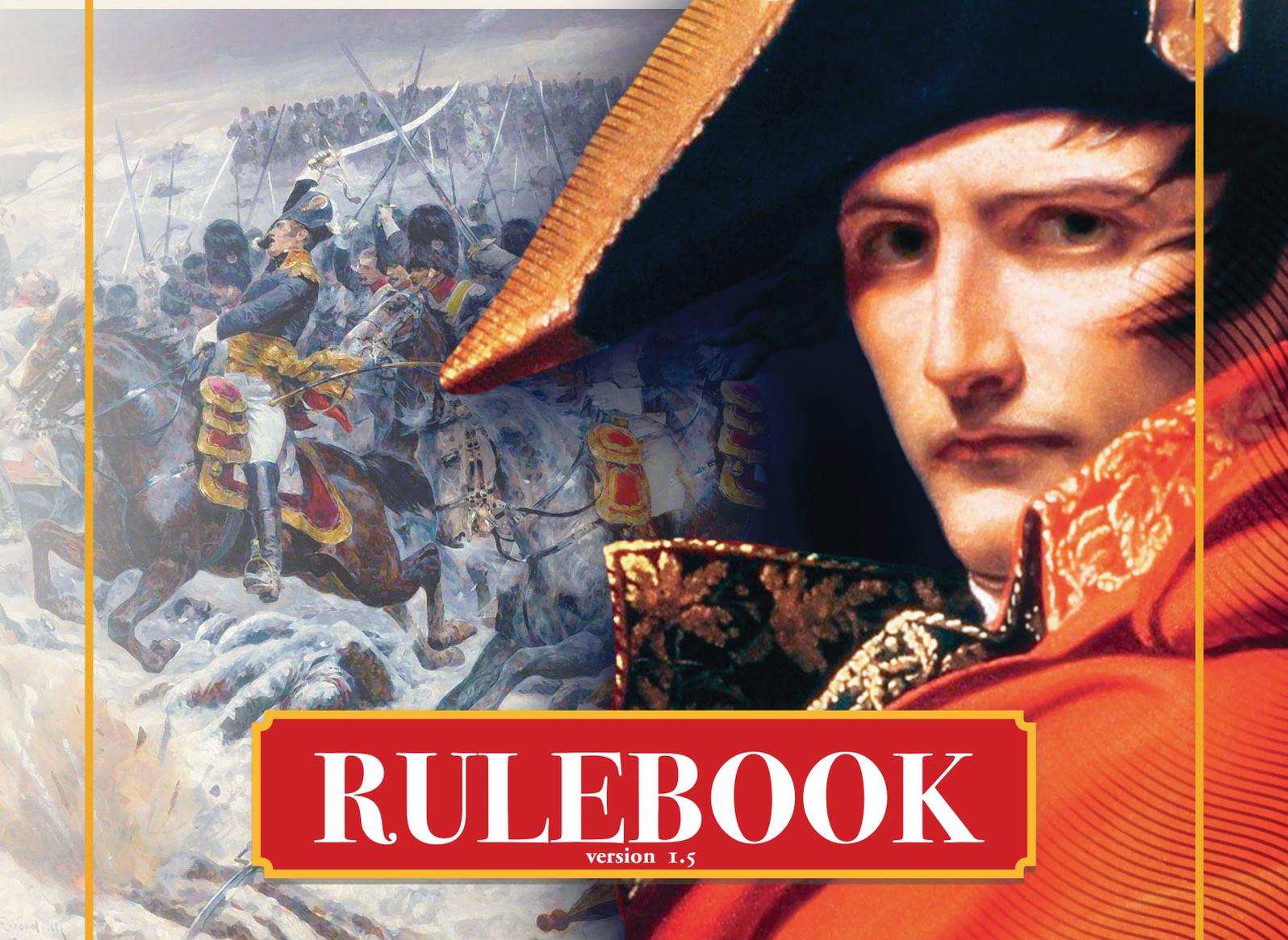


A UWE VALENTIN DESIGN

Battles of Napoleon

EYLAU 1807



RULEBOOK

version 1.5

Volume I



SOUND
of DRUMS

TABLE OF CONTENTS

1. INTRODUCTION	5
2. HOW THE GAME IS PLAYED	5
3. ORGANIZATION OF THE RULES	5
4. GAME MATERIAL	6
5. GAME SCALE	6
6. HOW TO WIN	6
7. HOW TO READ THE UNITS	6
8. PLAYING PIECES	7
8.1. Combat Units	7
8.2. Game Markers	7
8.2.1. Alternative strength point markers	7
8.3. Wooden Cubes.....	7
8.4. Leaders.....	8
8.4.1. Army leaders	8
8.4.2. French Corps leaders.....	8
8.4.3. Division leaders.....	8
8.4.4. Murat	8
8.4.5. Alternative leader counters	9
9. SEQUENCE OF PLAY	9
10. WEATHER & EVENING	10
10.1. Weather	10
10.2. Historical Weather (optional rule)	10
10.3. Evening	10
11. ORDERS PHASE	10
11.1. Leader Movement	10
11.2. Command Range of Army Leaders.....	10
11.3. Russian Reserve Artillery Divisions.....	11
12. ORDERS	12
12.1. Move Order	12
12.2. Strategic Movement Order	12
12.3. Defend Order.....	12
12.4. Regroup Order.....	13
12.5. Hold Order	13
12.6. Retire Order.....	13
12.7. Attack Order	13
12.8. Orders and set up at the beginning of a scenario.....	14
13. AVAILABLE ACTIVATION CUBES	14
14. ARMY FATIGUE	14
15. INITIATIVE	15

16. ACTIVATION PHASE.....	15
16.1. Activation of the French Guard	17
16.2. Mass Cavalry Charge	17
16.3. Simultaneous fire segment	18
17. UNITS FORMATION AND FACING	19
17.1. General	19
17.2. Infantry	19
17.3. Cavalry.....	20
17.3.1. Forming square when enemy cavalry is approaching infantry	21
17.4. Artillery	22
18. STACKING.....	22
19. MOVEMENT	23
20. TERRAIN EFFECTS ON MOVEMENT	24
21. FIRE COMBAT	25
21.1. Occasions.....	25
21.2. Procedure of the simultaneous fire combat segment	25
21.3. Resolution of fire combat	26
21.4. Artillery fire	27
21.5. Cavalry evasion	27
21.6. Leaders in combat	27
22. LINE OF SIGHT	28
23. ASSAULT	29
23.1. Occasions.....	29
23.2. Procedure.....	29
23.3. Results	30
23.4. Cavalry Reaction Charges.....	31
23.5. Canceled Assaults.....	31
23.6. Cossacks and charges	31
23.7. Die Roll Modifiers	31
23.8. Check to stand.....	32
24. TERRAIN EFFECTS ON COMBAT	32
25. LOSSES.....	32
26. RETREATS.....	33
26.1. Push-Back	34
27. RECOVERY	34
28. REINFORCEMENTS	35
29. HELPFUL GLOSSARY	35
30. CREDITS	35

1. INTRODUCTION

Battles of Napoleon is an epic game series that simulates the most famous battles of the Napoleonic era on a tactical level.

The system focuses on the “cat-and-mouse” game of coordination and timing of the various formations of different arms, without too much crunchy chrome (historical detail).

An innovative command system, where players randomly draw activation cubes to determine who may activate a formation, leads to highly interactive game play.

The bloody winter battle of **EYLAU 1807** is the first volume in this series. Special rules such as the possibility to launch a massive cavalry charge, features like snow storms, Russian Cossacks and French Guard, add distinctive flavour to the battle.

2. HOW THE GAME IS PLAYED

In Eylau 1807 one player controls the forces of the French Empire, the other the Russian army.

Victory is determined when one army collapses. This happens by losing control over geographical objectives and Army Fatigue.

Each turn starts by determining the weather condition. Players then undertake the orders phase, where they may change orders of their Divisions. Divisions orders also determine who has the initiative. Then the number of Activation Cubes (ACs) each army gets for the coming turn is defined. By spending one AC, the player with the initiative may choose the first Division to be activated; all other ACs are drawn randomly (ideally from a little bag). When a player's AC is drawn, he may activate any Division of his choice on the map or scheduled reinforcements.

An activated Division may perform actions, within the limits of each Division's order type.

There are also two “fire combat” cubes. When a “fire combat” cube is drawn, a simultaneous fire combat segment is executed by units that have an adjacent enemy unit in one of their front hexes, and by all unlimbered artillery units that have a free line of sight to enemy units.

Due to fire combat, charges and failed stand rolls, units may lose Strength Points (SPs).

Note: in many chapters of the rules manual you will read about “losses”. In order to avoid repetition of our concept of “strength point losses”, here is the general idea: The loss of SPs doesn't only represent the dead and wounded, but also a unit's loss of cohesion and order of a unit. SPs can be recovered when the unit's Division carries out a “Regroup”, “Hold” or “Retire” order.

When a player has performed all actions of the units of an activated Division, the players then draw the next AC to determine which army may activate one of its Divisions. A Division can be activated up to three times per game turn, but for each additional activation the units of the Division will perform less effectively.

A turn is over when there are only two ACs left in the bag. These two cubes are not drawn and are lost. A new turn starts by checking weather, issuing orders, determining which side has initiative, putting the available ACs in the draw bag and, finally, choosing the first Division to be activated.

The battle immediately ends when one army collapses.

3. ORGANIZATION OF THE RULES

The individual concepts and ideas of this series are quite straightforward. Combined, they provide a challenging game system. Some concepts may be well known by experienced players, while others are original. In order to facilitate the learning of the game, each page contains rules accompanied by illustrated examples, designer's notes, hints for play etc.

You will note that some sections in the rules are highlighted in **bold italic**. These are clarifications we added after getting a lot of feedback from gamers. You can find our tutorial videos on our website <https://www.soundofdrumsgames.com> and you can follow us on Instagram, Twitter (X), Facebook and YouTube.

Important note: two very common war game concepts are missing in the rules: there are no “Zones of Control” (ZOCs) and almost no markers to be placed on top of units, but for the ones placed on top of the units. Their non-existence is intentional. The only markers that are placed on top of units are “Square Formation” markers.

4. GAME MATERIAL

- ✂ 1 rules and 1 scenario booklet
- ✂ 2 map sheets, each 56 x 88 cm
- ✂ 8 counter sheets (1120 counters total)
- ✂ 2 alternative counter sheets (280 counters total)
- ✂ 2 army sheets, one for each player
- ✂ 2 OOB sheets, one for each army
- ✂ 2 player aid sheets, one for each player, containing the charge and fire combat table
- ✂ 4 customized 6-sided dice, two blue, two green
- ✂ 42 black cubes 12x12x12mm
- ✂ 40 dark grey, 20 green, 20 blue and 3 red cubes 10x10x10 mm
- ✂ 2 tally sticks
- ✂ 2 counter trays

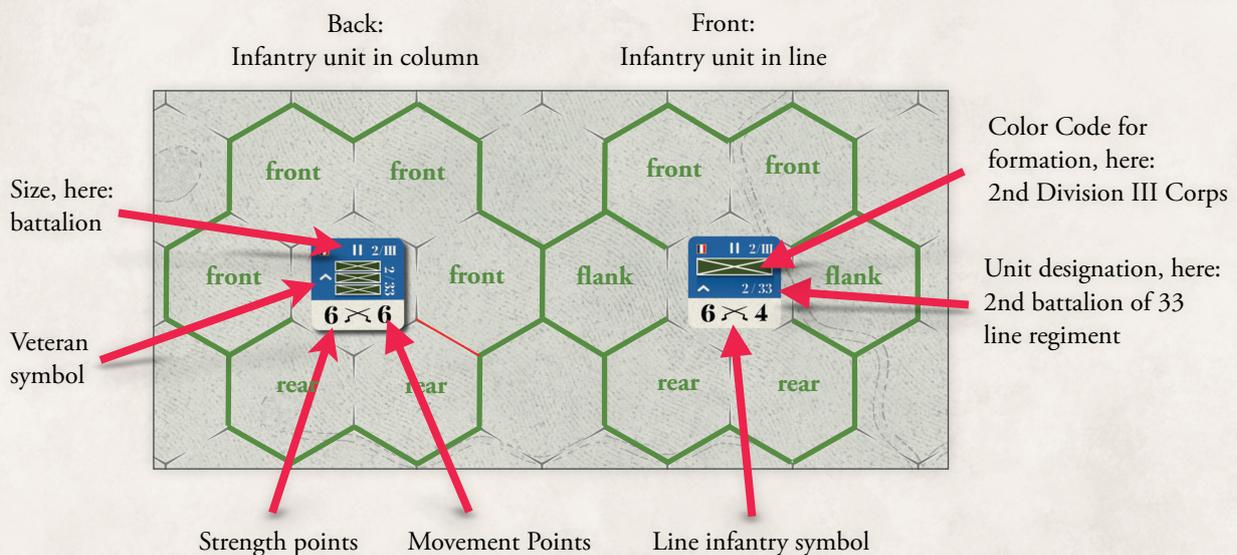
5. GAME SCALE

Each hexagon on the map represents roughly 150 meters of actual terrain, from hex side to hex side. Each strength point represents 100 infantry, 50 cavalry or 3-4 guns. Each game turn is 60 minutes, as indicated on the Turn Record Track.

