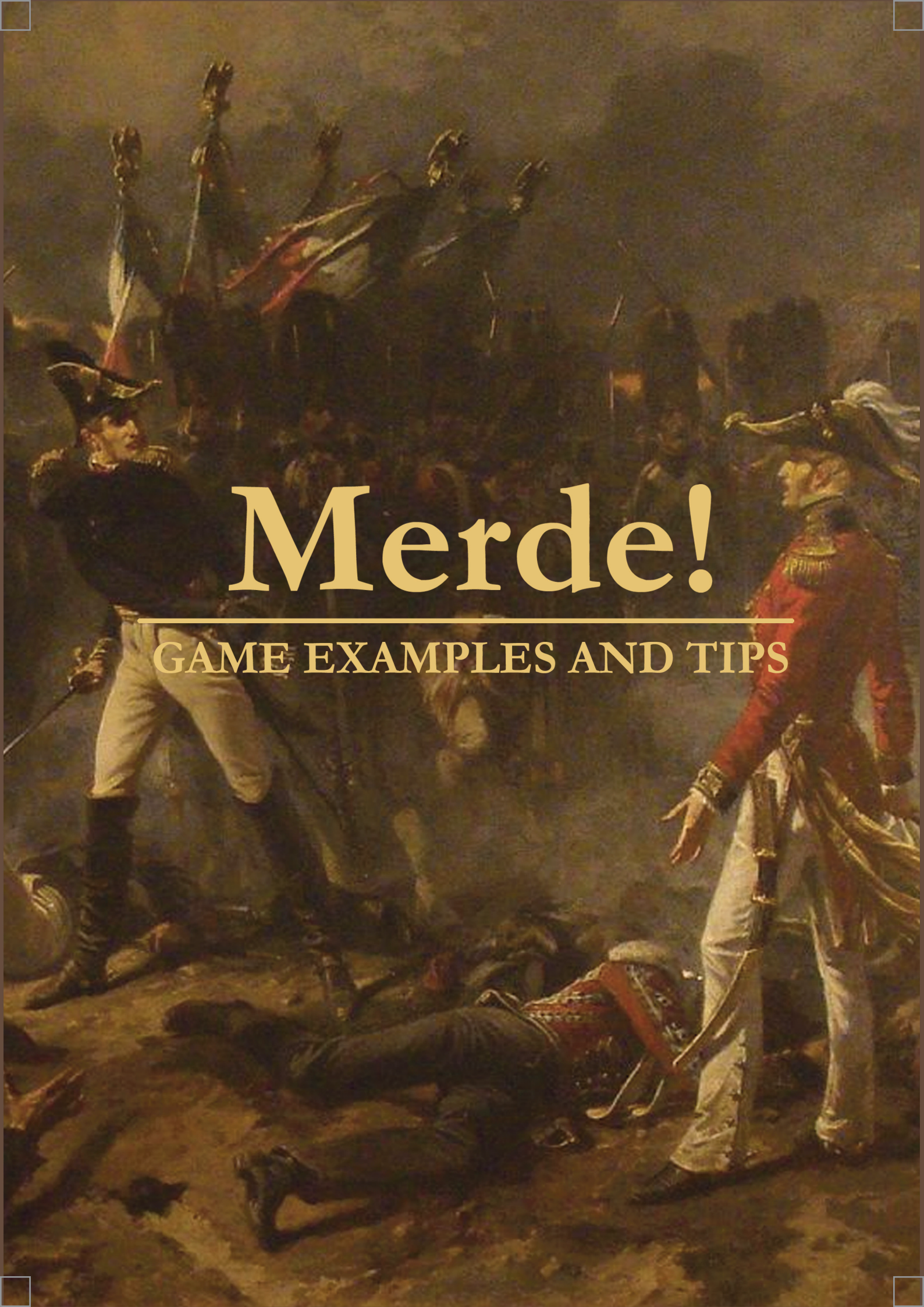


A dramatic painting of a Napoleonic battle scene. In the foreground, a French general in a black bicorne hat and dark uniform stands on the left, looking towards the right. On the right, a British general in a red coat and white breeches stands with his back to the viewer, looking towards the left. In the center, a large flag is being raised by several soldiers. In the foreground, a fallen soldier lies on the ground. The background is filled with smoke and the chaos of battle.

