUTION OF FIRE

To resolve fire by an artillery unit, the player rolls 1d10 and adds the fire strength of the unit, taking into account the list of Die Roll Modifiers for Artillery Fire (these are cumulative), and finds the result on the Fire Table.

Clarification: if the result is CT, each unit affected by the fire result must be tested individually.

8 - SHOCK COMBAT

8.1 - DEFINITION OF SHOCK COMBAT



Shock combat, when performed by infantry, is a combination of close-range fire and bayonet charge, which allows it to engage in combat and then in mêlée.

Cavalry can also perform shock combat like infantry, or it can choose to conduct a charge, which has other restrictions and advantages (see 9.).

For the remainder of this section of the rules, the term shock combat refers to both infantry shock combat and cavalry shock combat, but does not include the cavalry charge.

8.2 - RESTRICTIONS ON SHOCK COMBAT

Every infantry or cavalry unit whose formation is activated may engage in shock combat against every enemy unit situated in its front hexes (see 6.1.1).

Exceptions:

- units that are disordered, routed, or in square, as well as artillery units, may not engage in shock combat;
- a unit may not attack a hex which it cannot enter (in this case it may still engage in shock combat against its other front hex);
- units which perform a counter-shock are not required to attack all the enemy units situated in their front hexes (see 8.7.2).

Adjacent units may combine their attack (see 8.4.).

A unit announcing a combat must attack all units in its front hexes unless one or more of those units are being attacked in shock combat by another friendly unit.

An enemy unit may only be attacked by shock combat one time during a single Activation Phase (**Exception:** *Breakthrough Shock and Pursuit*, see 8.7.2 and 9.5).

8.3 - SHOCK COMBAT DETERMINATION

8.3.1 Prerequisites for shock combat

Shock is not obligatory (see the exception below).

To engage in shock combat, a unit must have Received Orders or, if it has No Orders, it must have passed an Engagement Test (ET).

The players must announce and designate all shock combats before making the ETs for the units involved. They place Choc (Shock) markers (if the unit has Received Orders) or Choc/Test (Shock/Test) markers (if the unit has No Orders and must make an ET), on the attacking units

Exception: Every unit which has attempted and passed an ET must perform shock combat.

8.3.2 Engagement Test

The ET (see 0.4.2) is performed at the moment when combat is resolved. In the case of units in a stack, only the top unit makes the ET (see 5.1.3):

- if the unit passes the ET, it can participate in shock combat along with all other units in the same hex;
- if the unit fails the ET, it cannot engage in shock combat, nor can any other unit in the same hex..

Note: since shock combat depends upon the willingness of units to engage, it can happen that a unit will have to attack the enemy units or stacks in both of its front hexes simultaneously, because a neighboring friendly unit that was meant to attack one of those hexes failed its ET.

8.3.3 Reaction fire

An artillery unit which is the target of shock combat by one or more enemy units, including enemy cavalry units conducting a charge or a pursuit (see 9.5), may perform reaction fire (see 7.1) against one attacking unit situated in one of its front hexes.

Artillery units may not combine their reaction

fire; instead, they must fire individually, and may fire against different targets. Reaction fire occurs before resolution of shock combats, but after Engagement Tests.

If the attacking unit has to perform an ET and fails it, the artillery's reaction fire does not occur.

A unit disordered by reaction fire cannot perform its shock attack. In the case of a stack, if the top infantry unit is disordered by the reaction fire, the other unit must then attack alone.

8.4 - COMBINED SHOCK COMBAT

8.4.1 Definition of combined shock combat

Friendly units situated in two or more adjacent hexes may combine their strengths in order to engage in shock combat against the same defender. The units that are combining for an attack add their strength points together. If they have No Orders, they must each make an ET (one ET per stack, as defined in 8.3.2). Thus it may happen that a combined attack becomes impossible because one of the units failed the required ET.

8.4.2 Multiple attackers

If the attacking units are located in hexes whose terrain could bring different advantages to that shock combat, resolution is performed as follows:

- if the defender is in a clear terrain hex, the attacker chooses the terrain modifier which he wishes to apply;
- otherwise, the defender chooses the terrain modifier which he wishes the attacker to apply.

8.4.3 Multiple defenders

If a unit attacks several units located in different hexes, then the defender, when calculating the die roll modifiers, chooses the hex whose terrain will procure the greatest advantage for him.