6. HOW TO WIN

A player wins the game if the opposing player loses its last Army Fatigue Point (Chapter 14).

7. HOW TO READ THE UNITS



Combat units are either infantry battalions, cavalry regiments or artillery batteries. Each unit belongs to a formation (Division).

Leader units represent individual leaders plus their staff, aide-de-camps etc.

Each combat unit has a “Strength Point” (SP) number and a “Movement Point” (MP) factor.

A combat unit is either elite (two stripes on the counter), veteran (one stripe) or green (no stripe).

Infantry units front side represents them in line formation. The back of the counter represents them in column formation.

Cavalry units on their back side are “tired” (it’s less effective when attacking and cannot reaction charge, see 17.3 and 23.1).

Artillery units on their front side are unlimbered (ready to fire). On their backside they are limbered (ready to move).

8. PLAYING PIECES

Infantry battalions, artillery batteries and cavalry regiments are combat units. They have a front and a back side. During the course of battle combat units will suffer losses, represented by a loss marker underneath the counter. Units lose SPs due to combat, but may also regain SPs due to certain orders of their division. The type of each unit is indicated by an icon located between the initial strength point number and the movement point factor.



From left to right, Infantry in line and column, Hussars cavalry, limbered and unlimbered artillery and a Leader counter.

8.1. Combat Units



Chasseurs



Grenadiers



Line infantry



Lancers



Dragoons



Mamelukes



Cuirassiers



Gren. à Cheval



Chass. à Cheval



Cossacks



*Light artillery
(thin stripe)*



Horse artillery



Foot artillery



Heavy artillery

Cuirassiers and Grenadiers à Cheval are considered “Heavy Cavalry”.

8.2. Game Markers



Square



Control



Smoke



Weather



Game Turn



Strength point marker front and back

8.2.1. Alternative strength point markers

There are two lines of thought regarding strength point markers. Some prefer the standard SP marker, some prefer the “pollard” marker to reduce “fishing” for the right marker. They serve exactly the same purpose. We have included both styles of SP markers to suit your preference.



Using the “pollard” markers:

The current strength of a unit is shown by placing the “pollard” marker in a way that the number that represents the current strength of the unit shows to the top of the unit.

8.3. Wooden Cubes

There are several wooden cubes in the game. The black and grey cubes represent “Army Fatigue Points”. The grey cubes count as “1” and the black as “10”. The blue and green cubes represent “Activation Cubes” (henceforth AC) for the French and Russian armies respectively. The two red cubes are “Fire Segment Cubes”.



French activation



Russian activation



Fire segment



AFP 1



AFP 10

8.4. Leaders

There are three types of Leaders: Army, Corps and Division leaders. All leaders have 12 movement points (MPs). Their movement potential is not printed on the counters. Army and Corps leaders move at the beginning of the “Order Phase”. Division leaders move when their Division is activated. There is a replacement leader pictured on the back side in case the main Leader becomes a casualty in combat.

8.4.1. Army leaders

An Army leader has two ratings: His leadership rating is used when in the same hex with other units in combat.

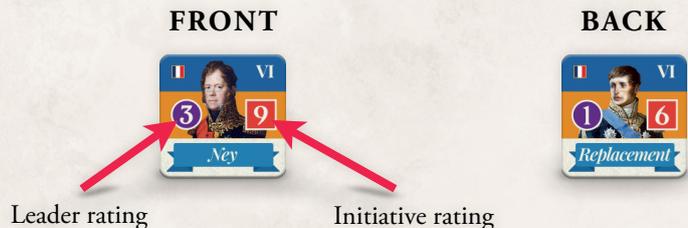
His Command Points represent the number of orders the army leader may change at the beginning of a turn. For each order changed, the army leader spends 1 of his Command Points (CPs).



Note: if Napoleon gets killed or wounded, the French lose the battle and the game is over. Bennigsen and all other leaders have a reverse side with reduced values.

8.4.2. French Corps leaders

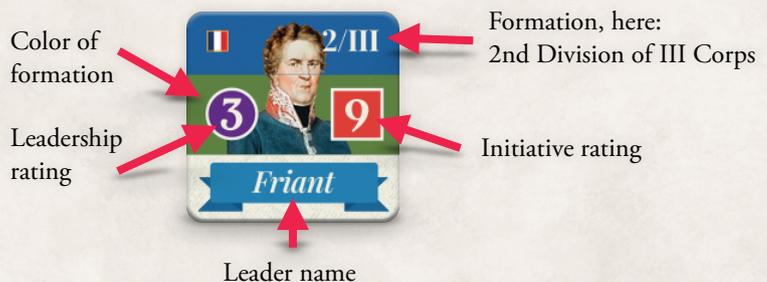
The French have 4 Corps leaders: Soult (IV Corps), Davout (III Corps), Ney (VI Corps) and Augereau (VII Corps). They can change Division orders. To change an order of a Division, they need to be in the same hex as the commander of that Division. The Corps leader needs to pass an Initiative Check (IC). **If the check fails, the Divisional leader may perform an IC to change the order of his formation.**



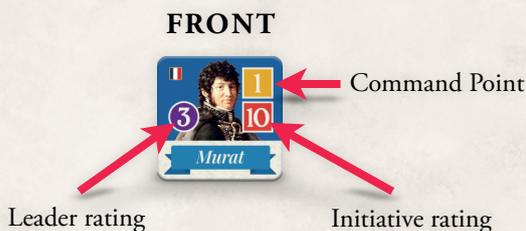
8.4.3. Division leaders

Each Division leader has an initiative and a leadership rating. When a leader is out of range (12 hexes) of the army commander or the army leader can't spend a CP to pay for an order change, the Division leader can instead try to change his current order by passing an IC. Roll 2 dice: If the result is equal to or smaller than his initiative rating the player can change the order of the Division.

His leadership rating is used when in the same hex with units to modify stand and assault rolls.



8.4.4. Murat



Murat has two properties:

He has 1 CP and can change an order of one Cavalry Division with whose leader he is stacked at the beginning of the order phase. If two ACs are assigned to him, he can

activate up to 4 Cavalry Divisions and execute a “Mass Cavalry Charge”. These Divisions must be under an “Attack” order and the leaders of these Cavalry Divisions must be within 8 hexes of Murat.

Note: one of the most famous episodes of the Napoleonic era was the mass cavalry charge executed by Murat in order to save the center of the French Army at Eylau, allowing their Army to regroup. See rule 16.2. You will note that the French army has an advantage in being able to react to developments on the battlefield. In order to react to a situation, divisions need to change their orders and Napoleon has more CPs than his counterpart Benningsen. The French divisional commanders also have a higher average initiative rating and on top of that the French Corps commanders can change one order of a division by being in the same hex as a Division leader.

8.4.5. Alternative leader counters

As with the mounted or paper maps preference, there are two lines of thought regarding leader markers’ graphical styles. Some prefer as little art work as possible, some prefer a more traditional “persona” style. They serve exactly the same purpose. We have included both styles of leader counters to suit your preference.



Army leader



Corps leader



Division leader



Replacement

9. SEQUENCE OF PLAY

A turn is comprised of the following phases:

1. Weather determination. Weather is either clear, snow or storm. When players don't use the historical weather, one player rolls 1 die and consults the weather table.
2. Order phase: at the beginning of the “Order Phase” each player may move his Army leader and the French player may move his Corps leaders; French move first. Each player may simultaneously and secretly change the order for Divisions in range of the Army leader by spending CPs or by conducting a successful initiative check of a division or (French only) Corps leader. During subsequent play of that turn, players may demand to see the orders of formations at any time; however, for excitement and additional fog of war players could optionally agree to not reveal these orders until necessary to do so, for example, showing attack orders for an assault, confirming red cube fire is allowed or not, determining DRMs during fire or assault combat, etc. . Each player pays AFPs from his stock according to each order - newly issued and existing- of their formations.
3. Determine the number of available ACs for each army.
4. Determine the first player: each order gives the players a number of Initiative Points (IPs). After the order phase, the players totals their IPs. The player with the higher total starts the game turn's activation phase by spending one of his own ACs to activate one Division of his choice. In case of a tie, the French player has the initiative.
5. Activation phase: Players place their ACs for the turn in a bag. The starting (initiative) player keeps one AC aside. This AC will be used to activate any Division of the player's choice of their own army. In addition to the ACs, two “fire combat” cubes are placed in the bag. Players draw ACs from this bag one at a time. Depending on what Army's AC is drawn, either the French or the Russian player may activate one of their Divisions, using that AC. The activated Division may execute actions allowed by the order assigned to that Division. **Grand battle scenario:** The last two ACs in the bag are not drawn and are lost. When a “fire combat” cube is drawn a simultaneous fire combat segment is performed. **All** eligible infantry units (as per their current order), that have an enemy unit in one of their front hexes and all unlimbered artillery units that have enemy units in their “Line of Sight” (LOS) and within range (see 21.3), may execute fire combat.
6. After all ACs are drawn (except the last two in the “Grand battle scenario”), units of formations under “Hold”, “Regroup” or “Retire” orders may rally SPs. This concludes the activation phase.
7. Turn all cavalry units that are on their tired side back to their front side.
8. Finally, move the turn marker one box clockwise. The next turn starts with weather determination followed by the order phase and determination of available ACs and finally phases 5-7. The sequence of play is repeated until a winner is determined, or the last turn of a scenario is completed. See 10.3.

Note: players don't know when fire combat will happen. Neither do the players know how many formations they will be able to activate. They need to issue orders first. Also note that players will roll for weather before issuing orders. Commanders will see a snow storm approaching! They will rather issue orders to hold their positions or to try to regroup rather than initiating an overall attack. So, as they will get fewer ACs this turn, it can be wise to issue orders that don't need an AC, like "Hold" or "Regroup".

10. WEATHER & EVENING

10.1. Weather

One player rolls 1 die and consults the weather table on the map. The weather is either "clear", "snowfall" or "snowstorm".

Clear: No effect.

Snowfall: Line of sight is reduced to 4 hexes. No artillery unit may fire beyond a range of 4 hexes. The CP of Napoleon and Benningsen are reduced by 2 CP each. Also, reduce their available ACs number by 2.

Snowstorm: Line of sight is reduced to 1 hex. Units may only fire into adjacent hexes and there is a "Die Roll Modifier" (DRM) of -2. Halve the number of available SPs to be recovered by a "Regroup" order. Round fractions down.

Charges/assaults are not possible. Movement potential of all units is halved (round fractions down after eventually multiplying for certain orders). Napoleon and Benningsen have only 1 CP for the turn. Murat has none. After determining the number of available ACs, halve their number, round fractions down. Each initiative die roll suffers a +3 DRM.

Example: weather is snowstorm. The 14th Russian Division is under a "Regroup" order. The formation has 12 units on the map. Theoretically each unit may recover one SP. But as the weather is snowstorm, the formation can only recover 1 SP for 6 units of the formation. Owning player chooses.

Note: You'll realize that army commanders are virtually blind during a snowstorm. Sent out messengers could easily get lost. Formation commanders are trying to keep their units together. Also, you can imagine that it is not easy to collect stragglers and try to keep your unit in good order during a snowstorm!

10.2. Historical Weather (optional rule)

If players want to reduce the random effect of using the weather table, players can also use the historical weather.

- ☞ Turns 8 am and 9 am: clear.
- ☞ Turn 10 am: snowstorm.
- ☞ Turn 11 am: snowfall.
- ☞ Turns 12 am till 3 pm: clear.
- ☞ Turn 4 pm: snowfall.
- ☞ Turns 5 pm till 7 pm: clear.

10.3. Evening

The 7pm turn is an evening turn. The sun was going down and sight was limited for both sides. The line of sight is reduced to 3 hexes, therefore no artillery can fire on targets at a distance greater than 3 hexes.

11. ORDERS PHASE

11.1. Leader Movement

At the beginning of the "Orders Phase" both players may move their Army leaders (and the French player his Corps leaders).

11.2. Command Range of Army Leaders

Army leaders have a 12-hex command range.

Players may change none, some, or all orders of their Divisions. Each army leader has a set number of Command Points: Napoleon has 6 CPs and Benningsen has 4 CPs. Murat has 1 CP.

