

# IMPERIAL BAYONETS



## Series Rules



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**Imperial Bayonets**  
*Game Series by Ray Weiss*  
*Developed by Matt Ward*  
*Edited by Justin Tonna and Ian Tuten*

## 1.0 INTRODUCTION

The 19<sup>th</sup> century, comprising the period from the French Revolution through to the middle of World War 1, was one of the most conflict-ridden periods in all of history. During the Napoleonic Wars, and World War 1 especially, millions of men would perish fighting over the same pieces of Europe that had been fought over during previous centuries. While the Napoleonic Wars have been examined thoroughly in commercial wargaming, less explored are the pre- and post-Napoleonic conflicts that defined the struggles for liberty, influence, empire, and self-autonomy throughout the period. The tactics and technology of these wars would remain relatively similar until the slaughter at Verdun in 1916 convinced the French (and subsequently Europe and the rest of the world) to start innovating with defensive tactics.

*Imperial Bayonets* intends to examine this period using mechanics established by the many grand-tactical Napoleonic simulations available from *Operational Studies Group* and informed by their many Game Design Dispatches. Kevin Zucker was a mentor to me in my early efforts at game design and this series is meant to be seen as a compliment to his already well-established family of games.

## 2.0 ABBREVIATIONS AND GLOSSARY

**AAC** – Advance After Combat: *the act of moving into a hex vacated by a defender during combat.*

**CP** – Command Points: *a number enclosed in brackets ‘[]’ on Commander units.*

**CR** – Command Range: *the range from Leader units to their subordinate Officers and units.*

**DM** – Demoralized: *a negative status inflicted on an entire corps after taking sufficient losses.*

**DR** – Disrupted: *a negative status inflicted on a force as a result of artillery bombardments.*

**Enemy** – *Units which belong to your opponent and not to you.*

**Engaged** – *Opposing combat units which are adjacent to one another.*

**EZOC** – Enemy Zone of Control: *the six hexes adjacent to an enemy unit/stack.*

**Force** – *A force refers to either a single unit, or stack of units, occupying a single hex.*

**Initiative** – *All combat and Officer units possess an Initiative Rating in the center of their counter.*

**IC** – In Command: *refers to units and Officers within the Command Range of their parent Officers and Commanders, respectively.*

**IR** – Initiative Rating

**LOS** – Line of Sight: *the extent of a unit or force’s field of view.*

**MA** – Movement Allowance: *all units possess a Movement Allowance, the rightmost value for combat units and the bottom value for leader units.*

**MP** – Movement Points: *units spend Movement Points from their Movement Allowance.*

**OOB** – Out of Command: *units and Officers outside the Command Range of their parent Officers and Commanders, respectively.*

**OOS** – Out of Supply: *a negative status inflicted on forces unable to trace a Line of Communications to a Supply Source during the Administration Phase.*

**SP** – Strength Points: *all combat units*

### 3.0 IMPORTANT CONCEPTS

The following concepts and mechanics are essential to play *Imperial Bayonets (IB)*:

#### 3.1 Units

**IB** features three types of units: Combat, Leader, and Depot. Combat units include Infantry, Cavalry, Artillery, and Horse Artillery. They are used to take and control hexes and attack other enemy Combat units. Leader units include Commanders, Officer-Commanders, and Officers, and they provide command and control functions for units and subordinate Leaders. Depot units are supply units that help keep Combat units functioning at full efficiency.

In the lower left of each Combat unit is the unit's Strength Points (**SP**), to the right of SP is the unit's Initiative and to the right of Initiative is the unit's Movement Allowance (**MA**). A colored bar on the top of a unit indicates which corps the unit belongs to. The color of the unit-type (infantry, cavalry artillery etc.) indicates units that belong to the same division within a corps.

Commander units have a number of Command Points (**CP**) and their MA. Officer units have an Initiative encased in parenthesis and their MA. Initiative is used to activate an Officer when it is outside the command range of a higher-level Commander. Officer-Commander units feature a CP value of [1] that may only be spent on the formation they command. Officer-Commanders do not make initiative checks.

Depot units provide supply for the corps they are assigned to, so long as they can trace an open Line of Communications (**LOC**, see 3.5) to their main source of supply as defined in the Exclusive Rules. Both Leader and Depot units can be captured by enemy forces and counted towards Victory Points (**VP**).