Merde!

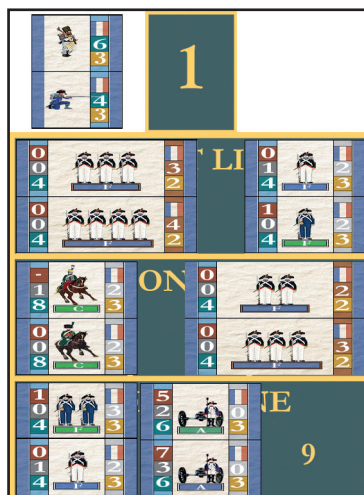
GAME EXAMPLES AND TIPS

GAME EXAMPLES AND TIPS

1. ORGANIZATION OF COLUMNS

Before starting the battle, players must decide how to organize their columns, investing the available points to build their armies: 140 for those with seven columns, 120 for those with six, and 100 points for those with five. Points are calculated based on the cost of each soldier depicted on the units: 1 point for line units; for veteran units add 1 point to the cost of the soldiers, so, a unit with two soldiers costs 3 points, one with one soldier 2 points; for elite units add 2 points to the cost of the soldiers, so, a unit with two soldiers costs 4 points, one with one soldier 3 points.

Here are some possible solutions and their placement on the Headquarters board.

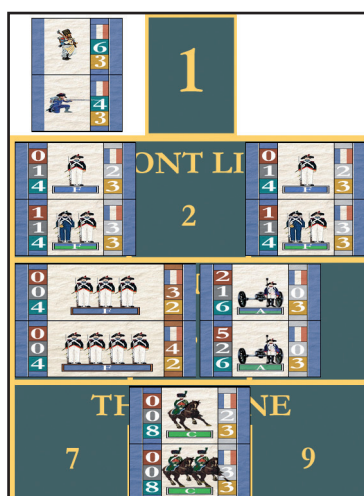


Average disposition

Good front line
Decent support
Positive artillery

There is a services unit's which allows you to send dispatches to units and build engineering works.

The value of this column, excluding the commander, is 18 points.

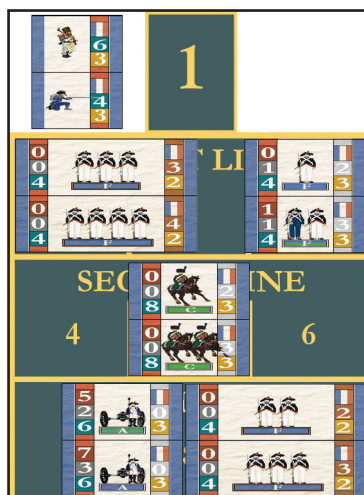


Attack disposition

Strong front line
Moderate support
Field artillery in advanced position
Weak third line

The services unit's is present

The value of this column, excluding the commander, is 21 points



Defense disposition

Strong front line
Only cavalry is present in the second line
Strong defense line with artillery positions

Services unit's are present

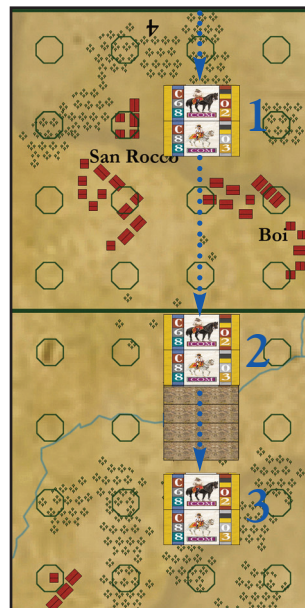
The value of this column, excluding the commander, is 22 points

2. INITIAL MOVEMENT ON THE FIELD

Once the activation order, column composition, and their commands have been decided, their movements must be carried out on the battlefield moving only the commander to simulate the fog of war, until the conditions are right for their respective front lines to be visible.

The initial movements are determined by the Actions card. Only one is used for each column unless the card requires it to remain stationary: in this case, another card must be drawn on the second turn, which determines subsequent movements.

Here is an example of an initial movement.

