

# *The Pratzen: Austerlitz, 1805*

## Rules of Play

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### Introduction to the system

The game system of *The Pratzen: Austerlitz 1805* began some three decades ago as an idea to update the classic SPI tactical game *Grenadier*, published in 1971. *Grenadier* attempted to recreate tactical actions in the horse and musket era, from the Seven Years War to the Mexican-American War, with the core of the game focused on the Napoleonic period. The basic scale was the infantry company or two-company division, cavalry squadron or half-squadron, and artillery battery. *Pratzen* evolved into a merger of the *Grenadier* scale with some different combat mechanics based on the original von Reisswitz *Kriegsspiel* rules of 1824, adopted as a training tool in the Prussian army after the Napoleonic Wars. Those original rules were designed to be played by two individuals or teams representing the opposing forces, managed by a third individual or team serving as an umpire. The umpire was needed not only to facilitate and to enforce the rules of play, but also to control the limited flow of information available to the players both before and after contact. The game system employed a topographical map of the terrain over which the encounter was fought and small, painted metal blocks to represent the troops. These blocks were very like our modern counters, being relatively thin and designed to lay flat on the table. These blocks were also very much of a size with today's counters; the primary playing piece, the infantry half-battalion, was basically a half-inch counter. My shift from half-battalions to companies and divisions as the basic infantry maneuver piece entailed a bit of mathematical magic to adapt the tables used by Reisswitz. In addition, I ultimately found that the detailed paperwork involved in the tracking of casualties, inherent in Reisswitz's game, increased playing time and detracted from player focus on the action on the board.

The *Pratzen* game system developed (interminably it seems—for a long time we called it Peter's Napoleonic Micro-Tactical Game of Infinite Gestation)—from a basic *Grenadier* variant through a card-based system inspired by GMT's *Combat Commander* series, to the current system depending more on dice. This final package evolved over several years as I strove to recreate a more realistic view of combat on the Napoleonic battlefield than I had seen in previous games. Too much of the received wisdom of wargamers and accepted techniques of representing Napoleonic combat in game form seemed skewed or just plain wrong. I do not claim that this is the final word on the subject. I do hope, however, that its new perspective will prove interesting enough and illuminating enough that once you taste it you will want to come back for more.

The scale of the game is designed to give you a point of view that is primarily that of the brigade or divisional commander. Your infantry battalions and cavalry regiments, comprising multiple pieces, will have to adopt their well-known historical formations (line, column, square) by physically positioning their individual components, not merely marking them with a status counter. Furthermore, your subordinate battalion and squadron commanders may not always do what you want them to do. Hence the game uses a dice-driven system, loosely inspired by another game, *Redvers Reverse*, published in 2016 by Legion Wargames. This approach gives the players broad control over where to move and position forces but it leaves the details in the hands of the officers and men on-scene at the pointy end of the bayonet. It does this by requiring units to roll dice to determine their willingness and ability actually to engage the enemy. The course and outcome of the close fight will depend very much on the inherent quality of your units and subordinate leaders. Your job as their commander is to maneuver and commit them to the fight in ways that take advantage of their strengths and compensate for their shortcomings.

# The Pratzen: Austerlitz, 1805

## Game Contents

The game box includes the following components:

- Two copies of this rules booklet
- Two copies of the Playbook
- Two 22"x34" map boards
- Two sheets of 5/8" die-cut counters , representing combat units, leaders, and other game markers
- 8 standard d6, 6 white and 2 red
- One 55-card Event deck
- Two 11" X 17" Player Aid Cards
- Two 8 1/2" X 11" Organization Charts
- Two 8 1/2" X 11" Charts/Records cards.

## Game equipment and scale

### The game board.

The game board portrays the terrain of a portion of the Austerlitz battlefield with an hexagonal grid superimposed to regulate the movement and positions of the playing pieces.

Each hex represents 50 paces (125 feet) across. Movement rates represent the distance covered at the standard march rate over approximately 2 minutes. The actual passage of time is thus nominally 2 minutes per turn, but is, in some sense, impressionistic. See the Design Notes for a discussion of how the game system models the duration and sequencing of time and events.

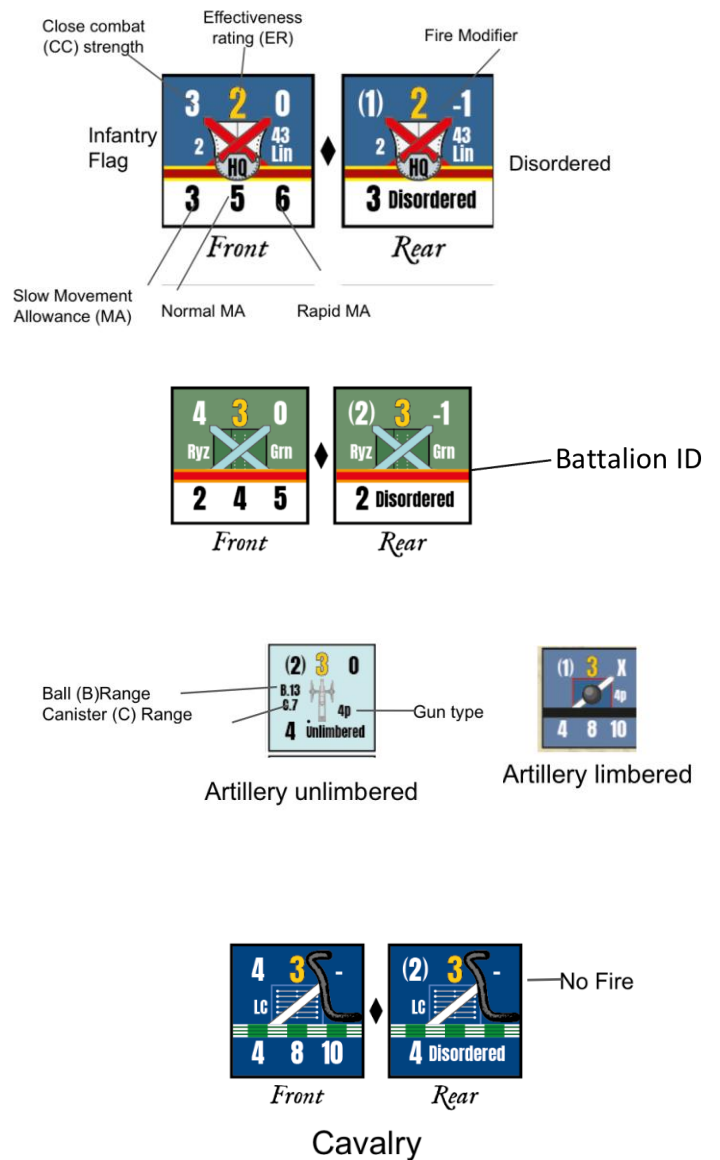
### Playing pieces

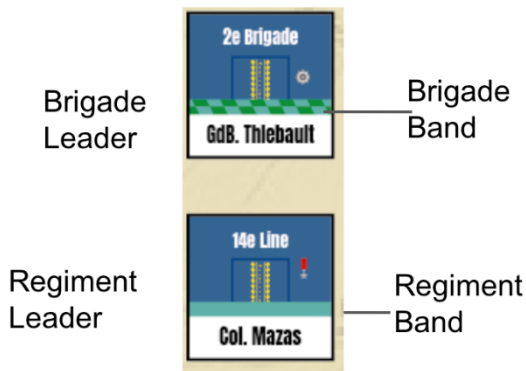
There are two die-cut sheets of cardboard playing pieces representing combat units and named Leaders, as well as game markers. There are three types of combat units: infantry (including elite grenadiers and light infantry), cavalry, and artillery.

- Combat units represent military units whose normal frontage when deployed for battle was about 50 paces.
- For infantry, this is usually a company or division of two companies, about 120 to 180 men depending on

whether in a two-deep or three-deep line; for cavalry, a troop, squadron or half-squadron of 50 to 75 horse in two ranks; for artillery, a section or half-battery of 1 to 4 guns or howitzers.

- Some of the infantry combat units include the battalion-level command groups and are called *Flags*.
- *Leaders* represent commanders of regiment, brigade, or higher levels and their immediate staff and escort.
- The front of a unit represents it in its normal, Steady state, and the reverse a Disordered condition usually caused by combat. Artillery are shown in limbered (for movement) or unlimbered (for firing) state.