See game Exclusive Rules for infographics explaining the game specific unit counters.

### 3.2 Rounding Conventions

When left with a fraction as a result of game mechanics and calculations, always round down any remainder unless explicitly stated otherwise.

### 3.3 Stacking

Stacking refers to more than one unit occupying the same hex. Rules for stacking will vary throughout the different games in the **IB** series as defined in the Exclusive Rules for each game. The following rules apply to all games in the series.

Stacking limits are only enforced at the end of any given phase, meaning units may temporarily overstack during movement, combat or as a result of a retreat so long that at the end of the phase the units are no longer overstacked. If units are overstacked at the end of any phase, any excess units must be eliminated at the owning player's choice. **Exception:** in the case of overstacking as a result of retreat, the opposing player chooses which units to eliminate.

Leader units never count towards stacking limits and, in addition, may allow players to increase the stacking limit in the hexes that a leader occupies (see 3.3.1 and the Exclusive Rules). A Combat unit may not stack with a Depot unit at any time, even temporarily. If forced to do so, the Combat unit is instead eliminated.

**Important:** It costs Combat units +1 MP to enter a hex with other Combat units during a Movement Phase. Combat units expend no extra MP when leaving a stack with other Combat units, or when entering a hex with only non-Combat units.

*Series Rules Note: Throughout the rest of these rules both a stack and a single unit will sometimes be referred to as a 'force'.*

#### 3.3.1 Standard Stacking Rules

The following stacking rules are considered standard for Combat units throughout the series unless specified otherwise in Exclusive Rules:

- **Normal Stacking:** Two Combat units of any type may stack together.
- **Division Stacking:** Three Combat units of the same division (unit-type color) may stack together, two of which may be infantry.
- **Corps Stacking:** Five Combat units of the same corps, three of which may be infantry, may stack together if either the Officer-Commander or the Army Commander is in the same hex.

### 3.4 Zones of Control

All Combat units not marked Disrupted (**DR**), Demoralized (**DM**), or Out of Supply (**OOS**) project a Zone of Control (**ZOC**) into the six hexes immediately adjacent to the hex they occupy. **Exception:** A ZOC does not project across a major river hexside.

A unit must stop moving if it enters an Enemy Zone of Control (**EZOC**). If a unit begins its movement in an EZOC, it may freely exit and continue moving normally. It may not move directly from one EZOC hex into another EZOC hex, even if the target hex is occupied by a friendly unit. A unit which retreats into an EZOC is eliminated even if the EZOC is occupied by a friendly unit. A ZOC does not change the control of a hex (see Exclusive Rules for specific Victory conditions). Control is only conferred by the physical presence of a unit in a hex.

### 3.5 Command

Command is an abstraction of the organizational and administrative capacity of armies. Army Commanders are at the top of the Chain of Command. Subordinate to them are Officer-Commanders, with Officer leaders being subordinate to them. Non-leader units are at the bottom of the Chain of Command. A unit or Officer's parent refers to a Leader unit higher in the Chain of Command.

During the active player's Command Phase, the phasing player determines which of their Combat units and Officers are within Command Range (**CR**) of their parent Officers (for units) or Commanders (for Officers or Units). Officers have a CR of 3 while Commanders have a CR of 4. Units within CR of a parent Leader are considered In Command (**IC**), while Officers and units outside of a parent Leader's CR are considered Out of Command (**OOC**) and are marked with OOC markers. The Command status of units and leaders will determine what forces will be able to activate freely and when during the upcoming IC and OOC Maneuver Phases. Units that are within CR of their parent officer, but that Officer is OOC from its parent leader, count as OOC.

**Important:** *An EZOC will block a friendly Leader's CR unless a friendly force occupies the EZOC hex.*

### 3.6 Line of Communications & Supply

A Line of Communications (**LOC**) refers to a unit's ability to draw Supply and function at full capacity. A LOC is made up of two components: Overland and Road. The Overland component is a line of no more than 14 hexes from a Combat unit to its assigned Depot unit. The Road component is a line of no more than three hexes from a Depot to a road hex where that road hex can trace an unbroken line of road hexes to the side's friendly map edge, or a specific on-map location (defined in the Exclusive Rules for each game).

During the Administration Phase both players must determine if each force on the board can trace a valid LOC. Forces which cannot trace a LOC at this time are marked as OOS. Forces marked OOS suffer the same effects as Demoralization (see 3.8.2).

