



THE EAGLE AND THE LION

VOLUME I:
RULES OF PLAY

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AND
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A handwritten signature in black ink, which appears to be 'Napoleon'.

All the faces of the English squares were attacked at once. A frenzied whirl enveloped them.

That cold infantry remained impassive. The first rank knelt and received the cuirassiers on their bayonets, the second rank shot them down; behind the second rank the gunners charged their guns, the front of the square parted, permitted the passage of an eruption of grape-shot and closed again.

The cuirassiers replied by crushing them. Their great horses reared, strode across the ranks, leaped over the bayonets and fell, gigantic, in the midst of these four living wells. The cannon-balls ploughed furrows in these cuirassiers; the cuirassiers made breaches in the squares. Files of men disappeared, ground to dust under the horses. The bayonets plunged into the bellies of these centaurs; hence a hideousness of wounds which has probably never been seen anywhere else.

The squares, wasted by this mad cavalry, closed up their ranks without flinching. Inexhaustible in the matter of grape-shot, they created explosions in their assailants' midst. The form of this combat was monstrous. These squares were no longer battalions, they were craters; those cuirassiers were no longer cavalry, they were a tempest. Each square was a volcano attacked by a cloud; lava contended with lightning.

"Les Misérables" by Victor Hugo

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BATTLES OF NAPOLEON

THE EAGLE AND THE LION

INTRODUCTION

For nearly twenty years, from 1796 until his final defeat at Waterloo in 1815, Napoleon Bonaparte and his generals created an empire and legacy forged on battlefields across Europe.

Battles of Napoleon is not just one game, but rather a gaming system that enables you to recreate many important historical battles of this period. The **Battles of Napoleon** system is easy to learn and play. However, it is a system based on serious historical research. This is not only a game that is challenging and quick playing, it is also a game whose players face the same tactical problems that commanders of the Napoleonic era had to face. Well-coordinated use of infantry, cavalry, and artillery, plus skillful maneuvering of your units, and understanding your troops strengths and weaknesses, are essential in leading your army to victory.

The Eagle and the Lion, the first game in the **Battles of Napoleon** series, provides everything you need to recreate many of the major clashes between the French and British armies – traditional enemies – on the battlefields of Belgium, Spain and Italy. Ten separate battles are featured, each of them based on a major historical campaign.

CONTENTS OF THE BOX

- 4 game boards, printed on both sides
- 200 plastic figures, including artillery pieces
- 150 plastic stands for the figures
- 120 cards (in three types: Event/Reaction cards, Unit cards, Commander cards)
- 2 ten-sided dice
- 20 order markers
- 150 counters
- two player reference cards
- one scenario booklet
- this rulebook

Before play, you need to assemble some of your figures. Cavalry and leaders use a separate horse and rider figures., and guns are composed of multiple parts. Glue each rider on his horse, and assemble the guns (see page 22).

You must also punch out the counters and markers from the sheets they come in.

In addition, after you choose a scenario to play, you then need to fit the figures onto their colored stands according the scenario's setup instructions..

HOW TO PLAY

In **Battles of Napoleon – The Eagle and the Lion**, one player controls the French army while the other player controls the British army. These two forces fight against each other (sometimes supported by allies of other nations) in a historical battle called a scenario.

The scenario determines the **battlefield** (game boards), the **orders of battle** detailing which troops are available to the two sides (commander and unit cards and plastic figures), the duration of the game (how many turns the game lasts), the victory conditions, and any **special rules** that may apply.

Each player takes the role of commander-in-chief (CC) and is represented in the game by a specific commander card and figure.

Armies are divided into **unit groups** of infantry, cavalry, and artillery and are led by their respective unit group commanders (UGC). Every unit group comprises one or more units, and a unit corresponds to the figures contained in a single hex. Every unit has its own capabilities such as morale, fire, mêlée, and strength (number of figures), shown on its unit card by icons and numbers. Normally, all the units in the same unit group will use the same unit card, although there are exceptions to this rule in some scenarios.

During play, the figures of a unit in a hex may be deployed into **formations** such as line, column, square, etc., which affect their ability to move and fight.

In most cases, an infantry unit corresponds historically to a battalion, and a group of such units to a regiment, while cavalry may represent the squadrons of a mounted regiment and artillery may be one or more batteries of cannon.

During the game, as commander-in-chief (CC) you send **dispatches** to your unit group commanders (UGC) and issue your **orders** (draw order markers) to unit groups. The dispatches you send determine the general behavior of each unit group such as attack or maneuver. As in real battle, such dispatches can be delayed or misunderstood, making it difficult to change orders or to coordinate different units.

In addition, the chaos of battle is further portrayed by the drawing of **Event/Reaction cards** that may be used in your turn, or during your opponent's turn.

The combat results, from both **fire** and **mêlée**, are determined by the roll of a ten-sided die, which is modified by the terrain on the game board, the unit's formation, and the values of the unit cards involved. The modified die roll total is then cross-indexed with the icons shown on the left side of an Event/Reaction card that is drawn to determine the results for that combat. Results include disorder, retreat, remove a figure, make a morale roll, or a commander is wounded or killed.

Finally, your troops' morale will be the most decisive factor that leads to victory or defeat. Based on the value shown on the unit card and on the number of figures in the unit at that moment, a morale roll using the ten-sided die is modified by the presence of a capable officer, the Event/Reaction card, and by other factors. You must limit **disorder** to your forces, rally your **routing** troops, and inflict serious casualties and disorder upon your opponent's troops in order to be a victorious Napoleonic commander!

THE RULEBOOK

We suggest, especially if this is your first historical simulation boardgame, to go through the rules at least once before playing. Do not try to memorize anything, simply become familiar with the concepts and where informations are located in this rulebook.

You may initially ignore the tables, as they summarize modifiers and are best used as a quick reference once you understand the rules. You can also skip most of the "Special Cases" sections since you just need a general understanding of the rules to play your first game. Then, read all of the rules again, carefully reviewing these details. Repeated play will help you master the rules, but it will be necessary to check the rulebook now and then.

In this booklet, we list and describe the game components and give you a brief explanation of their use in the game (see **Game Components**, page 6).

Next, we explain the structure of the game, beginning with a description of the organization of the armies (see **Troops**, page 11). Some fundamental concepts of the game, like **Formations** (page 14) and their use in a battle are initially explained here.

Then, other **Basic Concepts** (page 19) are explained: **Morale** (page 19), **Zones of Control** (page 20), **Line of Sight** (page 21), and **Groups**. Make sure you understand these basic concepts before reading further.

After a description of the **Game Set-Up** (page 22), the core rules are presented including the **Game Turn** (page 22), followed by details of the four main phases in a Turn: the **Command Phase** (page 23), the **Draw Event/Reaction Cards Phase** (page 28), the **Action Phase** (page 29), and the **Rally Phase** (page 42).

The command and the action phases are very important and quite detailed, because they contain most of the rules you will use to play the game.

In the **Command Phase** section you will learn how to use your commanders to lead troops and assign orders to your units – and what each **Order** (page 24) allows your units to do.

In the **Action Phase** section we get to the heart of the battle system, with details on formation changes, wheeling (turning), troop movement and combat.

Once you have confidence with the rules you should consider using the section of **Optional Rules** (page 43), that add tactical nuance and historical detail to **Battles of Napoleon**.

Scenarios are provided in a separate booklet. Each scenario features a brief historical introduction, as well as the order of battle, a map of the battlefield, special rules (if any) and victory conditions.



GAME COMPONENTS

FRENCH FORCES

Here is a full display of all of the plastic figures included in the game for the French army. During the game, the number and combination of figures you use to build your army will depend on the scenario you are playing.

8 FIGURES OF OFFICERS, AND THEIR HORSES, DIVIDED AS FOLLOWS:

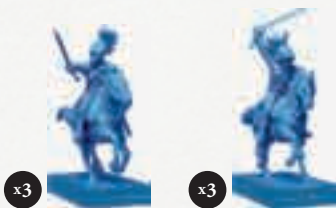


4 officer figures with horses

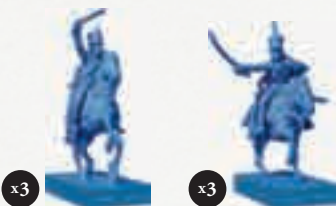


4 officer figures on foot

12 CAVALRY FIGURES, AND THEIR HORSES, DIVIDED AS FOLLOWS:



6 heavy cavalry figures and their horses



6 light cavalry figures and their horses

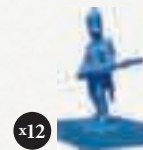
48 INFANTRY FIGURES DIVIDED AS FOLLOWS:



12 skirmisher figures



24 line infantry figures



12 grenadiers

2 ARTILLERY BATTERIES, COMPOSED OF:



8 gunners + 8 parts to assemble 2 guns

TOTAL: 76 FIGURES + 16 HORSES + 8 ARTILLERY PIECES = 100 PLAYING PIECES

Note: In the basic rules of **Battles of Napoleon**, you create an infantry unit by placing any four infantry figures on the two stands from those available to your army.

With the optional rules, special troops (skirmishers and grenadiers) are introduced whose use is explained on page 43.

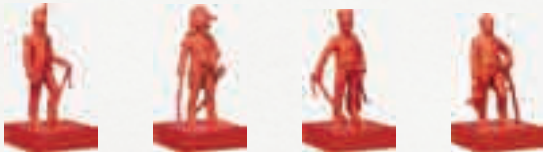
BRITISH FORCES

Here is a full display of all of the plastic figures included in the game for the British army. During the game, the number and combination of figures you use to build your army will depend on the scenario you are playing.

8 FIGURES OF OFFICERS AND THEIR HORSES, DIVIDED AS FOLLOWS:

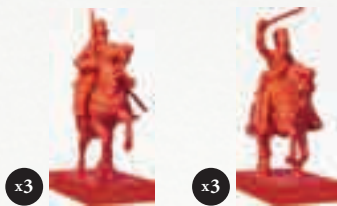


4 officer figures with horses

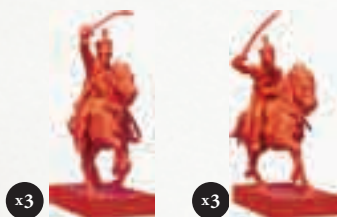


4 officer figures on foot

12 CAVALRY FIGURES AND THEIR HORSES, DIVIDED AS FOLLOWS:

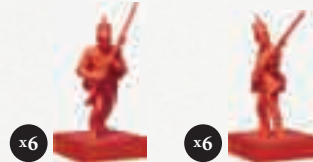


6 heavy cavalry figures and their horses

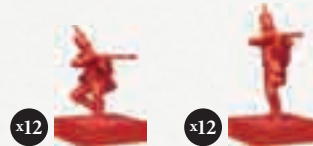


6 light cavalry figures and their horses

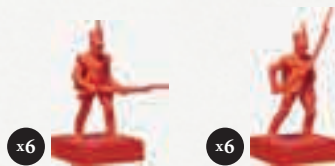
48 INFANTRY FIGURES DIVIDED AS FOLLOWS:



12 rifles figures



24 line infantry figures



12 grenadiers

2 ARTILLERY BATTERIES, COMPOSED OF:

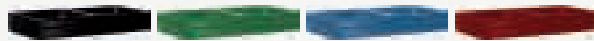


8 gunners + 8 parts to assemble 2 guns

TOTAL: 76 FIGURES + 16 HORSES + 8 ARTILLERY PIECES = 100 PLAYING PIECES

STANDS

Battles of Napoleon includes several stands to contain the figures:



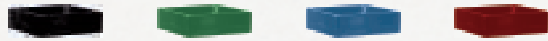
Double stands for infantry: 16 per color (64 total stands): black, green, blue and red.



Single stands for cavalry: 12 per color (48 total stands): black, green, blue and red.



Single stands for mounted officers: 2 per color (10 total stands): black, green, blue, red and a neutral color for the CC.



Single stands for officers on foot: 2 per color (8 total stands): black, green, blue and red.



Single stands for skirmishers: 20 gray stands.

Note: Figures representing gunners are not mounted on stands, so you can reposition them easily around the gun in their hex.

DICE

Combat, orders, morale and other tests in **Battles of Napoleon** require the roll of one ten-sided die (1d10).

Normally, you add to the die roll an appropriate value of the unit or commander involved in the test, and you also add other modifiers that may apply.

The test is a success if you score a modified die roll total of 11 or higher.



Two 10-sided dice, one per player

GAME BOARD AND TERRAIN FEATURES

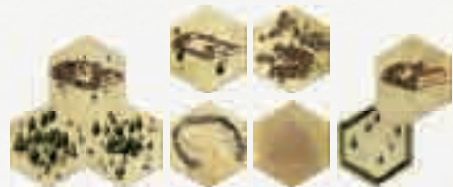
Four game boards are provided with terrain and hexes printed on both sides.

Some terrain such as woods, crests (of hills), and hedges are printed on the maps. Other terrain features (villages, fortifications, etc.) are represented by separate cardboard tiles, composed of single, double or triple hexes, printed on both sides, to be placed on top of the maps.

Each scenario states the number and position of the game boards and any special terrain features that are to be used.

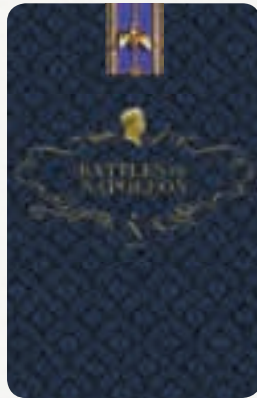


4 maps, printed on both sides, that can be joined together in multiple ways

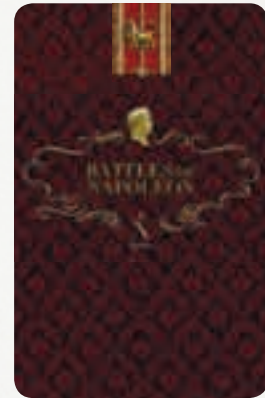


6 terrain features tiles

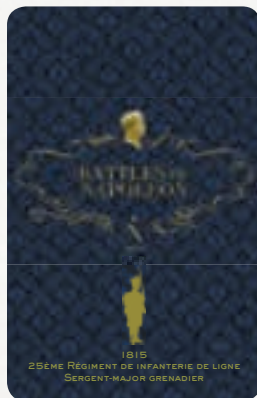
CARDS



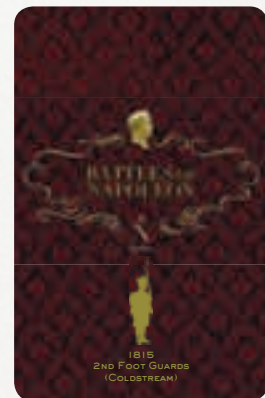
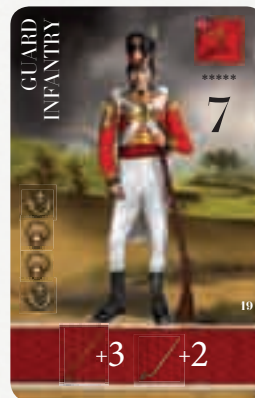
13 French officer cards: 3 commander-in-chief, 7 unit group commanders, and 3 replacements



13 British officer cards: 3 commander-in-chief, 7 unit group commanders, and 3 replacements



18 French unit cards (3 artillery, 6 cavalry, and 9 infantry)



22 British unit cards (3 artillery, 6 cavalry, and 13 infantry)



A deck of 54 Event/Reaction cards

ORDER MARKERS



20 order markers, used to show the current order and initiative of each unit group

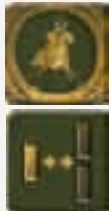
COUNTERS



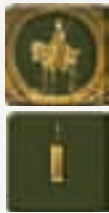
6 Fire counters: Used to mark the infantry and artillery units shooting during the action phase.