8.5 - SHOCK COMBAT RESULTS

The attacking player rolls 1d10 and applies the modifiers listed on the Terrain Table, the Odds Table, and the Die Roll Modifiers for Shock or Charge Table (these modifiers are cumulative, with exceptions). The combat result is given by the Shock and Charge Table.

The results of shock combat apply to every unit in the hex. The player rolls 1d10 for each unit that must make a Cohesion Test (CT).

Effects on the Table must be applied in order, as follows: apply the first combat result to the unit. Then apply any after-effects caused by that result. Then apply the next result, if any, and then apply any after-effects of that result. Then go on to resolve the next combat.

A routed unit which is required to make a CT must instead make an immediate rout move (see 10.4).

If an artillery unit is alone in a hex, or stacked with another artillery unit, and is shock attacked by an enemy unit, it is automatically eliminated after its reaction fire. See 8.9 for the specific case of artillery in shock combat, and see 10. for applying shock combat results.

8.6 - EXPLANATION OF THE PRINCIPAL DIE ROLL MODIFIERS FOR SHOCK COMBAT

8.6.1 Strength comparison

Each player totals the strength points of all his units involved in the shock combat. The attacker compares the strength of his units with that of the defender's units. The result is rounded in favor of the defender.

Example: a unit with 8 strength points attacking an enemy unit with 3 strength points performs shock combat with a strength point ratio of 2 against 1. If he had had 5 strength points attacking 6 defending strength points, the strength point ratio would have been rounded to 1 against 1.5. The Odds Table provides the corresponding die roll modifiers.

8.6.2 Cohesion differential

The attacker subtracts the cohesion level of the highest-rated defending unit from the cohesion level of the highest-rated of his own units; the result obtained is the cohesion die roll modifier.

8.7 - ADVANCE AFTER SHOCK COMBAT

8.7.1 Advance as a result of shock combat

If the defender vacates his hex (by recoil, retreat, or elimination) as a result of shock combat, the attacking unit with the highest cohesion level (and only that unit), or the stack containing that unit if more than one stack is attacking, **must advance** into the vacated hex. If more than one unit or stack has the same highest cohesion level, the attacking player chooses the unit (or stack) to advance.

The unit (or stack) may change facing by one vertex during its advance.

Two units from two different stacks that have participated in the same combat cannot be chosen to advance simultaneously after a shock combat. An artillery unit cannot advance after shock combat.

Exception: Refusal of shock (see 8.8).

If the advance after shock combat is made into a hex or through a hexside containing terrain which would disorder it, the unit must become disordered.

Example: infantry crossing a steep slope hexside).

8.7.2 Breakthrough shock and counter-shock combat

A unit may perform only one breakthrough shock or counter-shock combat per Activation Phase. Breakthrough shock and counter-shock are resolved immediately, before resolving any other combat. The procedure is as follows:

- if the result authorizes a breakthrough shock, an attacking unit (or a stack, if several stacks are attacking) must advance without changing facing and may then perform a second shock combat. An Engagement Test is not required (since this shock combat is automatic), but the attacker must attack **all** enemy units in its front hexes;

- if the result authorizes a counter-shock by the defender, the latter may perform shock combat against any of the phasing player's units that are located in its front hexes. If the attacker recoiled after the initial shock com-

bat, the defender may choose to advance into the vacated hex, without changing facing, and then perform shock combat in the same way. In both cases, no ET is necessary (shock combat automatically occurs), and the defender may even choose to perform shock combat against the enemy units located in only one of its front hexes and ignore the others.

Special case: If an artillery unit alone in a hex is eliminated (automatically) as a result of shock combat, breakthrough shock is not possible.

8.7.3 Priority for advancing after shock

In determining which units may advance after shock, breakthrough shock or counter-shock:

- charging cavalry always has priority over other units performing shock, even if the latter have a better cohesion rating.

It then performs pursuit (see 9.5.2);

- cavalry, even if it has not charged, always has priority over infantry, even if the latter has a better cohesion rating;

- in all cases, heavy cavalry has priority over non-heavy cavalry, even if the latter has a better cohesion rating.

8.8 - REFUSAL OF SHOCK COMBAT

8.8.1 Refusal of shock combat when facing infantry

A cavalry unit, in good order or in disorder, may evade an infantry unit which shock attacks it by moving one or two hexes, if it has not already done so during the current Activation Phase (i.e., if it has not previously evaded a unit activated by the same AM). The decision must be made before the adversary's Engagement Test (if required).