### 3.7 Line of Sight

An artillery unit can conduct ranged fire against an enemy force in a hex within its Line of Sight (LOS). By default, combat units have a LOS of three hexes, though when looking at a target which is at a lower elevation than the firing unit, the firing unit's LOS is increased by one hex for each level of elevation above its target. A simple way to check for extra LOS hexes is to subtract the target's elevation from the firing unit's elevation, with the result being the number of hexes added to the normal LOS limit of three.

*For example, unit A wants to check if unit B is within its LOS. Unit A is 5 hexes away from unit B, but unit A occupies a hex 2 levels of elevation higher than unit B. Therefore, unit A's LOS is increased to 5 hexes.*

A LOS must be free of combat and supply units, non-clear terrain (unless specified otherwise in Exclusive Rules) and any elevation levels higher than the firing unit. A unit at a higher elevation can see a hex beyond an intervening hex (Blocking Terrain, friendly or enemy units, etc.) on the next lower elevation, but only if the distance in hexes from the intervening hex to the target hex is equal to or greater than half of the distance from the firing unit to the target hex.

### 3.8 Disruption & Demoralization

Disruption and Demoralization are both negative statuses that affect Combat units.

#### 3.8.1 Disruption

Enemy artillery fire causes Disruption. Units automatically recover from Disruption during the Rally Phase of their next turn. Disrupted units halve their SP for purposes of combat and do **not** project a ZOC.

#### 3.8.2 Demoralization

Demoralization occurs when a corps or equivalent organization loses a certain level of SP as marked on the Demoralization Table provided with each game. As SP are eliminated players track the number of SP lost using the Morale Markers on the Demoralization Table. Once a corps reaches its Demoralization Number, that corps is Demoralized. Forces within a Demoralized corps remain Demoralized until enough forces return to the map through Recovery (see 5.2) to push their Morale Marker to

a value greater than the formation's Demoralization Number. Players move Morale Markers up the Demoralization Table equal to the SP total of step-reduced forces returned to the map through Recovery.

Demoralization has the following effects:

- Unit initiative is reduced by 1;
- Unit SP is halved;
- Units may not Advance After Combat (**AAC**);
- Units may not benefit from Improved Positions (**IP**).

Demoralized units may still:

- Receive March Orders.
- Enter and Exit Road March.

### 3.9 Exclusive Rule Additions

Exclusive Rules will generally expand upon the series rules, but in some cases will contradict them. If there is a conflict between the Series Rules and Exclusive Rules, the Exclusive Rules take precedent.

## 4.0 DETAILED SEQUENCE OF PLAY

*The following sequence of play consists of a full game turn of Imperial Bayonets.*

### Administration Phase (Occasional)

1. Check all forces on map to see if they can trace a LOC. OOS forces that can now trace a valid LOC remove their OOS markers. Forces unable to trace a LOC are marked OOS.
2. Place OOC marker on Officers attempting Recovery for the turn.
3. Eliminated units in the Units Awaiting Recovery (**UAR**) box may attempt to re-enter the map by making Initiative Checks. Demoralized units attempting Recovery which roll a 5-6 for their Initiative Check are placed in the Permanently Eliminated Units (**PEU**) box. Recovered units are placed underneath their parent Officers.
4. Determine the weather (Optional).
5. Roll 1d6 to decide how many turns until the next Administration Phase or follow Exclusive Rules if specified.
6. Issue March Orders.