If a Division leader is within 12 hexes (count the hex the Division leader is in) of the Army leader, an order change costs 1 CP. If the Division leader is within 13 and 18 hexes from the Army leader, an order change costs 2 CPs. If a Division leader is farther away than 18 hexes from his Army leader, his order can only be changed by conducting a successful initiative roll (if the division is French, the order can also be changed by a successful initiative roll of the Corps leader). **Initiative rolls happen AFTER spending available CPs.**

French Army

	Guard	1 st Dragon DIV	2 nd Dragon DIV	3 rd Dragon DIV	Chirassier DIV	IV Corps Cav	1 st DIV IV Corps	2 nd DIV IV Corps	3 rd DIV IV Corps	1 st DIV VII Corps	2 nd DIV VII Corps	1 st DIV III Corps	2 nd DIV III Corps	3 rd DIV III Corps	1 st DIV VI Corps	2 nd DIV VI Corps	VI Corps Cav
Formation	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]
Order	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]	[Icon]
1 st Activation	[Cube]			[Cube]	[Cube]		[Cube]		[Cube]			[Cube]		[Cube]			
2 nd Activation -1 MP Inf/Art -2 MP Cav					[Cube]		[Cube]		[Cube]						[Cube]		
3 rd Activation -2 MP Inf/Art -4 MP Cav									[Cube]								

Army Fatigue

10 ARMY FATIGUE CUBES

Orders	Initiative	Fatigue	Charge?
Move	2	-1	no
Strategic Move	1	-1	no
Regroup	0	-1	no
Hold	0	0	no
Defend	0	-1	no
Retire	-2	-1	no
Attack	4	-2	yes

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Initiative test: Roll 2 dice. If the result is equal to or less than the testing leader's initiative rating, the order of the Division can be changed. The new order marker is placed in the according Division box on the players sheet.

Place one "Order" marker for each Division on the map in its corresponding "Formation Box". All Divisions must have an order. At the end of the order phase each player pays AFPs from his stock for each - newly issued and existing - order on his Army sheet.

Example 1: the Cavalry Division of VI Corps is out of range of Napoleon. The French player wants to change the order of that Division from "Strategic Move" to "Attack". The French player rolls 2 dice to see if the leader passes an initiative check. The result is 4, therefore equal or the leader's initiative rating, so the leader passes. The French player changes the order marker of the Cavalry Division of VI Corps from "Strategic Move" to "Attack". This order will add 4 to his initiative total but also costs him 2 Army Fatigue Cubes.

Example 2: Marchand is 14 hexes away from Napoleon and the French player wants to change the order for this Division from "Attack" to "Move". The French player must spend 2 of Napoleons 6 CPs to change the order of 1st/VI. The French player changes the order marker of 1st Div/VI from "Attack" to "Move" on the order track. He adds 2 to his initiative total and pays 1 Army Fatigue Cube.

11.3. Russian Reserve Artillery Divisions

The Russian player has three "Reserve Artillery Divisions". If the Russian player wants to change the order of a "Reserve Artillery Division", Benningsen must be within 12 hexes of that Division. A "Reserve Artillery Division" can't change its order by an initiative test.

All units of a "Reserve Artillery Division" must stay together as one contiguous formation. At the end of their move, each unit of a "Reserve Artillery Division" must be adjacent to one of the Division's units. If a unit is not part of the contiguous formation it must move in a way to be part of the contiguous formation again.

Note: as with all rules in the game we tried to keep this aspect playable. When issuing a battle plan the evening before the battle, the Divisions had relatively clear orders: where to march, where to attack, where to retreat etc. Once Divisions reached their goals, determined by the Army Leader's instructions, there was either a follow up order ("once you reach the village on the eastern side of the river, cross the river and engage with any enemy elements on that side of the river") or the Division simply awaited new orders. In many cases commanders showed initiative and decided on their own what would be the next smart move. Of course, there are instances where Corps or Division leaders made poor decisions. Communicating orders over a battlefield was also a challenge. Many things could go wrong! We kept the system manageable and limited bookkeeping.

In EYLAU there are 17 French and 16 Russian Divisions. There are 7 different types of orders. Each order allows the units of a Division to execute certain actions. There is a subtle difference between the "Hold" and "Defend" order.

12. ORDERS

There are 7 different orders. Each order awards its army a fixed number (indicated in red) of Initiative Points (IPs) and for some orders players will lose or gain Army Fatigue Points (AFPs) (indicated in black). Each player totals the IPs and AFPs for each order of each of their divisions. The army with the greater total of IPs has the initiative (starting the activation phase first). For each AFP lost, a player must spend one grey wooden cube from the stock on their player sheet. Players gain back 1 AFP when issuing a "Regroup Order" (see 12.4.).

COMMAND RANGE OF DIVISION LEADERS: *A unit must be within 4 hexes of its divisional leader to be considered to be acting under the division's current order; count the unit's hex, but not the leader's. It may move outside this range but if starting an activation out-of-range and moving, it must do so with the intention to end its movement within range of the divisional leader. It may use its full movement potential but can't enter hexes adjacent to enemy units. Divisional leaders move last during an activation of their formation. A unit that starts an activation outside its commander's range can participate in the simultaneous fire segment.*

12.1. Move Order

Units of a Division may move but may not move into a hex that is adjacent to enemy units. Units may fire during the simultaneous fire combat segment. A move order gives an army 2 IPs and costs 1 AFP.



12.2. Strategic Movement Order

When a Division is under "Strategic Move" order, infantry units of that division must be in column formation, and artillery units must be limbered. If infantry units are in line formation, and/or artillery units are unlimbered, they must change their formation to column or limber. All units (including cavalry units) of the Division may move with x1.5 their movement potential (round fractions down). No unit may move closer than 5 hexes to enemy units during Strategic Movement. No unit may fire during the simultaneous fire combat segment. A "Strategic Movement" order gives an army 1 IP and costs 1 AFP.



Example: a French line infantry battalion in column formation whose Division is under "Strategic Move" order has 9 MPs: 6 as printed on the counter, these 6 MPs are $\times 1.5 = 9$ MP.

12.3. Defend Order

Units may move one hex. Units cannot move adjacent to enemy units. Such units may adopt any formation and facing, ignoring regular MP cost to do so. When starting adjacent to enemy units they can change formation and facing, provoking reaction fire. Units of a Division under a "Defend" order may fire during the simultaneous fire segment. A defend order gives an army gives no IPs and costs 1 AFP.



12.4. Regroup Order

Units may not move. No unit may fire in the simultaneous fire segment. At the end of the Activation Phase, each unit of the Division may regain one 1 SP. A regroup order gives an army no IPs and the player receives 1 AFP from the pool.



12.5. Hold Order

Units may not move. Units may fire in the simultaneous fire segment. At the end of the Activation Phase two units of the Division may regain 1 SP. Owing player chooses. A hold order gives an army no IPs and costs no AFP.



12.6. Retire Order

Units may move with x1.5 their movement potential, but must move away from the enemy. Round fractions up. No unit may be closer to an enemy unit (that was in or became in LOS during the move) at the end of its movement. No unit may fire in the simultaneous fire segment. One unit of the Division may regain 1 SP at the end of the activation phase. A retire order removes -2 IPs from an army and costs 1 AFP.



Note: consider this order as an attempt to take the formation out of the frontline in an orderly manner, not to be confused with a retreat due to combat.

12.7. Attack Order

Units of the Division may move into hexes adjacent to enemy units. Units may fire during the simultaneous fire combat segment. Units can carry out an assault, or charge. See section 23 for more details. An attack order gives an army 4 IPs and the player has to pay 2 AFPs.



Note: there are subtle differences between the individual orders. You need to give a formation an "Attack" order to allow your units to move adjacent to enemy units. Too many "Attack" orders will fatigue your army quickly. Some orders give you DRMs in combat, others allow you to rally SPs. It's with the right timing and coordination of orders that victory, or defeat, will be decided!

12.8. Orders and set up at the beginning of a scenario

Before starting play of a scenario, orders are outlined as per the setup instructions or the players issue one order for each Division on the map according to the setup instructions of the scenario. **When players are issuing orders they do this simultaneously and concealed.** For the initial setup only, players ignore limits of available CPs and range issues. **Total IPs for each army per rules in chapter 12 and when playing the “Great Battle” scenario pay AFPs per chapter 14. Formations are set up in an alternating way starting with the Russian player.**

Note: consider that each Army Commander has worked out a battle plan the night before battle and that the Army Headquarters issued orders to all formations on the battlefield.

13. AVAILABLE ACTIVATION CUBES

In this phase, each player rolls a die and applies the modifier indicated on the game turn record track. Add this result to the Leadership rating of the Army leader. That total is the number of ACs a player has available for this game turn.

Example: it is the 8 am game turn. The French player rolls 1d6. The result is 3. He adds the DRM of 5 for the 8 am turn and the Leadership rating of Napoleon (4). He has a total of 12 ACs this turn. Assuming he has the Initiative, he keeps one AC aside for the first activation of a Division. His remaining ACs are placed in the common bag.

Place the number of ACs of each Army and the two “Fire Combat Cubes” in a bag. These are drawn in the Activation Segment.

14. ARMY FATIGUE

“Army Fatigue” represents the level of exhaustion of the army, caused by eliminated units and leaders, and the loss (or gain) of geographical objectives, as well as by the type of orders divisions are given.

At the beginning of the “Great Battle” scenario, each player receives a number of grey and black Army Fatigue Points (AFPs) cubes.

The smaller cubes count as 1 AFP, the bigger cubes count as 10 AFPs. Players distribute the total number of AFPs in any combination of “1s” and “10s”. The remaining cubes are placed next to the game map in a convenient location and are the common pool.

If players lose AFPs, they remove the corresponding cubes from their player’s sheet, back to the common pool.

Players lose AFPs to the common pool for the following events:

- ☞ 1 for each eliminated unit, 2 if a Guard unit
- ☞ 2 for each leader casualty in combat (1 if replacement leader)
- ☞ 2 for each “Attack” order issued in the order phase
- ☞ 1 for each “Move”, “Strategic Movement”, “Defend” and “Retire” order issued in the order phase

If a player loses control of a geographical objective **he gives the corresponding number of AFPs according to the value of the geographical objective from their own supply to his opponent.**

A player **gains** AFPs for taking control of a geographical objective that was previously controlled by the opponent (and gets these AFPs **from his opponent**) and gains 1 AFP for each “Regroup” order during the “Command Phase”.

The AFPs for “Regroup” orders are taken from the common stock.

These are the geographical objectives with their value (also printed on the map close to the objective). The scenario describes which of these objectives are relevant and which Army controls them at the beginning of the game. Place a “control” marker in each hex where the AFP values are listed.

Control is defined as the following: units of an army occupy the majority of the hexes comprising the geographical objective OR units of an army have been the last to occupy any of these hexes. Therefore, there is no “garrison” needed to control a geographical objective.

- ⚔ Preußisch-Eylau 15 AFPs
- ⚔ Cemetry 5 AFPs
- ⚔ Windmill Hill 5 AFPs
- ⚔ Rothenen 5 AFPs
- ⚔ Zehvsen 5 AFPs
- ⚔ Freiheit 10 AFPs
- ⚔ Schmoditten 5 AFPs
- ⚔ Serpallen 5 AFPs
- ⚔ Auklappen 10 AFPs
- ⚔ Kuschitten 5 AFPs
- ⚔ Kleinsausgarten 5 AFPs
- ⚔ Melohnkeim 10 AFPs
- ⚔ Lampasch 10 AFPs

***Example:** the village of Lampasch is comprised of 5 hexes. The French player successfully assaults a Russian unit in one hex of Lampasch and advances into the hex. He now occupies three hexes of the village and the Russian player occupies only two hexes of Lampasch. Therefore, the French player gets 10 AFPs from the Russian player. If the Russian player retakes one hex and therefore control over Lampasch, the French player returns the 10 AFPs.*

When an army runs out of Army Fatigue Cubes, it has collapsed and the game immediately ends. The opponent wins the game.

If at the end of the last game turn no army has collapsed then the player with more AFPs wins.

In case of a tie, the Russian player wins.

***Note:** we decided not to keep track of the fatigue status of individual formations but to keep it at army level; for two reasons: 1) we wanted to keep record keeping to a minimum and 2) a formation that has suffered a significant amount of SP losses will be handled by the wise player differently than a fresh formation, in order to avoid elimination of units. So, a “shaken” formation probably will be withdrawn from the front line, if possible.*

15. INITIATIVE

Each order has an Initiative Point (IP) value. Both players add the IPs awarded by the current orders of each Division. The player with the higher total has the initiative and will be the first player to activate one of his formations in the “Activation Phase”. In case of a tie, the French player has the initiative. The Initiative player will put aside one of his available ACs in order to be used as the first activation.