Note: A two-hex refusal of shock means that the refusing unit must evade to a distance of two hexes away from the unit which provoked the refusal.

The restrictions and effects of refusal of shock are as follows:

- if a cavalry unit performs its evasion by moving only one hex, it makes a Cohesion Test with a DRM of +1. If it fails the CT, it suffers an additional disorder;

- if a cavalry unit performs its evasion by moving two hexes, it makes a Cohesion Test with a DRM of -2. If it fails the CT, it suffers an additional disorder;

Note: In these two cases, the CT is made after the evasion declaration and before the application of any other effect that may later follow from the evasion (for example, before suffering disorder for evading into an enemy unit's front hex). Whatever the result of the CT, the evasion is allowed.

Clarification: for a stack, perform a CT for each unit in the stack.

- if a cavalry unit performs its evasion into a hex whose entry cost is 3 or more MP (the terrain cost of +1 for leaving a ZOC is not counted), it suffers an additional disorder;

- an evasion move is subject to all the restrictions of normal movement (such as any facing change, as well as the effects resulting from terrain) and the restrictions given in 6.2.2, with the sole exception that evasion is possible into the front ZOC of another enemy unit, at the cost of an additional disorder (see 10.3.5).

Note: A cavalry unit may refuse shock and perform evasion into an enemy ZOC, but it cannot perform this evasion by moving from one ZOC to another ZOC of the **same** enemy unit (including the attacking unit).

In all cases, the infantry may advance into the hex vacated, as described in 8.7.1. An artillery unit stacked with the infantry which provoked a refusal of shock may also advance into the vacated hex (as an exception to 8.9 and 8.7.1).

8.8.2 Refusal of shock combat when facing heavy cavalry

A unit of **non-heavy** cavalry may also refuse shock combat (but not charge combat) from one or more **heavy cavalry** units only. Refusal of shock combat from heavy cavalry follows exactly the same procedure as refusal of shock combat from infantry, with the sole exception that no Cohesion Test is required afterward. **Note:** Refusal of shock from a combined attack of infantry and heavy cavalry is treated like refusal of shock from infantry alone (hence there is a CT).

8.9 - ARTILLERY AND SHOCK COMBAT

Artillery never participates in shock combat. It has no strength points for shock combat, its cohesion rating is never used for shock combat, and it has no engagement rating:

- if an artillery unit is stacked with an attacker which loses a shock combat, the artillery unit is disordered and must recoil with the attacker if all units in the stack recoil. If the attacker wins, the artillery unit cannot advance after combat;

- if an artillery unit is stacked with a defending unit and the latter loses a shock combat, the artillery unit must recoil one hex and make a CT (becoming disordered if it fails the CT);

- if an artillery unit alone in a hex (or stacked with another artillery unit) is shock attacked after its reaction fire, it is automatically eliminated. No breakthrough shock combat or pursuit is possible;

- if an attack is made against 2 hexes, one of which contains only artillery, the artillery is not eliminated unless the combat against the other stack is successful.

9 - CAVALRY CHARGE



Charging is the most effective way for a cavalry unit to engage in mêlée combat.

A charge can never be evaded.

The only possible reactions to a charge are forming square for infantry (see 9.3) or counter-charge for cavalry (see 9.4).

The separate steps of a cavalry charge are performed in the following order:

Charge movement:

- charge declaration (see 9.1);

- engagement Test for cavalry units having No Orders (see 9.1);
- charge movement (see 9.1);
- possible attempt to form Square by the defender (see 9.3.1);
- possible recall attempt by charging cavalry (see 9.3.3).

Charge resolution:

- possible counter-charge attempt (see 9.4);
- possible reaction fire (same procedure as in 8.3.3);
- resolution of the charge (see 9.2);
- possible pursuit (see 9.5).
- end of charge Cohesion Test (see 9.5 and 9.2).

CAVALRY CHARGE EXAMPLE (FROM MARENGO 1800)



Charge declaration (see 9.1)

Formation O'REILLY has been activated. Only Nauendorff (0812) and Hussar 5 (0911) can charge. Württemberg (1011) can't charge because he is located in a village. The Austrian player decides to charge the 11th Hussards (0913) with Nauendorff and the 6th Dragons (1112) with Hussar 5.