**FIRST PLAYER TURN**

1. **Command Distribution Phase:** Army Commanders distribute CPs to Officers and eligible Combat units within their Command Range. Forces not placed IC are marked with OOC markers. Officers not placed IC are flipped to their OOC side.
2. **IC Maneuver Phase:** Players may do the following in any order with units that are IC:
  - Move units
  - Enter Reinforcements
  - Enter and Exit Road March
  - Construct IP (game specific)
  - Prepare Cavalry Charge (game specific)
  - Destroy and Repair Bridges (game specific)
3. **IC Bombardment Phase:** Eligible Artillery units may fire at enemy units within LOS.
4. **IC Combat Phase:** Each enemy unit in a friendly ZOC must be attacked. Follow the combat procedure rules.
5. **OOC Activation Phase:** Each officer marked OOC may make an Initiative check, rolling 1D6.
  - If the result is greater than the Officer's initiative, all units subordinate to the Officer and within the Officer's CR **cannot** activate.
  - If the result is less than the Officer's initiative, all subordinate forces within the Officer's CR may activate (though the forces remain OOC). OOC units which activate in this way may Construct IPs, Prepare Cavalry Charges, and Destroy and Repair Bridges though they may never Advance after Combat (**AAC**).
  - A result equal to an Officer's initiative means subordinate units within the Officer's CR can activate but Infantry and Artillery reduce MA by 2 and Cavalry reduce MA by 3 (the Officer unit may be inverted to signify this).
  - Each activated force performs its own Maneuver, Bombardment and Combat Phase, before another force is activated.
  - After all desired forces within the CR of an Officer have been activated, forces **not** within the CR of an Officer who attempted an Initiative check then make Initiative Checks to activate in the same way. (Note: if a unit is within the CR of its parent Officer the unit may not perform an Initiative check unless the Officer has already decided **not** to perform one. If the Officer did perform one, regardless of its success, no subordinate unit in its CR may attempt its own Initiative check). Always use the initiative of the highest SP unit in a force.
6. **OOC Maneuver Phase:** Only the currently activated force may move, reducing MP if required.

7. **OOB Bombardment Phase:** Only the currently activated force may bombard eligible targets.
8. **OOB Combat Phase:** Only the currently activated force must attack each enemy unit in a friendly ZOC.
9. **Repeat Steps 5-8 until all desired forces have activated.**
10. **Rally Phase:** Friendly Disrupted units recover from Disruption.

#### *SECOND PLAYER TURN*

11. **Repeat steps 1-10. Once complete, move the Game Turn marker to the next turn.**

#### *NIGHT TURN SEQUENCE OF PLAY*

##### *FIRST PLAYER TURN*

1. **Disengagement Phase**
2. **Rally Phase**

### **5.0 ADMINISTRATION PHASE**

The Administrative (**Admin**) phase is when players check for supply and recover units from the UAR box. Depending on what is stated in the Exclusive Rules, the Admin Phase may occur randomly or may be marked for certain turns on the Turn Record Chart (**TRC**).

#### **5.1 Supply Trace**

The first step of the Admin phase is for both players to simultaneously check all on-map forces to see if they can trace a LOC (**see 3.5**). OOS forces which can now trace a LOC remove their OOS marker and are back in supply. Forces that are unable to trace supply are marked with OOS markers and suffer the effects of Demoralization (**see 3.7.2**). This means, that units could be OOS for multiple turns depending on when the next Admin Phase occurs.

#### **5.2 Recovery**

After adjudicating supply both players simultaneously attempt to bring eliminated units out of the UAR box and back onto the map. Officers attempting Recovery cannot be in an EZOC. They are flipped to their OOB side and may not be used to command units during the same turn they Recover eliminated units. Recovery is attempted by each unit making an Initiative check and if successful, the eliminated unit is taken out of the UAR box and placed underneath the appropriate Officer. If unsuccessful, the eliminated unit is left inside the UAR box. Recovered units always return to the map with a

Step Loss., therefore 1 step units are always permanently eliminated – this includes step-reduced units.

A Demoralized corps may only exit the Demoralized state using Recovery. Players add the step-reduced SP value of the unit returning to the map to its Corps' Morale marker, reducing the Morale marker a number of boxes to represent the replenished strength. A Demoralized unit attempting Recovery uses its printed Initiative (i.e. it does not lower its initiative by 1 as if it were on the map). However, if a Demoralized unit attempting Recovery rolls a 5-6 on its Initiative check, it is instead permanently eliminated. Officer-Commanders have an initiative of 3 for purposes of Recovery.

If an Officer has been captured by an opposing player, no units subordinate to that officer may attempt Recovery (corps Leaders may not attempt recovery since they do not have an initiative), but are left in the UAR box (they are not counted toward enemy VP at the end of the game even though they are in effect now permanently eliminated).

### **5.3 Determine Weather**

The Exclusive Rules for each game will include both historical and variant weather. If players are using the variant weather rules, in this phase either player rolls 1d6 to determine the weather until the next Admin phase. Weather rules are specified in the Exclusive Rules.

### **5.4 Determine Next Admin Phase**

Once all the other procedures of the Admin phase are completed, either player rolls 1d6 to determine how many turns in advance the next Admin Phase will take place. Exclusive Rules may instead set various turns to have Admin Phases or add modifiers to this roll.