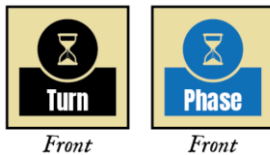




**Markers**

There are several types of counters used as Status markers to indicate various game effects. Status markers include:

- Clock markers used to keep track of game turns and phases.



- Fired chits to mark infantry battalions that have been firing their muskets at the enemy.



- Rout markers to record a state of serious panic.



- Optional Low ammo/No Ammo chits to mark the ammunition state of infantry or artillery units as caused by an optional event card.



- Out of Command (OOC) markers.



- “Square” counters to mark a stack of infantry units in square, an all-around defensive posture designed to protect a unit’s flanks from cavalry.



- Rout Level markers used on the Morale tracks to mark each side’s starting morale as given in the scenario.



- Defeated markers used on the Morale tracks to count the number of defeated results suffered from close combat.



- Hit markers used to record losses to units as the result of combat.

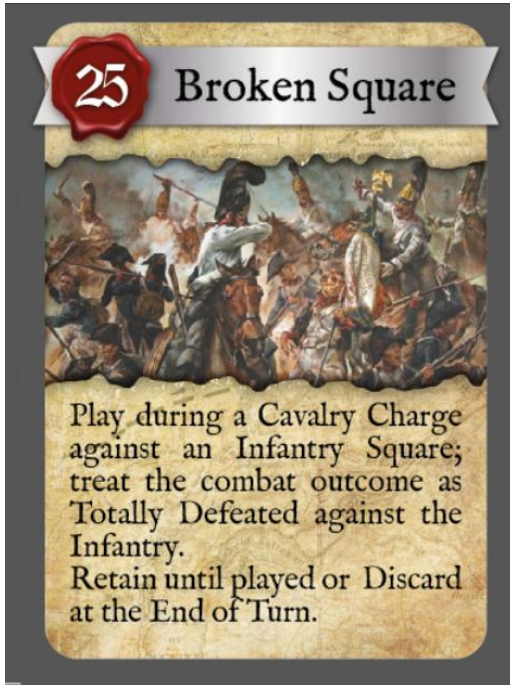


- Smoke and Blaze markers used to mark hexes as a result of optional events.



## Event Deck

The game includes a deck of cards describing historical events that occurred, or possible events that could have occurred, during a battle of this period. Players may choose to use these cards or not as they wish.



## Charts and tables

The Terrain Effects Chart (TEC), Reinforcement Table (RT), Withdrawal Table (WT), Engagement Table (ET), Fire Control Table (FET), Close Combat Odds Table, Close Combat Results Table, the Artillery Fire Table, Musketry Fire Table, the Game Turn Track, and Morale Chart contain important information used to set up and play the game. Each player is provided with an 11" x 17" player aid card. This card summarizes the core rules and concepts of the game.

## Game dice

There is one set of eight multicolored standard 6-sided dice (d6).

## Definition of terms

**Hex:** shorthand for hexagon.

**Flag:** An infantry combat unit that also represents the central command element of an actual battalion of the army. It is labeled with the designation of the command.

**Combat unit:** A piece that represents a military unit—infantry, cavalry, artillery. Infantry units are labeled with the name of the battalion they are part of.

**Leader:** Represents a senior commander and his staff and escort. It is labeled with the name of the leader. That Leader's historical command is listed in the scenario.

**A Command:** A group of units that may act together.

**Battalion guns:** The Flag units of Russian and Austrian infantry battalions are considered to include a section of two light artillery pieces organic to the infantry battalions. Rather than include these as extra units, encouraging players to treat them ahistorically, we have opted to give the Allied Flag units a limited artillery capability as described later.

**Wagons:** Wagons are optional units, which represent a group of man- or horse-drawn carts and wagons loaded with infantry and artillery ammunition. See the optional rules for their use.

**Game turns and Phases:** The game is played in a series of Game turns, during which players carry out a sequence of actions in a specified order. Each type of action is defined by a Phase and the Player who acts during that Phase. The sequence is tracked using the Clock Markers on the Game Turn Track and Phase Chart. Some scenarios will specify which Phase to begin the play in, not always the first phase of a turn.

**Facing:** The direction the top edge of a unit is oriented to on the map. Units face Hex vertices, not hexsides. The facing of a unit is only important at certain times during play, primarily when firing and during close combat as well as during withdrawal and retreat.

**Frontal, flank, and rear hexes and arcs:** These are defined by the unit's facing, as shown in the figure below. These arcs restrict how a unit may fire and participate in close combat

**Stacking:** More than one unit may sometimes occupy the same Hex, a function called stacking. No more than two units of different types (e.g., infantry and artillery) may stack together. Up to five units of the same type may stack together. **These stacking limits apply at all times, including during withdrawals and retreats.** Leaders may stack freely in any hex and do not count against the size of a stack.

**Column formation: infantry battalions (only)** may receive benefits by being in a column formation. Column is defined to be a stack of infantry units comprising a flag and at least one other infantry unit of its battalion. **Note**

**that stacks without flags do not benefit from column status.** Columns affect combat as well as movement.

**Artillery limbered and unlimbered status:** Artillery units are printed with unlimbered status on the front and limbered status on the back (also representing a disorder result from combat). Artillery must be unlimbered to fire and limbered to move. **Artillery may change mode voluntarily only during the movement phase.**

**Movement allowance (MA):** Units are printed with three types of Movement Allowance: Slow, Normal and Rapid. MA is expressed in Movement Points (MP). There are constraints on when units may use these different MAs.

**Cohesion State:** Infantry and Cavalry units have three possible Cohesion States (CS), *Steady* (front of the counter), *Disordered* (reverse), and Routed (marked with a Rout marker). CS affects the unit performance as indicated by the different values on the two sides.

**Firing range:** The number of hexes from a firing hex (exclusive) to its target hex (inclusive). The effects of Firing range are described in the Fire Charts.

**Infantry and Artillery Fire Charts:** These show firing ranges, procedures and fire results in terms of Hits inflicted based on the type of firing and target units.

**Close combat:** close combat must take place whenever phasing (attacking) units are adjacent to non-phasing (defending) units in a Close Combat phase. Units may be forced to change their facing in this case.

**Close combat strength:** a unit's close combat strength is printed on the counter. It may be modified under some circumstances. **If a unit has a parenthesized strength its strength only counts if it is the top unit in its Hex.**

**Close combat tables:** There are two tables used to resolve close combat. The *Close Combat Odds table* determines the relative odds of winning a close combat based on total Close Combat strength of participating units and other factors. This defines the column of the *Close Combat Results table* used to determine who wins the combat and the effects on both sides. **It is important to note that the odds given in the table are NOT the usual raw strength ratios of other games.**

**Command range:** The maximum number of hexes that subordinate Flags or units may be distant from the superior leader or Flag during the Command Phase for the subordinates to be In Command. Otherwise they are marked Out of Command (OOC).

**In command:** units and flags must be in command to move normally during the Engagement phase. If out of command (OOC), they are marked with an OOC counter.

**Square formation:** A special infantry formation designed to provide all around defense, especially against cavalry. Squares are marked by stacking a Square marker on top of a stack of units in the Hex.

**Engagement Zone:** All hexes within 8 hexes of a combat unit.

## Playing the game

The scenarios in the Playbook list the opposing forces and deployments on the game board. Each scenario is a complete game in itself. The victory conditions for each scenario vary, but they usually involve demoralizing the enemy by destroying some fraction of their forces and possibly moving friendly pieces off some board edge, or occupying some specific terrain on the board.

This section is an overview of game play. Subsequent sections will describe basic concepts such as positioning units on the board and then go into detail about the individual steps in the sequence of play. See the Playbook for a detailed example of play, which may help you better to understand the rules before delving into them in detail.

## Preparing for play

Before beginning play follow these steps:

1. Set out the game board between the players as directed by the scenario.
2. Place the playing pieces on the game board according to the scenario instructions.
3. Set the Demoralization Level and Defeated Flags markers as described by the scenario instructions.
4. Place one clock counter at the start of the Game Turn Track and one in the Phase box specified by the Scenario.
5. Set up the optional Event deck if using it.