Possible engagement tests for units with No Orders (see 9.1)

All of formation O'REILLY has No Orders. Therefore Hussar 5 performs an engagement test before charging: he rolls an 8 on a d10 and thus fails the ET (since 8 exceeds the unit's Engagement Rating of 5). He has to remain in place and will not charge. Nauendorff makes the same test and rolls a 4. He can charge.



Charge movement (see 9.1)

Nauendorff moves into 0813 to attack the 11th Hussards and can do so only against its front, due to his movement allowance and ZOC restrictions. Since the target of the attack is a cavalry unit, the defender doesn't attempt to form square (see 9.3.1) and the charging cavalry unit doesn't attempt recall (see 9.3.3).

Possible counter-charge attempt (see 9.4)

The 11th Hussards can attempt to counter-charge by performing an engagement test with no modifier (since neither of the two units is heavy cavalry), in an effort to nullify the +1 charge bonus. He rolls a d10 and gets a 7: he fails to counter-charge (7 is higher than his Engagement Rating of 6).

Charge resolution (see 9.2)

The cavalry charge is resolved with a modifier of +3 (+1 for 3-2 odds, +1 for clear terrain, 0 for cohesion difference, +1 for light cavalry

9.1 - CHARGE RESTRICTIONS

The unit being attacked must be in the LOS (see 7.4) of the front hexes of the charging unit before its movement begins.

The charging unit must not be disordered or routed.

Charges are declared during the current activation's movement segment (place a Charge marker on the charging unit).

If an Engagement Test is required (i.e., for units in No Orders) it is performed before charge movement. If the unit fails its ET, it remains in place and cannot engage in combat.

The charging unit must move at least one hex.

charging). The roll on the d10 is 7, for a modified result of 10, a 1+D result. The 11th Hussards recoils one hex into 0914 and is disordered (turn the counter over to its reverse side)

Possible pursuit (see 9.5)

Pursuit is required. Nauendorff advances one hex (into 0913), following 11th Hussards' path of recoil, and attacks again.

Counter-charge is not allowed (because the defending unit is disordered).

- The pursuit is resolved with a +6 modifier (+3 for 3-1 odds, +1 for clear terrain, +1 for cohesion difference, +1 for light cavalry charging and 0 pursuit penalty since this is the first pursuit).

The roll on the d10 is 2, for a total modified result of 8, a 1+CT result.

The 11th Hussards recoils one hex (into 0915). The result on the d10 is 6: he fails the CT (his cohesion is 5 since he is already disordered). The 11th Hussards receives a rout marker and then retreats 3 hexes.

1st choice: the 11th Hussards retreats 3 hexes and stops in 0717 (a rough terrain hex) after retreating through hexes 0816 and 0716.

Nauendorff performs a second pursuit but must stop in 0716 since he can't charge a unit in a rough terrain hex. The pursuit ends.

He makes an end-of-charge CT (see 9.5 and 9.2): he rolls a 4 on the d10. He passes the CT since Nauendorff's cohesion is 6.

2nd choice: the 11th Hussards retreats 3 hexes and stops in 1117. Nauendorff performs a second pursuit.

The second pursuit is resolved with a modifier of +7 (+3 for 3-1 odds, +1 for clear terrain, +1 for cohesion difference, +1 for light cavalry charging, +2 for attacking a routed unit, -1 for second pursuit). The roll on the d10 is 5, for a total modified result of 12, a 1+D result.

The 11th Hussards recoils one hex (into 1118) and suffers another disorder, which eliminates it. Nauendorff advances into the vacated hex (1117). The pursuit ends



End-of-charge cohesion test (see 9.5 & 9.2)

Nauendorff performs an end-of-charge cohesion test: he rolls an 8 on the d10. He fails the CT since Nauendorff's cohesion is 6. Nauendorff is therefore disordered (turn the counter over to its reverse side).

The charging unit cannot move farther than its reduced movement rate (as described in 4.1.2).

A cavalry unit adjacent to an enemy unit may leave that unit's ZOC (by expending +1 MP, see 6.2.2), and then charge without changing its original facing (i.e., the facing it had when it was in the enemy ZOC).

The charging unit is not allowed to pass through or stop in a hex containing a friendly artillery unit during its charge movement.

The types of terrain which block charges are listed on the Terrain Effects Chart. A charge cannot begin in or pass through these types of terrain, nor can the target of a charge be in these types of terrain. Likewise, a charging unit is not allowed to cross a hexside where a bridge crosses a river, nor may it cross a slope, steep slope, crest, redoubt, or fortification hexside during charge movement, or charge a unit located on the other side of these types of hexside.