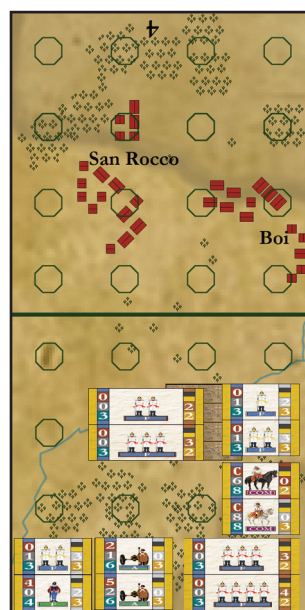


Tempo	Sereno
Vista 4 punti - nessuna penalizzazione	
Movimento	Normale
Velocità dell'unità più lenta della 1ª linea	
Test disciplina	Valore 2
Se uguale o inferiore a 2 il test è superato	
Tenuta 1ª linea	La linea tiene
La linea mantiene la posizione	
Tenuta fronte	Il fronte tiene
Le prime linee mantengono la posizione	

The Actions card doesn't present any particular problems for movement. At the front line is a line infantry brigade; obstacles hinder the corps' movement and vision, slowing its progress and preventing it from spotting enemy units until the fourth turn.

The Actions card only determines the initial movement of columns and reserve units entering the battlefield. Once the enemy's first line is visible, movement continues at the normal movement rate for slower-moving units. The movement rate must always be that of the slowest unit, regardless of which line it is on.

As soon as the third line reaches the ideal position, it stops, while the first and second lines continue one behind the other until the attacking line comes into contact with the enemy.



The enemy is now visible, and the Austrian corps deploys. Given the large number of obstacles along the route, it is preferable not to deploy a third line and cavalry. The field artillery unit is on the front line, protected by trees and the presence of the commander in the same area. The front line is very strong and well defended by trees and the village on the left, occupied by the light infantry unit. The infantry units on the second line easily cross the stream, thanks to the temporary bridge built by the Engineers, and are ready to go into action in the event of a collapse of the front line.

3. ADAPTABILITY OF THE UNITS

In some scenarios, the basic counter is not the brigade, but the regiment or battalion.

In these cases, the counters are divided into battalions and cavalry squadrons or companies. Sometimes, scenarios require the presence of single battalions or companies, rather than larger formations.

To adapt the game to these needs, the counters have been designed to represent different types of formations. Veteran and elite infantry units, for example, represent regiments, but can also represent battalions.



If the battle requires the presence of single battalions of light infantry or veteran line infantry, simply rotate the mixed infantry counter to show the side showing the single figure on the green (see figure at right) or blue podium.

For the Prussian army - which was typically composed of battalions of line infantry and light infantry - mixed long line and medium counters are provided.



If the scenario calls for battalions of only riflemen, that is, light infantry, or musketeers (line infantry), you can rotate the counter to show the side with the single chosen unit.

Losing units costs penalty points; if the scenario calls for units with only one regiment (or battalion) of line infantry and it were to be eliminated, the column would be charged 1 point of damage.



Regarding cavalry, the division of a regiment into several squadrons cannot be faithfully reproduced in the game; we preferred to maintain the two-part division of the counter, calling each individual unit a squadron (next to a squadron of British cavalry). In practice, each figure represents half a regiment.

4. THE SCOUT

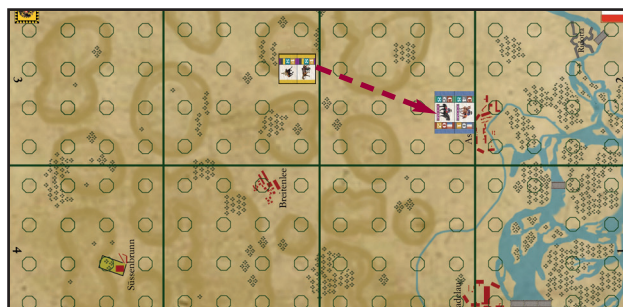
The Guard's services unit's does not have a sharpshooter, but rather a scout, which allows the player to learn the activation order, the disposition of units in one of the opponent's columns, and the command it has received before it is deployed on the battlefield.

To use it, the player must start the scout from the end of the sector he is interested in and advance it by its full movement factor. The scout, like the messenger, is not slowed down by terrain obstacles, and its view is not obstructed by woods, hills, or towns.