### **5.5 Issue March Orders**

March Orders are special orders which allow units to remain IC regardless of the distance from an Officer or Commander. Exclusive Rules will dictate how many March Orders each side may issue during each Admin Phase. To issue a March Order, a player takes a piece of paper and writes down the units (or divisions, corps, etc.) being issued the order and a town or city hex as a destination. The paper is hidden from the opposing player until the units under March Orders reach their destination, then the note is revealed to the opponent.

Units may exit March Orders in or adjacent to the destination hex chosen. It costs no extra MPs to leave March Orders, but units leaving March Orders are temporarily Demoralized until the Rally phase of the current turn. Units may not exit March Orders earlier than intended unless interrupted by enemy units.

## 6.0 COMMAND

Command is an abstraction of the organizational and administrative capacities of leaders on the ground. Units that are in command can freely act during the IC Maneuver Phase and cooperate in bombardments and combat with other units that are IC. Units which are IC have more options when activated than do OOC units. In combat only forces which are IC may Advance After Combat.

### 6.1 Command Distribution Phase

Only Commanders can distribute Command Points (**CP**) to forces and Officers within their CR. A Commander can place a number of Officers and a number of forces IC equal to his CP value. The exception to this rule is Officer-Commanders who always have a CP value of [1], which can only be used to put their subordinate unit's IC and may do so even when outside the CR of a higher-level Commander. IC markers may be used to designate which Officers and individual stacks are receiving CP. Forces and Officers which did not receive CP are marked as OOC.

*Note: Players are encouraged to use information markers as best they see fit and in the way that makes most sense to them relative to the rules.*

#### 6.1.1 Command Trace

To distribute CP to a subordinate Officer or to a force, a path of hexes equal to the Commander's CR must be traced from the Commander to the Officer or the force. Similarly, to be IC a force must be able to trace a path of hexes to its superior Officer. Commanders have a CR of 4 and Officers have a CR of 3. A CR trace is not affected by terrain but cannot be traced through an enemy combat unit or an EZOC (except when the EZOC is occupied by a friendly force).

## 7.0 IN COMMAND MANEUVER PHASE

The principal advantage of being IC is being in complete control of your units. Units from different corps may cooperate to attack enemy forces and may perform movement-related tasks in any order they please. All units that are IC may act during the IC Maneuver Phase, but they are not required to move or take any action if the player chooses not to do so. When they are in IC, activated forces can perform one of the following actions.

### 7.1 Movement

Forces spend Movement Points (**MP**) from their **MA (3.1)** according to the Terrain Effects Chart (**TEC**) while moving from hex to adjacent hex. An IC force may use its entire MA to move. Once a force has spent MP equal to its MA (use the lowest MA in the case of a stack) it must stop moving. Once a force

moves into an EZOC, it must immediately stop moving. Note that units moving across hexside terrain pay those MP costs as stated on the TEC in addition to the MP cost of the hex being entered.

### 7.1.1 Engaged

Units that begin the IC Maneuver Phase in an EZOC may not move or conduct any other actions during the IC Maneuver Phase as they are considered to be Engaged. They may only leave an Engagement through retreat as a result of combat, a Repulse, or during the Disengagement Phase of a Night Turn.

### 7.1.2 Repulse

A currently active engaged force which has an SP ratio of at least 5:1 against the enemy forces with which it is engaged and has enough remaining MP to theoretically enter the enemy hex may attempt a repulse against an engaged enemy force. If eligible, a Repulse is performed by immediately performing the Combat Procedure (see 9.4). Any result other than a **Dr** or **DE** indicates a failed repulse, a Repulse marker is placed on the attacking force and that force must fight the engaged force in the upcoming combat phase with a -2 column shift penalty on the CRT. Otherwise, the defending force retreats 1 hex and is marked with a Repulse marker, suffering the -2 column shift penalty in any upcoming combat. A repulsing force must move into a hex vacated by a successful Repulse.

## 7.2 Enter Reinforcements

Units scheduled to enter the map on the current game turn are automatically IC and may utilize Road March or March Orders. Units may enter in legal stacks or individually and are lined up off-map in imaginary hexes extending from their entry hex, hence MPs are accumulated for each force entering the map at the same hex. *Example: Unit A enters the map using normal movement into a clear hex and spends 1 MP. Unit B enters the map using normal movement through the same hex spends 2MP moving into the same hex. Unit C entering the map at the same hex would spend 3MP etc. If these units were using Road March, then the example would go 0.5, 1, 1.5 etc.*

If an entry hex is blocked by the presence of an enemy unit, units may not enter through that hex this turn. If an EZOC projects into a reinforcement entry hex, reinforcements may move into the entry hex but no further.