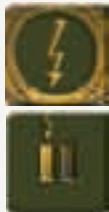
6 M  l  e counters: Used to mark the infantry and cavalry units attacking in hand-to-hand combat during the action phase.



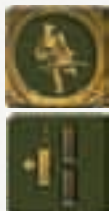
14 Charge counters: Used to mark the cavalry units that plan to charge during the action phase.



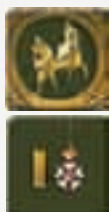
6 Fatigue counters: Used to mark the cavalry units fatigued by charging at the end of the charge phase (see **Optional Rules**, page 47).



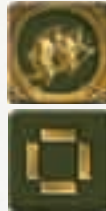
14 Disorder counters: Used to mark units suffering from disorder.



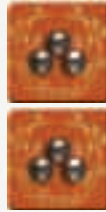
10 Rout counters: Used to mark units that are routed.



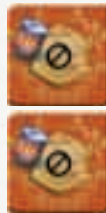
4 Wounded commander counters: Used to mark commanders who suffer a wound.



4 Square counters: Used to mark the reduced infantry units that have formed a square.



20 Ammo counters: Used to mark how many shots an artillery unit has available (see **Optional Rules**, page 46).



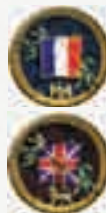
12 Out of command counters: Used to mark units that are not within their unit group's chain of command.



16 French dispatch counters and 16 British dispatch counters: Used to carry new orders from the commander-in-chief to the unit groups.



4 attack, 4 defense, 4 maneuver, 4 reserve



6 Objective counters: Used to mark the objectives controlled by the two armies, to help determine the winner at the end of the battle.



24 Color identification counters: Placed on the unit card, these are used to mark the color of the stands upon which the figures are mounted in order to identify them on the battlefield.

TROOPS

UNITS AND UNIT GROUPS

Each player controls an army composed of **commanders** and **units** (one or more units is called a **unit group**).

A unit is equivalent to the figures that are placed in a single hex, and can be one of three kinds: **infantry**, **cavalry** and **artillery**.



Infantry unit. An infantry unit is normally composed of 4 figures, mounted on two bases of two figures each.



Cavalry unit. A cavalry unit is normally composed of 3 figures, including horses, each mounted on a single base.



Gunner



Artillery unit. An artillery unit is composed of a gun and two to three gunner figures depending on the artillery type.



Commander (on foot)



Commander (mounted)



The illustration shows how to mount figures on infantry and cavalry stands.

EXAMPLE OF AN INFANTRY UNIT CARD



The card shows a French infantry unit.

- ① Unit type.
- ② **Morale:** The number shown under the flag is the value used for the unit's morale tests (see page 19).
- ③ **Card Number:** This identifies the card.
- ④ **Fire:** This shows the die roll modifier when the unit is shooting (see page 33).
- ⑤ **Mêlée:** Shows the die roll modifier when the unit is in hand-to-hand combat (see page 35).
- ⑥ The icons in the lower left corner show the **number of figures** (4 in this case) that compose a unit. Using the optional rules, each different icon corresponds to a different troop type with different characteristics (see page 43).
- ⑦ **Quality of the troops:** each unit is ranked with a quality from * (lowest) to ***** (highest). This rank will only be used with future expansions of the game.

One or more units are grouped in **unit groups**, whose composition is detailed in the scenarios. Normally all of the units in a group are alike and use the same **unit card** for the icons and values of those troops.

Each unit group generally has its own commander, called the **unit group commander (UGC)**. The commander of a single unit, such as a battalion, is not represented in the game.

All of the UGCs are subordinate to a **commander-in-chief (CC)** who represents the player on the battlefield and is in overall command of the player's army.

The capabilities of commanders are detailed in the **commander cards** rules.

EXAMPLE OF A CAVALRY UNIT CARD



This card shows a French cavalry unit.

- ① Unit type.
- ② **Morale:** The number shown under the flag is the value used for the unit's morale tests (see page 19).
- ③ **Card Number:** This identifies the card.
- ④ **Mêlée:** Shows the die roll modifier when the unit is in hand-to-hand combat (see page 35).
- ⑤ The icons in the lower left corner show the **number of figures** (3 in this case) that compose a unit.
- ⑥ **Quality of the troops:** each unit is ranked with a quality from * (lowest) to ***** (highest). This rank will only be used with future expansions of the game.

The composition of infantry, cavalry and artillery unit groups and the commanders taking part in the battles are listed in the scenarios.

Generally, groups are composed as follows:

- An infantry unit group comprises 2 to 4 infantry units;
- A cavalry unit group comprises 1 to 3 cavalry units;
- Every artillery unit is considered a unit group on its own. Artillery unit groups have no commanders (no UGC).

According to the scenario, a unit group should have all its figures mounted on stands of the same color (black, green, blue or red). This will allow players to easily differentiate between individual unit groups.

Each unit group will have:

- A commander card for its UGC;
- One or more unit cards;

EXAMPLE OF AN ARTILLERY UNIT CARD



This card shows a British artillery unit.

- ① Unit type.
- ② **Morale:** The number shown under the flag is the value used for the unit's morale tests (see page 19).
- ③ **Card Number:** This identifies the card.
- ④ **Fire:** This shows the die roll modifier when the artillery is shooting at a target 1, 2 or 3 hexes away in its arc of fire (see page 33).
- ⑤ **Ammo:** Using the optional rules, this shows the maximum number of shots available to the unit for the entire battle (see page 45).
- ⑥ The icons in the lower left corner show the **number of figures** (2 in this case) of gunners that combined with a gun compose an artillery unit.
- ⑦ **Quality of the troops:** each unit is ranked with a quality from * (lowest) to ***** (highest). This rank will only be used with future expansions of the game.

— One or more units comprising several figures placed on the board, all based on stands of the same color.

Additionally, each unit group will be assigned an **order marker** with its current order, and an **identifying counter** of the same color as the stands of that group. Place the color counter and order marker on one of the cards of the unit.

Note: the back of each unit card includes historical information about the unit or branch depicted on the card, but this information has no practical purpose in the game.

EXAMPLE OF A UNIT GROUP



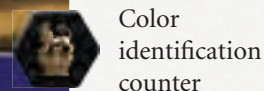
UGC card "E"



Unit group commander



Order counter



Color identification counter

Unit card (Unit Card #1)



3 units of 4 figures each

This example shows all of the components of a French infantry unit group.

FORMATIONS

Infantry, cavalry and artillery units use different battle formations. Each unit must always be in one of the following formations. Players must learn to use the formation that is best for the situation at hand.

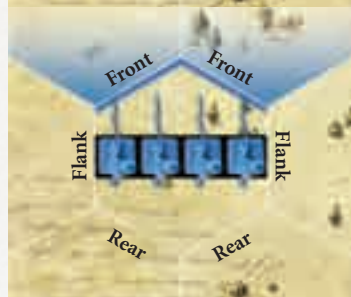
These diagrams show how to place the stands of figures to represent a formation. Note the indication of the unit's **front**, **flank** and **rear**.

Any time a unit adopts a new formation during the game, reposition its stands as per the illustrations.

Infantry may be deployed in the following formations:



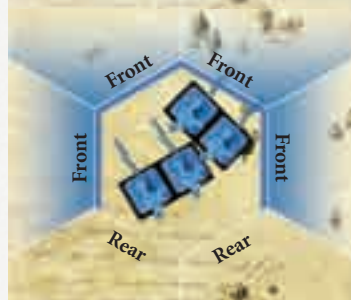
Column: To move, maintain some firepower (shooting) and maximize hand-to-hand combat (mêlée) capacity.



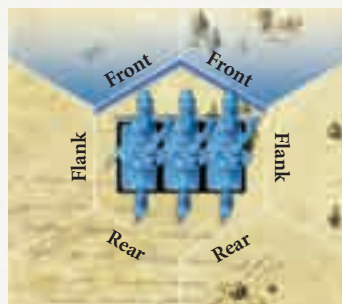
Line: To maximize firepower (shooting) and maintain some hand-to-hand combat (mêlée) capacity.



Square: To defend against enemy cavalry charges.



Open Order: To move and fight through woods and built up areas such as a village or walled farm.



Cavalry may use a single formation, equivalent to a column, for both movement and close combat, and does not shoot. Although historically cavalry used different formations, these are considered equivalent to a column for game play.

Artillery may be:



Limbered, that is, "towed" for movement. Limbered artillery may not fire.



Unlimbered, to fire. Unlimbered artillery may not move.

Note that different units in the same unit group may be placed in a different formation at the same time during any turn.

Important: Independently of their formations, stands are always facing towards one vertex of the hexagon as shown in the examples.

RANKS OF A UNIT

Every unit has a number of ranks that usually equal the number of rows the unit occupying a hex is formed into. For example, two ranks for infantry in column, one rank for infantry in line.

Ranks are a die roll modifier explained in the sections describing **Fire** (see page 33) and **Mêlée** (see page 35).

EXAMPLE OF A COMMANDER-IN-CHIEF CARD



- ① **Colored ribbon:** Shows the army of the CC (blue: French, red: British).
- ② **Identification letter:** Identifies the officer/ card.
- ③ **Orders:** The die roll modifier to have the CC's dispatches (orders) efficiently received and performed by his subordinate units and UGC (see page 25).
- ④ **Mêlée:** this is the CC's die roll modifier for mêlée attacks made by the unit he is grouped with (see page 36).
- ⑤ **Morale:** This is the CC's die roll modifier for morale rolls of the unit he is grouped with (see page 19).
- ⑥ **Leadership:** This shows the CC's hex distance for command radius and rally radius, the maximum number of routing units that he may try to rally (see page 42), the maximum number of Event/Reaction cards he may hold, and the maximum number of dispatches he may send.

EXAMPLE OF A UNIT GROUP COMMANDER CARD



- ① **Colored ribbon:** Shows the army of the UGC (blue: French, red: British).
- ② **Identification letter:** Identifies the officer/ card.
- ③ **Orders:** The die roll modifier used to try and pass a change order test to carry out the orders received by dispatch from the CC (see page 25).
- ④ **Mêlée:** This is the UGC's die roll modifier for mêlée attacks of the unit he is grouped with (see page 36).
- ⑤ **Morale:** This is the UGC's die roll modifier for morale rolls of the unit he is grouped with (see page 19).
- ⑥ **Leadership:** This shows the UGC's hex distance for rally radius and the maximum number of routing units he may try to rally (see page 42).

Each CC has a card showing his game capabilities.

COMMANDERS

There are two levels of command in the game. The highest level is represented by the **commander-in-chief** (CC), the lower level by the **unit group commanders** (UGC). The main function of the CC is to give orders to the UGCs. The UGCs direct the troops under their command, in accordance with the CC's orders.

COMMANDERS-IN-CHIEF (CC)

The commander-in-chief (CC) chooses the orders that his troops will attempt to carry out on the battlefield. His main function is to choose and send orders, but in addition to this his presence with a unit may significantly boost the unit's morale and ability to mêlée by providing die roll modifiers.

COMMANDER-IN-CHIEF MOVEMENT

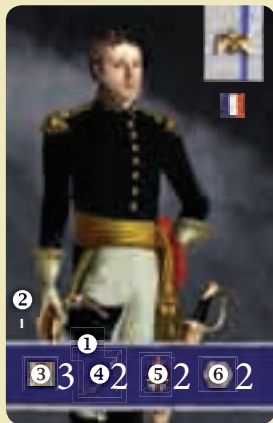
The CC may move two hexes. This movement takes place only in the **command phase**. If he is attached to a unit, the CC may also move with the unit he is attached to when that unit moves.

LOSS OF COMMANDER-IN-CHIEF

If your CC is killed, you must choose one of the UGCs as your new CC, unless specified otherwise by a scenario, while that UGC will be replaced by the random draw of a replacement commander card not already in the game (see **Loss of a Unit Group Commander** on page 16).

In some scenarios, the death of the CC means his army immediately loses the game.

EXAMPLE OF A REPLACEMENT COMMANDER CARD



- ① **Colored ribbon:** Shows the army of the UGC (blue: French, red: British).
- ② **Identification letter:** Identifies the officer/ card.
- ③ **Orders:** The die roll modifier used to try and pass a change order test to carry out the orders received by dispatch from the CC (see page 25).
- ④ **Mêlée:** This is the commander's die roll modifier for mêlée attacks of the unit he is grouped with (see page 36).
- ⑤ **Morale:** This is the commander's die roll modifier for morale rolls of the unit he is grouped with (see page 19).
- ⑥ **Leadership:** This shows the commander's hex distance for rally radius and the maximum number of routing units he may try to rally.

UNIT GROUP COMMANDERS (UGC)

The unit group commanders (UGC) carry out the CC's orders and modify the die rolls of the units under their command.

Each UGC has a card showing his game capabilities. Note that CC and UGC cards have the same types of abilities (though not the same values), allowing you to replace an eliminated CC with a UGC if necessary.

UNIT GROUP COMMANDER MOVEMENT

A UGC may move two hexes, in the same phase as the unit group he is commanding (see page 30).

LOSS OF A UNIT GROUP COMMANDER

A UGC can be killed in battle (as shown in the **Combat Result** section, see page 39). If this happens, his card is immediately replaced by another commander card drawn at random from all of the replacement commander cards of that army that are not in play.