When the opposing commander's comes within its line of sight, the player must take an Action card and test the scout's discipline. If the result is less than or equal to its discipline value, i.e., 3, the opponent is forced to deploy all the column's units in the general's place in the order indicated by the battle plan and the corresponding assigned command (advance or defend).

A maximum of eight units can be revealed, excluding the commander and the services unit's (if any), which is usually enough to reveal the entire column.

In the example below, the Prussian army scout "sees" the disposition and command of the French column, which will be deployed in the second sector temporarily represented by the commander.



5. UNITS STABILITY

The primary objective of attacks is to break down the cohesion of the enemy's lines, routing them and gaining victory points.

Weather	Rainy
3 pts view FC pen. shot mov Art. 2 shot	
Movement	F-2 C-3 A-3
Subtract the value from the slowest unit	
Discipline Test	Value 4
If equal to or less than 4 the test is passed	
1st line resistance	The line is shaken
Discipline line -1, but holds position	
Front resistance	Back off and rallies
Backtrack 2 MP, take test, if failed run away	

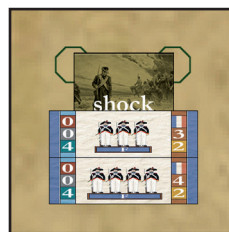
Central to this end are three Action card provisions that come into play whenever a unit is hit: Discipline (3rd position), 1st Line Resistance (4th position), and Front Resistance (5th position).

There are two Discipline tests: one to check the unit's morale, which is applied to its Discipline value, and one to check recovery, which is applied to its commander's Charisma value.

In both cases, the value indicated on the cards must not exceed those of the units involved.

Unit resistance

Each time a unit loses a clash, it takes damage and must take a morale test:



- upon its first defeat with a score of 2 or less, or if it is hit by artillery fire, or during a skirmish, it must display the "shock" side of the Morale marker. If the score is more than 2 or is hit by artillery fire, it loses a regiment, but does not need to display the marker. In any case, it must take a discipline test; if it loses, the unit becomes

disordered.

A shaken unit that loses another clash with a score of 2 or less automatically becomes disordered.

A unit that loses a regiment (or battalion or company, depending on whether the base unit is a brigade, regiment, or battalion) automatically decreases its defense value by 1 point.

A disordered unit's discipline and attack value are reduced by 1 point; it also loses initiative and cannot attack, but can respond to enemy attacks.



- A disordered unit that is hit for the third time immediately routs and is eliminated.

Elite units must also take a discipline test when they lose a clash. Their loss incurs a 3-point penalty, like an artillery unit. The loss is not counted against the reserve column, but against the column that received assistance from the elite unit, unless it is under the direct orders of the reserve commander.

Units consisting of a single regiment or battalion that are hit are eliminated, incurring a 1-point penalty if they are line, 2 if they are veterans, and 3 if they are elite.

The penalties remain even if the commander manages to reorganize the disordered units.

The 1st Line resistance

This applies when the column has suffered 3 penalty points. Let's see what happens if the test fails.

The line is shaken the "shock" marker must be placed so that it protrudes from one side of the line. All units lose 1 point to their discipline value; if any of them were already displaying the marker, they do not suffer any further penalty.



The line retreats the penalty marker must be turned to the "in

disorder" side. The units forming the first line must retreat two points, automatically moving the second line back by 1 point and merging with it. This is a very delicate situation because the line is one step away from breaking; if any units were already disordered, they do not rout. Furthermore, since the first line has disengaged from the enemy, the commander can attempt to reorganize it with a recovery test.

Exchange lines the second line replaces the first one in disorder, for which a recovery test can be attempted; if any units were already in disorder, they do not rout.

When an entire line is in disorder, a cumulative recovery test can be made using the commander's charisma value as a parameter; if successful, the shock marker must be eliminated, while the shock markers for the individual units remain.

The front resistance

This disposition on applies when the column has suffered a total of 6 penalty points.