## 7.3 Enter/Exit Road March

Road March is a special mode of movement which allows units to move along congruent Road hexes at the rate of 0.5 MP per Road hex. Units can enter Road March in any type of terrain. It costs units 1 MP to enter or exit Road March, regardless of the terrain they occupy. A unit in Road March may never be

adjacent to other units in Road March, and a unit in Road March may not stack with any other units except for Leaders.

When entering Road March, a Road March marker is placed *behind* a combat unit, and a chain of alternating units and Road March markers may be made. As long as the first unit in a chain of units in Road March is IC, all other units behind that first unit are automatically IC. If an enemy unit moves next to a friendly unit in Road March that unit immediately leaves Road March and is DM until the Rally Phase of its own turn. Units under March Orders may utilize Road March. Units in Road March do not pay hexside costs for crossing bridges, but they do pay additional hexside costs for moving upslope. Some games in the series may allow units in Road March more capabilities depending on the Roads depicted in game.

#### 7.4 Construct Improved Position

Each game's Exclusive Rules will dictate whether or not an Improved Position (**IP**) can be built during a game turn. To construct an IP an infantry unit must spend its entire MA in a clear or woods hex, placing an Under-Construction (**U-C**) marker on top of the unit. That unit may not move nor conduct combat for the remainder of the turn. At the start of the IC phase of the next turn roll 1d6 for each infantry unit building the IP (maximum of 2); on a 1-2, the IP is constructed, and the U-C marker is flipped to its IP side, otherwise the U-C marker remains for another turn unless the player decides to voluntarily remove it. Players receive a -1 Die Roll Modifier (**DRM**) for each Construct IP attempt after the first. If an enemy unit moves adjacent to a friendly unit that is under an U-C marker, the friendly unit immediately removes its U-C marker.

OOC units which successfully activate may construct IPs and perform the same functions as stated above at the start of the OOC Maneuver Phase

No more than two infantry units and 1 artillery unit may occupy an IP at the end of any given phase. During combat, Infantry units (only) defending in an IP hex double their SP. An IP marker is removed as soon as there are no Infantry units occupying the same hex.

#### 7.5 Prepare Cavalry Charge (Game Specific)

If the Exclusive Rules state that Cavalry Charges are allowed, non-DR/DM cavalry forces which are within LOS of an enemy force, can trace a straight line of clear hexes only (no slopes or other terrain types allowed) to the enemy force, and chooses not to move during their turn, may perform Cavalry Charges during the Combat Phase. OOC units which successfully activate may prepare Cavalry Charges as stated above during the OOC Maneuver Phase and perform the Cavalry Charge during the OOC Combat Phase.

Players place CHARGE! Markers on top of eligible cavalry forces they wish to perform Cavalry Charges. See the Combat Procedure (9.3) for how to perform Cavalry Charges during the Combat Phase.

### 7.6 Destroy/Repair Bridge (Game Specific)

If the Exclusive Rules state that Destroying or Repairing bridges is allowed, an infantry unit that begins movement adjacent to a bridge hexside may spend its total MA in order to attempt to destroy a bridge. Only one attempt may be made per bridge even if more than one infantry unit is present (unlike IPs). The attempt is made by rolling 1d6; on a result of 1-2 the bridge is destroyed and a Bridge Destroyed marker is placed on the bridge hexside. The same process may be used to repair destroyed bridges, either using the Bridge Repaired marker or just removing the Bridge Destroyed marker.

### 8.0 OOC MANEUVER PHASE

The OOC Maneuver Phase is for units and Officers which did not receive any CP during the Command Phase. All forces marked OOC may attempt to activate during the OOC Maneuver Phase. An Officer may attempt to activate all subordinate forces within its CR, or an individual force may attempt to activate itself by making an Initiative Check with the highest SP unit in the stack.