## General course of play

The game is played in a series of game turns comprising several Phases during which one player will conduct specific types of actions, such as move, fire and rally. The Player of the Phase is called the Phasing Player. That Player will carry out the actions specified for the phase according to the rules for that phase. Follow the sequence of play given below.

## Sequence of play

Use one of the clock markers to advance along the phase track as you carry out each phase.

## 1. French Player Turn

- **French Event Phase (optional):** The French Player (FP) draws the top card from the Event deck and executes the event if applicable.
- **French Reinforcements Phase:** The FP checks the scenario instructions to determine if any reinforcements are scheduled possibly to arrive this turn. Roll 2d6 on the Reinforcements Table (RT) to see if they arrive or are delayed.
- **French Command Phase:** The FP determines which of their units are out of command and places an OOC marker on them.
- **French Artillery Fire Phase:** The FP conducts ball and canister fire with his artillery units within range and LOS of Allied units.
- **French Engagement Phase:** For each unit or command in Engagement Range of the enemy, the FP must roll on the Engagement Table and possibly the Fire Control table to determine what units may or must do. Then they move unengaged and out of command units, following the movement rules.
- **French Rally Phase:** The French Player conducts rally rolls for all their Disordered/Routed units.
- **French Close Combat Phase:** FP must resolve Close Combat for all units adjacent to the enemy.

## 2. Allied Player Turn

- **The Allied Player Turn follows the same phases as above substituting AP for FP.**
- At the end of the AP Close Combat Phase check for game-end conditions and Advance the Game Turn marker one space and reset the phase marker to the French Player's Event Phase

## Tracking game time and phases

Use the clock markers to track Game Turns on the Turn Track on the map and the sequence of phases for each turn on the Phase Track printed on the Morale Chart.

Once you get used to the phase structure you can probably do without tracking the phases. **Be careful not to forget the Rally Phase!** Most scenarios have a specified number of games turns until the game ends.

## Using the Morale Tracks

The victory conditions for most scenarios require keeping track of the decline of morale of the opposing sides. To do this, use the tracks as follows to record units and Leaders lost and the number of time Flags are Defeated in close combat.

- Place the demoralization markers on the box indicated by the scenario. Place Defeated Flags markers on zero.

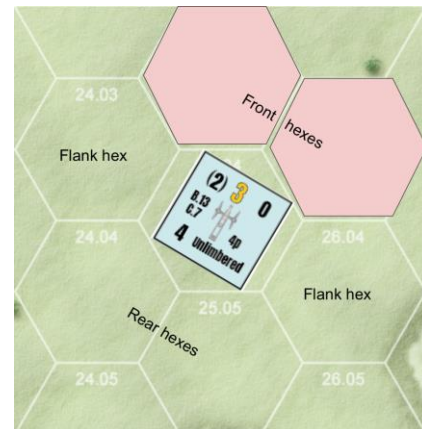
- As each unit or leader is eliminated, place it on the track, beginning with the space below the Demoralization marker, filling in from higher to lower numbered spaces.
- Each time infantry Flag—or a cavalry unit stacked with a Leader—suffers a Defeated, or Totally Defeated (i.e. Routed) result in close combat, increase that marker one box. Flags may be affected more than once; increase the marker each time.
- If the Defeated Flags marker enters the box with an eliminated unit, that side loses the game immediately.

## Positioning units on the board: facing and stacking

Position and move the units on the board within the hexagons (or hexes). Orientation of pieces within a hex is called facing. Multiple pieces may be placed in a hex, stacking them from top to bottom—think of them as showing the actual sub-units lined up from front to rear.

### Facing

Units are always required to face a specific corner of their hex (vertex). This positioning determines the front, flanks and rear of the unit, which are important for combat purposes. Facing may change only under the following conditions:



- Units that fire must be faced so as to place their target inside the 60-degree Field of Fire (FOF) through its frontal hexes.
- Units that move adjacent to enemy combat units must be faced in such a way that as many adjacent enemy units as possible are in their two front hexes.
- Units defending against close combat and **that have no enemy units in any of their front hexes** may rotate their facing to place as many attacking units in their front hexes as possible—**unless previously marked Fired, in which case they may not change facing.**

- Units in village hexes and Infantry Squares are considered to face all directions at all times.

### Effects of facing

- Facing does not normally affect which hexes a unit may move to. However, units that withdraw or retreat **as a result of combat** must do so entirely through their Rear hexes, and may NOT change their facing during the move. Units in square formation or village hexes may choose to face any hex vertex in order to define their direction of retreat or withdrawal.
- After moving—including after a withdrawal as a result of combat, **but NOT a retreat result**—a unit may reface to any vertex.
- Units may only fire into their frontal arcs—the 60-degree arc defined by their Frontal hexes. As long as not already marked Fired, they may freely change their facing to place a target in their frontal arc.
- A unit's Close Combat strength is doubled if it is in the rear or flank hexes of enemy units which are in their own Front hex when combat is resolved.

### Stacking

- You may stack in the same Hex up to 2 units of different types, or up to 5 of the same type—and for infantry, the same battalion (including Flags)—plus any number of Leaders.
- **Infantry and cavalry may never stack together.**
- Other units may NEVER stack with a wagon, if used, even temporarily during movement. That is units, except for leaders, cannot move into or through hexes containing a wagon counter.
- Two or more Flags cannot stack together.
- Relative position is determined by the order of pieces, with the order from top to bottom generally representing the positions of units from front to back in the hex.
- The exception to the above is that all artillery units in a hex containing only artillery are considered in the front of the hex for firing.
- Units may never enter a hex containing an enemy unit, including Leaders alone.
- All units in a stack must face the same direction.

### Leaders and stacking.

Leaders do not count against stacking limits, and may stack freely in a hex. **NOTE that Flags are NOT Leaders!**

### Stacking and movement.

- Units of the same type may stack up to 5 units in a hex at all times, including during movement.

However, infantry may only stack with other infantry of the same battalion.

- Friendly units may only move into a hex already occupied by a friendly unit if they meet stacking requirements. If not, they may not enter the hex. This restriction applies during retreats and withdrawals.
- No more than one unit each of infantry and artillery or of cavalry and artillery may stack together.
- **Infantry and cavalry may never stack together, including temporarily during movement, withdrawal or retreat.**
- Units that begin movement stacked may move separately or as a stack. Stacks that move together must use the lowest MA of the stacked units.
- Units may only change position within a stack or move out of a stack during a movement phase or as a result of combat.

### Stacking and combat.

- Usually, only the top unit in a hex may fire from the hex. (Exceptions include Artillery, Squares, and units in village hexes.)
- All unlimbered Artillery units may fire from the same hex if the hex contains only artillery, otherwise an artillery unit may only fire if it is the top unit in a mixed stack.
- All infantry units in a Square or village hex may fire but they must each fire through different hex sides.
- If a stack suffers any combat result, the top unit is the first affected. **When a unit in a stack is disordered, it must be displaced to the bottom of its stack.** Multiple hits on a stack are applied to the units in the stack, working down, until all units have been disordered and displaced.
- In close combat, the combat value of a stack is the printed value of the top unit +1 for each additional **steady order** infantry, Flag or cavalry unit in the stack.

### Leaders and Flags

The individual infantry, artillery and cavalry units represented in the game were usually components of larger formations—battalions of infantry, artillery batteries, and regiments of cavalry. In game terms, we represent this by defining Flags as the central command element of infantry battalions, and cavalry leaders as the equivalent for cavalry. Artillery act as independent units or stacks. Groups of several Battalions or regiments may be subordinate to a Regiment or Brigade, commanded in the game by named Leaders. In reality, these higher-level Leaders could also be division or corps commanders as described in the scenario. Leaders must be in command range to put subordinate flags and units in command.

## Leaders

- Leaders may stack and move with combat units, or stack and move alone, with 8 MPs.
- Leaders may not conduct fire attacks or Close Combat on their own. Leaders may be affected by combat as described later.
- Leaders give command to subordinate units and Flags. Most Leaders are restricted to affecting the activity of units of the specified type and often of specified battalions, as noted in the scenario. For example, an infantry Leader may affect only infantry pieces. Only division and corps leaders as specified in the scenario may command units of all types.

## Cavalry Leaders

Cavalry Leaders represent commanders of cavalry regiments or higher.