Note: The restrictions on charges do not apply to shock combat by cavalry. A cavalry unit may, for example, perform shock combat, without charging, against a village, with a negative DRM of -3 [-2 for the shock combat by cavalry and -1 for the village].

9.2 - CHARGE EFFECTS

The combat is resolved between the charging cavalry and all enemy units located in its front hexes (see 6.1.1). The attacking player rolls 1d10 and applies the modifiers listed in the Terrain Table, the Odds Table, and the Die Roll Modifiers for Shock or Charge Table (these modifiers are cumulative, with exceptions). The combat result is given by the Shock and Charge Table.

These modifiers are cumulative with any arising from an attack in combination with infantry.

Exception: they are not added together if the defender is in square; in that case, apply the -2 DRM due to the charge.

At the end of a charge, all participating cavalry units make individual Cohesion Tests. In case of failure they are disordered, in addition to all the other disorder results which may have been produced during combat resolution.

9.3 - SQUARES AND CHARGES

9.3.1 Forming square

Infantry units located in clear terrain that are the targets of a charge, and are not in disorder or routed, may attempt to form square to protect themselves, even if they are in an enemy ZOC.

Exception: a unit in square which recoils after a charge and hence loses its square formation (see 4.2) cannot attempt to get back into square for the resolution of the resulting pursuit.

Artillery cannot put itself in square unless it is stacked with infantry; in that case it conforms to what the infantry does. The owning player rolls a die before resolution of the charge:

- if the die roll is equal to or lower than the infantry unit's cohesion rating (or the cohesion rating of every infantry unit in a stack),

the unit (or stack) is able to form square. Place a carré (Square) marker on it;

- if the die roll is higher than the infantry unit's cohesion rating (or higher than that of at least one infantry unit in a stack), the unit (or stack) cannot form square. In addition, the infantry unit which failed its CT is disordered (all infantry units are disordered in the case of a stack).

9.3.2 Effects of a square

Cavalry does not receive any of the advantages of a charge when charging a square. Instead, a die roll modifier of -2 is applied to the combat.

Reaction fire by an artillery unit stacked with infantry that had formed square beforehand is penalized by a -1 to its fire die roll (the fire die roll must occur after the attempt to form square), in addition to the usual -1 for reaction fire.

9.3.3 Recall of cavalry

If the target has succeeded in forming square, the cavalry may try to halt its charge. The owning player makes an Engagement Test for the unit or stack of units:

- if it passes the ET, the unit is recalled. It does not charge, but recoils instead one hex back from the target and changes facing as desired. But it may not recoil into a front hex of an enemy unit (it remains in place without charging);

- if it fails the ET, it must charge.

In the case of units in a stack, only the top unit makes the Engagement Test, and the result is applied to the entire stack..

Clarification:

When cavalry recall succeeds, there is no charge and therefore no end-of-charge CT is required (see 9.5 and 9.2).

9.4 - COUNTER-CHARGE

If the target of the charge or pursuit is a cavalry unit which is neither disordered nor routed, and which is being charged through one of its front hexes, it may attempt a counter-charge. The unit makes an Engagement Test before resolution of the original charge and adds a DRM of +2 if it is non-heavy cavalry counter-charging heavy cavalry (this is the only case in which this DRM is used):

- if it passes the ET, the counter-charge succeeds and the attacker resolves the combat without benefit of the bonus of the initial charge;

- if it fails the ET, there is no counter-charge and the charge is resolved as described in 9.2.

Note: *in case of pursuit (see 9.5), the unit may attempt further counter-charges as long as it remains in good order and is being charged through one of its front hexes.*

In the case of units in a stack, only the top unit makes the Engagement Test, and the result is applied to the entire stack.

In the case of a successful counter-charge, if the attacking unit recoils or retreats after combat, it may be pursued. A unit that pursues following a counter-charge is under the same restrictions as one that charges (see 9.2.).

9.5 - PURSUIT

9.5.1 Definition of pursuit

If the cavalry charge results in the defender vacating its hex (by recoil, retreat, or elimination), pursuit is required, even if the fleeing unit is no longer in LOS of the pursuing cavalry.

The pursuit effects are the same as those of the charge (see 9.2 to 9.4).

A cavalry unit which is attacked is allowed to pursue the attacking unit in the following cases (see the Shock and Charge Table):

- the combat result authorizes a pursuit;
- the attacker recoils or retreats and the counter-charge attempt succeeds (see 9.4).