***Example:** the divisions of the French player have the following orders: 4 x Attack (4 IPs each), 3 x Move (2 IPs each), 2 x Strategic Move (1 IP each), 4 x Hold (0 IP each), 1 x Retreat (-2 IPs), 3 x Defend (0 IPs each), for a total of 22 IPs. The Russian has a total of 17 IPs. The French player has the initiative, sets aside one of the subsequently allocated ACs and chooses the 1st Dragoon Division as the starting formation to execute its actions.*

16. ACTIVATION PHASE

Players draw ACs one at a time from the common bag. The drawn AC indicates which Army (French or Russian) may activate a Division. After deciding which formation is activated, place the AC on the “1st”, “2nd” or “3rd” activation row on the army’s sheet formation track. When the activated Division’s action is over, the next AC marker is drawn. If the “Fire Combat Cube” is drawn, a fire combat segment is executed.

***Note:** the Prussian Division (technically a Corps, but to keep wording uniform, let’s call it Division.) is part of the Russian army and is activated by a Russian AC.*

***Note:** the Russian player will get an average 10 ACs per turn. Not all of his formations will have a “Move”, “Attack” or “Strategic Movement” order. Players don’t need to activate a formation that is under “Hold”, “Retire” or “Regroup” orders to rally unit’s SPs. Allocated with 10 ACs, the Russian player will activate some of his*

formations once, some twice or even three times. The players need to focus on where they want their Army to be very active, they can't do it everywhere at once. Unlike in many other war games, players will not be able to move each unit each turn and orchestrate a whole army. The majority of the participants spent most of the battle "waiting". There were instances of marching into a new position and most likely they also experienced a short period of violent action. This was more true for units of the French Guard, often held in Army Reserve; less so for "regular" units that saw a lot of action during a battle. This system portrays that aspect efficiently.

The units of an activated Division execute actions according to the specific order assigned to that specific Division.

A Division may be activated up to three times during the same activation segment. When a Division is activated for the first time, place the just drawn AC on the "1st Activation" box of that Division's row on the player's Order-Activation Chart. If the Division is activated a second or third time, place the required AC in the 2nd or 3rd "Activation" box.

With each additional activation the units of that Division will experience a downgrade in its movement abilities.

	Guard	1 st Dragoon DIV	2 nd Dragoon DIV	3 rd Dragoon DIV	2 nd Cuirassier DIV	IV Corps Cav	1 st DIV IV Corps	2 nd DIV IV Corps	3 rd DIV IV Corps	1 st DIV VII Corps	2 nd DIV VII Corps	1 st DIV III Corps	2 nd DIV III Corps	3 rd DIV III Corps	1 st DIV VI Corps
Formation	Guard	Dragoon DIV	Dragoon DIV	Dragoon DIV	Cuirassier DIV	IV Corps Cav	1 st DIV IV Corps	2 nd DIV IV Corps	3 rd DIV IV Corps	1 st DIV VII Corps	2 nd DIV VII Corps	1 st DIV III Corps	2 nd DIV III Corps	3 rd DIV III Corps	1 st DIV VI Corps
Order	MOVE +2 -1	DEFEND 0 -1	MOVE +2 -1	MOVE +2 -1	MOVE +2 -1	ATTACK +4 -2	ATTACK +4 -2	ATTACK +4 -2	ATTACK +4 -2	DEFEND 0 -1	MOVE +2 -1	MOVE +2 -1	DEFEND 0 -1	REGRUPP 0 +1	DEFEND 0 -1
1 st Activation															
2 nd Activation -1 MP Inf./Art -2 MP Cav															
3 rd Activation -2 MP Inf./Art -4 MP Cav															

With the 1st activation the units perform normally. If the Division is activated a second time, its infantry and artillery units have 1 MP fewer, its cavalry units have 2 MPs fewer. If the same Division gets activated a third time, infantry and artillery units (including horse artillery units) have 2 MPs fewer and cavalry 4 MPs fewer. The combination of the effects of multiple activations, cavalry in "tired" status and effects and snow storm effects could theoretically lead to a negative movement potential, but even then, a unit may always spend 1 MP.

Example: a tired cuirassier regiment (5 MPs) that is activated a third time, has only 1 MP remaining. It can still charge into adjacent hexes. If the same tired cuirassier regiment (5 MPs) is activated a third time during a snow storm. It still has 1 MP remaining. It can charge into adjacent hexes.

Important Note: the movement potential of cavalry units at Eylau is lower than in other games of the series due to the snow-covered terrain and the bad shape the horses were in during the battle.

Example: the French player has had a couple of activations. The 2nd Cuirassier Division and the 1st Division IV Corps have been activated twice, the 3rd Division IV Corps already 3 times and the 3rd Dragoon Division once. The units belonging to the 2nd Dragoon Division can use their full movement potential.

	2 nd Dragoon DIV	3 rd Dragoon DIV	2 nd Cuirassier DIV	IV Corps Cav	1 st DIV IV Corps	2 nd DIV IV Corps	3 rd DIV IV Corps
Formation	Dragoon DIV	Dragoon DIV	Cuirassier DIV	IV Corps Cav	1 st DIV IV Corps	2 nd DIV IV Corps	3 rd DIV IV Corps
Order	MOVE +2 -1	MOVE +2 -1	MOVE +2 -1	ATTACK +4 -2	ATTACK +4 -2	ATTACK +4 -2	ATTACK +4 -2
1 st Activation							
2 nd Activation							
3 rd Activation							

A player may never perform more than three activations in a row. If an AC of the same army is drawn four times in a row, return it to the bag and continue drawing until an AC of the other Army or a "Fire Combat Cube" is drawn. In the case that only ACs of one player are left in the bag, they are all lost, the game turn ends and no further activations happen.

In the "Grand Battle" scenario (only) the two last ACs are not drawn. However, if the last two ACs in the bag are the two "Fire Combat Cubes" markers, then execute one simultaneous fire segment.

At the end of the activation segment, remove all ACs from both army Order-Activation Charts.

Note: a word concerning the system of activation cubes: We didn't invent the wheel here. I don't remember when I first encountered the idea of "Activation Markers", was it "Across 5 Aprils" published by Victory Games by Eric L. Smith? Did I like it? Yes and no. Basically yes, because it gave the game a lot of interactivity and these micro impulses. On the other hand, once you draw the AM of a Division you now know it cannot do any more "harm" this turn. The situation changed when, in Glory (and maybe in other games before) Richard Berg gave each Division two AMs. This was a step into the right direction. But playing this was also a little frustrating because you got played by the draw of the AMs. You may have drawn an AM you can't use or don't want to use. On the one hand this represented the kind of chaos that was realistic in battles but on the other hand I found it too restrictive. We moved this AM mechanism to the next level by having the players decide which formation (here Division) they want to activate and by reducing the performance due to multiple activations. This represents very well the focus an army commander has during a battle.

16.1. Activation of the French Guard

When the French player wants to activate the French Guard formation, he needs to spend two ACs.

Procedure: a French AC is drawn and the French player states he wants to activate the Guard. He places the AC on top of the leader of the French Guard. Players then draw the next AC. The next French AC drawn can then be used to activate the French Guard and perform the actions according to the order the Guard Division has. The two ACs needed to activate the Guard do not need to be drawn successively or even in the same game turn!

When the first of the two necessary ACs for activating the Guard is placed on Bessières (or his replacement if he's a casualty), the French player has to declare that he skips any activation and leaves the AC on Bessières. Drawing ACs from the bag then proceeds normally.

If a game turn ends and Bessières still has one AC placed on him, leave that AC there for future use. That AC doesn't count against the total of ACs available next turn.

16.2. Mass Cavalry Charge

To initiate a "Mass Cavalry Charge", the French player needs to spend two ACs.

Procedure: place a drawn French AC onto the leader counter of Murat. A second AC placed on Murat initiates a "Mass Cavalry Charge". The two ACs do not need to be placed successively. The two ACs do not need to be placed on Murat in the same game turn. This means that Murat can have one AC placed on him, and a following French AC can be used to activate another formation. When a second French AC is placed on Murat he now can activate up to four Cavalry Divisions and perform a "Mass Cavalry Charge".

When the first of the two necessary ACs for a "Mass Cavalry Charge" is placed on Murat, any activation is skipped, until a second AC is placed in him. Drawing ACs from the bag proceeds normally.

If a game turn ends and Murat has one AC placed on him, leave that AC there for future use. This AC doesn't count against the total of ACs available next turn.

If Murat becomes a casualty his replacement can't execute a "Mass Cavalry Charge". If there is an AC on Murat which was intended to prepare a "Mass Cavalry Charge", this AC is lost.

Note: it takes some time to prepare a mass cavalry charge, therefore the French player needs to spend two ACs.

To be part of the "Mass Cavalry Charge" a Cavalry Division needs to be under "Attack" orders and the Leader of this Cavalry Division needs to be within an 8 hex range of Murat.

The cavalry units that are part of the "Mass Cavalry Charge" have to be in range of their divisional commander.

Eligible Cavalry Divisions may participate, even if they have already been activated this turn. However, if a Cavalry Division has already have been activated 3 times, it can't be part of the "Mass Cavalry Charge".

Before executing the "Mass Cavalry Charge", place an AC on the Order-Activation Chart (1st, 2nd or 3rd activation) for each participating Cavalry Division. Take the ACs from the stock (not from the cup/bag).

When executing the "Mass Cavalry Charge", all the units of the participating Divisions are considered as one formation. This means that the French player does not have to execute their actions "formation by formation" but can execute the actions of participating units in any order.

The next French AC marker drawn after having executed the “Mass Cavalry Charge” can extend the “Mass Cavalry Charge”. Place the third French AC on top of the Murat Leader counter. The French player declares that he extends the “Mass Cavalry Charge”. He can do so once.

The extended “Mass Cavalry Charge” can contain other Cavalry Divisions than the Divisions that started the charge. They still have to fulfill all the “Mass Cavalry Charge” conditions described above.

When the next drawn French AC marker is used to activate a formation that is not part of the “Mass Cavalry Charge”, the “Mass Cavalry Charge” is over. Return to the stock the “Mass Cavalry Charge’s” ACs placed on Murat.

A “Mass Cavalry Charge” (and its extended “Mass Cavalry Charge”) can be executed only once in the game.

***Example:** it is the 12 am turn. The players draw a French AC. The French player decides to place it on top of Murat. The next AC is Russian. The Russian player activates 14th Division. After executing its actions, the players continue drawing ACs. It is a French AC. The French player places it on Murat. He has now two ACs on Murat. The French player declares a “Mass Cavalry Charge”. Murat can now activate up to four Cavalry Divisions that have to be under “Attack” orders. Murat activates three divisions: 1st and 2nd Dragoon and 2nd Cuirassier Division. The 2nd Cuirassier Division has already been activated once in the current turn. The French player places a AC in the boxes of “1st Activation” of the 1st and 2nd Dragoon Division boxes and a AC in the “2nd Activation” of the 2nd Cuirassier Division.*

After the execution of actions by participating units of a Cavalry Division, turn cavalry units that executed a charge on to their “tired” side. Note, that cavalry units that are on their “tired” side can still participate in an extended “Mass Cavalry Charge”.

Let’s assume, the players draw another French AC after the execution of the “Mass Cavalry Charge”.

The French player decides to execute an extended “Mass Cavalry Charge”. He places the drawn AC marker on top of Murat (now having 3 ACs). The player decides to extend the “Mass Cavalry Charge” with the 1st and 2nd Dragoon Division but not with the 2nd Cuirassier Division. Instead he activates the Cavalry Reserve Division of IV Corps. He updates the activation cubes accordingly and executes the extended “Mass Cavalry Charge”. Some of the units of 1st and 2nd Dragoon Divisions might be “tired” and will perform less effectively because of being tired and being activated for the second time.

Note: please read section 17.3 Cavalry after a charge.

16.3. Simultaneous fire segment

When a “fire combat cube” marker is drawn, a fire combat segment happens.

Infantry units that have an adjacent enemy unit in one of their front hexes, or artillery units that have enemy units within range and in line of sight may complete a fire combat.

Units whose divisions have the following orders may fire:

- ✂ Attack Order
- ✂ Defend Order
- ✂ Hold Order
- ✂ Move Order

Note: units, whose divisions are under “Retire”, “Regroup” or “Strategic movement” orders are restricted from closing with the enemy and may not exchange volley fire. **However:** these units are eligible for reaction and defensive fire.

The players alternate firing one unit at a time until all desired fire is executed. Fire combat is executed according to the procedure and restrictions in chapter 21. “Fire combat”. Consider all fire combats as happening simultaneously.

Note: this “simultaneously” means that any losses or retreats as a result of being fired at are not applied until after the units executes its own fire combat at its pre-fire combat strength.