Replacement commanders follow the same rules as UGCs. If a replacement commander is killed, he will be replaced in the same way as a UGC who is killed.

Lost commanders may be replaced following these rules until the player runs out of replacement commander cards. If you need further replacements and you do not have a replacement commander card available, reshuffle all of the cards of the commanders not in play or dead, including unused UGCs, and draw a new replacement commander. Of course, a UGC can be replaced only if his Unit Group is still alive.

THE BATTLEFIELD

Battles of Napoleon is played on a hex map that is assembled according to the scenario, using the four boards provided. Each game board is marked with a number for identification.

On every board, there are various terrain features that can affect maneuver and combat. For example, a terrain feature can limit a unit's movement and also modify the die roll for attacks.

There are five different types of hexes or hexsides depicted on the game boards: open, open with features, woods/orchard, hedge, crest.






Additionally, other terrain features, such as villages, appear on separate cardboard tiles that are placed on top of the game boards according to the scenario.

These cardboard tiles include:

- A three-hex farm (used to represent the Hougoumont farm at Waterloo), one hex of farm and two of woods terrain – the opposite side shows a village;
- A two-hex farm (used to represent the La Haye Sainte farm at Waterloo), one hex is a walled orchard and the other is the farm – the opposite side shows an earthwork;
- A sandpit (also a feature at Waterloo);
- A village;
- Earthworks;
- A fortress/fortified farm

Each cardboard tile is double sided, with different terrain features on each side. This allows for more variations to potential battlefields.

The game effects of the various terrain types are described in the following table.

	TERRAIN TYPE	DESCRIPTION	EFFECT
	Open	Flat terrain.	No modifiers.
	Open (with small built-up areas and trees)	Flat terrain.	No modifiers.
	Woods or Orchard	Difficult terrain. Cavalry and artillery may not enter woods.	-1 on fire (shooting) and mêlée attacks against targets in the hex. Blocks Line of Sight.
	Hedge	Partially hinders any attack through it.	-1 on fire (shooting) and mêlée attacks against targets behind it. Blocks Line of Sight beyond the first hex.
	Crest	Provides advantage to unit in the higher hex and disadvantage to unit in the lower hex.	+1 on fire (shooting) and mêlée for units attacking from the higher to the lower ground; -1 on fire (shooting) for units attacking the higher ground from the lower ground. Blocks Line of Sight beyond the first hex.

TERRAIN TYPE	DESCRIPTION	EFFECT	
	Farm with Woods (Hougoumont)	One hex of farm and two hexes of woods.	See scenario 8.
	Farm with Orchard (La Haye Sainte)	One hex of farm, one hex of walled orchard.	See scenario 9.
	Wall	Difficult terrain. Cavalry and artillery may not move through it.	-1 on fire (shooting) and mêlée die rolls against an enemy on the other side. Blocks Line of Sight beyond the first hex.
	Sandpit	Difficult terrain. Cavalry and artillery may not move through it.	-1 on fire (shooting) and mêlée die rolls against an enemy in the sandpit.
 	Redoubt	Difficult terrain. Cavalry and artillery may not move through it.	-1 on fire (shooting) and mêlée die rolls against an enemy on the other side of the redoubt representation drawn on the hexes. Blocks Line of Sight beyond the first hex.
 	Village	Difficult terrain. Cavalry and artillery may not move through it.	-1 on fire (shooting) and mêlée die rolls against an enemy in the village. Blocks Line of Sight.
	Fortress/Fortified Farm	Difficult terrain. Cavalry and artillery may not move through it.	See scenario 7.

BASIC CONCEPTS

MORALE

A unit's morale value is the quality of its soldiers, their training, experience, and fighting motivation.

Each unit card has one basic morale value, ranging from 1 (the worst) to 8 (the best).

In certain situations, players will have to make **morale tests** (TM die roll), to see if a unit will perform an action in the game, or maintain its position in the face of unfavorable events.

Here is a summary of the circumstances that trigger a morale test (TM die roll) by a unit:

- 1) Required by certain fire (shooting) and mêlée combat results.
- 2) Required by the target unit of an enemy cavalry charge, specifically:
 - When charged infantry units want to form a square;
 - When unlimbered artillery units want to fire at the charging cavalry.
- 3) Death of a commander grouped with the unit.
- 4) When a cavalry unit tries a recall (see Recalling Cavalry, page 29).
- 5) When a reserve unit is attacked.
- 6) To rally one routing unit.
- 7) When required by Event/Reaction cards, optional rules or by any specific situation featured in a scenario.

A morale test is performed by rolling a ten sided and then adding the unit's morale value and the number of figures in the unit, plus any other modifiers that may apply; if the total is 11 or higher, the unit has passed its morale test.

The basic morale die roll of a unit can be modified by various factors. All the modifiers shown here are cumulative and are added to or subtracted from the die roll.

MODIFIER	REASON
+MV	MV is the unit's basic morale value.
+1	Per figure currently in the unit.
+C	"C" is the morale value of one commander, chosen from those grouped in the hex with the unit if both the CC and the UGC are present.
-2	If the unit is disordered.
-4	If the unit is routing.
-2	If the unit has a maneuver order.
-2	If the morale test is caused by an attack on the flank or on the rear of the unit.
-2/-4	If the unit is trying to form a square as a reaction to a charge by cavalry at two hexes distance: -2; if cavalry is adjacent: -4.
-C	If a UGC or the CC was present in the hex, and the morale test is caused by the death of that commander, subtract the "C" morale modifier shown on that commander card.

A unit in good order that fails a morale test becomes **disordered** (see **Disorder**, page 40).

A disordered unit that fails a morale test **routs** and must perform its routing movement (see **Rout**, page 40).

Example: A French infantry unit has a morale value of 5, is not disordered and is at full-strength (4 figures). The unit suffers a result of **TM-4** (TM-4). The French player rolls a die and gets a 7. Adding a +5 (the morale of the unit) and +4 (the number of figures), a total sum of 16 is obtained. A -4 is then subtracted (for the result of the combat), for a final result of 12: This is higher than 11, so the **morale test** is successful and the unit does not suffer any

consequences. If the French die roll had been 5 or lower, the morale test would have failed and the unit would become disordered.

Example: Due to a previous attack, the same unit has lost a figure and is disordered. It is attacked again and suffers a result of $\blacktriangle -2$ (TM-2). The French

player rolls a 4, adds a +5 (morale of the unit) and +3 (number of figures), for a sum of 12. A -2 must now be subtracted (for the result of the combat) and another -2 due to the disordered status of the unit, for a final result of 8. The morale test therefore fails and the unit, already disordered, is routed.



ZONES OF CONTROL AND MOVEMENT

Example: French cavalry unit A is in the zone of control of British infantry unit B. The cavalry unit may not move directly into hex H, as this hex is the zone of control of both British infantry units B and C.



OTHER EFFECTS OF ZONES OF CONTROL

Example: The French unit group commander (UGC) in the hex with unit A measures the command radius of the commander-in-chief (CC), in the hex with unit B. It is not possible to send the dispatch through hex H to the UGC, as this hex is the zone of control of British unit C. The distance between the two commanders is therefore 3 (tracking the command through hexes J and K). Had hex H contained a French unit, it would have been possible to measure the distance between the two commanders through hex H and the distance would thus have been 2.

ZONE OF CONTROL

The **zone of control (ZOC)** of a unit comprises the hexes adjacent to its front (see the diagrams in the **Formations** chapter, page 14). There is no ZOC to a unit's flank or rear.

ZONES OF CONTROL AND COMBAT

An infantry unit can only fire (shoot) at enemy units in its ZOC.

An infantry or cavalry unit may only initiate a *mêlée* combat with enemy units in its ZOC.

An artillery unit can fire at targets in its ZOC or in its arc of fire (see **Fire**, page 33).

ZONES OF CONTROL AND MOVEMENT

Enemy Zones of Control can be a significant obstacle for your troops.

A unit may not move from an enemy ZOC to another enemy ZOC, except during a cavalry charge, an advance, a retreat or a rout.

A unit may not leave the ZOC of an enemy unit and move in such a way that this same enemy unit ends up in its ZOC (that is, a unit may not "walk around" an enemy unit to attack its flank or rear).

OTHER EFFECTS OF ZONES OF CONTROL

During the game you will need to count the distance in hexes between units and commanders, or between two commanders, in order to:

- Rally routing units;
- Check if your UGC (and therefore a group of units under his command) are within the CC's command radius.

In these cases, you may not count through a hex in an enemy ZOC, unless that ZOC hex contains a friendly unit.

REDUCED UNITS

An infantry unit reduced to a single figure loses its ZOC and may not voluntarily move into an enemy ZOC (see page 39).

LINE OF SIGHT

The **Line of Sight (LOS)** is an imaginary line that crosses the centers of two hexes (the starting hex and the destination hex).

During the game, you will need to check if there is a LOS in the following situations:

- Between your artillery and its target enemy unit, two or three hexes away;
- Between a commander trying to rally a friendly routing unit within command radius, and the unit itself.

You may always trace a LOS to an adjacent hex.

OBSTRUCTIONS TO LINE OF SIGHT

- Woods hexes, villages, and fortifications block LOS.
- Hedges, crests or wall hex-sides block LOS beyond the first hex.
- Friendly and enemy units block LOS for purposes of artillery fire.

If the firing unit or the rallying commander are in the hex containing the obstruction, LOS is not blocked.

SPECIAL CASES

- If LOS runs along the common side of two hexes, it is not blocked if only one hex contains an obstruction; it is blocked if both hexes contain an obstruction.
- LOS passing through one hex vertex separating one front side from the target unit's flank is considered as if passing through the front. Similarly, if the LOS passes through the vertex separating one side on the rear from one on the flank of the target unit, it is considered as passing through the rear.

STACKING

A single hex may only contain one unit. It may, however, also contain any number of commanders friendly to that unit.

A unit may not enter into, or move through, a hex that already contains another friendly or enemy unit.

During the game, units take losses by removing figures from stands, or whole stands. However, unless you play an Event/Reaction card that allows it, the figures of two or more different units may not stay together, or merge, in the same stand or hex, even if these units belong to the same unit group.



OBSTACLES TO THE LINE OF SIGHT

Example: French artillery unit F has an unblocked LOS to the front of B and to the front of C, but not to A or D.

GAME SET-UP

The figures in the **Battles of Napoleon** box are ready for use, with the exception of cavalry-men figures that need to be glued onto their horses. Put a drop of glue appropriate for plastic models (such as Italeri Plastic Cement) on the saddle and then firmly press the figure on it.

A gun is assembled by inserting its two wheels on the carriage, and then inserting one of the two available barrels. The gun can be assembled by slotting the pieces together or gluing them.

The die-cut cardboard overlays, counters and markers need to be punched out and sorted by type.

Before play, you need to choose one of the scenarios in the scenario booklet. For your first game, we suggest you play scenario **4 (Los Arapiles)** which uses only a few units and no optional rules.

Set up the battlefield by placing the map boards together as shown for the scenario, add any additional terrain tiles on top of these map boards if needed, and place objective counters on the boards if required by the scenario.

Players then take enough plastic figures, colored stands, unit cards and commander cards to assemble the unit groups described by the scenario.

Mount figures on their stands and place them on the game board as indicated by the scenario. Place unit cards next to each player, with a color counter on each unit card as a reminder to which group of figures that card corresponds.

Each player then takes his dispatch counters and keeps them handy, arranged by order type.

The order markers should be stacked in a pile with their back visible, or placed in an opaque container, such as a coffee mug. A player will draw one order marker at random during the game each time a unit needs to carry out a new order.

Event/Reaction cards are shuffled into a single deck from which both players will draw.

Other counters and markers are put aside, to be used only when required.

Read the victory conditions and any special rules that may apply to the scenario and you are ready for battle!

THE GAME TURN

The game is played in **turns**. Turns are divided into **phases** to be performed in strict sequence. Some phases may be further divided into **segments**.

Battles of Napoleon does not use the familiar you-go-I-go style of rigid game play. Instead, players alternate their actions based upon a unit group's orders and that order's initiative value.

The length of the game and the number of turns depends upon the scenario played.

TURN SEQUENCE

1) Command Phase

- 1.1) Send dispatches to unit groups and assign orders
- 1.2) Move commanders-in-chief
- 1.3) Carry out orders
- 1.4) Check for out of command units

2) Event/Reaction Cards Draw Phase

3) Action Phase

- 3.1) First segment of the action phase: formation change/wheel, move, fire
- 3.2) Second segment of the action phase: formation change/wheel, mêlée, cavalry charge

4) Rally Phase

END OF THE GAME

Each scenario specifies the length of the battle and the victory conditions.

Even if they are different in every scenario, the victory conditions are based upon the following key concepts:

- Losses you suffer and damage you inflict on the enemy in terms of figures, guns, commanders;
- Control of terrain objectives (specified in the scenarios);
- Other special factors depending upon the scenario.

THE COMMAND PHASE

In the **Command Phase**, you assign orders by sending a dispatch counter with that order (attack, defense, maneuver, reserve) to each UGC or unit without a UGC in your army. If the die roll to receive this dispatch is successful, a unit group then draws randomly an order marker which replaces their current order marker.

The order marker shows the four possible orders that can be assigned to one unit group (attack, defense, maneuver, reserve) and an initiative value for each of them (1 is the best, 2 the next best, etc.).

The command phase is divided into four segments:

1) SEND ORDERS (DISPATCHES) TO UNIT GROUPS

Only in the first turn, players assign any order markers they want, or use the order markers specified by the scenario.

In the following turns, both players may attempt to change the orders of each unit group, or modify the initiative level of an existing order, by sending dispatches from the CC to their unit groups.

2) MOVEMENT OF COMMANDERS-IN-CHIEF

Both players alternate moving their CCs. The CC may move up to two hexes.

3) CARRY OUT ORDERS

In the first turn, players simultaneously turn the order markers assigned to all of their unit groups face up, and these orders are automatically received and may be carried out in the exact sequence listed for the first and second segments of the action phase.

In the following turns, players roll a die to perform order change tests by the UGCs who try to receive the new orders sent to them via dispatches from their CC. UGCs that fail this test maintain their previous order.

The UGCs who successfully pass this test must change the order of their unit group by drawing a new order marker.

The UGCs who were not sent a dispatch do not perform any test and maintain their current (previous) order.