9.5.2 Restrictions on pursuit

The pursuit restrictions are the same as those for charges (see 9.1), except that an ET is not required for a unit with No Orders, and reduced movement no longer applies:

- if only one stack of units performs the charge, the player has two options: he may perform the pursuit with the unit having the highest cohesion rating in the stack (owner's choice in case of a tie for highest cohesion rating), or he may perform the pursuit with the entire stack.

- If several stacks of units are charging, the stack containing the unit with the highest cohesion rating must perform the pursuit (owner's choice in case of a tie for highest cohesion rating). Two units from two separate stacks that have participated in the same combat may not be selected to perform the pursuit.

Exception: *A heavy cavalry unit (or a stack containing at least one heavy cavalry unit), even if it does not have the highest cohesion rating, has priority for pursuit.*

- if a stack of units is performing pursuit, it conducts that pursuit all the way to the end (the units must remain stacked when the pursuit is finished);

- a cavalry unit which pursues may change facing by a maximum of one hexside per hex moved through, in the direction of the unit being pursued; if it does make this facing change, it must then have the pursued unit's hex of recoil or retreat in one of its front hexes;

- if the defender recoils or retreats (i.e., is routed), the cavalry which charged it pursues it, following the path of recoil or retreat and ignoring the effects of ZOCs that concern movement (see 6.2.2), until it is adjacent to the unit being pursued or until it has another enemy unit in its front hexes, whichever occurs first;

- if the defender is eliminated, the cavalry which charged advances into the vacated hex and may then change facing by one hex vertex and continue to charge enemy units located in its front hexes (unless the unit eliminated is an artillery unit);

- the pursuing cavalry must pursue the last unit charged (owner's choice if several units qualify), even if it is not the unit that it was originally pursuing.

- a hex containing terrain that is impassable for cavalry or terrain in which charging is prohibited halts the pursuit (even if it contains a road or trail);

- Unlike breakthrough shock combat, there is no limit to the number of times that pursuit and new charges can occur in the course of the same activation. However, each time a pursuing unit charges again, a DRM of -1 (cumulative) is applied to the shock combat die roll, starting with the second pursuit charge.

Clarification: *For the initial charge and the first pursuit charge, the -1 DRM is not applied; after that, apply the DRM as follows: for the second pursuit: -1; third pursuit: -2; fourth pursuit: -3, etc.*

- cavalry which pursues must charge every enemy unit which is located in its front hexes after its pursuit movement, and which is in a terrain type into which charging is permitted, in addition to the retreating unit;

- but a charge may be halted voluntarily when a unit other than the one being pursued is in one of the pursuing cavalry's front hexes;
- the end-of-charge Cohesion Test (9.2) is made when the pursuit ends.

10 - DISORDER, ROUT, RECOIL, RETREAT

These are the possible results of combat or fire:

- being disordered (10.1) or routed (10.2);
- recoil: a one-hex withdrawal by a unit in good order or in disorder;
- retreat: a retreat of 2 hexes (for infantry) or 3 hexes (for cavalry) by a unit which has routed (10.3);
- rout movement: as in Phase E (10.4).

10.1 - DISORDER



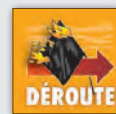
A unit in good order which becomes disordered is turned over to its reverse side, which has a white stripe across it. A disordered unit which suffers another disorder result (or a rout result due to fire) is routed (see 10.2).

Exception: *Artillery is subject to the same rules covering disorder/rout as other units with one exception: if an artillery unit is already disordered and suffers another disorder (or a rout result due to fire), it is eliminated.*

A unit in disorder: :

- cannot make a forced march;
- expends one extra Movement Point to enter an enemy ZOC;
- cannot engage in shock combat or charge;
- cannot form square or counter-charge.

10.2 - ROUT



A unit can be routed:

- either directly, as a result of fire;
- or, for a disordered unit, by suffering another disorder (as a result of combat or fire, as an effect of recoil or retreat, or as a result of a failed Cohesion Test).

Place a Déroute (Rout) marker on the counter to indicate its status.

If a routed unit suffers a new disordered result, it is eliminated. The counter of an eliminated unit is removed from the map and cannot be returned to play.

When a unit routs, it must immediately retreat 2 hexes (if it is infantry or artillery) or 3 hexes (if it is cavalry), as explained in 10.3.1. If it cannot retreat the full distance, it is eliminated.