- Cavalry Regiment Leaders as specified in the scenario must always be stacked with a combat unit of the class indicated by the scenario (e.g., LC or HC) and move and participate in combat along with any unit they are stacked with.
- Cavalry regiment leaders may give command to up to five cavalry units of the same class within three hexes of the leader.
- **Unlike Infantry, Cavalry units do not have to be in command of a leader to move and fight, but in that case each such unit must roll on the ET separately to determine its actions.**

## Infantry Flags

Flags are infantry combat units like any other but with special command effects as the center of a battalion. Their counters are marked with the name or number of the regiment they belong to in a color-coded box. Flags may command up to four additional infantry units of their type and battalion designation, which are within two hexes of the flag. **Infantry Units must be in command of their battalion flag to move and fight normally.**

## Allied Flags and Battalion Guns

At Austerlitz the Russian and Austrian armies included a large number of light artillery pieces known as *battalion guns*, which were organic to the infantry battalions. Rather than proliferate artillery units on the game map, we treat each Russian and Austrian infantry flag unit as if it were also an artillery unit for purposes of artillery fire (only). The canister range is 5 hexes and the ball range 10 hexes. As long as the Flag is not disordered, it may fire during both the artillery fire and infantry fire phases if it is the top unit in its stack. The **Flag's printed Fire modifier does apply to both types of its fire.**

## Playing the Game Phases

The sections below describe step-by-step how to play the various phases of the game. Note that both players will carry out each of these phases once each turn at the designated point in the sequence. Details regarding combat and rally follow the descriptions of how to play the phases.

## Event Phase (Optional)

Draw the top card from the Event deck. Some cards must be played immediately if applicable. Others may allow the player to hold the card to play later during their turn. When a card is played carry out the event then either set it aside out of play if so directed or discard the card face up on the discard pile. If the draw deck is ever empty when a player must draw a card, shuffle the discards and form them into a new draw deck.

## Reinforcements Phase

Check scenario instructions for possible reinforcing Leaders, Battalions and units. For each group listed roll 2d6 on the Reinforcements Table (RT) to see if they arrive on the current turn or are delayed. If the former, place them on their designated arrival hex(es), ignoring normal stacking restrictions. If the latter, place them on the Turn track a number of turns ahead as given in the table. If there are already pieces currently on the track because of earlier delays, place them on their arrival hexes, also ignoring normal stacking restrictions. Units never roll for delay more than once. **If all the listed arrival hexes contain or are adjacent to enemy units, the reinforcements are automatically delayed 5 turns and may then be placed on any hex on the same map edge as their scheduled arrival as long as the hex is not occupied by enemy units; it may be adjacent.**

## Command Phase

Determine and mark out of command status of leaders and units. Units not in command are OOC.

- **Leaders and artillery are always in command.**
- Battalion Flags are in command if within 5 hexes of their regiment leader or 10 hexes of their brigade leader or higher leader, as defined by the scenario.
- Infantry units are in command if within 2 hexes of their in-command battalion flag, or if they are stacked with or adjacent to higher level leader.
- Cavalry units are in command if they are within 5 hexes of a cavalry regiment leader or a division or corps leader or other leader specified in the scenario.

## Artillery Fire Phase

1. Artillery units that are unlimbered and in range and LOS of an enemy unit may fire in this phase. (Allied battalion guns are always treated as unlimbered.)



2. Artillery need not roll on the Fire Control Table to fire. (See the Infantry Fire rules for details.)
3. Note that unlike infantry, artillery units (including Allied infantry firing battalion guns) are not marked with a Fired marker.
4. Each Phasing artillery unit may conduct either ball or canister fire against enemy units within LOS and the range for that type of Fire as printed on the counter.
5. **Allied battalion guns** are not represented by separate pieces but rather are considered part of the battalion flag unit. They may only fire if the flag is the top unit in its hex **and is not disordered**.
  - Battalion guns have a ball range of 10 and canister range of 5 hexes.
  - Battalion Guns fire independently of the flag unit as infantry, but use the fire modifier of the flag.
6. Each Artillery unit must fire at a single target hex and affects only that hex and possibly an adjacent hex (see canister fire below).
7. Roll 1d6 for each firing artillery unit and consult the Artillery Fire Table. **Note: canister has no effect on village hexes.**
8. Artillery may not fire on a target at greater than one elevation level higher than the firing hex unless it is a howitzer. **In the latter case the fire may take place but has a Poor Effect (PE), -1 to the dr.**
9. Artillery fire directed at a target more than one elevation level **below** the firing hex is treated as PE.
10. Canister fire is directed at a single primary target hex but it may score more than one hit by rolling a natural 6. The second hit must be applied to one of the adjacent hexes in the FOF and within range. The firing player may choose the added target hit **except that if any friendly units are in hexes adjacent to the target hex they must be hit.**
11. See the rule on combat Effects for the effect of hits.
12. Artillery Hits have the following special effects
  - If artillery fires ball at a stacked hex, roll nd6 where n is the number of units in the stack. Any hits are applied to the units in order from top to bottom. Those units that become disordered must be displaced to the bottom of the stack. A disordered unit disordered again by ball remains disordered and must be displaced as above.
  - It is possible for canister fire to inflict a hit on both its target hex and an adjacent hex if the die roll is a natural 6, as described in the artillery table. Each hex or unit takes one hit; **NO HEX EVER TAKES MORE THAN ONE HIT FROM CANISTER FIRE** from the same artillery unit.
  - Only the top unit in a stack takes hits from canister. If hit, it is displaced to the bottom of the stack as described above.

## Engagement Phase

The near presence of enemy units within 8 hexes (defined as Engagement Zones or EZ) restricts freedom of action of friendly units. This effect captures the disruptive effects of long range infantry Fire and skirmishing without the need for detailed rules.

## Engagement sequence

The Phasing player must follow this sequence in checking for the ability of commands and units to move or fire.

1. First, commands and units that are in an EZ and are not OOC **must** roll in turn (in any order chosen by the owning player) on the Engagement Table (ET) to determine if they may attack (including firing or moving adjacent to enemy units), hold or withdraw.
2. Units receiving a withdraw result carry out withdrawal movement immediately.
3. Any infantry units receiving Hold results and which are in fire range of the enemy must roll on the Fire Control Table (FCT) to determine if they may or must conduct fire combat.
4. Resolve any infantry fire combat as it occurs before moving on to the next command.
5. After all engagement rolls and subsequent movement and fire combat is resolved, In Command Leaders, commands and units that are NOT in an EZ may move freely **using their normal MA (or slow for disordered units). They may not move adjacent to enemy units.**
6. Finally, OOC units and Leaders not in an EZ may either stay in place or **may only move** using their normal MA (or slow for disordered units) by the most direct route free of enemy units to the first hex in which they are placed in command, at which point they stop.
7. **OOC commands in an EZ may do nothing in this phase.**

## Using the Engagement Table

Commands and units of all types that begin the movement phase **in-command** and in an EZ must roll on the Engagement Table (ET).

1. Roll on the ET using the appropriate row for its ER. If any unit of the command is stacked with or adjacent to a Leader, you may choose to add or subtract 1 to the roll before rolling.
  - A Withdraw result requires all units in the designated command to cease firing (remove the marker) and withdraw, moving only into rear hexes, as described earlier, using their full Slow MA—they must withdraw that many hexes. However, units that would be forced to withdraw off the board edge may instead move along the edge toward the East/West for the Allies/French.

- A Hold result requires all units in the designated command to do one of the following.
  - Infantry (and optionally light cavalry) units not marked Fired but in firing range and LOS of enemy units **must roll on the FCT** to determine if they may or must fire on an eligible target. If they Fire, marked them Fired and resolve their fire.
  - If not marked Fired, units may move their Slow MA but they may not move closer to an enemy unit. Infantry may form or deploy from square if their MA allows.
  - Infantry (and optionally light cavalry) that are already marked Fired and that roll Cease Fire, or if they have no target, remove their Fired marker, but they may not move at all this phase. If required to fire, retain the Fired marker and resolve or waste the fire as directed on the table.
- An Attack result requires all units in the designated command to do one of the following:
  - If already marked Fired, they **MUST** roll on the FCT and implement the result.
  - If not marked Fired they may treat the result as Hold, as described above, including rolling on the FCT if in range of the enemy.
  - If not marked Fired, Infantry may Open Fire if the player chooses **without rolling on the FCT**. They may not move and are marked Fired. Resolve the fire normally.
  - If not marked Fired, they may move using one of their printed MAs on the counter in its current state—that is, **if they move** they **MUST** move that number of hexes **TOWARD THE NEAREST ENEMY UNIT**—and they may move adjacent to enemy units to conduct close combat. *For example, a French battalion that moves must move either 3, 5, or 6 hexes unless first moving adjacent to enemy units.*
- 2. When an infantry command that is not marked Fired moves, it may leave square simply by removing the marker. After completing a move, you may mark eligible infantry stacks with a square marker.
- 3. If any unit ends adjacent to an enemy unit, it must face so as to place as many adjacent enemy hexes as possible in its own front hexes and will be required to conduct close combat.