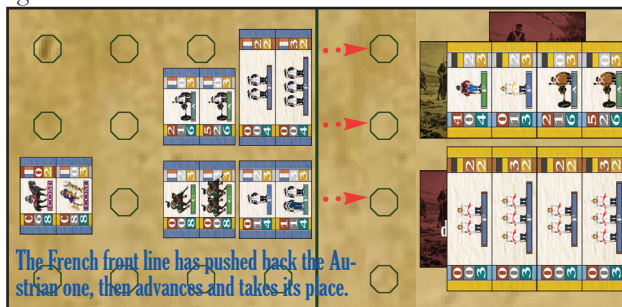
the test is failed, the entire front collapses and routs.



pline. If there are no reserve units, a recovery test must be attempted.

In defense and send the reserve the first two lines must compact and retreat to the defense line. The "in disorder" side must be placed between the lines. If there are units in the third line, those retreating must position themselves behind or beside them. The reserve must intervene and take the front line. If there are no reserve units, a recovery test must be made on the rear lines. If the test fails, both lines rout, effectively handing the sector over to the enemy.

When a line retreats, unless replaced by units from the second line, enemy units advance to take their place. On the following turn, they can press the struggling opponent by attacking again.



In the example above, the French units advance a line of oc-

tagons after forcing the Austrian units to retreat due to the large amount of damage they have suffered. On the next turn they will be able to advance to attack the struggling enemy front line again.

6. EXAMPLES OF MOVEMENT ON THE MAP

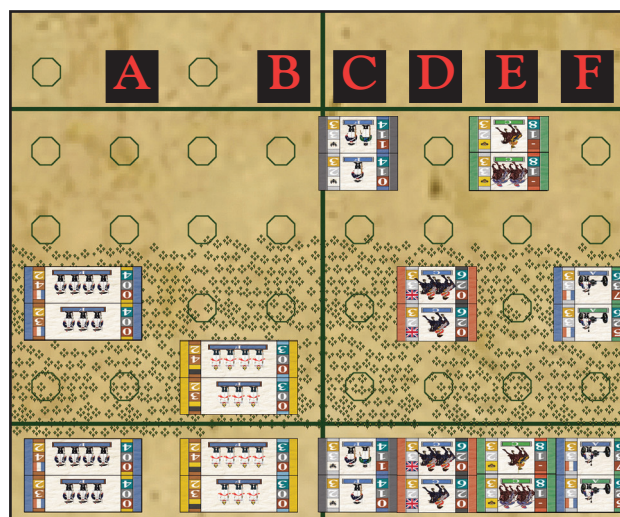
Obstacles and changes in facing penalize unit movement across the battlefield. Light units, thanks to their agility and the open-ended movement they can adopt, move more quickly than line units and artillery.

The following examples show the behavior of different units when faced with various types of obstacles or when changing facing.

Movement through the woods

The example below shows the movement of various types of units that must cross a forest. Movement is always assumed to be in column, except for light units, which can move in open, i.e., scattered, order:

- French line infantry (A) takes 2 MP to cross an octagon; the same penalty applies to mixed infantry.
 - Austrian line infantry (B) and Russian line infantry are particularly slow, having a movement factor of 3 MP per turn, rather than 4 like the line units of all other nations.
 - Light infantry (C) suffers no penalty because it passes through the forest in scattered order. The same criteria apply to light infantry-only regiments or battalions of a mixed unit, when required by the scenario.
 - Heavy cavalry (D) uses 3 MP to cross an octagon.
 - Light cavalry (E) uses 3 MP, but with a movement factor of 8 MP, it travels further than heavy cavalry. The same criteria applies to commanders, both department and commander-in-chief.
 - Artillery, regardless of whether it is a stand-off or field artillery, like cavalry, always uses 3 MP to cross an octagon in tow.
- Sniper, messenger, scout, and engineer units do not suffer penalties when crossing a forest.



Movement through a built-up area

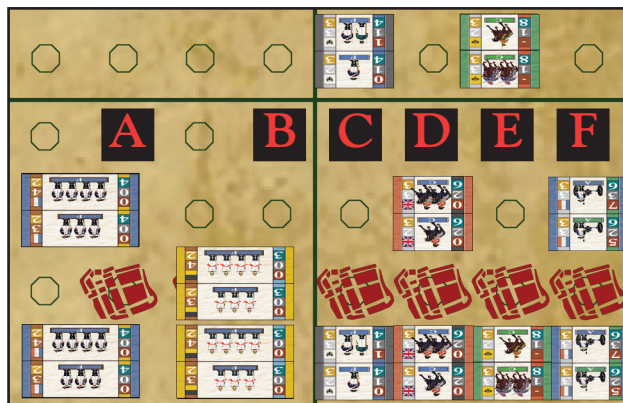
The example on the adjacent page shows several units crossing a inhabited center. Again, the units move in marching column, except for the light infantry, which can move in open formation.