Note: what do the combination of orders and activations represent? In this game, you can’t optimize everything as you need to juggle your formations, movement, facing and actions. We deliberately didn’t want to create a game where

one player sits idly for a long time while the other sides organizes every last detail. Note also that players receive fewer ACs than would be needed to activate each and every one of their formations in a turn. So, as in reality, the player will need to focus on certain spots. With very few exceptions, formations will not have been involved in constant fighting from the start of a battle until its end. This will mean some of your divisions will have periods of intense action in certain limited areas of the battlefield, while others will not. Even in intense battles, units spent most of the time waiting and eventually repositioning. Then they would have a brief period of intense fighting. You may wonder, in Eylau, what did the remaining men of Augereau's Corps do for the rest of the battle? Did they disappear? Did they see a lot of action again? No, they held their position hoping to not get butchered by the powerful Russian artillery. After the units of the I Corps of d'Erlon were repulsed at Waterloo, the commanders tried to rally their men and regain some "order" for quite a bit until d'Erlon was able to renew the attacks on La Haye Sainte.

17. UNITS FORMATION AND FACING

17.1. General

All combat units have a front and a back side. When setting up, a unit can start on any side.

A unit always faces a hex vertex.

When changing the formation of infantry and artillery, players pay the formation cost change (1 MP for infantry and 2 MP for artillery) and flip the counter. The back side of cavalry units represent the cavalry in "tired" status.

Players can change the formation and/or facing of any units of an activated Division. The formation change can happen at the start or end of a unit's movement, provided the unit still has the necessary MP to pay for the formation change.

Rule "19. Movement" specifies how to change facing during movement.

An unlimbered artillery unit has 0 movement points. When limbering the unit is has spent 2 of its then available MPs.

Units may also change their facing for free (but not their formation!) at the start of a fire segment.

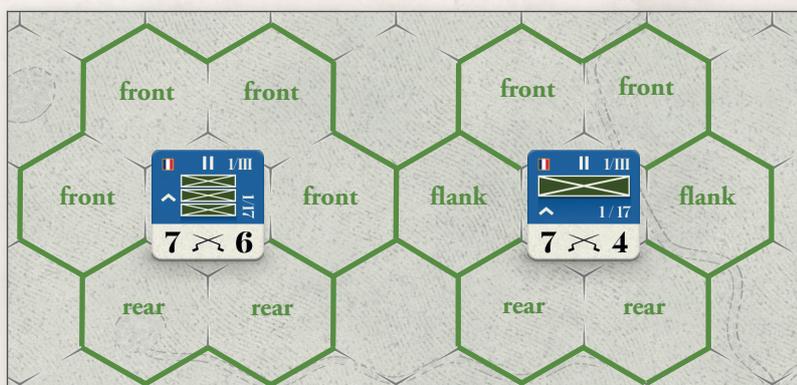
Note: we wrote here "...formation and facing...". This is an important detail. A player can't change the formation of a unit at the beginning of the reciprocal fire phase but only its facing. The possibility for all units to be able to change their facing at the beginning of the reciprocal fire phase simulates units' and their commanders' tactical initiative and flexibility.

Anyway, you may argue, if the role of a player is that of the army commander, did Napoleon decide which formation / facing the individual combat units used? No, of course not. BUT, we wanted the players to experience the coordination of the different arms and their formations. Battle tactics of the Napoleonic era are the spice of us wargamers' life: yet another challenge!

17.2. Infantry

Infantry unit in column

Infantry unit in line



Infantry units on their front sides are in line formation, on their reverse sides they are in column formation.

Infantry can be in one of four possible formations:

Column: it has four front sides and two rear hex sides.

Note: an infantry unit in column has advantages when charging and being charged. It has greater mobility, but less firepower and is more vulnerable to enemy fire.

Line: it has two front hexes, two flank, and two rear hexes.

Obstructed: when infantry units enter obstructed hexes they do so in "line" formation. *They have all-round facing.* When an infantry unit leaves an obstructed hex, it has to pay +1MP and may change formation and facing and ends its movement.

Note: horses were pretty exhausted after executing a charge. It took them some time to recover. In addition to that, the commander of a regiment needed a good amount of time to bring his troops back to proper order. A charge needs some preparation to be executed effectively. The relatively low movement potential of cavalry doesn't mean that a cavalry unit couldn't move faster, but rather shows the preparation, and planning it took to get the formation into effective battle order.

17.3.1. Forming square when enemy cavalry is approaching infantry

If an infantry unit or a stack of infantry units that has an activated/moving enemy cavalry unit within 4 hexes of itself (3 intervening hexes) may change its formation into square at any time. ***If the cavalry unit already starts closer than 4 hexes, then the infantry must roll as per below.*** The infantry unit must have a free line of sight (LOS) to that enemy cavalry unit. The decision must be taken the moment the enemy cavalry enters / is activated within 4 hexes (provided there is a LOS).

If the LOS is blocked by a friendly unit in square (only) the infantry unit may change its formation to square although the LOS is blocked by the unit.

Note: we consider that a unit changes to square if a neighboring friendly unit adopts square formation. The unit follows its example and may change its formation accordingly if the player wishes.

Note: the LOS can be blocked or shortened due to terrain or snowstorm.

If the player decides not to change to square but wants to wait and see where enemy cavalry moves, he can decide to form square later but must pass a square check. The top unit executes this check in case of a stack of infantry / artillery units tries to change to square formation. The closer the enemy cavalry moves, the less likely the square maneuver will succeed. That infantry unit has to roll an 8 or higher more on 2D6. If the roll fails, the unit (or each unit in case of a stack) loses 1 SP and stays in place, in its original formation. An infantry unit (or stack of infantry / artillery units) has only one chance per activated cavalry unit to try to form square.

Modifiers to this roll: If there is an **activated** enemy cavalry unit (*i.e. the current unit, or another cavalry unit of the activated formation which may have finished its movement*) within 3 or 2 hexes or adjacent, the 2D6 is modified: -1 if the enemy cavalry is within 3 hexes, by -2 if the enemy cavalry is within 2 hexes and -3 if the cavalry is adjacent. One leader in the same hex as the unit trying to change its formation to square may add its leader rating to the roll. Elite units get a +2 DRM, green units get a -1 DRM.

Note: the better drilled a unit is, the more likely it is able to form square in face of an approaching enemy cavalry.

Reaction fire combat: if the infantry unit successfully changing to square formation is adjacent to an enemy **infantry or artillery** unit, that unit(s) may execute reaction fire at the square forming infantry unit through their front hex sides.

Note: don't confuse the roll to change into square with the roll to stand (see rule "23.3. Stand"). A unit that wants to stand in face of an assault has a couple more different possible modifiers.

17.4. Artillery

Artillery on its front side is in fire mode (guns are unlimbered) and on its backside it is in move mode (guns are limbered).

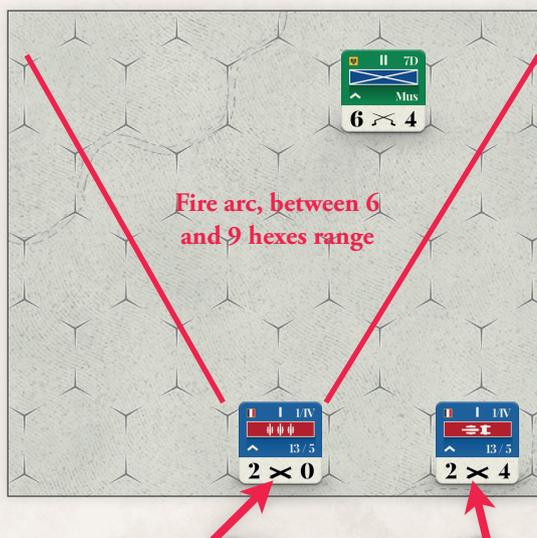
An artillery unit cannot unlimber or start a scenario unlimbered in obstructed hexes.

An unlimbered artillery has two front, two flank, and two rear hex sides.

A limbered artillery has four front and two back hex sides.

Changing from one mode to the other costs an artillery unit 2 MPs. When changing from move mode to fire mode or vice versa the player can also freely change the direction the unit will face.

Unlimbered artillery may always move one hex if under "Defense", "Move" and "Attack" order. Such units ignore facing, formation and regular MP costs.



Front - unlimbered Artillery
Fire mode.

Back - limbered Artillery
move mode.

Note: there were many instances where artillery was wheeled right up to point blank range.

Designer's note: the trained observer will note that there are no involuntary formations like "disorder", "shaken", "routed" etc. We incorporated the status of "disorder" or even "rout" in the SP level. We feel that this is a very elegant way to reduce markers and cumbersome rules. What more than "loss of cohesion", "low fighting spirit" or "reduced order" (= disorder) can a low level of SPs for a unit mean? It is self-explanatory! A unit with low SPs is not very likely to be able to stand a charge, is weak in attack, etc. A player will not risk a weak unit's elimination and pay AFP, except in few cases where he needs to sacrifice a unit in order to avoid greater damage elsewhere. By rallying and reincorporating SPs, a unit, in effect, regains "order", "fighting spirit" so that it might be put back in the front line. In this context, players will also note that we didn't integrate any skirmish formations. This would have resulted in a large rule overhead, for little effect. In the early years of the Napoleonic era the French army had a clear tactical and operational advantage over its opponents in that regard, so we integrated this (and other advantages) into the high quality of French Army's units.

In the later phases of the Napoleonic Wars, when the other European Armies adopted some of the French tactical and operational features (like the Corps structure) the clash of swarms of skirmishers, Jägers, Plänklers etc. mostly balanced each other out and was just a prelude to the fight between the more solid formations that followed.

18. STACKING

The stacking limit rules are always in effect.

A player may stack up to two infantry battalions or two artillery batteries or one cavalry regiment in each hex.

One infantry in line or square and one artillery battery in fire mode can be stacked together.

One infantry in column or square and one artillery battery in move mode can be stacked together.

Cavalry can never stack with infantry or artillery.

Note: this means that a cavalry unit can't move or retreat through a hex occupied by an artillery or infantry unit.

Units of the same category in the same hex must have the same formation and same facing at the end of their movement.

Leaders stack for free and there is no limit how many leaders may stack in a hex.

When infantry and artillery are in the same hex they must have the same facing.

When an infantry unit enters the hex of an artillery unit - and vice versa - the entering unit must have sufficient MPs left to eventually change its facing and formation.

When more than one infantry units is in the same hex, the top unit is the lead unit.

Owning player decides when moving a second unit in a hex.

If a stack of units is being charged at or needs to stand or form square, the lead unit's quality (elite, veteran, green) is used for any potential DRM.

Only the lead unit may execute fire combat and suffers step loss results from fire combat.

If the lead unit can't absorb all the step losses due to fire combat, the second unit will take the remaining step losses.

If units in a hex must retreat, then all units in the hex must follow the same retreat path, and must remain in a stack; units may not fan out during a retreat (could lead to gamey situations).

Units of different divisions may stack in the same hex.

The stacking order of a hex can only be changed at the beginning of the activation of a Division.

There is no movement point cost for stacking or unstacking.

Note: see designer's notes about the scale and the stacking rules. A lot of men could fit into the same hex-space, but only a small portion of these men would actually be efficient.

Fire combat and Stacking: when a target hex of a fire combat contains both infantry and artillery, consider the infantry unit as the primary target for taking losses. Ignore their stacking order in that case.

Retreat and Stacking: if there is no retreat path available than through a hex occupied by own units (even if stacking rules were not violated), these units also retreat by being pushed away to free a retreat path – see chapter 26. Retreats.

19. MOVEMENT

Each unit has a certain number of Movement Points (MPs) it may expend for movement. *Units always move through one of their frontal hex sides. Units always have a 1MP minimum despite multiple activation, tired status and weather effects.*

After any change of formation in its starting hex, a unit's available MPs are shown on the counter (less the cost of the aforesaid formation change).

An infantry unit in square formation has 0 MP (not the value given on its counter), but can always move 1 hex (and must change to general formation if it moves into obstructed terrain).

An artillery unit can always unlimber in its starting hex and change facing freely, ending its movement.

Each hex costs 1 MP to enter. Certain terrain may modify this MP cost. *Partial map edge hexes (showing a minimum of 50%) are playable and should be taken into account when entering reinforcements and when playing the game.*

Units in the same hex may be moved individually or as a stack (except during a retreat). A stack may drop off units as it moves. Dropped off units may continue their movement when the other unit of the original stack finishes its movement.

A player must complete the movement of a stack or unit before starting to move another stack or unit. Units may not enter a hex occupied by an enemy combat unit.

Artillery units in fire mode may not move and are considered to have 0 MPs. They need to limber before moving which consumes 2 MPs of the then available MPs in move mode. **BUT see 17.4!**

If an infantry unit wants to change from line to column formation (and vice versa) or artillery from unlimbered to movement formation (and vice versa) the cost for this change is 1 MP for infantry and 2 MPs for artillery.