4. Resolve close combat in the upcoming phase.

### Basic movement rules

Phasing units move subject to certain constraints as described below. Each hex entered expends one point from the printed Movement Allowance (MA) of the moving unit, but **terrain may affect which MA is used**.

1. Infantry battalions or units marked with a Fired chit may not move.
2. Units have three MAs: slow, normal, and rapid.
  - Slow MA must be used when entering, leaving or moving within certain terrain, such as woods, as shown on the TEC, and when moving unlimbered artillery without limbering (using ropes, called *prolonge*). Disordered units always move only at the slow movement rate (which is the only MA on that face of their counter).
  - Rapid MA may only be used by units after rolling Attack on the Engagement Table, as described earlier.
  - Normal MA is used at all other times.
  - Except when advancing as a result of an Attack result on the ET, units are free to move any number of hexes up to their allowed MA.
3. Movement costs and terrain
  - Each hex entered costs one point from unit's MA. Terrain affects which MA may be used, as listed on the Terrain Effects Chart (TEC).
  - **Unstacked units moving along roads ignore terrain effects and if their move is only along a road from one hex to a connected hex, they may use their best MA+1. They may never stack during the move if they use this ability.**
4. Artillery limbering, unlimbering and prolonge
  - Artillery that is unlimbered at the start of a move may limber but if it does so it may not move during the phase.
  - Unlimbered artillery may also move without limbering (by prolonge) but is restricted to its slow MA. It may Fire in the Artillery Fire Phase and then move during the Engagement Phase.
  - Artillery that is limbered at the start of the phase may either unlimber without moving, or it may move but may not unlimber after moving. In all cases it must abide by the result of the ET.

### Leader and Flag movement constraints

1. Brigade and higher leaders may move with a combat unit they are stacked with.
2. Cavalry regiment leaders may not move independently of the unit they are stacked with. If that unit is eliminated but the Leader survives it is displaced immediately to the nearest cavalry unit it is eligible to command. If there are none, remove and place the leader on the morale track as if killed.

3. Other leaders may move alone with a MA of 8 hexes regardless of terrain, but may not move adjacent to enemy combat units unless stacked with a friendly combat unit.
4. Infantry and Cavalry regiment leaders may never move out of command (10 hexes) from a superior brigade or higher leader. If they begin a movement phase OOC they and their commanded units must move toward a superior leader by the most direct route at the unit's allowed MA.
5. Infantry Flags may never voluntarily move out of command range of either their designated in-command regiment leader (5 hexes) or their designated brigade or higher leader (10 hexes).

### Unit movement constraints

1. Units in an EZ and that are OOC may not move.
2. Only flags and units that roll an Attack result on the ET may move adjacent to enemy units (Charge).
3. Infantry units may not move adjacent to other friendly infantry units that are not in command of the same flag.
4. Note, however, that infantry units may begin a phase commanded by a flag and still move so as to become disconnected from that flag and so OOC.
5. The idea here is that infantry units normally must remain part of their battalion formation but they may be detached from their battalions to hold specific hexes (such as a village hex). Note, however, that OOC units in an EZ may not move and if not in an EZ if they move at all may only move so as to get back into command.

### Infantry Fire

Infantry battalions—a Flag and in-command units—that roll a Hold or Attack result on the ET and are within fire range (6 hexes) and LOS of enemy units may be able to fire on those enemy units, either automatically or after rolling on the FCT, as described earlier.

1. **Infantry units not part of a battalion may not fire!**
2. **OOC infantry in firing range of the enemy must still roll on the FCT even though they may not roll on the ET!**
3. Battalions already marked Fired **must** fire in the Engagement Phase unless they roll successfully to cease fire on the FCT.
4. **Note, however, that if marked Fired and attacked in close combat, the infantry suffers a negative effect; it has “thrown away” its fire too early.**
5. **IMPORTANT: Infantry may NOT FIRE at an adjacent hex. The subsequent close combat phase resolves the close range firefight. Nor may an infantry unit adjacent to the enemy fire at any other hex.**

6. Each firing unit must fire on the closest target hex, and must be faced to place that hex in its FOF. If tied, the firing player may choose.
7. **Infantry Fire may not target a hex more than one level higher than the firing hex. Fire at a target more than one level lower than the firing hex is treated as Poor Effect -1 on the dr).**

### Using the Fire Control Table

The ability and willingness of infantry to conduct fire combat is a complicated situation in reality. Hence the use of the FCT to determine when they may or must open fire or cease firing. Because infantry marked Fired may not move, there will be times when you want to get them to cease firing. This happens automatically if they have no eligible target or if they roll a Cease Fire on the Fire Control Table. The roll applies to all units of the battalion.

- The row of the table used is determined by the ER of the battalion.
- If the result is Waste Fire, the battalion is marked Fired but does not resolve the fire; it has been poorly directed and controlled and had no effect.
- If the result is Fire, and the battalion is not stacked with or adjacent to a Leader, it must fire normally and is marked with a Fired chit. **Note that infantry units marked Fired may not move or change their facing during the Engagement Phase.**
- If the result is Choice, and the battalion Flag is either ER3 or stacked with or adjacent to a Leader, it may treat the result as either Fire or Cease Fire.
- If the result is Cease Fire, no unit of the battalion may fire and any previously placed Fired chit is removed.

### Resolving Infantry Fire

1. To resolve infantry Fire, roll 1d6 for each firing unit and consult the Musketry Fire Table (MFT) to determine the result.
  - Modify the die roll by the fire modifier printed on the infantry counters and any terrain modifiers given on the Terrain Effects Chart for the target hex.
  - If the modified dr is **greater than or equal to** the effective range to the target as modified by terrain, the target is hit.
  - A natural 6 is an automatic hit.
2. See the rules on Combat Effects for the effects of infantry fire. Only the top unit in a stack takes hits from infantry fire.

### Rally Phase

1. Each of the phasing player's disordered and Routed unit **must** conduct a morale check to recover good order.

2. Roll 1d6 and subtract 1 if the unit is stacked with or adjacent to a friendly leader that commands it.
3. If the dr is less than or equal to the printed ER of the unit, a Disordered unit recovers good order.
4. For Routed units, success causes the unit to remove the Rout marker but it remains disordered. Failure leaves the unit routed. If the modified morale roll is a 6, however, the unit remains routed and must retreat 4 hexes for Infantry and foot artillery and 8 hexes for cavalry and horse artillery by the most direct route toward the board edge defined in the scenario. If it retreats off the board it is eliminated and placed on the Morale Chart.
7. If **attacking** cavalry and infantry would be involved in the same resolution as described above, they must instead fight separately. Resolve the cavalry attack first. Defending units adjacent to both attacking infantry and cavalry defend first against the cavalry and, if they remain in place, then against the infantry.
8. For each combat roll 1d6 and read the result off the proper odds column determined above. Possible results are Repulse (R), Defeat (D) and Total Defeat (T). The effects of each are described below the table.
9. After carrying out the results against the losing side, apply the listed Effects on Winners.
10. After all losing units withdraw or retreat, victorious **attacking** infantry units **MUST** advance into one of their front hexes and cavalry must advance two hexes if no units block them. (Victorious defending units do not advance.) If cavalry are now adjacent to enemy units, they must resolve another close combat with an additional shift of one column in favor of defender.

## Close Combat Phase

Close combat occurs when units from both sides are adjacent at the start of this phase. The procedure to resolve close combat is as follows. In a sense, it begins in the immediately preceding engagement phase when phasing units move adjacent to the enemy.