Note: It is possible to send a dispatch with the same order already assigned to the unit. In this case, the order change test is still rolled for. If successful, the player draws another order marker at random, thereby possibly increasing their order's initiative value. After all order change tests are rolled and new order markers are drawn, both players simultaneously turn the order markers assigned to all of their unit groups face up and carry out these orders in the exact sequence listed for the first and second segments of the action phase.

4) CHECKING FOR OUT OF COMMAND UNITS

Players check which units are out of their UGC's command radius, and are also not adjacent to a friendly unit of their group that is within this radius, and mark them with an "Out of Command" counter. These units are considered out of command until this segment of the following turn. Only units **in command** may carry out their UGC's orders.

SENDING ORDERS

In the first turn both players draw a number of **order markers at random from the coffee mug** equal to the number of unit groups in their army.

Then players secretly and simultaneously assign these initial order markers to their unit groups, placing one order marker face down on each unit group commander card, with the icon of the chosen order pointing to the top of the commander card. The orders are then revealed simultaneously by both players, turning them face up.

Note: Sometimes your initial orders are determined by the scenario.

In the second and following turns, players may attempt to change orders of their unit groups by using the **dispatch counters**.

They simultaneously place one dispatch counter in each hex containing a UGC whose orders they want to change, with the new order on the bottom side of the dispatch counter so their opponent cannot see it.

To receive a dispatch, a UGC must be within a distance (as counted in hexes) from his CC that is equal to or less than the command radius shown on the CC's card. These hexes must be unoccupied by enemy units or by enemy ZOCs. When counting the distance, exclude the hex where the CC is located.

The maximum number of dispatch counters that a player may send to UGCs is equal to his CC's Leadership value.

The artillery unit groups have no UGC of their own but may be sent dispatches with new orders as long as the artillery group is within their CC's command radius.

Note: You may send a dispatch with the same order that is already in effect. This may be done to change the initiative number of the unit group (to lower or raise its initiative number), or simply to confuse your opponent.

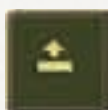
ORDERS

ORDER MARKER



- ① Attack order
- ② Defense order
- ③ Maneuver order
- ④ Reserve order

ATTACK ORDER



Unit groups with an **attack** order must advance towards the enemy to seize objectives and/or break the resistance of enemy troops.

- Units with this order may change their formation/wheel, or fire (shoot) / attack in mêlée, or charge (cavalry only).
- Units with this order may generally move only forward (towards the enemy).
- Unit groups with attack orders may not voluntarily retreat (for example, moving into the hexes at the rear of the unit); if forced to retreat because of a combat result, such units must, as soon as possible and if they are in command, move towards other non-routing units belonging to their unit group, and end their movement adjacent to at least one of these units or adjacent to their UGC (player's choice).

DEFENSE ORDER



Unit groups with a **defense** order must hold their position and may not advance towards the enemy; they may voluntarily retreat (move away) from the enemy.

- Units with this order may change their formation/wheel, fire (shoot), fight in mêlée.
- Units with this order may not charge, or advance after fire or mêlée combat; in other words, they may not move forward, towards the enemy, but they may move away from the enemy (voluntary retreat).
- A unit with a defense order that was separated from other units of its group because of a combat result, may move forward only in order to end up adjacent to at least one unit of its group or adjacent to their UGC (player's choice). The unit may only move in this way if it is still in command.

MANEUVER ORDER



Unit groups with a **maneuver** order must move to a certain area of the battlefield, avoiding combat with the enemy until the maneuver is completed.

- Only infantry or cavalry unit groups may receive a maneuver order. (Limbered artillery may only move with an attack or defense order.)
- Units with this order may move forward (toward the enemy), in open terrain (not in woods, village, etc.) at double speed – up to 2 hexes instead of 1.
- Units with this order may not fire (shoot), fight in mêlée, charge or change formation, but may wheel (turn).
- Infantry units **must** use a column formation to maneuver.
- Units with this order may not move into a hex adjacent to any enemy unit.
- If attacked in mêlée or by enemy fire while moving, the units maneuvering automatically change to the Defense order in the next Command Phase (at the beginning of the next turn) to a column formation. If they must test morale for any reason, the die roll modifier is -2.

RESERVE ORDER



Unit groups with a **reserve** order basically stay in place and do not take part in fighting, instead they wait to be sent orders for a more active role.

- Units with this order may only change formation and/or wheel (this includes forming a square if they are charged by enemy cavalry), or fire (shoot).
- Infantry or artillery units in reserve may only fire against enemy units moving into their ZOC (in the first segment of the action phase). In addition, unlimbered artillery in reserve may fire at enemy cavalry that charges them (in the second segment of the action phase).
- If one unit of the reserve group is attacked in mêlée or by fire, or if enemy units move adjacent to them, each of the units in that reserve group must test morale. If a morale test fails, that unit is disordered. In the command phase of the following turn the units in the group that was attacked automatically change their order to a defense order.
- For every unit group of infantry or cavalry you have in reserve, the maximum number of Event/Reaction cards you may have in your hand increases by one as long as these unit groups remain in reserve.

MOVE COMMANDERS- IN-CHIEF

In this segment, the CC with the highest command value decides whether he will go first or second. In case the values are equal, the French CC decides.

CCs may move up to two hexes. Moving enables them to keep UGCs and artillery units within their command radius, or to take control of single units.

The hexes the CC moves through must be free of enemy units and must not be adjacent to enemy units, unless these hexes also contain friendly troops.

Remember that the CC may move again if he is attached to a unit that moves during the Action Phase.

CARRY OUT ORDERS

In the first turn, orders assigned to groups are automatically received, with no need for die roll tests to change orders. Players simultaneously turn the order markers assigned to all of their unit groups face up, and these orders may be carried out in the initiative sequence for the first and second segments of the action phase.

In the following turns, the UGCs who receive a dispatch counter must make a die roll test to see if they receive and understand these dispatches and may modify their orders or initiative. They reveal the dispatch (turn it over to reveal the order), and attempt a test to carry out orders.

To pass a test to carry out orders, roll one die. The test is passed if the die roll plus the orders value printed on the UGC card totals 11 or more.

If the UGC is in command – at a distance from his CC in hexes equal to or less than the CC's command radius – you also add the orders value printed on the CC card to the die roll. To receive the CC's modifier for this die roll, the hexes in his command radius to the UGC must not be blocked by enemy units or by enemy ZOCs.

The test is automatically successful if:

- The CC is in the same hex as the UGC;
- The order change is for an artillery unit group (they have no UGC).

INITIATIVE OF A UNIT GROUP

The order markers drawn at random in the command phase have numbers on them that determine the initiative of that unit group. The initiative value controls the sequence of that unit group's actions in the current turn. There is a number under each icon on the order marker that determines the sequence in which a unit group acts in the action phase. The number below the icon matching the current order of the unit group is the **initiative value** of that group. All of the units within the same unit group share the same initiative number. The unit group with the lowest number takes its action first, then the next highest number and so on until those units with the highest number take their action last.

Unit groups with attack orders take their action first, followed by unit groups with maneuver orders, followed by unit groups with defense orders, and finally by unit groups in reserve.



Here are the initiative numbers associated with each order type: attack numbers are lower (1 to 25) than maneuver numbers (26 to 50), which are lower than defense numbers (51 to 75) which are lower than reserve numbers (76 to 100).

UGCs who fail their test continue with their current orders.

If the UGCs passes the test, draw a new order marker at random and replace the current order with it.

Remove the previous order marker from the UGC and place it again in the mug with the other unused markers.

Then, place the new order marker face up on the UGC card, with the icon of the chosen order pointing to the top of the commander card.

The new order marker will have a different initiative number, showing when the group will act in its next action phase. Note that each order marker has unique initiative numbers.

Example: At the beginning of the game all of the unit groups had an attack order. In the "send dispatches" segment of the command phase of the second turn, the French player wants to assign a maneuver order to his cavalry and light infantry which are deployed on the wing (black and green unit groups) to prepare them to go into action. The commander-in-chief (CC) has a leadership value of 3 and thus a command radius of 3 hexes.

Since the black unit group commander (UGC) is 1 hex distant, and the green UGC is 2 hexes distant, the CC may send both UGCs a dispatch with a new order.

His leadership value would allow him to send a third dispatch, but the French player does not want to change orders to his other groups. However, the CC may not send a dispatch to the red group, because the distance between the CC and the red UGC is more than 3 hexes – the red group must therefore maintain their attack order.



Example: Continuing the previous example, the French black group and green group receive the dispatches sent by their commander-in-chief, with a maneuver order. The CC has an orders value of 3.

The cavalry (black group) UGC has an orders value of 5. The French player rolls a 4 on the die; he adds a +3 for the orders value of the CC and +5 for the orders value of the UGC, for a total of 12. The test is successful, and the French player draws an order marker, assigning it to the group that currently has a maneuver order.

The light infantry (green group) UGC has an orders value of 4. The French player rolls a 3; adding +3 for the CC and +4 for the UGC, a total of 10 is obtained. This is lower than 11, so the test is not successful, and the unit maintains the attack order it had before receiving the dispatch.

CHECK FOR OUT OF COMMAND UNITS

The UGCs transmit orders from the CC to the units in the groups under their command.

Only units **in command** may carry out their UGC's orders.

To be in command, at the beginning of the action phase a unit must be grouped in the same hex with their UGC or with the CC, or must be in a hex that is adjacent to their UGC or to another unit of their group that is in command. This is called a **chain of command**.

Units are considered in command **for the entire turn**, even if a retreat or a move takes them out of command radius that turn. Likewise, units are considered out of command for the entire turn if they start that turn (in the command phase) being out of command.

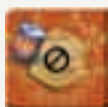
SPECIAL CASES

A unit is always in command if it is in the same hex as its CC.

Artillery units are always in command.

OUT OF COMMAND UNITS

Out of command units may not move, make mêlée attacks or charges, or use Event/Reaction cards; all of their other capabilities are unaffected, including fight in mêlée, fire, and formation change.



Units that are out of command should be marked by placing an "Out of Command" counter in their hex. This counter is removed in the first command phase in which the units are back in command.



CHECK FOR OUT OF COMMAND UNITS

Example: French units 1, 2 and 3 are in command, unit 4 is not in command.

British units A, B and C are all in command.

DRAW EVENT/REACTION CARDS PHASE

During the draw phase of the first turn, each player builds a hand of cards drawing a number of cards equal to the leadership value on his CC card from the Event/Reaction card deck.

The number of cards that a player may draw/hold is increased by one for each group of infantry or cavalry units with a reserve order.

The CC's leadership value plus one for each unit in reserve represents the maximum number of cards a player may have at any moment during the game.

Cards are always drawn secretly from the deck and are shown to your opponent only when played or discarded.

Example: The French CC has a leadership value of 3, and the French player has two unit groups with a reserve order. Therefore in the first turn the French player may draw and hold 5 Event/Reaction cards in his hand.

During the draw phase in the second and in each of the following turns, players draw two new Event/Reaction cards.

Any cards exceeding the total of the CC's leadership value, plus one for each group of units in reserve, must be discarded (player's choice) and is placed face up in a separate discard pile.

Example: During the second turn, the French player assigns a maneuver order to one of the two reserve groups. He will therefore be allowed to have up to 4 cards in his hand, and at the end of the card draw phase of the following turn he must discard any excess cards in his hand, so as not to have more than 4 cards in his hand.

EVENT/REACTION CARDS

Event/Reaction cards create game effects such as random events or special combat actions performed by the troops.

ANATOMY OF EVENT/REACTION CARDS

At the top of each card there is an **event** that is only playable during your action.

At the bottom there is a **reaction** that is only playable when your opponent is doing an action.

The event or reaction specifies in which phase or segment the card can be played to activate its effect.

On the left side of the card is a combat result table (see page 32).

PLAYING EVENT/REACTION CARDS

Event/Reaction cards can be played before, during or after the action of a single unit or of a unit group, as specified on the card: friendly action (event); enemy action (reaction). Players decide how many, if any, and which cards in their hand they will play in every turn.

Only one card may be played per phase on a single unit. You may not use any cards on your "out of command" units.

You will use only the event text, or only the reaction text, of the card. Once you have declared your intention to play either the event or reaction on the card, follow the instructions provided by the appropriate section of text on the card. In case there is a contradiction between the card and the rules, the text of the Event/Reaction card take precedence over other rules of the game. Events and reactions marked with the French flag can only be played by the French player, and those marked with the British flag can only be played by the British player. After a card is played, it goes face up on the discard pile. If you run out of cards, reshuffle the discard pile into a new draw deck.

EXAMPLE OF EVENT/REACTION CARD



- 1 Combat Result Table
- 2 Phase or Segment
- 3 Event
- 4 Phase or Segment
- 5 Reaction
- 6 Card number

ACTION PHASE

After drawing Event/Reaction cards, the action phase takes place. Movement and combat happen during the action phase.

The action phase is divided into two segments. In each segment all of the unit groups of both sides act according to their initiative values printed on their order markers, starting with the lowest numbers and proceeding to the highest, no matter which player controls these units. For example, a French unit group with an attack order number 10 acts first, followed by a British unit group with an attack order number 12, followed by a British unit group with an attack order number 15, etc.

FIRST SEGMENT OF THE ACTION PHASE

Each individual unit in the currently active group may perform one of the following three actions, in this order:

- 1) Formation change/Wheel (turn)
- 2) Move
- 3) Fire

The player may choose in which order he will activate the units in the group, but he must follow the above activation sequence: the units in the group performing a formation change will act first, then the units that move, then the units that fire.

When all of the unit groups of both sides have completed their first segment, according to their initiative values, the second segment of the action phase takes place.

SECOND SEGMENT OF THE ACTION PHASE

Each individual unit in the group currently activated may perform one of the three following actions, in this order:

- 1) Formation change/Wheel (turn)
- 2) Mêlée / Cavalry charge

The player can choose in which order he will activate the units in the group, but he must follow the above activation sequence: the units in the group performing a formation change will act before units fighting a mêlée or a cavalry charge.

FORMATION CHANGE

During a formation change, infantry or artillery units that are not disordered or in rout may change from one of their allowed formations to another.



WHEELING

Example: A French infantry unit changes from column to line formation, and also wheels (turns) two hex corners.

Disordered units may recover from disorder or wheel (see below), but they may not change formation.

Note: It is also possible for infantry to attempt a formation change to form a square just before an enemy cavalry charge against that infantry unit, but in this case a morale test (see page 19) is required by the infantry unit to successfully change its formation to square.

WHEELING

During a formation change (including recovering from disorder), units may freely wheel (turn) in their current hex, to face another direction. A unit may also maintain its formation and just wheel.