When **entering** an obstructed hex (see 20.), a unit is considered in "obstructed formation", or "general order". Turn an infantry unit on its "line formation" side. This formation change does not cost any MP.

When **leaving** an obstructed hex, a unit enters line or column formation, *pays 1 additional MP and ends its movement.*

When a unit leaves a front hex of an enemy unit while moving, it triggers reaction fire, even when moving away from that enemy unit.

Note: there are reaction and defensive fire combats as well as regular fire combat during the simultaneous fire segment, The movement potential of a unit varies depending on the Divisions' order type. See rule section "12. Orders".

A unit may change its facing before starting to move or while moving.

A unit may change its facing by 60 degrees in its starting hex and per hex entered. This 60-degree change of facing doesn't cost any MPs. Changes more than 60 degrees cost 1MP total.

Infantry in Line always pay 1MP for each 60-degree facing change, including any in its starting hex.

Note: we included the +1 cost for infantry in line to differentiate the higher mobility of an infantry unit in column.

Entering a hex adjacent to an enemy unit costs additional movement points: +2 MP for Russian and Prussian units and +1 MP for French units (including the Tirailleurs Du Po and Corse). **BUT see 17.4!**

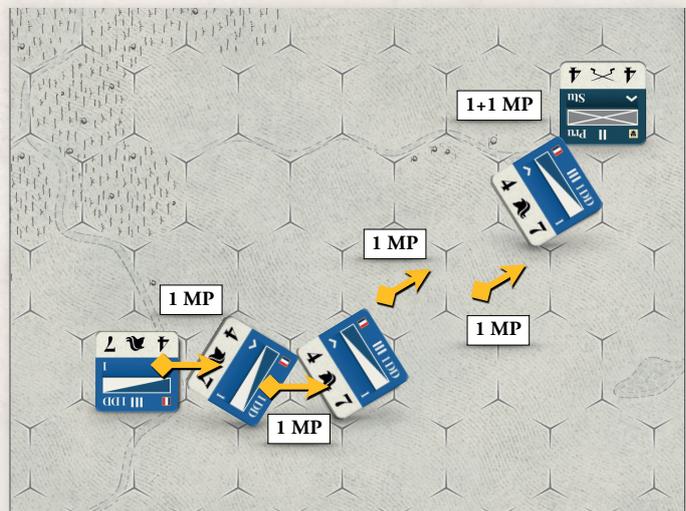
Note: it was quite an undertaking to move close to the enemy. It was a tricky process that needed well-drilled soldiers and some preparation. The French were definitely better drilled in 1805-1809 compared to the coalition's soldiers. They also had more "élan" and therefore their cost to enter an enemy-adjacent hex is only +1.

When **entering** a hex adjacent to an enemy unit, a unit must stop and cannot change its formation and facing, neither can it change formation when beginning its activation adjacent to the enemy.

It is possible to change formation to square as a reaction to enemy cavalry, changing to "general formation" in obstructed terrain or when leaving obstructed terrain to line or column formation.

Units under "Defend" order may change formation and facing if they start their activation adjacent to enemy units. See 12.3 "Defend" order. Either incident provoke reaction fire.

Example: the division of 1st Hussars is under "Attack" orders. Therefore, the unit may move adjacent to the Prussian 1st Sch Battalion. Entering the first hex through its front hex side costs 1 MP and changing facing by one hex corner is free. The same is true for the second hex it enters. The third and fourth hex it enters, it doesn't change facing. The last hex it enters, the unit has to pay 1 additional MP for moving adjacent to an enemy unit. The 1st Hussars spend a total of 6 MPs. When a unit leaves the front hex of an enemy unit, it triggers reaction fire, even when moving away from that enemy unit.



Depending on the Division's orders the movement potential of a unit is modified. See rule section 12: Orders. Cavalry and artillery units may not enter obstructed hexes, unless they enter these hexes via a road. Cavalry and artillery units may pass from one obstructed hex to another only through connecting roads.

Example: a cavalry unit that wants to move from one woods hex to another woods hex can do so only if a road runs through these two hexes and it moves using the roads.

Note: the battlefield was covered by snow and, especially for heavy horses, movement was cumbersome and tiring. You will note the relative low movement potential of the Cuirassier regiments. Rivers and streams on the battlefield of Eylau were frozen, and riverbanks were not very steep: these were not a major obstacle for movement.

20. TERRAIN EFFECTS ON MOVEMENT

Terrain has two different features: Open or obstructed. Woods, villages and the cemetery are obstructed hexes. On the fire combat and charge table players will find different DRMs for combat. Obstructed terrain may also block a LOS. See the terrain effects chart.

When crossing a slope hex side, the cost is +1 by moving either up or down the hill.

Note: the shallow streams and rivers in the soft hilly area of Eylau are frozen and snow covered. They don't have any effect on movement or combat, and are there for historical purposes only.

Only limbered artillery and leader units benefit from moving along a road. While entering a hex via a road these units only pay 0,5 MP per hex entered.

Units under "Strategic Move" order may enter obstructed hexes only via road hexes. Infantry stays on its "column" side of their unit counter. If attacked while under "Strategic Move" order and in an obstructed hex, consider the unit in "general order" for combat purposes.

21. FIRE COMBAT

There is only one form of combat for infantry and artillery in this game: Fire combat. There is no melee combat. To take over an enemy-occupied hex, players need to declare an assault (or in case of cavalry: charge) - which is considered fire combat at very close range.

Note: intense hand-to-hand fighting is a gamers' dream, it has nothing to do with reality. Occasions where infantry soldiers of the era were in intensive close fights are extremely rare. The fights for Hougoumont and other built-up areas are rare exceptions. To dislodge defenders and capture enemy-occupied ground required an advance through the fire zone by the charging attacker. Advancing infantry marched in close formation toward the defender. The waiting defender unleashed one or more volleys before the charge struck home. The issue was decided within the final 50 yards. The last defensive fire either discouraged the attacker or the sight of an advancing wall of bayonets unnerved the defender and then either the attacker or the defender ran before contact.

21.1. Occasions

There are 7 occasions for fire combat:

1. During the simultaneous fire combat segment when one of the two "fire" **cubes** are drawn.
2. Defensive fire combat: when a unit is being charged it may execute one fire combat.
3. Infantry and artillery reaction fire combat: when an enemy unit is *leaving an adjacent front hex while moving (not when retreating, being "pushed away" or advancing).*
4. *Infantry and artillery reaction fire combat: when an adjacent enemy infantry unit is changing into square during enemy cavalry movement / activation (see 17.3.1)*
5. *Infantry and artillery reaction fire combat: when an enemy unit is changing its formation while entering / leaving obstructed terrain.*
6. *Infantry and artillery reaction fire combat: when adjacent enemy units under "Defend" order change their formation.*
7. *When a French horse artillery battery unlimbers at the end of its movement, it is allowed to execute one fire combat following the rules of 21.3 and 21.4.*

Note: this reflects the offensive supporting role of horse artillery developed by the French army.

21.2. Procedure of the simultaneous fire combat segment

ALL Units may change their facing for free (but not their formation) at the start of a fire segment. The player who has the initiative starts executing fire combat with one of his eligible units. The player who fires first, selects an eligible unit on either extreme flank of his army. This unit is indicated by a "Smoke" marker. After execution of this fire combat, the opposing player receives the opportunity to select one unit on the same army flank to execute a fire combat by indicating the firing unit with a "Smoke" marker.

The first player is now executing a fire combat with a second unit (proceeding down the length of the front line where they started the fire combat segment). After the second fire combat, the opponent fires a second unit following the same procedure. This procedure is then repeated with each player alternately firing one unit at a time until all desired, permissible fire has been executed. To remember that a unit has executed fire, place a "Smoke" marker on each unit when it acts. Return the red "fire" AC cube to the common stock of ACs after all fire combats have been executed. Remove all "Smoke" markers at the end of the fire segment.

Note: players are advised to resolve attacks directly down the length of each army. Note also, that fire combat is considered simultaneous. In practice, this means, that normally when player "A" fires at a unit of player "B", the unit of player "B" may return fire in the state that unit was in before the "A" firing took place, either assaulting the unit it was assaulted by or at a different target.

21.3. Resolution of fire combat

To resolve fire combat, players need to determine the number of firing SPs, the formation of the firing unit (in case of infantry), the range to the target (in case of artillery), the formation of the target, and the terrain it is in. After determining a unit's fire power, roll 2D6 and consult the fire combat table. The result is either a "-" (no result) or "#" (number of SPs lost by the target unit). Reduce the number of SPs from the target unit (after returning fire). If the target unit can't satisfy the loss due to the fire combat and is eliminated, and if there is a unit underneath, then that unit has to take the remaining losses.

If a unit suffers a "*" result due to a single fire combat, make a "stand check".

If it fails, it retreats. A "*" result also means to check for leader casualty in the target hex.

If the top unit of a stack is eliminated due to fire combat, the remaining units in the hex also need to make a "stand check".

Apply +2 for artillery fire vs columns and +4 for artillery fire vs squares. **Apply this DRM of +4 for firing at a square which includes artillery.**

Apply +1 for all infantry defensive fire.

Apply +1 for all French infantry fire against enemy infantry in square or column.

Apply the -3 DRM firing on artillery only when the artillery unit is alone in the targeted hex.

Modifiers of firing SPs are cumulative.

If there are two infantry units in a hex, only the top infantry unit in the hex may fire.

Example: there are two Russian units in line in a hex. The top unit has 3 SPs, the unit underneath has 6 SPs. The top unit fires against a French column. Only the 3 SPs of the unit on top of the stack are counted for the fire combat. As the unit is a Russian unit in line firing against an infantry column it doesn't get a +1 DRM for the resolution of the fire combat. The Russian player is rolling in the 6/8 column on the Fire Combat table.

A maximum of 4 infantry SPs in **line** formation may fire from a hex, independently of how many SPs the top unit in a stack has. **SPs of infantry in line are multiplied by 2 when executing fire combat.**

Note: even when you have 4 or more SPs in a hex, with just 150 meters per hex this is the number of men that can effectively participate in a fire combat. There are modifiers for different nationalities and kinds of units for the resolution of fire combat.

An infantry unit in **column** formation can only fire with 2 SPs. When it has more than two enemy units adjacent to its front hexes, the player needs to decide how to split its 2 SPs fire strength.

If there is an infantry and an unlimbered artillery unit in the same hex, they may both fire - at the same or different targets.

If an artillery or infantry unit could fire at more than one adjacent targets, the player MUST split its fire strength. The player can split the fire strength any way he wants but at least must fire with 1 SP per eligible target.

Example: a French infantry unit with 6 SPs in line formation has an enemy infantry unit in each of its two front hexes. One is in column, one is in line. A maximum of 4 SPs may fire out of the hex. The French player splits its fire strength and decides that 2 SPs fire at each of the two hexes. So, the firing unit in line has 4 Fire Strength (2 SPs x 2 being in line) for each fire combat and the target unit in column is fired at with a DRM of +1. When splitting fire strength, the French player could also have 1 SP fire at the Russian unit in line and 3 SPs against the Prussian unit in column.

Units in different hexes may fire at the same target but don't combine their fire strength. They fire individually. A target may be fired upon more than once in the same fire segment.

Infantry can only fire at units in adjacent front hexes. Infantry in line that is fired through its flank is considered an infantry target in column.

Infantry in square and obstructed terrain can execute fire combat. Infantry in square and in obstructed terrain has all around facing and its SPs are divided by 3 with fractions rounded up. After this calculation, a maximum of 2 SPs each can fire into three different hexes.

The artillery unit can execute fire combat if unlimbered. It is considered has all around facing and its SPs are divided by 3 with fractions rounded up for fire combat

Cavalry can't execute any fire combat.

21.4. Artillery fire

Artillery can only fire when in fire mode (i.e. unlimbered). Up to 8 SPs of artillery may fire from the same hex. In contrast to infantry fire, not only the top artillery unit of a stack may fire. Stacked unlimbered artillery must have the same facing. A stack of artillery units may split its fire to target more than one enemy unit but must combine its fire strength when firing at the same target. Only one type of artillery may fire at the same hex.

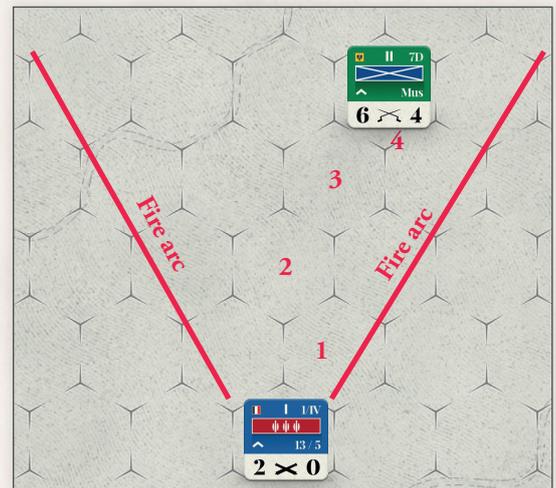
Note: this is to avoid the gamey effect, that if a stack contains heavy and light artillery the player splits the fire in a way to create fire combats that contains heavy and light artillery to obtain the +1 DRM for heavy artillery. When lined up in fire mode a gun needed approximately 12 meters of space behind it for its crew, the ammunition wagons, draft horses and gun carriages.