1. Defending (non-phasing) units that have attacking (phasing) units adjacent to them may change their facing so as to place at least one attacking hex in their front—**unless infantry is marked Fired, in which case they may not change facing. If there is already an attacking unit in any frontal hex the defending unit may not change its facing.**
2. Defending units **NOT MARKED FIRED** and with no adjacent attackers may move one hex and face so as to place at least one attacking hex in their front.
3. The only units who contribute their strength to resolving the combat are those with enemy units in a Front hex or which are themselves in the front hex of an enemy unit. Other units of both sides that are adjacent to participating units do not contribute their strength but **do suffer the outcome of the combat.**
4. Total the close combat strength of all participating units, except that the total strength of a stack is the printed strength of the top unit +1 for each additional good order unit in the stack. One Leader stacked with any participating unit adds +1 to the total strength.
5. Compare strengths and consult the Close Combat Odds Table to determine the column of the Close Combat Results Table to roll on, modifying as shown. If the strength ratio falls between two columns, use the lower numbered one.
6. It is possible for attacks to take place in such a way to create complex situations. Look at a group of attacking units and all enemy units adjacent to them. If you can connect attacking commands and units or defending units through a series of adjacent hexes, a single resolution applies to all participating units of both sides. If not, divide all units involved into the smallest possible number of connected combats for resolution.
11. Victorious cavalry which inflicted any D or T outcome must Withdraw 12 hexes at the end of all combats and becomes disordered.
12. There are certain special effects, which apply depending on the units involved in the combat. These are described below the table as well.
  - All losing infantry hexes that contain only a single Infantry unit (ignore stacked artillery), and which are beaten by infantry, treat Defeated results as Repulsed.
  - Infantry columns or squares beaten by enemy infantry treat Repulsed as Defeated or Defeated as Totally Defeated.
  - Infantry beaten by Cavalry is always Totally Defeated regardless of table result.
  - Cavalry beaten by infantry is only Repulsed regardless of Table result.
  - Foot Artillery that is beaten is eliminated with no loss to winner; treat horse artillery as cavalry.
13. Effects of Withdrawal and Retreat
  - The owner moves units suffering these results.
  - Units that Withdraw or Retreat as a result of combat are eliminated if they must move adjacent to an enemy unit.
  - Units that **Withdraw** as result of combat may stop immediately **before** entering a hex **adjacent to** a friendly unit (i.e., 2 hexes away). If they would normally be allowed to stack with the unit, they may continue to Withdraw by moving over that unit, however, they may not stack but must Withdraw extra hexes to end up in an empty Hex **not adjacent to a friendly unit.** Units Withdrawn over in this way are Disordered **(and are eliminated if already Disordered).**
  - However, units forced to withdraw as the result of the same combat result may stack together at

the end of the withdrawal if they otherwise meet the withdrawal restrictions. (This is usually an issue only close to the board edge.)

- Units that **Retreat** as a result of combat must move at least the full number of hexes regardless of the presence of friendly units, moving over them as needed regardless of normal stacking restrictions. They may not end stacked, but must Retreat extra hexes to end up in an empty hex **not adjacent to a friendly unit**. Units retreated over are Disordered (**and are eliminated if already Disordered**).

## The Church of the Holy Cross

The Church of the Holy Cross was a prominent landmark on the outskirts of Pratzen. It consists of two hexes: hex 17.04 (a village hex) and 17.05 (an orchard hex).

## Details of Combat and Effects

### Field of Fire

A unit may only fire at targets within its frontal arc and within range and LOS.

- The Frontal Arc is defined as the 60-degree arc extending from its Front hexes, as shown earlier.
- Range is determined by counting the fewest number of hexes from the firing unit to a target hex.
- Trace the Line of Sight between firing and target unit by connecting the centers of their hexes using a straight edge or piece of taut string. The section below defines when the LOS is blocked and the Fire not permitted.
- All ambiguous cases should be decided in favor of **the firing unit**.
- If the LOS is traced exactly along a hexside of blocking terrain or cuts exactly through the corner of such a hex, the fire is not blocked. However, in that case the fire is Poor Effect and modifies the dr by -1.

### Blocking LOS

The line of sight may be blocked, preventing fire.

- Woods or village Hexes: Any hex that contains one those symbols completely within the hex, not merely on one or more of the hexsides, is a blocking hex. Blocking hexes themselves block LOS beyond, but not into, them.
- Elevation Hexes: The line of sight between any two hexes is blocked if it passes through any hex at a higher elevation level than both.
- Infantry and artillery canister (not ball) fire is blocked through, but not into, a hex occupied by a unit at the same elevation as the firing unit.

Otherwise, occupied hexes do not block LOS if not other types of blocking terrain.

- Non-howitzer Units may not fire through blocking terrain.
- Howitzer units may fire over some blocking terrain but the fire is treated as Poor Effect as described below.

### Fire with Poor Effect

Some terrain interferes with but does not block fire—not preventing fire but reducing its effectiveness. **Such Fire is treated as Poor Effect (PE) and must subtract 1 from the dr.**

- An ambiguous LOS (defined earlier) is PE.
- An LOS traced between units at the same or different elevations is **PE** if it passes through **more than 4 consecutive** hexes of the same level as the **higher** of the two hexes, not counting the firing and target hexes. This unusual approach represents the accidents and vagaries of the actual contours of ground at the same average elevation, occurring at a level below the resolution of the game map.
- An LOS that passes into, out of or through an orchard, vineyard, or stream hex is PE. (The streams are usually bordered by trees and brush.)
- Howitzer fire over intervening obstacles at the same elevation level as the firing piece and target is treated as PE, not blocked.
- Any fire at a target more than one elevation level lower than the firing hex is treated as PE, cumulative with other effects.

### Covering terrain

- Fire against Woods or Village hexes is resolved as if the target were **5 hexes** longer in range than normal; which means musketry has no effect.
- Cover effects are cumulative with PE effects.

### Combat effects on units

It is convenient to summarize the possible effects of combat resolutions here. Units (including Flags but not Leaders) may suffer hits and may be Disordered or eliminated by Combat.

**Hits:** Units may suffer hits in combat, which are permanent reductions in the capability of the unit. One hit has no added effect, but two hits reduces the unit's close combat strength and Fire modifier by 1. An individual unit that must absorb a third hit is instead eliminated.

- Hits normally only affect infantry or cavalry units. However, a natural 6 will inflict a Hit on a **Limbered** artillery unit.
- A hit adds a hit marker on the target unit. If the unit is not part of a battalion when hit place the marker

beneath the unit. If it already has one hit, flip the marker to its 2-hit side. If the unit already has two hits, it is eliminated and placed on the Morale Chart.

- If the unit hit is part of a battalion, the procedure is as follows:
  1. Resolve fire against all targets part of the battalion.
  2. Total all the hits on units of the battalion.
  3. Add this total to any hits currently marked on the battalion flag.
  4. For each 3 hits in the total above, remove 3 hit markers and eliminate 1 unit belonging to the battalion, of the owner's choice.
  5. For any additional 1 or 2 hits, place a corresponding marker beneath the Flag.
- If a battalion is subsequently rejoined by a detached unit with hits, use the same procedure to add hits to the Flag.
- In addition to receiving hit markers, any unit actually hit flips from good order to disorder. (But see the rules below for disordering artillery units.)

*For example, In a particularly bloody firefight a battalion receives 2 hits on each of its 4 units, for a total of 8 hits. Two of the battalion's pieces are removed and the remaining 2 hits are marked beneath the battalion's Flag. The two surviving pieces are both disordered.*

**Disordered:** Units (including Flags but not Leaders) are Disordered by hits during Combat. A Disordered unit is flipped over to its rear side and immediately uses its printed factors there. If Disordered again there is no further effect unless the unit is withdrawn or retreated over during combat as described earlier.

**Hitting and "Disordering" Artillery:** instead of being disordered in combat, artillery suffers special effects.

- Artillery units that receive hit results by fire only receive a hit marker if the fire rolled a natural 6 and the artillery unit is already limbered. In other cases, the artillery does not receive a hit marker but it is treated as disordered, as described below..
- When normally disordered by fire, an unlimbered artillery unit is instead limbered and withdraws 1 hex.
- If a limbered artillery unit receives a hit result by fire but not from a natural 6 roll, it instead must withdraw its normal MA.
- If artillery loses in close combat (any negative result) the artillery is eliminated.