- Line infantry (A), like mixed infantry, uses 2 MP for each octagon crossed.
- Austrian (B) and Russian line infantry (including mixed infantry), unlike those of other nations, have a movement factor of 3 MP per turn, making them particularly slow in movement.
- Light infantry (C) suffers no penalties.
- Heavy cavalry (D) uses 3 MP per octagon.
- Light cavalry (E) and commanders use 3 MP per octagon,

but thanks to their greater speed of movement, they reach further than heavy cavalry.

- Artillery, both field and field, uses 3 MP per octagon to move into a built-up area.

Sniper, messenger, scout, and engineer units do not suffer penalties when passing through a built-up area.



Crossing a watercourse

In the example below, crossing a little watercourse occurs by fording, with a significant penalty to the movement factor.

- Line infantry (A) and mixed infantry units lose 3 MP when crossing.

- Austrian line infantry (B) and Russian line and mixed infantry units lose 3 MP, but due to their slowness, they can only cross the stream.

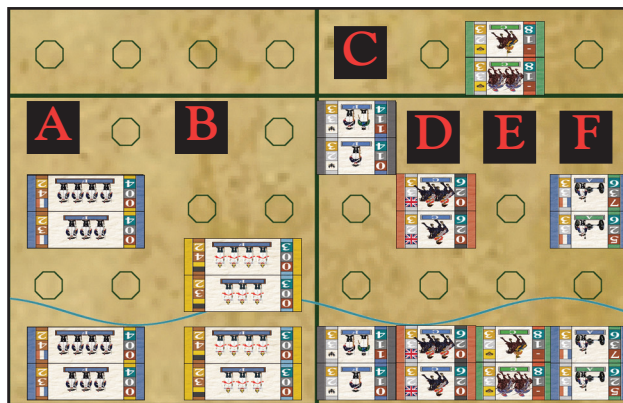
- Light infantry (C) loses 2 MP when crossing the stream.

- Heavy cavalry (D) loses 4 MP when crossing the stream.

- Light cavalry (F) and commanders also lose 4 MP, but, thanks to their greater speed, they can travel further than heavy cavalry.

- Artillery (F), both field and field, loses 4 MP when crossing the stream.

Sniper, messenger, scout, and engineer units do not suffer any penalties when crossing a built-up area.



Climb to a hill

Generally, climbing a hill involves a movement penalty, while moving across a hilly area once you've reached the top or descending it does not involve any penalty.

The example in the adjacent column shows the movement of various types of units when they need to climb a hill.

- Line infantry (A) and mixed infantry units lose 2 MP for climbing a hill.

- Austrian line infantry (B) and Russian line and mixed infantry units lose 2 MP, but travel less distance due to their slower movement rate than other nations' line and mixed units.

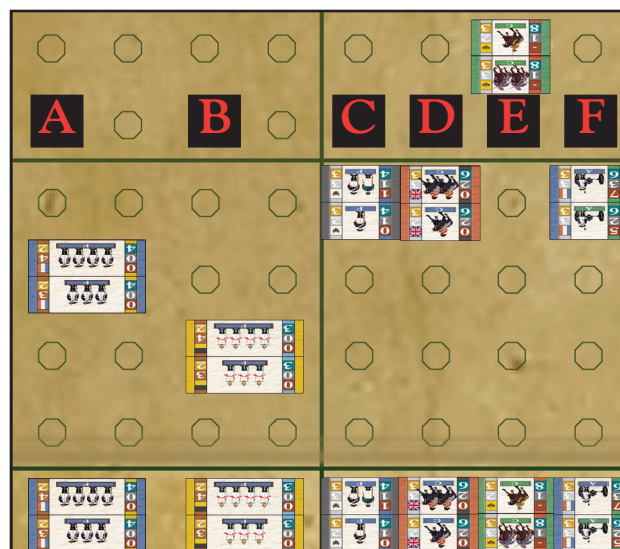
- Light infantry (C) suffer no penalties.