Artillery units have a range between 6 hexes (light artillery, horse artillery), 8 hexes (foot artillery) and 9 hexes (heavy artillery). When counting range, don't count the hex the firing artillery unit is in but count the hex of the target unit.

Example: the French 13/5 artillery battery fires at the Russian unit at a distance of 4 hexes.

Depending on the range and their target the numbers of firing SPs are modified according to the fire table. Roll 2D6 to resolve the fire combat and apply possible DRMs.

Example: there are two Russian batteries in one hex. Each battery has 2 SPs. The player decides that all 4 SPs fire at French infantry unit in line, three hexes away. This is considered short distance. The 4 SPs are multiplied by 2 giving the Russian player 8 Fire Strength Points. The target unit is in line, so there is no DRM. The Russian player rolls a 4 and 4 for on the 6/8 column resulting in 1 SP loss to the French unit.



21.5. Cavalry evasion

Cavalry units may always evade by retreating one hex if an enemy infantry or artillery unit is in an adjacent hex at the beginning of a simultaneous fire segment, if an enemy infantry unit moves adjacent OR if the opposing player declares a charge with an infantry unit.

Evasion doesn't trigger reaction fire or reaction charge. An evading cavalry unit doesn't change its facing. **Evasion is not a form of retreat. A cavalry unit is not "tired" after executing evasion. Evasion is not allowed if any units block the movement.**

An evading cavalry may not end its evasion in a hex adjacent to an enemy unit but must continue the evasion until it reaches a hex not adjacent to enemy units. An evading cavalry may evade into an obstructed hex via a road only and becomes tired.

An infantry unit that moved adjacent to a cavalry unit or declared a charge against a cavalry unit can continue moving with its remaining MPs and must pay normal costs to move adjacent to an enemy unit, including the same cavalry unit that just evaded.

21.6. Leaders in combat

Leaders have different functions in the game as described in section 12.5 Orders. The main role of leaders is to control their combat units or for higher level leaders, like Corps and Army leaders, to issue orders. Leaders may be stacked with combat units. Leaders that are stacked with combat units of **their formation** that are involved

in **an attack/charge** may grant DRM **attacking or defending**. They may also suffer casualties and they need to retreat at the same rate as the unit(s) they are stacked with due to a failed “hold” or “stand” roll.

Whenever a unit suffers a “*” result in a fire combat, the owning player immediately checks for leader casualties before any stand checks are taken.

A 2DR6 of 12+ is causing a leader casualty roll.

If more than one leader is present in a hex, the higher ranking leader is relevant for providing DRM and for eventual leader losses. If they have the same rank, owning player chooses.

Casualty roll: roll 1 die. On a 1-3 there is no effect, on a 4-6 the leader becomes a casualty. If the French player rolls for Napoleon, a result of 1-5 has no effect, only on a 6 he becomes a casualty.

If Napoleon becomes a casualty, the French player loses the game. For any other leader casualty, the owning player loses 2 AFPs. When a leader becomes a casualty turn the counter onto its back side and use the values of the “replacement” leader. If a replacement leader becomes a casualty, the player loses 1 AFP and the player continues the game with the “replacement” leader.

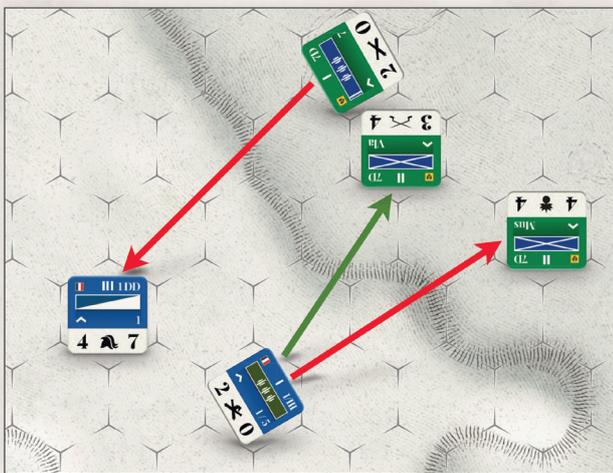
A unit may freely move into a hex that only contains an enemy leader (or leaders, of stacked). In such a case, the leader is placed on top of the closest friendly unit (chosen by the owning player in case of tie).

Note: Napoleon has lots of protection and it is very unlikely that he gets killed. We also want to avoid the ahistorical “chicken” way that the Russian player adopts a game style of “hunt Napoleon”.

22. LINE OF SIGHT

An artillery unit may fire at targets that are not adjacent. In order to fire at a distance, the artillery needs a free line of sight (LOS). If the LOS is blocked the artillery can't fire at the target. Higher elevation, obstructed terrain and combat units are considered blocking features and block the LOS if the artillery unit and the target are on the same level.

Example: a hex with woods is considered a blocking feature and therefore blocks LOS.



Examples: the green line point to a target that the artillery can fire at, the targets connected by red lines can't be fired at. The Russian 7D targets the French 1DD on higher ground. The blocking feature (the hillside) is closer to the Russian unit, therefore LOS is blocked. The French 1/5 battery can fire on the Russian “Vla” battalion because the blocking feature is not closer to the target while it can't fire on the Russian “Mus” battalion because the blocking feature is closer to the target.

If the target is on a higher level the LOS is blocked if the blocking feature is closer to the firing unit.

If the target is on a lower level the LOS is blocked if the blocking feature is closer to the target.

LOS is judged from the center of the artillery unit's hex to the center of the target's hex.

Blocking features in the firing hex or the target's hex don't block LOS.

LOS can be traced along the hex side of an obstructed hex.

If the LOF (Line Of Fire) from artillery bisects front and flank of a unit, the target enemy gets hit on the front.

23. ASSAULT

23.1. Occasions

Units of a Division with an “Attack” order may assault **after movement** of all units of the activated formation **is finished**. When a unit wants to enter an enemy occupied hex, it must declare an assault. **All assaults / charges must be declared before starting to execute assaults. The order of executing declared attacks is up to the attacking player.**

Note: infantry units trying to take an enemy occupied hex is called “assault”. An assault executed by a cavalry unit is called “charge”. The procedure is identical. We differentiate here for historical flavor only. So, whenever you read “assault” or “charge” it may concern either an infantry or cavalry unit attacking into an adjacent hex.

23.2. Procedure

- ✦ *Defending units can react with ONE 60 degree facing change per enemy activation when assaulted/charged.*
- ✦ The defender executes one defensive fire combat **if attacked through its frontal hexside after any facing change as per the first bullet point.**
- ✦ Determine the DRM due to the odds ratio. When calculating the odds ratio count all the SPs of the charging/assaulting units and the SPs in the defender’s hex (unlike fire combat when a maximum of 4 SPs may fire from one hex).
- ✦ **The attacker rolls 2 dice, applies possible DRM and applies the result (see Assault/Charge Table).**

All DRMs are cumulative.

When part of the same division several stacks may combine to assault a single defending hex. Each of the assaulting/charging units must be adjacent to one of the assaulting/charging units. A single stack can’t split its attack into several hexes.

When calculating odds, always round up 0.5 to the next higher ratio.

Example: 3SP vs. 2SP is 2:1 odds and 4SP vs 3SP is 1:1 odds.

Note: please note that there are different DRM for SP odds for cavalry and infantry attacking.

A unit can only assault/charge a hex through a front hex side.

Artillery may never assault.

Infantry and cavalry may not combine to assault/charge.

When a cavalry units starts its activation adjacent to an enemy unit it is going to charge the charge is considered to be “short distance” and the charging unit(s) gets a +2 DRM.

Apply +1 DRM for each SP loss an attacker has just suffered due to defensive fire.

Cavalry may not charge into obstructed hexes (even along a road).

The assaulted/charged unit(s) **and** units adjacent to the charging units that have not been or will not be assaulted themselves may execute one defensive fire according to the fire combat rules. If the hex is assaulted/charged by several stacks **the defender MUST split its defensive fire, at least 1SP must fire at each eligible target.** The defender can only execute defensive fire into its front hexes.

Note: if assaulted solely through the rear or into a flank, it can’t execute defensive fire.

23.3. Results

If the assaulting/charging unit(s) survive the defensive fire combat (no elimination nor retreat) the defender must check to hold the hex. Roll 2 dice. If the result is equal or higher than 8 the defender holds the position and the attack/charge failed. Both attacker and defender stay in their hexes.

If the result is 9 or more, the defender holds the position and the attacker loses 1 SP. *A 2DR6 of 12+ is causing a leader casualty roll. See 21.6.*

If the result is 8, the defender holds the position and both defender & attacker lose 1 SP (*total*).

Losses are always first taken by the top unit if there are two units attacking from or defending in the same hex. When attacking from more than one hex, the owning player decides which unit takes the loss.

If the result is 7 or less, the assaulted/charged unit(s) loses 1 SP (each) and retreats if assaulted by infantry. If charged by cavalry the charged unit(s) retreat and **infantry unit(s)** lose 2 SP (each). Charged cavalry units retreat and lose 1 SP.

When an assault against a stack containing infantry and artillery results in a loss for the defending units, infantry first takes the SP loss(es) and artillery only takes SP loss when the infantry is eliminated.

Note: Infantry units that retreat due to a cavalry charge lose more men, morale and cohesion than being routed by an infantry unit. Just to clarify the above rule: If a stack of two units retreats and the result of the “stand” roll is 7 or less, both units retreat as one stack and lose 1 (2) SP(s) each.

The assaulting/charging unit(s) may enter the hex. After the advance, stacking limits must be applied. Advancing units keep their formation but may choose any facing. If the charging units have different formations (attacking from two different hexes) the player of the advancing units must decide which units to advance. The owning player must decide which units advance into a vacated hex. *When a unit advances after combat it doesn't draw reaction fire nor a reaction charge.*

Example: a fresh elite cavalry with 3 SPs charges a veteran infantry with 6 SPs in line. The charge is at short distance. The defensive fire was without result. The first DRM is +1 because of the odds of 1:2. Because the cavalry is charging at short distance there is another DRM of +2. An elite unit is charging (-1 DRM) a veteran unit (-0 DRM). The total of DRM is +2. The attacker rolls a 1 and a 4 for a total of 5 which is modified to a 7. The charged unit loses 2 SPs and retreats its full movement potential. If there are any adjacent units to the retreating unit they need to test if they stand and hold their position.

Example: in the example above, if the charged infantry unit holds the position with a modified dice roll of 11, the cavalry unit would end its movement in the hex adjacent to the infantry unit, loses 1 SP and becomes “tired” – flip the unit to its back side.

Example: a stack of two French Guard Grenadier infantry battalions (4 +5 SPs) in column formation with their Divisional commander Bessières is assaulting a Russian infantry battalion (3 SPs) in square formation. The division of the Russian unit is under “hold” order. The defensive fire was without result. The DRMs are as follows:

- 2 for the odds ratio of 3:1 (9 SPs assaulting 3 SPs).
- +1 defending Russian unit
- +1 for the “hold” order of the division of the Russian unit
- +1 for a square being attacked by infantry
- 3 for the assaulting French Guard Grenadiers
- 2 for the leadership rating of Bessières

This gives a DRM of -4. The French player rolls a 3 and a 5. The result of 8 is modified to 4. The Russian square breaks, loses 1 SP, enters column formation and retreats. The French player advances into the vacated hex and may choose the facing of the advanced units.



Note: in order to facilitate the computing of the different modifiers, each player has a tally stick at his disposal with which they can add and subtract the different modifiers. Set the tally stick at "0", check each modifier and adjust the tally stick by the corresponding modifiers.

23.4. Cavalry Reaction Charges

Any unit that moves into a front hex of an enemy cavalry unit provokes a possible reaction charge if that cavalry unit is not "tired". The owning player of the cavalry unit needs to decide immediately and the reaction charge is resolved after the moving unit ends its movement (it has to stop when entering a hex adjacent to an enemy unit). If cavalry is executing a reaction charge it gets the +2 DRM for charging at short distance. Two or more cavalry units can combine to reaction charge the same enemy unit if they meet the requirements. A reaction charge is allowed to any cavalry unit under "Attack", "Move", "Hold" or "Defend" orders.

23.5. Canceled Assaults

Units that had assaults canceled because the target was pushed away beforehand may advance in the hex targeted for assault.