**Routed:** when a force suffers a Total Defeat in Close Combat it must retreat and all units are flipped to disordered (no effect if already disordered) and marked

Routed. Hits are inflicted on the surviving units. If ever a Routed unit is adjacent to an enemy combat unit it is eliminated immediately. **Routed units may not move unless they roll a 6 on a morale check as described.**

**Eliminated:** when any individual unit of any type suffers a third hit, it is eliminated. In addition, infantry units may be eliminated because of accumulated hits on a battalion. In addition, units forced to Retreat or Withdraw into a Hex adjacent to an enemy unit are eliminated. Disordered units that are withdrawn or retreated over by friendly units as a result of combat are eliminated. Place eliminated units on the Morale Chart as described earlier.

### Combat effects on Leaders:

If a leader is stacked with any unit that is disordered or eliminated **for any reason**, the **opposing** player must roll 2d6 to determine the effect on the leader.

- If the result of a Fire Combat, a 12 eliminates the Leader, which is placed on the Morale Track (he is killed or severely wounded).
- If the result of Close Combat, a result of 11 or 12 eliminates the Leader, which is placed on the Morale Track (he is captured, killed or severely wounded).
- If the result of a disordered unit's being Retreated or Withdrawn over, a result of 10 to 12 eliminates the Leader, which is placed on the Morale Track (he is carried away in the rout and effectively *hors de combat*).
- If a Leader is not eliminated but all units in the hex he was stacked in were eliminated, the Leader must move to the nearest friendly unit within 8 hexes. If there are none, the Leader is eliminated and placed on the Morale Chart (he is captured).
- **Lone Leaders:** Leaders not stacked with friendly units are subject to fire combat as if they were combat units. They do not become Disordered but if hit—or if enemy units move adjacent to them—they are immediately displaced to the nearest friendly unit regardless of distance.

### Charge and Close Combat

You may only move combat units *adjacent* to an enemy combat unit by rolling an Attack result on the Engagement Table during the Engagement phase. This is termed a Charge. Artillery may not participate in a charge. Both Infantry and Cavalry may Charge.

### Conducting a charge.

Charging units may use their Rapid MA if possible, taking into account the limitation on entering terrain hexes, requiring the use of Slow MA.

### Resolving a charge.

A charge must result in close combat. Resolve Close Combat between the Charging Attackers and the Defenders during the Close Combat Phase using the procedure described earlier and the Close Combat Odds and Results tables.

### Victory Check and Advance to Next Turn Phase

This phase only occurs after the Allied player's Close Combat Phase.

1. Check the state of the Army Morale Charts to determine whether one side has demoralized the enemy force and so won the game.
2. Check other specific scenario victory conditions.
3. If none of the victory conditions have been achieved move the game turn marker to the next higher box and place the phase marker on the starting phase and resume play.

### Optional rules

The rules below add a certain amount of historical realism at the cost of increased complexity and fiddliness. Use them at your own risk.

#### Optional rule: the Event Deck

If you choose to do so, you may use the deck of Event cards to add certain random events to reflect special effects or unusual circumstances in real battles. Each player will draw one card from the deck during their turn.

- Some cards maybe used only once during the game. When drawn and carried out, set them aside.
- Some cards when drawn may be held by the player (without showing the opponent) to use later in that turn. Once played the cards are placed face up in the discard pile. If not used, at the end of the player turn, reveal the card and discard it.
- Cards may apply to both sides or only one side. If the latter, only that side uses the card. If drawn by their opponent simply discard it.
- Once any card is played, it is either permanently removed from play or placed on the discard pile face up.
- If a player is due to draw a card but all the cards have been drawn and discarded, shuffle the discards to form a new draw deck.
- If you choose not to use the Ammunition rules described below, you can either remove those cards from the deck or simply ignore them when drawn. In the latter case, you can choose whether to

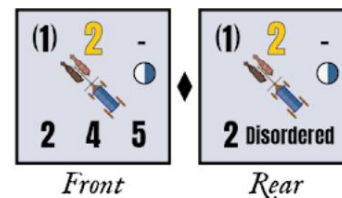
set them aside immediately when drawn and draw again, or treat them as a non-event and allow them to remain in the deck, whichever you prefer.

#### Optional rule: Ammunition

This rule is implemented by using the Low Ammo Event cards.

- Ammunition state is tracked by infantry **Flag** and artillery **unit**.
- When a Low Ammo Event card is drawn the Phasing Player must place a Low Ammo chit on one Flag or one artillery unit that is closest to an enemy unit regardless of side. Player's choice if tied.
- Low ammo markers have no effect, and units may fire normally.
- Ammo Shortage cards are played against enemy units after they conduct a Fire attack. If any flag or artillery unit conducting the fire already is marked Low Ammo, flip the Low Ammo chit on **ONE** such participating flag/artillery unit (playing Player's choice) to its No Ammo side.
- A Rally action may be used as a Reload action as detailed below, in order to allow you to remove such markers.
- **Units in command of a Flag, or individual artillery units, marked with No Ammo may not conduct any type of Fire.**
- **Infantry marked Low ammo or no ammo receive unfavorable column shifts in close combat.**
- **Artillery marked with No Ammo lose all special close combat effects, including the modifier for being attacked from a clear frontal Hex.**

#### Ammunition wagons



- Wagons are listed in the scenarios they may be used.
- Wagons are used to resupply units that have low- or no-ammo markers.
- Each wagon piece counts as an individual Command and is only in command of a named Leader not a flag.
- Wagons must follow the normal movement rules, including rolling on the Engagement Table.
- Wagons may be Disordered as other units and may recover using Rally.

- Other units, including other wagons, may **NEVER** stack with wagons, even temporarily during movement.

### Ammunition Reload

When playing with the optional ammunition rules, a single successful Rally action rolled by any unit of the battalion or group of artillery units allows **all** pieces of the activated Command to recover full ammunition status (remove all Low and No Ammo markers) if within four hexes of a friendly wagon, the range being traced from the unit to the wagon and not passing through a Hex adjacent to an enemy unit of any type.

### Optional rule: Light cavalry fire

Light cavalry commands only may conduct fire attacks. They are treated as infantry but suffer a -2 drm on their Fire and do **NOT** score an automatic hit on the roll of a 6. They **ARE** subject to Low Ammo events.

### Optional rule: smoke, blazes, and breezes

*Napoleonic battlefields were notorious for a literal fog of war resulting for great clouds of smoke created by black-powder weapons. In addition, all that gunpowder frequently set fire to structures and even vegetation. If you wish, you can add a physical fog of war to the game board by using counters to represent these effects and increase counter density on the map.*

- When a Smoke card is played, it allows the playing Players to mark an infantry battalion that conducts fire combat with smoke markers. Place the smoke on the minimum number of the firing hexes so that all firing hexes are in or adjacent to hex with smoke. *Note: we have included a number of Smoke markers in the counter mix, but they may not suffice if you do a lot of smoking. Feel free to use other ways of marking smoke.*
- Smoke fills a Hex containing a marker and all adjacent hexes and hexsides. Any fire passing into out of or through a smoke Hex or hexside is obstructed (LOS is PE), in addition to any other effects the Hex or LOS might have.
- Smoke remains in the Hex placed; it does not move with the firing units.
- A Smoke Hex can be converted into a Blaze Hex by an Event card. The phasing player chooses the smoke hex to mark with a Blaze marker.
- Any unit that begins an Engagement phase in a Blaze Hex **MUST** withdraw from the hex during that phase regardless of any other considerations. If it is

surrounded by enemy units, it surrenders and is eliminated.

- A Blaze is also treated as smoke.
- When a Breeze Event is drawn, a breeze has arisen strong enough to clear all smoke from the battlefield. Remove all smoke markers.
- Breezes also can spread existing Blazes into adjacent hexes. If there are any Blaze markers in play and a player draws a breeze event, the player rolls one die per Blaze hex. On a die roll of 1, the Blaze is extinguished and the marker removed. Otherwise roll again and spread the Blaze in the direction indicated by the roll. Before rolling, designate any hexside as representing 1, with other hexsides rotating clockwise to represent the other directions.