Infantry which, before a formation change, is in line formation may only wheel 180° (to face the opposite direction). The same limitation applies to artillery which, before a formation change, is unlimbered.

RECALLING CAVALRY

Instead of performing a formation change, cavalry units may be recalled from their current position. To be recalled they must pass a morale test (see page 19).

If the test is passed, the cavalry unit moves two hexes – if possible, away from enemy units and also towards friendly units – and may cross enemy ZOCs with no penalties while doing so. Recalled cavalry is automatically in disorder at the end of the move, but faces the enemy. If the cavalry was already disordered, it does not suffer additional effects, that is, it does not go from being disordered to routing.



RECALLING CAVALRY

Example: During the previous turn, a British cavalry unit charged French infantry unit A that had changed to a square formation. The cavalry has been successfully recalled, so it may move towards its rear, moving through the zone of control of enemy infantry B without penalty. At the end of its movement, the cavalry unit is disordered. If it had failed the morale test, the cavalry unit cannot move and it would not have been disordered.

If the recall morale test fails, the cavalry does not move and is not disordered – unless it was already disordered in which case it remains disordered.

MOVEMENT

Movement is always from a hex to an adjacent hex and is voluntary unless required by a retreat combat result. Only units in command may move.

Infantry in column or in **open order** and **cavalry** may move **one hex**, unless they have a **maneuver order**, in which case they may move up to **two hexes in open terrain**. **Limbered artillery** may move **one hex**.

Infantry in line or in square and unlimbered artillery cannot move.

A move may only be performed:

- Into a unit's front hexes with an **attack** or **maneuver order**.
- Into a unit's rear hexes with a **defense order**, but with this order they can never move towards the enemy units.

During the movement phase units may wheel (turn) up to two hex corners (120°), but only one hex corner before the move and another hex corner after the move is completed.

Units that can not move may still use a movement action to wheel. Infantry in line and unlimbered artillery may wheel only one hex corner (60°). Note that this is different from the wheel capability that these units have during a formation change.

Limbered artillery may wheel up to two hex corners (120°) as noted above.

MOVEMENT OF COMMANDERS

When his unit group acts, the UGC may move up to two hexes. The UGC may never move into a hex that is adjacent to an enemy unit, unless the hex also contains a friendly unit.

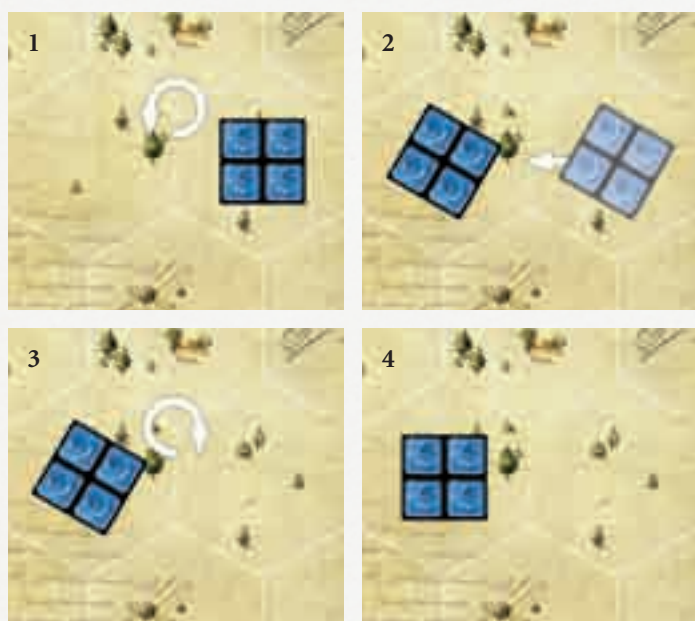
If he is in the same hex with a friendly unit that moves, a CC may move with that unit.

Commanders may move in any direction (they have no facing).

REORGANIZE A UNIT GROUP

Independently of the unit group order, it is possible to move your infantry or cavalry units that have retreated in combat, or have been rallied from a rout, but only in order to bring these units back into command and/or contact with the other units in their group.

In order to move, these units must be in command and, in the case of infantry, in column. Remember that you check if a unit is out of command only in the **next** turn's



MOVEMENT

Example: The French infantry unit wheels (turns) 60° counter-clockwise, then advances towards its left front hex; then it again wheels 60°, this time clockwise, to assume the same orientation it had at the beginning of its move.

command phase, so it is possible that a unit retreats out of contact with its group, but is still in command during the current turn.

For this reorganization move, even units with a defense or reserve order may move forward (toward the enemy) in order to regain contact with their group.

RESTRICTIONS ON MOVEMENT AND OTHER SPECIAL CASES

- You cannot move a unit through a hex containing enemy units. You may move one of your units into a hex occupied only by an enemy commander who is not with units of any type.
- You cannot maneuver (move) a unit from an enemy ZOC into another enemy ZOC. However, such a move is allowed during a cavalry charge, an advance after combat, or a rout.
- An infantry unit reduced to only one figure may not voluntarily enter an enemy ZOC, nor may it move in a way that places enemy units in its front hexes.
- If a unit moves into the same hex (or into an adjacent hex) of an enemy commander who is not accompanied by any of his units, that commander must retreat immediately if possible, moving one hex. The retreat hex must not be adjacent to other enemy units, unless it also contains a friendly unit. If the commander is unable to retreat, he is eliminated.

See also **Zones of Control** (page 20) for further clarifications on ZOCs and their effect on movement.

DIFFICULT TERRAIN

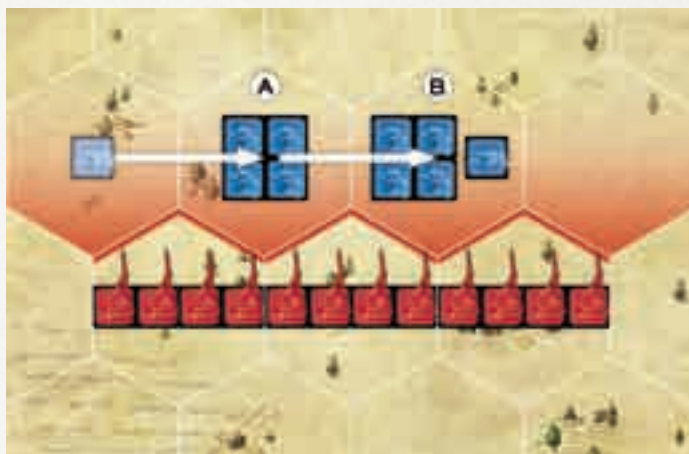
Some terrain hexes, like woods, villages and fortresses (see **Game Board**, page 17) are considered **difficult terrain**. Cavalry and artillery cannot enter or move through difficult terrain, and a cavalry unit cannot attack in mêlée or charge an enemy unit that is in a difficult terrain hex.

Also, wall hex-sides are similarly impassable for cavalry and artillery, and cavalry cannot perform mêlée attacks through them.

Infantry entering difficult terrain automatically changes into an **open order** formation. Infantry in open order moving out of difficult terrain into an open terrain hex automatically change into a column formation, facing any hex corner the player wants.

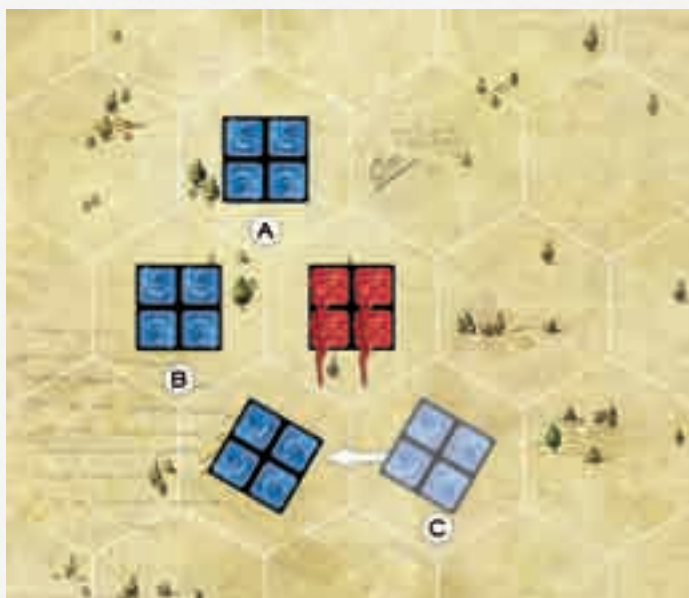
OUT OF SEQUENCE MOVEMENTS

In some cases, such as when a unit retreats, advances after combat, or routs, a unit may move (or be forced to move) out of the normal play sequence. Unless specified otherwise, normal movement rules apply to these out of sequence movements as well.



MOVEMENT OF COMMANDERS

Example: The French commander may reach friendly unit B – despite them both being adjacent to British units – as this movement goes through hexes containing friendly units.



REORGANIZE A UNIT GROUP

Example: French unit C has lost contact with units A and B of its group due to the attack of the British infantry. Although the French group has a defense order, unit C may move as shown, to regain contact with unit B.

HALF HEXES

Unless specified otherwise by the scenario, standard rules apply to any half hexes on the map.

FIRE AND MÊLÉE

Fire and mêlée use similar game mechanics, but with a few notable exceptions explained below.

Only units in the active group (with the exception of any units in rout) may attack an enemy unit during the action phase, either firing (first segment) or performing a mêlée combat (second segment).

The rules regarding **Fire** (page 33) and **Mêlée** (page 35) explains which units, and under which circumstances, are allowed to attack.

A single enemy unit may be attacked only once during the activation of a given unit group (however, see **Multiple Unit Attacks**, page 33).

All fire or mêlée combats of units within the same group must be declared at the same time, before rolling any dice. All combat effects inflicted by units of the same group are considered simultaneous.



To keep track of which units are firing or engaging in mêlée, place a “Fire” or “Mêlée” counter in their hex – this

counter is removed at the end of the appropriate segment.

To resolve fire or mêlée combat, roll one ten-sided die and apply all modifiers (see **Fire**, page 33, and **Mêlée Combat**, page 35). The combat is successful if the modified die roll result is 11 or more. A result of 10 or less has no effect against the enemy.

If successful, draw a card from the Event/Reaction deck and cross-index the die roll total with the table printed on the left side of the card to determine the damage inflicted upon the enemy. The icons corresponding to the die roll total are explained on the **Combat Result Table**, shown below, as well as in the rules on combat results on page 39.

All of the other informations and text printed on the card you draw are ignored. After using it for the combat result, this card is then immediately discarded.

COMBAT RESULT TABLE

☞ -2 Unit hit must make a morale test at -2

☞ -4 Unit hit must make a morale test at -4.



Unit hit is disordered; if already disordered, it is routed.



Remove one figure from the unit hit.



The unit hit must retreat.

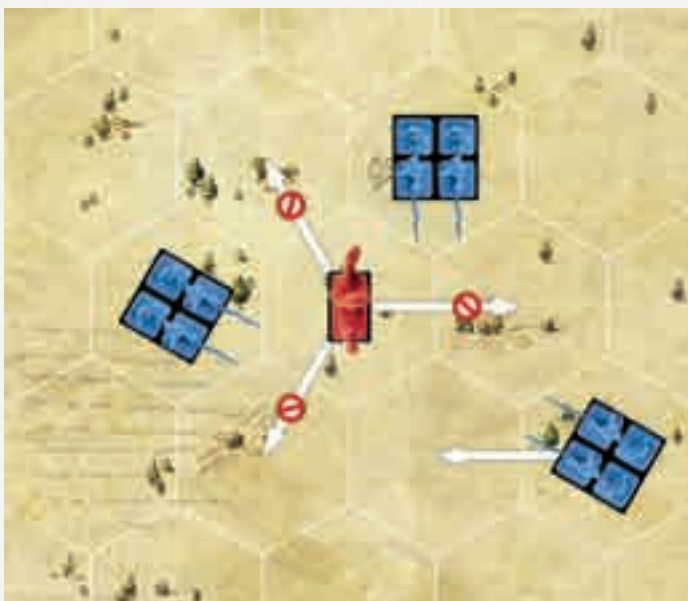


If the results are red, one enemy commander is wounded. If already wounded, he is now killed.



RESTRICTIONS ON MOVEMENTS: MOVEMENT THROUGH ZONE OF CONTROL

Example: French unit A, already in the ZOC of British unit B, may not move into hex H, as that hex is part of an enemy ZOC (both of unit's B and C). Note that the move to H would also be prohibited even if unit C was not in its position.



RESTRICTIONS ON MOVEMENTS: RETREAT OF COMMANDER

Example: The British commander here is almost surrounded by the enemy.

When the French infantry advances, he is forced to retreat, but all free hexes are adjacent to enemy units. For this reason, the British commander is eliminated.

If he had a friendly unit next to him, he could have been saved by moving into that hex.

MULTIPLE UNIT ATTACKS

Normally, each unit attacks separately. However, units belonging to the same group may attack together (either by fire or mêlée) against the same enemy unit that is in their combined ZOCs.

Only one attacking unit (chosen by its controlling player) will actually perform the attack. The other units (that are not disordered or reduced to a single figure) may only support the attacker, giving a +2 die roll modifier for each supporting unit.

Any other possible modifiers are determined by taking in consideration the attacking unit only, not the supporting units.

FIRE (SHOOTING)

Only infantry and artillery units can fire.

Cavalry in the Napoleonic age is primarily a "shock" troop using swords and lances and may only charge and fight in mêlée.

GENERAL RULES

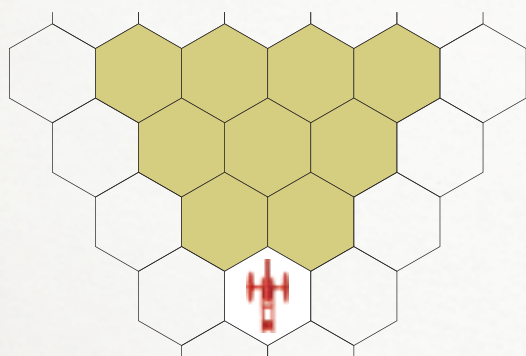
An infantry unit can fire once per turn against a single enemy unit in its ZOC.

Unlimbered artillery can fire against one enemy unit anywhere in its arc of fire (see below) if that artillery unit can trace a line of sight to it (see page 21).

Only the figures in a unit's front rank can fire: usually, one gun, or all of the figures of infantry in line, or the first rank of infantry in column.

Exceptions:

- Infantry units in open order may shoot at enemy units in different hexes (with each stand firing separately against a different hex) if the hexes containing the enemy units are in their ZOC.