A routed unit:

- cannot move (except during Phase E) or engage in shock or fire;
- has no ZOC;
- cannot form square or counter-charge;
- has no facing (front or rear), but must be turned toward the retreat direction assigned to it, in order to indicate the retreat direction clearly;
- if it is attacked by shock combat, the attacker adds +2 to his die roll;
- if it suffers another disorder result, it is eliminated;
- if it has to make a Cohesion Test (except for a rally attempt, see 11.1), it makes an immediate rout move instead (see 10.4);
- if it makes a Cohesion Test rally attempt, it is penalized by a +1 DRM;
- if its retreat move causes it to leave the map, it is eliminated.

10.3 - RECOIL AND RETREAT AFTER COMBAT

10.3.1 Definition

A combat result or a failed Cohesion Test can require a unit to recoil one hex, or, if it is routed, to retreat two or three hexes (see 10.2).

Following combat, this movement is restricted as follows:

- the first hex of recoil/retreat must place the unit farther away from the attackers who caused the recoil/retreat;
- then the following retreat hexes must increase the distance from the defender's original hex;
- if the unit has several hexes to choose from, it must always choose one which allows it to avoid elimination.

A unit which cannot carry out its recoil or retreat in its entirety while moving away from the attackers as required is eliminated.

Exception: *it is possible, without penalty, to recoil after combat into a hex which is adjacent to the attacker, without increasing the distance from him, but only if the latter does not exercise a ZOC into that hex (Examples: into a castle or across a bridge).*

Recoils and retreats are measured in hexes, not in Movement Points. The additional cost of +1 MP (see 4.4.3) for moving through a friendly unit does not apply.

10.3.2 Restrictions on facing

If the recoiling unit is not routed, it keeps its original facing. It cannot change facing unless at the end of the recoil it is stacked with another friendly unit with a different facing (it must comply with 6.1 by assuming the facing of the immobile unit that did not retreat or recoil).

10.3.3 Stacking restrictions

Two units in a stack which recoil or retreat simultaneously are not required to end their movement in the same hex.

A unit which recoils or retreats may, if its owner wishes, enter a hex occupied by

a friendly unit with which it could not stack under the stacking rules (see 10.5).

10.3.4 Terrain restrictions

A unit which recoils or retreats cannot cross a river except at a ford or a bridge. If it must recoil or retreat over a steep slope, a ford, or a bridge, it suffers an automatic disorder result in addition to all other disorder results already required.

Exception: *Recoil or retreat after combat into or through a castle is only allowed if the unit has enough movement points to do so.*

10.3.5 ZOC restrictions

ZOCs have no effect on recoil or retreats:

Exception: *If a unit recoils or retreats into an enemy unit's front hex (and thus into a ZOC), it suffers an additional disorder for each hex of this type that it enters. Thus a routed unit which retreats into an enemy unit's front hex is eliminated.*

10.4 - ROUT MOVEMENT

This can take place either during Phase D when a routed unit has to perform a CT, or during Phase E when each routed unit automatically performs rout movement.

The procedure is as follows:

- during rout movement, routed units must expend their entire movement capacity as indicated on their disordered side, by moving in the direction indicated by the scenario, and must do so in the most direct path, while complying with the rules for traversed units (see 10.5). Most direct means in a straight line toward the map edge or hex indicated (and not the least costly path in movement points); if the unit can not move at least 1 hex, it is eliminated (examples: movement from one ZOC hex to another ZOC hex of the same enemy unit, MP cost of adjacent hexes too high, etc.);
- for expending MP, rout movement is treated like normal movement (see 4.1.1).

Exception: *the extra cost of +1 MP (see 4.4.3) to traverse a friendly unit is not applied, and the disorder due to crossing a ford or bridge is ignored for rout movement;*

- the stacking restrictions (see 5.1) and those involving zones of control in 10.3.5 do apply;

- a unit may choose to stop its rout movement when it enters a town, village, or castle hex. It then remains in the hex and is not required to perform further rout movement, even if it fails its rally attempts. The player can still decide to resume rout movement for the unit during a subsequent Phase E;

- if it comes to any obstacle, including an enemy unit's frontal ZOC, that is capable of causing an additional disorder and hence the elimination of the unit, the latter is allowed to move sideways one or more hex columns, if possible, to continue its rout movement.