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Reinforcement Table (RT)	
As scheduled	2-6
Delay 1 turn	7-9
Delay 3 turns	10-11
Delay 5 turns	12

Engagement Table (ET): Engagement phase, for in command units in EZ			
	Withdraw	Hold	Attack
ER3	2-3	4-6	7-12
ER2	2-4	5-7	8-12
ER1	2-6	7-9	10-12

-1 to dr for each disordered unit; +2 if Artillery.  
 Leader +/- 1 to dr, choose before roll. Artillery may not Charge. If Attack or Hold, Infantry may Fire or if already marked Fired must roll on FCT.

Fire Control Table (FCT): Engagement Phase, infantry/cavalry attempt to fire or cease firing				
	Cease Fire	Choice	Fire	Waste Fire
ER1	2-5	6*	7--9	10-12
ER2	2-6	7*	8--10	11-12
ER3	2-4	5-7	8--11	12

If infantry and OOC, +2 to dr.  
 Artillery is never marked Fired, including battalion guns during artillery phase; if already marked Fired, battalion guns may not fire during artillery phase.  
 Waste Fire: mark Fired but no effect.  
 Fire: mark Fired, resolve fire  
 Choice\*:If Leader present treat as Cease fire or fire as player chooses, ER3 need no leader to make the choice  
 Cease Fire: remove Fired marker, no fire

Terrain Effects Chart (TEC)			
	Movement	Fire	Close Combat
Road	+1 hex if move unstacked and only along road	No Effect	May not use bonus to move adjacent to enemy
Up a level	Slow MA No unlimbered artillery	Add + 1 hex to range, -1 to dr No non-howitzer Fire >1 level higher	1 shift for defender
Down a level	No Effect	Fire>1 level lower PE/ -1 to dr	1 shift for attacking Cav charging downhill
Woods/Town	Slow MA No unlimbered artillery	+5 to range (no musketry) Hit on natural 6 or 6+ only Block LOS through Artillery may not fire from (including battalion guns)	1 shift for defender Cavalry may not charge into, out of or through
Orchard/vines	Slow MA No unlimbered artillery	Fire into, out of or through is PE/ -1 to dr	Cav may not charge into, out of or through
Streams	Slow MA No artillery w/o bridge	Fire into, out of or through is PE /-1 to dr	1 shift for defender Cav may not charge into, out of or through

Artillery fire table		
	Range 2-4	Range 5-Max
Ball	Hit on modified 5+	Hit on modified 6*+
Canister	1 Hit on modified 3+ Natural 6* hit adjacent hex	Hit on modified 4+ Natural 6* hits limbered artillery

+1 to die for stacked target of ball fire  
 +/- die roll modifier printed on counter  
 See modifiers in TEC.  
 Hits normally only affect infantry and cavalry  
 \*Natural 6 is automatic hit, and will inflict a hit on a previously limbered artillery unit

Musketry Fire table	
	Range 2-6
Musket	Hit on modified dr > range*

+/- modifier printed on counter  
 See modifiers in TEC.  
 Hits normally only affect infantry and cavalry  
 \*Natural 6 is automatic hit, and will inflict a hit on a previously limbered artillery unit

### Close Combat Odds Table

	1	2	3	4	5	6	7	8	9	10	11	12
1	I											
2	IV	I										
3	VI	III	I									
4	VI	IV	III	I								
5	VI	V	III	II	I							
6	X	VI	IV	III	II	I						
7	X	VI	V	III	III	II	I					
8	X	VI	V	IV	III	III	I	I				
9		X	VI	IV	IV	III	II	I	I			
10		X	VI	V	IV	III	III	II	I	I		
11		X	VI	V	IV	IV	III	II	II	I	I	
12			X	VI	V	IV	III	III	III	II	I	I
13			X	VI	V	IV	IV	III	III	II	II	I
14			X	VI	V	V	IV	III	III	III	II	II
15				X	VI	V	V	IV	IV	III	III	II
16				X	VI	V	V	IV	IV	III	III	II
17					X	VI	V	IV	IV	IV	III	III
18						X	VI	V	IV	IV	III	III

X is auto T result. Other Roman numerals are column used on Results Table.

- I = 1 – 1: less than 1/6 difference
- II = 3 – 2: 1/6 to 1/4 difference
- III = 2 – 1: 1/4 to 1/2 difference
- IV = 3 – 1: 1/2 to 1 difference
- V = 4 – 1: 1 to 1 2/3 difference
- VI = greater than 1 2/3 difference

### Column Modifiers

- Presence of a leader adds +1 to **strength** of owner. Difference between ER of best units in stack on both sides, in favor of higher ER
- Any Defending infantry marked Fired, or low ammo: one shift in favor of the attacker.
- Any infantry marked No ammo: one shift for opponent.
- Any units charging uphill or **out of** a stream, one shift for defender.
- Any Cavalry charging downhill, one shift for attacker.
- Cavalry attacking infantry, shift 3 columns in favor of infantry, or 4 columns if infantry in Square.
- Attacking town or woods hex: shift one column in favor of defender
- If any defending Artillery unit (**not battalion guns**) is charged from a clear frontal Hex, shift two columns in favor of artillery.
- Any unfavorable shifts from an X Start with first shift to the VI column.
- Note that if a series of column shifts moves to column I and then must move lower, instead move to column II but reverse the advantage. For example, if the base column is II in favor of the French but there are two left shifts, the final result is column II but in favor of the Allies.

### Close Combat Results Table

**Bold Italic** results apply to disadvantaged side. Note the Listed Odds at the top of the table are the odds that the advantaged side wins, not the more usual force ratios!

	1:1	3:2	2:1	3:1	4:1	5:1
<b>Dr</b>	<b>I</b>	<b>II</b>	<b>III</b>	<b>IV</b>	<b>V</b>	<b>VI</b>
<b>1</b>	R	Reroll	R	R	R	R
<b>2</b>	D	R	R	Reroll	Reroll	<b>R</b>
<b>3</b>	T	D	<b>R</b>	Reroll	<b>R</b>	<b>D</b>
<b>4</b>	<b>R</b>	<b>R</b>	<b>D</b>	<b>R</b>	<b>D</b>	<b>D</b>
<b>5</b>	<b>D</b>	<b>D</b>	<b>D</b>	<b>D</b>	<b>D</b>	<b>T</b>
<b>6</b>	<b>T</b>	<b>T</b>	<b>T</b>	<b>T</b>	<b>T</b>	<b>T</b>

- Reroll:** roll again; or roll differently colored dice, designating which is the main and which the reroll
- R: Repulsed:** 1 unit disordered (not hit) per 4 or fraction of 4 units involved. Inf/Cav **Withdraw** 4/10 hexes.
- D: Defeated:** 1 units hit per 4 or fraction of 4 units involved. All units Disordered and **Retreat** 10 hexes.
- T: Totally defeated:** 2 units hit per 4 or fraction of 4 units involved. All units **Rout** (flip to disordered if not already, and mark rout) and **Retreat** 12 hexes,.
- Withdraw:** rear hexes only, may not change facing.
- Retreat:** units withdraw then face to their Rear hex.
- Note:** Disordered units disordered again are eliminated **ONLY** if withdrawn or retreated over after combat)..

### Special effects:

- All losing infantry hexes that contain only a single Infantry unit (ignore stacked artillery), and beaten by infantry, treat Defeated as Repulsed.
- Infantry column or square beaten by enemy infantry treat Repulsed as Defeated or Defeated as Totally Defeated.
- Infantry beaten by Cavalry is always Totally Defeated regardless of table result.
- Cavalry beaten by infantry is only Repulsed regardless of Table result.
- Foot Artillery that is beaten is eliminated; horse artillery is treated as cavalry.

### Effects on winners based on printed outcomes

- All winning units may reface after combat.
- R: no effect.
- D: Hits = half of losers hits (rounded down). All Disordered; no effect if already disordered
- T: Hits equal to 1/3 the hits of loser, (round down), rest disordered ; no effect if already disordered
- Victorious attacking infantry **MUST** advance one Hex, cavalry up to 2 hexes if no units in the way. Charging Cavalry now adjacent to enemy units must conduct another Close Combat against them with a one column shift in the enemy favor.
- Victorious cavalry which get a D or T outcome must Withdraw 12 hexes at end of all above Charge resolutions and are disordered automatically.