Artillery Arc of Fire



MULTIPLE UNIT COMBAT

Example: The two British infantry units A and B combine their fire against French unit C. The British player decides to use the fire value of unit B that has full ranks, and adds +2 for the support of unit A.

The hedge between unit A and unit C has no effect on the attack, as only the modifiers for the fire coming from unit B are applied.

- Units in square can fire against a number of different hexes equal to the number of figures in the unit, using a single figure in every fire combat.

To resolve fire combat, roll one ten-sided die. Add to the roll the number of firing figures and the unit card's Fire value, as well as any other modifiers that may apply.

The fire is successful if the modified die roll result is 11 or more.

Note: A disordered unit may fire, but it does not get any rank bonus, as explained below.

Note: An infantry unit in column that has been reduced to three figures always fires with two figures.

RANK BONUS

When a non-disordered unit fires, add a rank bonus to the die roll depending on the **target** unit's formation.

Normally this bonus is equal to the number of ranks in the target: **1 rank for infantry in line, 2 ranks for infantry in column, 1 rank for cavalry or artillery** (see the chart on page 34 for the bonuses).

Additionally:

- Infantry units in open order are considered to have 0 ranks for the purposes of enemy fire.
- Infantry units in square are considered to have 4 ranks for the purposes of enemy fire.
- The rank bonus of a unit attacked on the flank may be counted differently. If the attacked unit is infantry (in line or in column), or cavalry, the unit is counted to have as many ranks as the

number of stands crossed by enemy fire (for example, a non-reduced infantry unit in line is considered as having 2 ranks, a 3-figures cavalry unit is considered as having 3 ranks, etc.).



ARC OF FIRE

Example: The French artillery may fire against British infantry unit A but not against unit B.



RANK BONUS (FIRE)

Example: A British infantry unit in line, with a fire value of +1, fires against a French infantry unit in column: +1 (fire value), +4 (number of firing figures), +2 (ranks of the target unit), for a total of +7, added to the British die roll. The die roll is a 6 for a modified result of 13: the attack is successful.

UNITS	RANK BONUS FOR THE FIRING UNIT
Artillery	1
Cavalry	1
Infantry in Column	2
Infantry in Line	1
Infantry in Open Order	0
Infantry in Square	4
Infantry or Cavalry attacked on Flanks	Number of stands crossed by fire

FIRE MODIFIERS

All of the following modifiers are cumulative.

MODIFIER	EXPLANATION
Firer	
± F	“F” is the Fire value printed on the unit card.
+1	Per each gunner or infantry figure firing.
+2	Per each non-disordered, non-reduced unit supporting the attacker.
Target	
+1	Per each rank in target unit, as long as the firing unit is not disordered.
Terrain	
+1	Firing unit is behind a crest, or on higher ground than the target unit.
-1	Per each of the following that apply: target in woods; target behind a crest or on higher ground than the firer; target behind hedge or wall; target in village (these are all cumulative).
± TM	“TM” is a special terrain modifier as indicated in a scenario (for example, fortifications or fortresses).

FIRING RESTRICTION

— **Routing units** can never fire.

ADVANCE AFTER A FIRE COMBAT

An infantry unit with an attack order that destroys or forces an enemy unit to retreat or rout as a result of its fire, may advance into the hex left vacant by the enemy target unit at the end of its group's action. This advance is optional and not required.

After it advances, a unit may wheel (turn) up to one hex corner (60°).

Infantry units with a defense or reserve order may not advance if the enemy unit's hex becomes empty.

Independently from the order they have, supporting units may never advance after fire.

If the infantry unit that advances is in line or in open order it is automatically disordered after such an advance. If it was already disordered previous to the advance, it remains disordered and does not rout. Infantry in square formation may never advance after combat.

If an infantry unit advances into a hex that is not open terrain, it automatically adopts an open order formation. On the other hand, if the infantry was in open order and advances into an open terrain hex, it automatically adopts a column formation and is disordered. If it was already disordered previous to the advance, it remains disordered and does not rout.

MÊLÉE COMBAT

Only infantry and cavalry can mêlée (with attack or defense orders).

Artillery and infantry in square cannot fight in mêlée.

Note: A disordered unit can fight in mêlée, but it receives no rank bonus, as explained later.

GENERAL RULES

Each unit can perform a single mêlée against a single enemy unit in its ZOC.

To resolve mêlée combat, roll one ten-sided die. Add to the roll the number of attacking figures and the unit card's Mêlée value, as well as any other modifiers that may apply. The mêlée is successful if the modified die roll result is 11 or more.

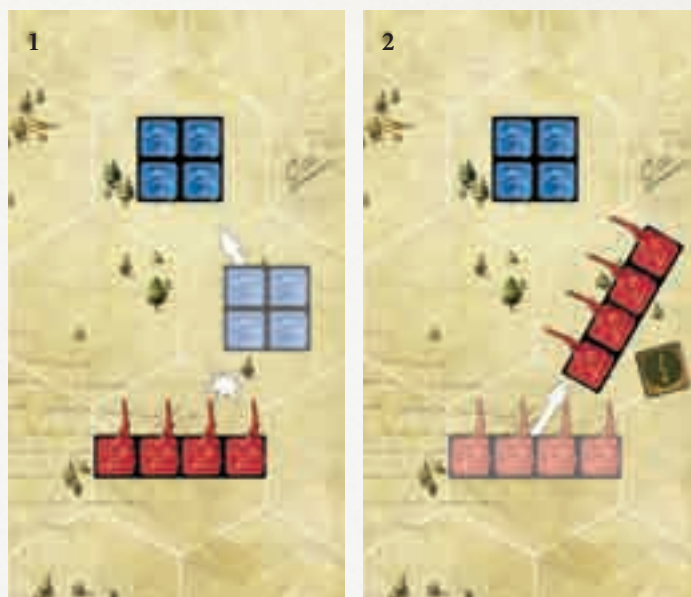
All of the figures in a unit are counted in mêlée.

Exception: Infantry units in **open order** use a **maximum of two figures for mêlée**.

RANK BONUS

When a non-disordered unit fights in mêlée, add a bonus for the unit's ranks based on its formation to the unit's die roll.

In mêlée combat, if the target unit is not disordered and is attacked frontally, the number of ranks of the target unit is a negative modifier.



ADVANCE AFTER COMBAT (FIRE)

Example: Due to British fire the French infantry must retreat. The British player decides to advance the infantry unit that attacked, wheeling one hex corner. As the British infantry was in line, it is automatically disordered after the advance.

Normally the rank number is determined by the unit's formation: **1 rank for infantry in line, 1 rank for cavalry, 2 ranks for infantry in column.**

MÊLÉE RANKS		
FORMATION	ATTACK	DEFENSE
Artillery	-	1
Cavalry	1	1
Infantry in Column	2	2
Infantry in Line	1	1
Infantry in Open Order	0	2
Infantry in Square	0	0
Any unit attacked on the flank, rear, or in Disorder	-	0

Additionally:

- **Infantry units in open order have 0 ranks when attacking** in mêlée and are considered as having **2 ranks if defending** in mêlée.
- **Infantry units in square have 0 ranks.**
- **Artillery units cannot attack** in mêlée and have **1 rank** if defending in mêlée.



RANK BONUS (MÊLÉE)

Example: A French infantry unit in column, with a mêlée value of +1, attacks a British infantry unit in line. Modifiers of +1 (mêlée value), +4 (attacking figures), +2 (ranks of the attacker), -1 (defending ranks) must be applied to the die roll, for a total of +6. The die roll is a 5 for a modified result of 11: the attack is successful.



MÊLÉE IN PROHIBITED TERRAIN

Example: The French cavalry cannot mêlée **with** the British infantry in the woods hex since the hex cannot be entered by the cavalry.

MÊLÉE MODIFIERS

All the following modifiers are cumulative.

MODIFIER	EXPLANATION
General	
± M	"M" is the Mêlée value printed on the unit card.
+1	Per infantry or cavalry figure in the unit (maximum of 2 if the unit is in open order).
+1	Per rank in the unit, unless the unit is disordered.
+C	"C" is the UGC's Mêlée value; it applies if the UGC is in the same hex as the unit (if the CC is there, you may use the CC's Mêlée value instead).
+2	Per any non-reduced, non-disordered unit supporting the attacking unit.
Target	
-1	Per rank of the defending unit, only if the defending unit is not disordered and is attacked frontally.
-5	Cavalry against infantry unit in square.
+2	Defender attacked on flank or rear.
+1	If the defender is British infantry in line.
Terrain	
+1	Attacker is behind a crest, or on higher ground than the defender.
-1	Per each of the following situations that may apply: defender in woods, defender behind a crest or on higher ground than the attacker, defender behind hedge or wall, defender in village (these are all cumulative).

RESTRICTIONS TO MÊLÉE

- **Infantry** cannot perform mêlée attacks against cavalry (but can be the target of cavalry mêlée attacks).
- **Cavalry** cannot perform mêlée attacks against units in a difficult terrain hex or behind an impassable hex-side (such as a wall).
- Routing **units** cannot attack in mêlée combat (but can be the target of a mêlée attack).
- An **infantry unit fighting in mêlée (or supporting a mêlée attack) while in line formation is automatically disordered at the end of the mêlée**. If the unit was already disordered, it remains disordered and does not rout.

- A cavalry unit attacking in *mêlée* or supporting a *mêlée* against an infantry unit in square is automatically disordered at the end of the *mêlée*. If the unit was already disordered, it remains disordered and does not rout.

ADVANCE AFTER MELEE COMBAT

After a *mêlée*, it is possible for the attacked hex to become vacant because the defending unit retreats or is destroyed. In such cases, an attacking infantry or cavalry unit with an attack order **must** advance.

After it advances, a unit may wheel (turn) up to one hex corner (60°).

Infantry and cavalry units with a defense order that fight in *mêlée* cannot advance if the enemy unit's hex becomes empty.

Independently from the order they have, supporting units can never advance after *mêlée*.

After *mêlée*, if an infantry unit advances into a hex that is not open terrain, it automatically adopts a open order formation. On the other hand, if the infantry was in open order and advances into an open terrain hex, it automatically adopts a column formation and is disordered. If it was already disordered previous to the advance, it remains disordered and does not rout.

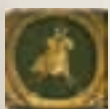
CAVALRY CHARGE

Only non-disordered cavalry with an attack order can charge.

Note: Disordered cavalry, or cavalry without an attack order, cannot charge, but can still fight in *mêlée* against any adjacent enemy units in its front, following the rules of the **Mêlée Combat** section on page 35.

GENERAL RULES

All of the cavalry units in the same group that want to charge must declare the charge at the same time. They are **not** required to indicate their target at this time.

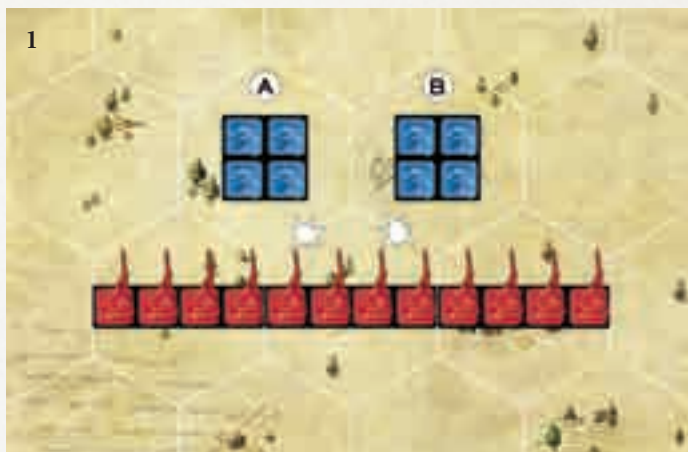


To keep track of cavalry units wishing to charge place a "Charge" counter in their hex. The counter is removed at the end of the current segment.

Charging is never mandatory and it is possible for some units in a group to charge while other units in the same group do not charge.

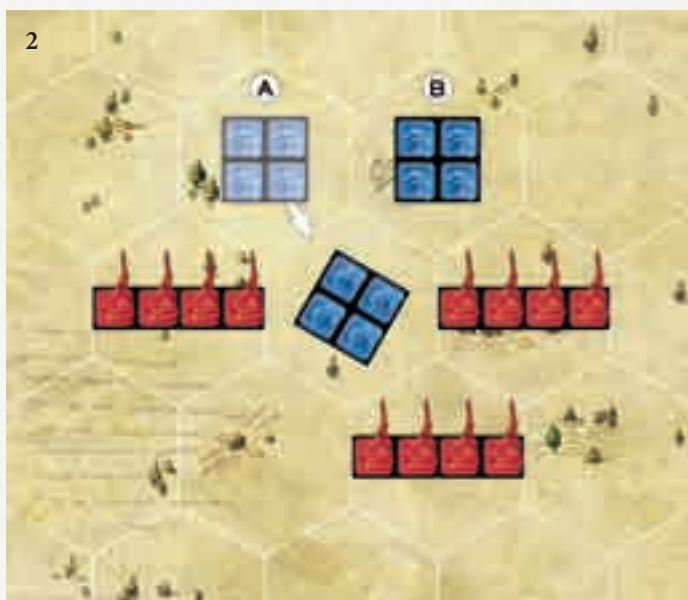
Before performing the attack, each charging cavalry unit may advance, moving into an open terrain hex (that is, not woods, village, fortification, etc.) in its front. Wheeling (turning) is not allowed during this move; apply normal movement rules for all other cases (see page 30).

The target enemy unit must be, at the end of this one hex move, in the front of the charging cavalry unit and in open terrain.



ADVANCE AFTER A COMBAT (MÊLÉE)

Example: French unit A, with the support of unit B, attacked in *mêlée* and forced one of the British units to retreat. Since the French unit's group has an attack order, unit A must advance. Unit B may not advance, for it was only supporting unit A's attack. After the advance, the French player decides to wheel the unit one hex corner.



If the cavalry unit was already adjacent to enemy units in open terrain, the cavalry unit is not required to move, and it may charge the enemy without any further movement.

Perform all movements of charging cavalry units before rolling for attacks.

A cavalry charge is automatically successful unless:

- The target unit is an infantry unit in square formation
- The target unit is a non-disordered cavalry unit with the charging unit in its front.

If automatically successful, you still roll one ten-sided die, add +10, and add +1 per cavalry figure in the charging unit, plus the charging unit card's *Mêlée* value, and, if a commander is attached to the charging unit, any UGC's or CC's *Mêlée* value (player's choice if both are present).