23.6. Cossacks and charges

Cossacks may not charge enemy infantry or *unlimbered* artillery units through their *initial* front hex sides (*i.e. before the free 60-degree defensive fire facing change, which may bring the front to bear on the Cossacks*).

If Cossacks want to charge enemy cavalry they must first pass a check. Roll 2 dice. There is no DRM. If the result is >8 the players launch the assault/charge procedure. ***If the Cossack unit is adjacent to an enemy unit and failed its check it can evade. See below.***

Cossacks may always evade by retreating one hex if an enemy unit moves into an adjacent hex. The moving unit does not need to stop its movement and may continue to move. If the moving unit enters again a hex that is adjacent of the same or another Cossack unit, the later can evade again and the moving unit continues its movement. An evading Cossack unit can't change its facing.

A Cossack unit may not evade into a hex adjacent to an enemy unit or into an obstructed hex.

23.7. Die Roll Modifiers

DRMs are cumulative for all combats unless otherwise specified (e.g. slopes, streams etc.); In addition, if contradictory DRM are applied to a defender's formation in combat, use the least harmful for defending units.

Example 1: two cavalry units attack an infantry unit. One cavalry is tired, the other is not. The +2 DRM for tired cavalry is used. ***This DRM is not cumulative per cavalry unit.***

Example 2: two cavalry units charge an enemy cavalry unit. One charging cavalry is heavy, the other is not. The -2 DRM for charging heavy cavalry is ***not*** used.

Example 3: an infantry unit is assaulted by two enemy infantry units. One assaulting unit is attacking downhill and in the rear of the defending infantry unit. The second assaulting infantry unit is on the same level as the defending unit and attacking its flank. Therefore the DRM are: -2 for being assaulted in the rear, -3 for being assaulted in the flank. The -2 DRM for attacking downhill is not applied as one assaulting infantry unit is on the same level as the defending infantry unit. The total DRM is -5.

23.8. Check to stand

Occasions and procedure

A unit needs to check if it stands when

- ☞ a unit/stack of units suffers a “*” result in a single fire combat.
- ☞ an adjacent friendly **infantry** or **artillery** unit/stack of units retreats or is eliminated due to an assault/charge. Eliminated, **evading** or retreating **cavalry** doesn't trigger stand rolls.
- ☞ the top unit in a stack is eliminated.

To check if a unit stands or retreats roll 2 dice. For each of the three occasions above there are different possible modifiers. These DRM are cumulative.

The -2 DRM for enemy cavalry within 3 hexes only applies to infantry and artillery in non-obstructed hexes.

When two units are in the same hex, you check once for the whole stack, using the top unit's quality.

Attention: Units DO NOT check to stand if an adjacent unit doesn't pass its stand roll or if a friendly unit retreats into an adjacent hex.

Example: if a Russian elite unit is rolling to stand, there are two modifiers: +1 for Russian unit and +2 for elite.

When the modified dice roll is lower than 6, the LEAD unit loses 1 SP and the stack retreats.

Example: a Unit is next to a unit/stack that is eliminated due to fire combat (DRM -2). The unit is an elite unit (DRM +2) and within 3 hexes of an enemy cavalry unit (DRM -2). The player rolls 7 which results in 5. The unit does not pass the check. It loses one SP and retreats.

Note: you will note the possible huge chain reaction if you don't leave gaps in your line. We decided to have a unit only roll once per enemy activation to reduce a “dice roll festival”.

24. TERRAIN EFFECTS ON COMBAT

Terrain has two different features: Open or obstructed. Woods, villages and the cemetery are obstructed hexes. On the fire combat and charge table players will find different DRM for combat. Obstructed terrain may also block a LOS. See the terrain effects chart.

To gain the defensive DRM (+2) being charged uphill all attackers must attack uphill. To gain the offensive DRM (-2) charging downhill all attackers must attack downhill. Infantry units attacking out of an obstructed hex get a +2 DRM.

25. LOSSES

Units lose SPs due to fire combat, **during execution of assault** and if they fail to stand a charge or a roll to stand. Indicate each SP loss by placing a SP marker beneath the unit to show its new strength. If a unit is at full strength there is no need to use an SP marker.

When a unit's strength is reduced to zero, the unit is removed from the map.

When a unit is removed from the map, all friendly units that are adjacent to it need to check if they stand.

A player must immediately pay 1 AFP (**2 if a Guard unit**) to the supply when a unit is eliminated.

SP markers below enemy units can only be examined before an assault.

A unit in square formation that has fewer than 3 SPs due to losses in fire combat changes immediately to column formation and stays in place.

Example: a French Line infantry battalion with 6 strength points printed on the unit's counter loses its last SP due to artillery fire. The unit is taken off the map and the French player pays 1 AFP.

Note: as already mentioned in rules section "17. Formations and Facing", there are no status markers placed on top of the units (like disorganized, shaken, retreated etc...). We consider that the number of losses a unit has taken represents these very well, in an intuitive way. A unit that has lost 75% of its strength can be considered badly shaken. Traditional game systems will ask you to place a marker on top of that unit with rules that will describe the effects of being shaken and script the handling of these units ("may not move adjacent to enemy units etc..."). Now, take 2, 3 or more rules for each different status and its effect. Makes it quite cumbersome, doesn't it? What would a player (commander) undertake with a unit that is on the front line and got badly hammered, so to avoid its elimination? Right, he will take it out of the front line to a quieter place and try to reorganize it. Does a player need a couple of pages of rules to do that? No. The player will move it back and move reserves (if possible and available) in the front line. So, depending on battle circumstances, the player will issue a "Hold" or "Regroup" order for that formation to rally and reorganize.

Note: we tried to work out a system that is easy to play, avoiding unnecessary chrome rules and cumbersome procedures. The only element that is a little bit difficult to handle might be the "Strength Point" markers beneath the units that need to be adjusted every once in a while. BUT while testing, this element reflects very well the fact that you don't know the exact cohesion of a unit in a hex you might want to engage. We discussed this during play testing and finally decided that this "element of unknown" is worth the handling. This is especially true for the assault / charge procedure. A commander of a unit who orders his men to charge can't know the exact cohesion of the unit he wants to charge. So we decided to keep and expand upon that mechanism.

26. RETREATS

Units have to retreat due to a missed "stand" or "hold" check. **All retreats occur immediately as they are determined. Stand retreats are conducted immediately after the main retreat is conducted. The owner makes all retreat decisions.**

Note: "stand" and "hold" checks are two different events. A "hold check" is necessary to determine if an assault / charge fails or not. A "stand check" is necessary to determine if units retreat due to events that happen to neighbouring units.

Length of retreat:

A retreating infantry unit retreats a number of hexes equal to its printed MP.

A retreating cavalry unit retreats a number of hexes equal to half its printed MP. Round fractions up.

Ignore facing and terrain costs while retreating.

Cavalry units may not retreat into obstructed hexes, not even while moving along a road. **If there is no other possible retreat path the unit loses 1 SP for each hex that it can't retreat.** Cavalry becomes tired after executing a retreat.

Unlimbered artillery that is forced to retreat lose 1 SP. After applying the loss the owning player rolls 1 die to check if the battery is able to limber and flee: a horse artillery battery limbers on a die roll of 4-6, all other batteries limber at a roll of 6 and retreats according to the retreat guideline. If an artillery battery fails to limber, it's eliminated and doesn't retreat.

Note: in these cases, the artillery crews retreat with the infantry units but they leave their guns and most equipment behind. The guns that are left behind are made useless by the advancing attacker.

Units in square formation that have to retreat adopt column formation before starting to retreat.

A unit may be put in any facing at the end of its retreat.

A unit that has to retreat beyond the map edge, loses 1 SP per hex that cannot be retreated.

Retreat direction priorities:

1. *Each hex the unit retreats into must increase the distance between it and the assaulting enemy unit(s).*
2. *Do not retreat into any hex that is occupied by friendly (even where stacking would not be violated) units unless there are no other eligible paths. In such a case the friendly units must also retreat the distance required to make space for the retreating units to complete its retreat.*
3. *You must not retreat into any hex that brings the retreating unit closer to an enemy unit in LOS, unless there are no other eligible paths.*
4. *The direction of a retreat is generally according to the compass on the map: North, north-east and south-east for Russian and Prussian units, south, south-west and north-west for French units*
5. *If a unit can't avoid moving adjacent to enemy occupied hexes it loses 1 SP each time it retreats adjacent to an enemy unit.*

If all hexes adjacent to a unit that has to retreat are occupied by enemy units the retreating unit surrenders and is eliminated. If eliminated the owning player must pay 1 Army Fatigue Cube (2 if the eliminated unit is a Guard unit) back to the supply.

If both units of a stack retreat due to a failed “stand” check, that stack needs to retreat as one unit and may not fan out. If one or more units of the stack below the top has less or more MPs than the top unit, they are considered to have the same MPs as the top unit for retreat purposes.

26.1. Push-Back

If the retreat path is blocked by friendly units, the blocking units are *pushed away (displaced)*. *They displace as many hexes as necessary to open a clear retreat path for the retreating/displaced unit that triggered displacement. If necessary, subsequent units are also displaced.*

Units that are pushed away (displaced) keep their formation, can change their facing and do not take a stand check.

Displaced artillery does limber, do not take a stand check and do not suffer SP loss.

Displaced squares do not need to change to column or line unless displacing more than one hex.

27. RECOVERY

Units may recover SP when their division is either under “Regroup”, “Hold” or “Retire” orders. A unit may never regain full strength; the first lost SP can never be regained.

Note: a unit that has already seen combat action and suffered losses will not have its full effectiveness for the rest of the battle.

A unit that is eliminated may not be brought back onto the map by recovering SPs.

Note: a eliminated unit has a high level of loss in men (dead, wounded, stragglers) and material but also a loss of leadership and cohesion. The soldiers that are not killed or wounded are lost individually or in small groups. Men bringing wounded to the back, deserted, isolated or taken prisoner. The unit's fighting spirit is broken. The unit simply doesn't function as a formation capable of fighting anymore.

At the end of the activation segment, all units of a division under “Regroup” orders may rally 1 SP and raise the SP marker beneath the unit by 1.

Divisions under “Hold” orders may rally 2 SP and raise the SP marker of 2 units of their division by 1.

Example: the 2nd Division of III French Corps is under “Hold” orders. The units of this division may not move. They are meant to hold their position. They may fire in the simultaneous fire segment. The French player doesn't need to activate the division by an AC. When the action segment is finished the player may rally 1 SP of two of the units.

Divisions under “Retire” orders may rally 1 SP and raise the SP marker of 1 unit of their division by 1.

***Example:** 1st/IV Division is under “Retire” orders. The French player doesn’t need to activate the division by an AC. At the end of the action segment the player may raise the SP marker of one unit in that division by 1.*

A division under these recovery orders need not to be “activated” by an AC in order to recover lost SPs.

***Note:** The meaning of this kind of order is: the commanding officer is focused on either retiring his division or holding a position and he and his subordinates are able to rally at least some of their men or reestablish better cohesion. Units under these orders are vulnerable to enemy attacks. So, it would be smart to move these units to a quiet spot first and then start the rally process, if at all possible (which often is not). But this will cost the player orders and valuable ACs.*

28. REINFORCEMENTS

Formations that enter the map are under “Strategic Movement” orders. Players must spend an AC for arriving reinforcements. They don’t enter the map automatically.

Reinforcements arrive on the designated map edge or hexes and they pay the terrain costs to enter these hexes. They must observe the stacking requirements. Reinforcements enter the map with their full movement allowance. Reinforcements can enter the map in various hexes or in a single hex (owner’s choice). If multiple stacks enter on the same hex, the second stack pays +1 MP, the third stack pays +2 MP and so forth.

Corps leaders that are available as reinforcements in a game turn don’t move during the “Order Phase” but enter the map when units of one of their formations they are arriving with enter the map.

If a specific entry hex is within 5 hexes of an enemy unit, players must choose the next eligible hex that is not within 5 hexes of an enemy unit.

29. HELPFUL GLOSSARY

AC: Activation Cube

AFP: Army Fatigue Point

CP: Command Point

DRM: Die Roll Modifier

IP: Initiative Point

IC: Initiative Check

Hold Check: a “hold check” determines if an assault / charge fails or not.

Stand Check: a “stand check” determines if a unit retreats due to events that happen to neighbouring units.

LOS: Line of Sight

MP(s): Movement Point(s)

SP(s): Strength Point(s)

30. CREDITS

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Dedication: Designing a war game and especially writing rules is a long and cumbersome (although joyful and exciting) process. During this process I cannot thank enough my friend Mark Ruggiero who supported me with his passion, his insight, his experience, his positive and constructive criticism. He was the reason I went on. While developing this game he was in a difficult period in his life. But he was always available when I needed his advice and input. This game is dedicated to him. He is a true Grognard of the Old Guard.



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