Restriction: *during any given rout move, an infantry unit is not allowed to move more than two hex columns sideways, and a cavalry or artillery unit is not allowed to move more than three hex columns sideways;*

- two routed units that are stacked together must separate, if possible, during rout movement, either by moving one of the units sideways one hex column, or by moving one of the units one hex less than the other.

- two routed units that are stacked together in the same hex may not attempt to rally;

- if its rout movement causes a unit to exit the map, it is eliminated.

10.5 - TRAVERSED UNITS

If a unit's path of recoil, retreat, or rout movement traverses or ends in a hex occupied by one or more friendly units with which it is not allowed to stack, the unit may still pass through the hex, even if this causes it to move farther than is required. The unit or units which are passed through must make a Cohesion Test.

This maneuver can be repeated until the unit which is recoiling or retreating finds a hex in which it can halt while still complying with the stacking rules. If the traversed unit is a routed unit, it must make a rout move instead of a Cohesion Test.

The traversed unit makes its rout move after the unit which caused it to rout finishes its own rout move. If the traversed unit then traverses the routed unit which has just traversed it and caused it to make its rout move, the latter does not make another rout move; instead it remains in place.

Clarification: *if a unit in a stack, in any hex, leaves the hex by routing after a failed Cohesion Test, the units with which it was stacked at the moment of the CT are not considered traversed and do not have to make a CT.*

11 - RALLYING AND DEMORALIZATION

11.1 - RALLY PROCEDURE

Units in disorder which have neither moved nor changed facing nor fired, as well as routed units, may attempt to rally at the end of their Activation Phase.

Units adjacent to an enemy unit are not allowed to make a rally attempt. Rallying does not, under any circumstances, depend on the order status of the formation to which the unit belongs.

To rally a unit, the owning player rolls 1d10, adding +1 if the unit is routed.

If the die roll is equal or inferior to the unit's reduced cohesion (note that the counter is of course on its disordered side, with reduced ratings), the unit is rallied, with the following effects:

- If the unit was disordered, return it to its normal [good order] side, keeping its same facing. Its facing can then be changed as desired;

- if the unit was routed, remove the Déroute (Routed) marker, but leave the unit on its disordered side and change its facing as desired;

- if the die roll is higher than the reduced cohesion of the unit, it remains in its degraded status and may make another rally attempt during its next Activation Phase.

11.2 - DEMORALIZATION OF FORMATIONS

Each formation is checked for demoralization during the Rout Phase (Phase E.) of each turn.

If all of a formation's infantry and cavalry units that are in play at that precise moment are in disorder, routed, or eliminated, the formation is demoralized.

Effects of demoralization:

- the units of a demoralized formation may no longer enter an enemy ZOC (but they may remain in an enemy ZOC if they are already there);
- immediately retire one of the two AMs of each demoralized formation from play, starting with the next turn (that AM is no longer available).

Notes:

- if the two AMs do not have the same ratings, retire the one with the higher rating;
- if a demoralized formation is no longer demoralized in Phase E of a later turn, return the second AM to play on the following turn;
- if the formation was already demoralized or has only one AM available, leave the sole remaining AM in play.

12 - NIGHT AND FOG

12.1 - NIGHT

During night turns, the following changes are in force:

- no forced marches (except for units arriving as reinforcements);
- entering an enemy ZOC costs 2 extra Movement Points (+2MP);
- disordered units are not allowed to move into contact with enemy units (they may, however, leave enemy ZOCs);
- artillery may fire at adjacent targets only;
- cavalry charges are not allowed;
- all Cohesion Test die rolls are modified by +2;
- disordered units which undertake no action and are not adjacent to an enemy unit are automatically rallied;
- rally tests for routed units are modified by -3 instead of +1.

12.2 - FOG

During fog turns, the following changes are in force:

- no forced marches (except for units arriving as reinforcements);
- entering an enemy ZOC costs 1 extra Movement Point (+1 MP);
- artillery may fire at adjacent targets only;
- cavalry charges are not allowed;
- all Cohesion Tests are modified by +1.

Note :Rally tests are not modified by fog.

13 - VICTORY

13.1 - AUTOMATIC VICTORY

An automatic victory is awarded at the end of the turn in which it occurs. The game ends no matter how many turns remain to be played.

Scenarios in which an automatic victory is possible will list the conditions for achieving it.

13.2 - VICTORY AT THE END OF THE GAME

This is achieved by scoring more victory points than the opponent. Victory points are listed in each scenario.

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