- If the result is greater than the Officer's initiative, this means **no** forces within the Officer's CR can move/activate.
- If the result is less than the Officer's initiative, the Officer flips back to its IC side and all forces within the Officer's CR may activate (though they remain OOC). OOC units which activate in this way may construct IPs, prepare Cavalry Charges, and Destroy or Repair Bridges.
- A result equal to an Officer's initiative means that units can activate but Infantry and Artillery reduce MA by 2, and Cavalry reduce MA by 3 (the Officer may be inverted to signify this).
- **Important:** OOC units **never** AAC.

Each activated force performs its own Maneuver, Bombardment and Combat phase. After all desired corps have been activated, stacks outside of the CR of Officers may then make Initiative Checks to activate using the same results as above. A player may choose to end the OOC Maneuver phase after all, some, or none of their formations have attempted to activate. An activated stack need not stay together as individual units may move on their own.

## 9.0 COMBAT PHASE

During a Combat Phase, activated units may cooperate together in Bombardments, perform Cavalry Charges, and resolve combat between adjacent forces. During a Combat Phase, all enemies in a friendly ZOC must be attacked. This requirement does not apply to friendly units inside Fortress, Town or City hexes. Combat consists of several steps performed in order by activated forces.

During the IC Combat Phase, all activated units may cooperate on attacks against adjacent enemy units, so long as all eligible enemy units are attacked. During an OOC Combat Phase, only the activated stack may attack enemy units, but units in the same stack may attack different enemy units in their ZOC, so long as all eligible enemy units are attacked. The following steps make up the Combat Phase:

1. **Bombardment Step.**
2. **Cavalry Charge Step.**
3. **Combat Step.**

### 9.1 Bombardment Step

During the Bombardment Step, friendly activated Artillery units may fire at enemy units within their LOS. Units may not fire through friendly or enemy units unless specified in Exclusive Rules. Artillery units on a higher elevation may bombard over a unit beneath and adjacent to them as an exception to the above rule. The range and modifiers for artillery fire are covered in each game's Exclusive Rules. Note that Artillery units adjacent to enemy units may not Bombard and must take part in the Combat Phase unless specified by Exclusive Rules. **Important:** *Bombarding an enemy hex frees up friendly units adjacent to the enemy from being required to attack the bombarded hex.*

### 9.2 Bombardment Procedure

For each enemy target add the SP values of all Artillery units who wish to fire at the target hex. This value may be modified by terrain or other conditions specified in Exclusive Rules. Once the total number of eligible Artillery SP is determined that number is referenced against the Artillery Result Table (**ART**) using whatever column is closest to the left of the modified total artillery SP. The bombarding player then rolls 1d6 and references the ART. This die roll is modified by -1 when firing at a target at a higher elevation and by +1 when targeting a lower elevation target. (Exclusive Rules may specify more **DRM**) The ART lists different effects of bombardment:

- **Dr** - Defender retreats one hex
- **Dr #** - Defender retreats a number of hexes equal to #
- **DR** - Disrupted.



- **1R** – Step Reduction + Disrupted.

**Important:** If an enemy hex is vacated due to the result of a bombardment, eligible activated units may immediately AAC. Units that AAC must then commit to any Engagements generated by the AAC during the upcoming combat phase.

### 9.3 Cavalry Charge Step

After Bombardment, any activated Cavalry units that prepared a charge during the last turn may now execute a Cavalry Charge. Charging Cavalry units may spend up to their entire MA moving into an engaged enemy-occupied hex. Before moving into the enemy-occupied hex, the charging player rolls on the Cavalry Charge Table (**CCT**) to determine if the Cavalry Charge is successful. Divide the attacker's strength by the defender's strength, round down any remainder and locate the closest ratio in the columns on the CCT.

If the Cavalry Charge is successful, the enemy hex is Overrun, and the charging units enter the enemy occupied hex; they are **not** included in the upcoming combat resolution but are counted for purposes of the Combined Arms attacker shift. Cavalry units charging towards a target may only move into clear hexes while charging and may not cross any non-clear hexsides such as slopes or rivers. Cavalry units may not violate stacking limits while Charging at any time.

#### 9.3.1 Cavalry Charge Table Results

The CCT lists the different results of Cavalry Charges:

- **OR** – Overrun, friendly charging units are placed in the enemy hex.
- **CR** – Cavalry retreats one hex
- **CR #** – Cavalry retreats # hexes
- **Ae** – Attacker Eliminated – roll 1d6 for each charging unit, 1-4 places them into the UAR box, otherwise they are placed into the PEU box.