- Heavy cavalry (D) lose 3 MP for climbing a hill.

- Light cavalry (E) and commanders lose 3 MP for climbing, but, thanks to their speed of movement, travel more distance than heavy cavalry.

- Artillery (F), both field and field, lose 3 MP for climbing a hill.

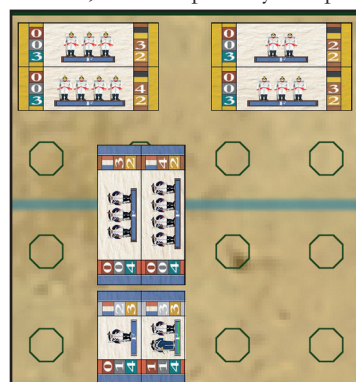
Sniper, messenger, scout, and engineer units suffer no penalties when passing through a built-up area.



Crossing a river

Rivers can only be crossed via fixed or temporary bridges built by engineers. All units can only cross a bridge in column.

If there are enemy units capable of attacking on the opposite side, the crossing units may respond by reducing their attack, defense, and discipline by one point.



In the image the front line of the French corp is forced to march in column to cross the bridge. The Austrian troops take advantage of the favorable situation to attack the first enemy brigade, which will be able to fight in inferior conditions and with a severe disadvantage in both attack and defense factors.

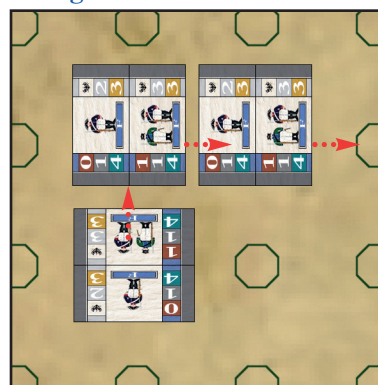
Oblique and mixed movement

Diagonal movement is counted differently than straight-line movement: units use 3 MP to travel 2 MP diagonally.

If you need to change sides several times during a march, this rule must be taken into account.



Change of front



Changing facing by 90° costs, on average, half the movement capacity.

The fastest units to perform this maneuver are French line, mixed, and light units, which lose only 1 MP. British and Prussian line units lose 2 MP. The slowest are Austrian and Russian line and mixed units, which must flip their

counter without moving it and can move it in the new direction on the next turn.

Cavalry and artillery units use 3 MP to turn 90°.

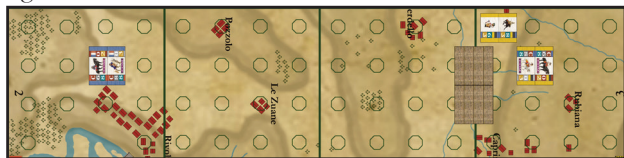
7. THE BATTLE

On the battlefield of Rivoli, the French army and the Austrian army, represented by the simulated player, clash. The French Red Corps, with activation order 1 and the "Advance" command, moves to the second sector; it is led by a good corps commander (silver level) and is composed of two veteran mixed infantry brigades on the front line, supported by a field artillery unit, a line infantry brigade, and a light cavalry brigade; in the third line, a line infantry brigade. The Transalpine Corps is faced by the Austrian Blue Corps, with activation order 2 and the "Advance" command, led by a good commander and composed of a light infantry regiment and a veteran line infantry brigade on the front line, supported by a line infantry brigade, a field artillery unit, and a light cavalry brigade; in the third line, a line infantry brigade. The formations are equipped with services unit's.

First round

Each player takes an Action card to determine their initial movement: both can move their full movement factor, but while the slowest unit in the French formation can move 4 MP on the plains each turn, the slowest Austrian unit moves 3 MP. Before the movements begin, the Austrian player has his Engineer unit build two mobile bridges to cross the stream the German units will encounter.

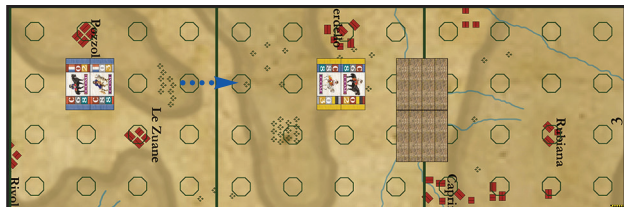
The image, reversed 90°, shows the initial movement of the French general on the left and the Austrian general on the right.