CHARGE

Example: A group composed of two British cavalry units charges the French. After the charge declaration, French infantry units C and D try to change to a square formation. The test is made with a -2 modifier, since the cavalry starts its charge from a distance of 2 hexes.



Unit C fails the test and thus stays in line and becomes disordered, while unit D successfully manages to change to a square formation. Unit A may not advance into H (it is a village hex) and therefore advances into hex J; unit B advances into K.

Having completed their movement, the two cavalry units are ready to attack. It is not opportune for British cavalry B to attack the French infantry in square: the attack would be resolved as a normal mêlée, with a modifier of -5! The British player therefore decides to charge infantry unit C, with cavalry unit A supported by unit B.

The modifier is +3 for the attacking figures, +2 for the supporting unit, +10 for the charge against a unit not in square formation. The roll will thus have a modifier of +15!

Then, draw an Event/Reaction card and cross-check the total die roll result to the combat table on the Event/Reaction card to determine the damage inflicted on the enemy unit.

If the charged unit is infantry in square, or a non-disordered cavalry unit charged frontally, the charging cavalry uses the normal mêlée combat procedure with the usual modifiers: The cavalry charge attack is successful on a die roll total result of 11 or more. Apply all mêlée modifiers shown on page 36.

Note: After a charge, if a cavalry unit is disordered for any reason, it may still fight again in the next action phase (next turn), but does so according to the standard mêlée rules, with no charge modifiers (it may not charge while disordered).

CAVALRY CHARGE AGAINST A SQUARE

Following a cavalry charge and the combat resolution against an infantry unit in square, the attacking cavalry unit and any supporting cavalry units become disordered. Remember that a charge against a square is at -5 on the cavalry charge die roll.

INFANTRY REACTING TO A CAVALRY CHARGE

After cavalry charge declarations, all of the enemy infantry units that are not disordered or in rout and have a line of sight to the charging cavalry units may attempt to form a square.

To change formation, infantry units must pass a morale test, at -2 if the charging cavalry unit is two hexes away, and -4 if the cavalry unit is one hex away (that is, adjacent). If the test fails, the infantry unit remains in its current formation but is now disordered. If already disordered, the infantry unit remains disordered and does not rout.

The formation change may be attempted after the first move of the charging cavalry if the cavalry unit was not in line of sight of the infantry when the charge was declared.

ARTILLERY REACTING TO A CAVALRY CHARGE

If the charged unit is an unlimbered artillery unit, and it is charged frontally, it may fire against the charging cavalry unit if it passes a morale test. The test must be performed before the cavalry rolls for its attack, but after the advance move of the charging cavalry unit. Artillery fire is resolved as per the normal fire rules (page 33).

If the cavalry is disordered by this artillery fire, it may still attack, but the attack will use the standard mêlée rules and not the more advantageous cavalry charge rules.

CHARGING WITH MULTIPLE CAVALRY UNITS

Normally, each cavalry unit charges a separate target and a single enemy unit may be charged only once per phase. However, cavalry units in the same group may charge a single enemy unit that, after the one-hex cavalry movement preceding the charge, is in the ZOCs of all the charging cavalry units. In this case, only one cavalry unit (chosen by the attacker) performs the attack, and the other cavalry units (that are not disordered) may only support the charge, giving a +2 modifier for each supporting cavalry unit.

Determine any other die roll modifiers that may apply based on the conditions of the cavalry unit performing the charge, not the supporting units.

COMBAT RESULTS

REMOVE A FIGURE

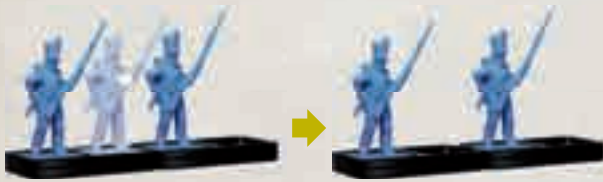
INFANTRY

An infantry unit generally comprises four figures. Every time the unit receives a “Remove a Figure” combat result, one figure is immediately removed from the unit.

- On the first loss, a figure is removed from one of the two stands (player's choice).



- On the second loss, a figure is removed from the undamaged stand.



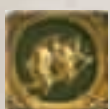
- On the third loss, remove one of the stands that has a single figure. When an infantry unit loses a stand, the unit is considered **reduced** and has only a minimal movement and combat capability.



A reduced infantry unit has no ZOC, cannot attack in mêlée, cannot support other units in fire or mêlée attacks, cannot voluntarily enter enemy ZOCs, and cannot move in a way that would cause enemy units to end up in its front hexes..

A reduced infantry unit may move into its rear hexes even without a defense order.

The formation of a reduced infantry unit is equivalent to a column, but it is considered to have only one rank. The infantry unit may adopt a square formation to defend against a cavalry charge.



To mark this status, use the “Square” counter since the unit has only one stand.



The infantry unit, already reduced to two figures due to previous losses, suffers an additional loss from an enemy cavalry attack.



One of the **stands** that compose the unit is removed – the unit is now reduced.

The player controlling a reduced infantry unit may choose to remove it voluntarily from the game when a formation change is permitted (in the first or second segment of the action phase).

- On the fourth loss suffered, an infantry unit is completely eliminated and the final stand is removed. A UGC or CC grouped with that unit is also eliminated.

CAVALRY

Each cavalry unit generally comprises three figures (each a rider on a horse), each on its own stand.

For each loss suffered by the cavalry unit, a figure and its stand are immediately removed.

Cavalry units are not reduced like infantry, as explained above, but can act normally as long as they have at least one figure. When the last figure is removed, the unit is completely eliminated from play. A UGC or CC grouped with that unit is also eliminated.

ARTILLERY

An artillery unit comprises one gun and 2 to 4 gunners who are not mounted on a stand.

One gunner is immediately removed for each loss suffered by the artillery unit.

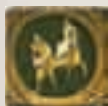
Artillery units are not reduced like infantry, as explained above, but may act normally as long as they have at least one figure.

When the last gunner is removed, the gun is also removed and the unit is completely eliminated from play. A UGC or CC grouped with that unit is also eliminated.



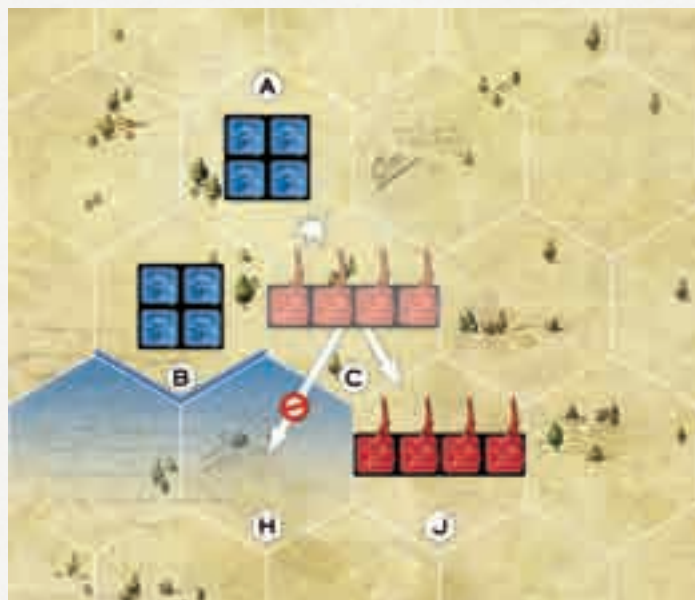
WOUNDED COMMANDER

A red combat result means that one UGC or CC grouped with the target unit has been wounded. If there is more than one commander in the hex, determine randomly who was hit (roll a die or draw a card).



Immediately place one "Wounded" counter on the commander card. A wounded commander is -1 on all of the values printed on his card for the remainder of the game. A wounded commander that is wounded again dies – his commander card is immediately replaced with another card, usually with worse statistics, drawn at random from the player's replacement commanders (see also page 16). The death of a commander requires a morale test (see page 19) by the unit he is grouped with (same hex).

Remember that commanders are also eliminated from the game if they are grouped with a unit that is eliminated, or if the commander is for any reason alone in a hex with an enemy unit and is unable to retreat.



RETREAT

Example: The attack of French infantry unit A against British infantry unit C forces it to retreat one hex.

The British unit may not enter hex H, the ZOC of French infantry B, but it may enter hex J.

If hex J could not have been entered (for example, due to the presence of another British unit there), unit C would have to retreat to hex H, losing one figure.

RETREAT

Units suffering a retreat result must move one hex, chosen by their player, away from enemy units and, if possible, towards friendly units and may not voluntarily enter enemy ZOCs.

Retreating units continue to face the same direction they were facing before they were forced to retreat.

If a retreat is only possible into an enemy ZOC, the unit may still retreat but loses a figure, with the same results as "Remove a Figure" rules above. If the unit retreats simultaneously into two enemy ZOC, the unit loses only one figure all the same.

If the retreat is not possible, because other units or impassable terrain block the way, or because the retreating unit is an unlimbered artillery unit, the unit does not retreat but remains in its hex and instead loses a figure in addition to any other effects caused by the combat result.

Commanders grouped with retreating units suffer the same fate as the unit attached to them and move into the same hex that the unit retreats into.

MORALE TEST

Units suffering a morale test result must pass an immediate morale test (see page 19), with the modifier shown by the combat result (-2 or -4) in addition to any other modifiers.

If the unit fails this morale test, it is immediately disordered; if already disordered, the unit routs.

DISORDER

Units suffering a disorder result have reduced tactical capabilities, and rout if they receive another disorder result.

Various effects of disorder were outlined in previous rules sections but are summarized here.

A disordered unit:

- Loses the bonus for firing against a target with multiple ranks;
- Loses its own rank bonus when performing a mêlée attack, and is considered as having 0 ranks if attacked in mêlée;
- Cannot support other units firing or attacking in mêlée;
- Cannot charge nor support a charge (applies to cavalry units only);
- Cannot react to a cavalry charge (applies to infantry or artillery units only);
- Makes morale tests at -2;
- Cannot change formation but may wheel (turn) its front.

A disordered unit that receives an additional disorder result, or fails a morale test, for any reason, immediately routs (see below).

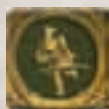
Units may recover from disorder, that is, remove the "Disorder" counter, during the "Change Formation" step of either segment of the action phase as long as they do not perform another action during that phase such as move or fire. Recovering from disorder does not require a morale test.



Units that become disordered are immediately marked with a "Disorder" counter.

ROUT

There is no "Rout" combat result. A rout is caused by the cumulative effects of disorder or failed morale tests.



A disordered unit that fails a morale test, or suffers an additional disorder result, routs. Units in rout receive a "Rout" counter, and the unit's figures are positioned with their backs to the enemy.

A routing unit must immediately perform a retreat and move two hexes away from the enemy (see **Rout Move** below).

ROUT EFFECTS

A routing unit has completely lost its willingness to fight and is very limited in what it may do:

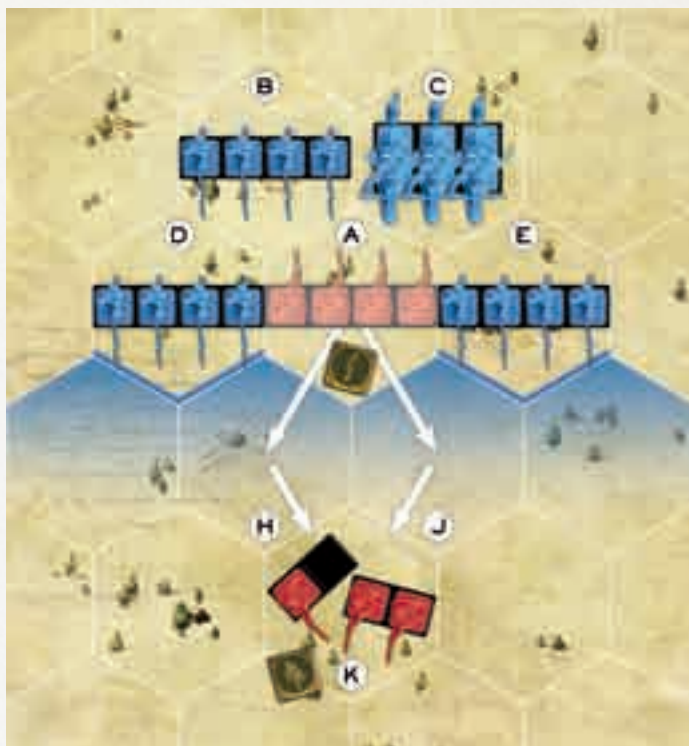
- It loses its original formation and its ZOC;
- It cannot fire or mêlée, or support other units firing or attacking in mêlée;
- It cannot perform voluntary movements or changes of formation;
- It makes all morale tests at -4;
- At the end of each rally phase, a unit which is still routed must move away from the enemy with an additional rout move.

Exception: If an unlimbered artillery unit suffers a rout result, it is removed from the game.

If a unit already in rout is attacked in mêlée or fire, no die roll is needed – it automatically suffers another "Rout" result. The opponent only needs to declare the fire or mêlée attack (with the proper order), and the target unit must immediately perform another rout move of two hexes.

ROUT MOVE

The rout move is performed by the player controlling the routed unit. It is an immediate retreat of two hexes away from the enemy. At the end of the rout move, the unit's figures are positioned with their backs to the enemy.



ROUT

Example: British infantry unit A, already disordered due to the fire of French infantry unit B, suffers another disorder result from the charge of French cavalry unit C, and is thus routed. British unit A must therefore immediately retreat two hexes towards its side of the battlefield. Whether it chooses to retreat through hex H or hex J, it must pass through an enemy ZOC, thus losing one figure. It ends its retreat movement in K. During its next rally phase, if it does not rally, the British unit must continue its retreat, moving one hex each turn away from the enemy..

A unit forced to move through enemy ZOCs during a rout loses one figure per ZOC entered.

If the rout retreat move is not possible, because of impassable terrain or because other units block the way, the routing unit loses one figure per hex of retreat it was not able to perform.

The rout move continues at the end of the rally phase (see page 42) even if no rally has been attempted for the unit in rout. **After a unit's first rout move of 2 hexes, all additional rout moves are 1 hex each.**

Units forced to move off of the game board because of a rout, or if the unit is not rallied before the end of the game, are considered eliminated for purposes of calculating scenario victory conditions.

RALLY PHASE

After all of the unit groups have acted in both segments of the action phase, both players may perform a rally phase. The CC with the highest leadership value chooses if he will act before or after his opponent. If the CC values are equal, the French player chooses.