### 9.4 Combat Procedure

Once all Cavalry Charges have been resolved by the attacker, the attacker must then resolve all Engagements using the following combat procedure:

1. Total Attacking and Defending SP.
2. Modify Attacking and Defending SP by relevant hex-terrain or unit-status.

3. Divide modified Attacker SP total by modified Defender SP total, round down any remainder and locate the closest column on the CRT.
4. Attacker rolls 1d6 modified by any relevant DRM and players immediately apply results listed on the CRT.

#### 9.4.1 Combat Result Table Outcomes

The following results are possible on the CRT:

- **De** – Defender eliminated.
- **DR** – Defender retreats one hex
- **Dr #** – Defender retreats listed number of hexes
- **Ae** – Attacker eliminated.
- **Ar** – Attacker retreats one hex
- **Ar #** – Attacker retreats listed number of hexes
- **Ar\*** – Possible Shock Combat; treat as an Ar unless combat is performed across a Bridge hexside or into a Woods or Town hex, then treat as Sk.
- **Sk** – Shock Combat, see the Shock Combat (9.4.2).
- **Ex** – Exchange, defender is eliminated, attacker must eliminate units equal to at least half of the eliminated defending SP (this can sometimes result in both sides getting eliminated if a single attacking unit is the only unit eligible to be eliminated for example.)

##### 9.4.1.1 Eliminations

Whenever units are to be eliminated, they are generally placed into the UAR or PEU box depending on the circumstances surrounding their elimination. If a unit is eliminated by retreating into an EZOC, a die is rolled to determine which box the eliminated unit is placed into; 1-4 places it in the UAR box while a result of 5-6 permanently eliminates the unit (place it in PEU box). Note that 1-step units (units with no step-reduction indicator on their backside or already are on their step-reduced side), are always permanently eliminated and placed in the PEU box when eliminated.

Whenever a unit is eliminated in combat via an Ae, De Ex result, a check is made to see if the eliminated units could have been able to retreat 1-2 hexes; if not, these units are placed in the PEU box.

##### 9.4.1.2 Retreats

Forces can be called on to retreat as a result of bombardments, repulses and combat. Units called on to retreat must move a number of hexes shown in the CRT result towards a source of supply. Exclusive

Rules may feature a Retreat Compass showcasing in what directions units from each side are allowed to retreat. Units may violate stacking limits during a retreat but must conform to stacking limits by the end of the Combat Phase or else excess units are eliminated by the offending player until Stacking Limits are correctly observed again. Units forced to retreat into an EZOC are eliminated as described above (9.4.1.1). Units that would be forced to retreat either into occupied enemy hexes or impassible terrain are automatically permanently eliminated and placed in the PEU Box.

#### **9.4.2 Shock Combat**

Shock Combat is a special extension of regular combat which simulates forces coming to physical blows at the tip of a bayonet. Whenever a Sk or eligible Ar\* result is generated in combat, players immediately resolve Shock Combat. Each player roll 1d3 (1-2 = 1, 3-4 = 2, 5-6 = 3) and adds the result to the initiative of the highest SP unit involved in the combat - this unit is called the Lead unit in Shock Combat.

After adding the 1d3 result to their Lead unit's initiative, the two players compare their modified Initiative on the Shock Combat Table (**SKT**) and apply the listed result. Shock Combat results are read the same way as Combat results except that they also include 1R results (as with bombardments) which forces the highest SP unit on each side to suffer a step-loss.

#### **10.0 RALLY PHASE**

After all eligible combat has been resolved, the phasing player rallies their on-map forces. All forces in supply recover from DR, DM and temporary DM (from Force Marches). Forces which are OOS during a Rally Phase do not recover from DR and DM, but do recover from temporary DM.

#### **11.0 DISENGAGEMENT PHASE**

The Disengagement Phase only takes place on night turns and is the only time units may move outside of an EZOC outside of a retreat. Units ignore EZOCs during the Disengagement Phase but must move in the direction of a supply source, in other words, players may not use the disengagement phase to gain ground, but retreat back towards their source of supply.

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*Series Rules by Ray Weiss  
 Developed by Matt Ward  
 Edited by Justin Tonna and Ian Tuten  
 Map by Ilya Kudriashov  
 Counters by Angela Sutton and Ivan Caceres  
 Box Art by Ivan Caceres  
 Manual Layout by Trevor Henderson*



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