In the rally phase, the CCs, or UGCs (limited to the units in their unit group), may attempt to rally units in rout within their command radius, as determined by the leadership value printed on their commander card.

Each commander may attempt to rally only a number of units equal to or less than his leadership value for every rally phase.

Only one rally attempt may be made for each unit in rout. If more than one commander is available for the rally attempt, the player chooses whether to use his CC or the UGC of the group that the unit belongs to.

To be rallied, the unit must pass a morale test with all the usual modifiers (see page 19).

Remember that units in rout have a -4 morale test die roll modifier and the rallying commander's morale value is applied only if he is grouped with the routing unit (same hex).

Routing units that fail this rally morale test, or that are unable to perform a rally test, must immediately make the one hex rout move.

Routing units that pass the rally morale test immediately remove the "Rout" counter and are now disordered. They are not required to make a rout move.

Infantry units that pass the rally morale test adopt a column formation, or adopt an open order formation if they are not in open terrain.

Example: A routed British infantry unit tries to rally, thanks to the presence of the UGC in the same hex. The unit has a morale of 5 (+5), 3 figures – having lost one during the rout – (+3), and the commander has a morale value of 3 (+3): the total is +11. A -4 modifier must be subtracted for the routed unit, for a final modifier of +7. With a roll of 4 or higher, the unit will be rallied and placed in column, disordered. With a roll of 3 or lower, the unit will stay routed, and must retreat immediately one hex towards its side of the battlefield.

Now you are ready to play **Battles of Napoleon!** Choose a battle from the scenario booklet and set up the game. When you feel you have mastered the basic rules, you can add one or more of the optional rules shown on the following pages.

OPTIONAL RULES

Rules in this section can be added to the game once you are familiar with the basic rules.

Each scenario suggests which optional rules to use (or to avoid!) to make for a better game.

INFANTRY OPTIONAL RULES

ADVANCED UNIT COMPOSITION

In the basic rules of **Battles of Napoleon**, you create an infantry unit by placing four figures on the two stands from those available to your army.

With the optional rules, special troops (skirmishers and grenadiers) are introduced whose use is explained here.

The different figures that make up a unit are indicated by the icons shown on the left side of the unit card, as shown on the table on page 44.

The **Battles of Napoleon** box contains infantry figures in different poses, each pose corresponding to a different troop type (see table).



Even if it does not have an effect in game terms, players may compose a unit by placing the appropriate figures on a stand.

Example: The unit represented by this card comprises (left-to-right) one line infantryman, one skirmisher and two grenadiers.





The illustration shows an example of unit composition.

If you use the optional rules in this section, we suggest to use them in their entirety (that is, if you use skirmishers, also use grenadiers and rifles, if required by the scenario).

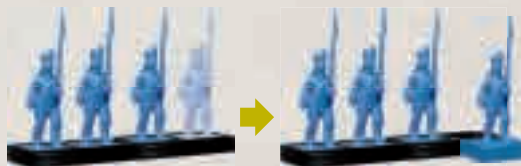
SKIRMISHERS

Each infantry unit card shows if and how many skirmishers are available to that unit.

The number of skirmishers available to a unit is equal to the number of  icons for French units, and to the number of  icons for British units.

DETACHING SKIRMISHERS

Infantry units that want to detach an available skirmisher must perform a formation change to do so. Remove a skirmisher figure, base it on an individual stand and place it in the unit's hex, in front of the other figures of the unit.



A disordered unit or a unit in open order may not detach a skirmisher.

Sometimes skirmishers will begin the game already detached from their parent unit as indicated in the scenario.

A maximum of one skirmisher may occupy a hex with its parent unit.

USING SKIRMISHERS

Skirmishers have no movement or combat capability of their own. If their parent unit moves, the skirmishers move with it.

If a skirmisher is deployed and the enemy fire crosses the front hexsides of that unit, the enemy die roll is -1. This also applies to enemy artillery fire.

The detached skirmisher may, player's choice, absorb one fire damage directed at their parent unit; if it does so, it is eliminated and removed from play.

When a unit with a deployed skirmisher fires at an enemy unit, the detached skirmisher contributes as normal to the firing value of their parent unit. Any morale test of the enemy target unit is at -1 (this represents skirmishers specifically targeting enemy officers).

TYPE	ICON	FIGURE	TYPE	ICON	FIGURE
 FRENCH			 BRITISH		
Line			Line		
Skirmisher			Skirmisher		
Grenadier			Grenadier		

If its parent unit is eliminated, retreats or routs, the skirmisher figure is also eliminated, or it retreats or routs with its parent unit.

CALLING BACK SKIRMISHERS

To call back a skirmisher into the ranks of a unit, the infantry unit must perform a formation change.



The player removes the detached figure from its individual stand and places it back on the unit stand.

Skirmishers automatically fall back into the ranks of their parent unit if any of the following happens:

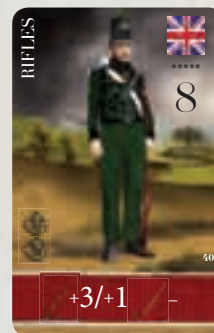
- the parent unit attacks or is attacked in mêlée;
- the parent unit is charged;
- the parent unit forms a square;
- the parent unit adopts an open order formation.

GRENADIERS

Each infantry unit card specifies how many (if any) grenadiers are available to the unit.

The number of available grenadiers for French units is equal to the number of  icons, and to the number of  icons for British units.

When a unit attacks in mêlée, it adds +1 to the die roll per every grenadier figure in the unit at the moment of attack.



BRITISH RIFLES

British light infantry units comprised a number of special battalions of Rifles that could spread out in skirmish formation and were deployed on a wide front.

Armed with accurate rifled weapons, they formed an effective screen for their army, and effectively harassed enemy infantry and caused higher casualties among enemy officers.

Note: the British army includes 'normal' skirmishers as well as Rifles. Rifles are only available to the British player when explicitly mentioned by the scenario.

USING RIFLES



per the scenario rules.

In game terms, Rifles are generally similar to skirmishers, but they are not detached from a unit. Instead, Rifles are represented by individual figures placed on the battlefield as

Rifles figures are always individually based.

Like skirmishers, Rifles are always grouped with a friendly infantry unit (a parent unit), whose movement and fate in battle they follow. Unlike skirmishers, Rifles fight independently from their parent unit.

For purposes of movement and combat, Rifles have no formation, no flanks nor rear.

A hex where a Rifles figure is deployed may not contain other Rifles or other skirmishers.

RIFLES MOVEMENT

Rifles act at the same time as the unit group their parent unit belongs to, always abiding by the normal limitations based on orders and play phase.

Rifles can only move or fire; they perform no change of formation (they have none to start with) and may not attack in melee.

If they move, they may move with their parent unit. They can also opt to remain motionless, or move into an adjacent hex, as long as at the end of the group's movement they are in the same hex as one of the group's units. The unit they are grouped with at the end of the movement, if different from the previous one, becomes their new parent unit.

COMPULSORY MOVES

When the parent unit advances, is eliminated, retreats, or routs, the Rifles also advance, are eliminated, retreat or rout with their parent unit. (If routed, Rifles return to operational status if and when their parent unit is rallied).

RIFLES FIRING

For firing, Rifles act like a unit of only one figure with a profile as per their unit card.

Rifles are the only infantry unit that may fire in all directions and up to two hexes away (using the second attack modifier shown on their card), using normal line of sight rules (see page 21)

Any morale test of an enemy unit hit by Rifles fire is at -1.

The Rifles figure itself may not be directly targeted by enemy fire. When the parent unit must remove a figure because of enemy fire, the owning player may remove the Rifles figure instead.

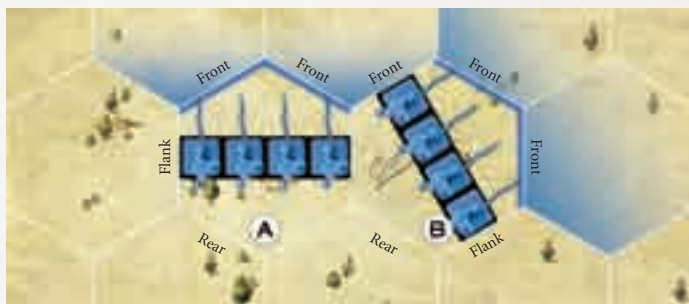
If the parent unit is eliminated, retreats or routs because of enemy fire, Rifles do the same as their parent unit.

RIFLES IN MÊLÉE

Rifles may not attack in mêlée and/or advance after a mêlée. They can be involved in a mêlée, and follow the fate of their parent unit.

If the parent unit attacks, or is attacked in mêlée or in a charge, the Rifles are immediately redeployed at the rear of the parent unit and do not take part in the mêlée.

They perform no action during the mêlée and can resume normal actions, as if they were performing a move, in their parent unit's next action segment. Reposition the Rifles figure in front of the unit to show that they are operational again.



COVERING A FLANK

Example: In the situation shown in the illustration, the unit on the left (A) covers the flank of the unit on the right (B).

If the parent unit advances after the mêlée, the Rifles advance with it. If the parent unit is eliminated, retreats or routs because of a mêlée, the Rifles do the same as their parent unit.

INDEPENDENT RIFLE FIGURES

A scenario may feature Rifles figures placed individually on the map, unrelated to any parent unit.

These figures cannot move, they can only fire.

The scenario will specify which group the Rifles figure is related to for initiative purposes.

COVERING A FLANK

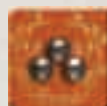
If two or more friendly infantry units are in line, and are placed in a way that the zone of control of one of them occupies one flank hex of the other, the latter will count as having its flank covered.

Covered flank hexes count as front only for purposes of calculating modifiers of a unit performing a morale test or being attacked by enemy fire (including at range) or in mêlée (including as result of a charge).

ARTILLERY OPTIONAL RULES

AMMUNITION

During a battle, artillery units may fire a maximum number of times as per the ammunition number shown on their unit card.



To keep track of shots fired by a unit, players may place a number of counters equal to the ammunition value shown on the cards on that unit. Every time a shot is fired, remove a counter.

After the last shot has been fired, an artillery unit may fire only at one hex range, using the lowest of the three fire values shown on the card.

CANISTER (CASE-SHOT)

To represent the devastating effect of direct artillery fire upon troops attacking them from the front at close range, use the following rules.

Instead of firing normally, an artillery unit may fire against two different adjacent enemy units that are both in its zone of control.

The artillery unit fires at each enemy unit separately, using the artillery unit's total fire value (the value of the card added to the number of gunners) halved (rounding down), adding the appropriate modifiers to each of them.

Example: An artillery unit, with a fire value +4 and 3 gunners, has two enemy units in its ZOC. It may fire with a modifier of +7 against one unit, or it may fire with a modifier of +3 ($4+3=7/2=3$) against each of them.



VOLUNTARY RETREAT 1

Example: The French cavalry, with an attack order, is in the ZOC of the British artillery. Although an attack order usually does not allow a move to the rear, the cavalry unit may be moved back towards hex H, keeping the same orientation.



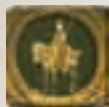
VOLUNTARY RETREAT 2

Example: The British infantry advances into hex J. The French cavalry may voluntarily retreat, moving immediately to the rear into hex K, keeping the same orientation.

CAVALRY OPTIONAL RULES

CAVALRY FATIGUE

Charging cavalry units are fatigued at the end of the charge phase.



To keep track of fatigued cavalry units, mark them with the appropriate counter.

Fatigued cavalry may not charge and they attack in mêlée at -2.

To remove the fatigue counter, cavalry simply perform a formation change.

CAVALRY VOLUNTARY RETREAT

Cavalry units may, in certain circumstances, voluntarily retreat one hex, independently from the order of their unit group.

To perform a voluntary retreat, cavalry cannot be disordered or in a rout.

During its own move:

- Cavalry with any order, if in the zone of control of enemy infantry or artillery, may move one hex away from the enemy (usually to the rear) without changing its facing.
- Cavalry with a maneuver order, if in the zone of control of enemy cavalry, may move one hex away (to the rear), without changing its facing, if it passes a morale test. If the test fails, the cavalry remains in its current hex.

During enemy movement:

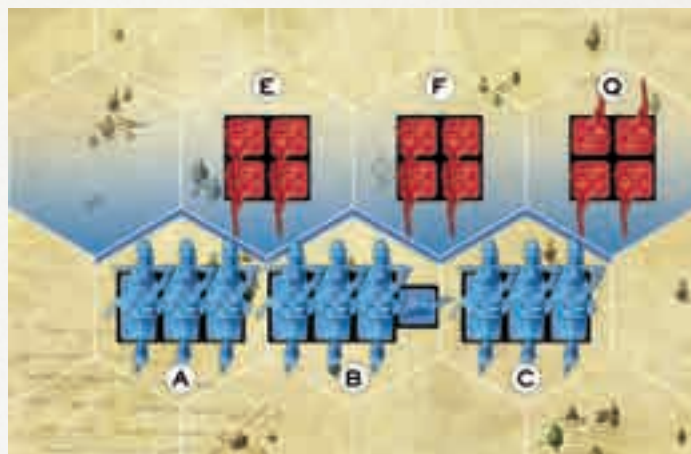
- Whenever enemy infantry or artillery units move into an adjacent hex, a cavalry unit with any order may move one hex away (to its rear) without changing its facing.

MASS CHARGE

In the second action segment, two or more cavalry units belonging to the same group may declare a mass charge.

The charging units must be adjacent to each other, and each of them must also be adjacent to, or in the same hex as, their unit group commander.

Cavalry units performing a mass charge move into the hexes to their front towards the enemy, keeping their relative positions to each other.



MASS CHARGE

Example: In the illustration, units A, B, and C declare a mass charge.

Units E and F are not in a square. Their morale test to change formation is at -6 (-4 because they are adjacent to cavalry and -2 for two additional charging units over the first). If they fail to form a square, the cavalry attack will be at +9 (equal to the number of figures in the charge, that is, three figures times three units) against both E and F.

Unit Q, already in a square, will be attacked normally only by cavalry unit C.

Except for the optional rules noted above, all the usual rules and restrictions on cavalry charges apply to mass charges (see page 37).

Unless in a square, each enemy unit contacted is attacked with a modifier equal to the sum of all the figures in the cavalry unit group, even if some of these figures are not in direct contact with the enemy.

Any enemy unit contacted which is in a square may be attacked, following the normal rules, by one charging cavalry unit that is in contact with it.

Morale tests to form squares for units receiving this charge will be at -1 per every cavalry unit over the first in the mass charge.

A game by UGO DI MEGLIO and SERGIO GUERRI



Dedicated to E.G.

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