The French general is hindered by the woods and loses 1 MP; the amount of the movement of the entire corps must be compared to that of the slower unit, also considering the obstacles the formation encounters during the march. Note the Austrian Engineer counter on the right, at the height of the two bridges he built at the beginning of the game. As for the BOT, if the order of battle includes the services unit's and there are waterways along the route to the midfield, priority should be given to building movable bridges (maximum two per Engineer unit). If there are no streams to cross, or only one, the Engineer unit can build one or two fortifications. The two corps cannot yet see each other because they are more than 4 points apart.

Second round

The generals move the number of points indicated on the Action card drawn at the beginning of the first turn: the two corps cannot see each other due to the hill to the north (on the right in the image) behind which the Austrian one is hidden.



Third round

The activation priority and increased speed of movement allow the French corps to gain a valuable advantage because they can reach the hill before the Austrian corps and can now fire at it from a very favorable position. The French artillery on the hill behind the one occupied by the front line can fire at the enemy attack line; the Austrian artillery can also fire, but is penalized because it is positioned lower than the French units on the hill.

The target is 4 points away, and the field artillery can fire twice per turn. Given that the light unit is well protected inside the village, the French player prefers to fire at the veteran line unit.

The player takes 4 Objective and 4 Shot cards, both numbered 1 to 4, and selects one for the BOT (the target to be hit) and two for the artillery, respectively: the objective is 1, the artillery shot 4 and 1, the unit is hit; Place the Morale marker under the unit, making it protrude so that it is visible. Then, test its stability by taking an Action card and looking at the Discipline row: the value must be equal to or greater than 3 (the unit's discipline value) plus 1 point because the commander is in the same area as it. The card shows a value of 6, meaning the unit is in disorder and must flip the marker, which reduces its Discipline and Attack values by 1 point. Furthermore, it loses the ability to attack, but can respond to enemy unit attacks.

Now it's the Austrian artillery's turn, for which 5 Objective and 5 Fire cards must be taken, instead of 4 and 4, due to the penalty for shooting because the objective is higher than the shooter: Objective 4, rolls 2 and 3, miss.

The front line completes its movement and positions itself on the edge of the hill, 1 point away from the German units. The combat begins.

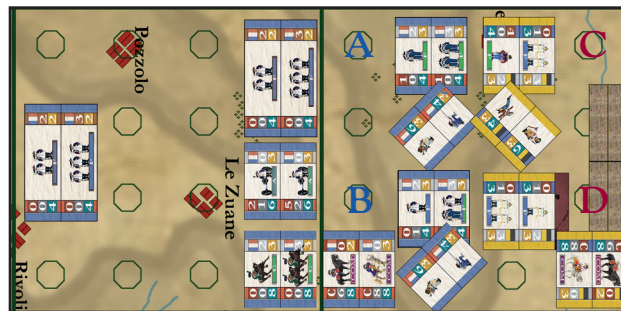


The player takes two Action cards from the BOT and checks the "Attack" layout, which determines how to play the fffc and ffc cards. The player decides to assign the first card to the light unit and the other to the line unit. For the BOT's attack phase, the player must assign the Action cards to the units themselves so that they maximize the potential of the deployed units.

The players perform skirmish actions using the snipers on their respective services unit's (the BOT takes an Action card confirming the type of action). Unit B begins: the player takes three Shooting cards and three Objective cards, both numbered 1 to 3, then selects one of each type: Shot 1, Objective 2, Miss.

It's Unit A's turn: Shot 3, Objective 2, Miss.

The Austrian light unit shoots: Shot 2, Objective 3, also Miss.



At this point, the player takes the Battle cards for each of the French and Austrian units involved in the battle (the attack value is red, the defense value is blue).

Since the mixed French units and the Austrian light unit have conducted skirmish fire, they will receive one fewer marker: for unit A 5|3 - 5|5 - 3|4, for unit B 2|3 - 4|4 - 3|5, the BOT's ones remain hidden.

The clash begins: French unit B attack 4+1 (shooting bonus) defense 4+3 (defense factor) +1 (bonus for being on high ground) against Austrian unit attack 4 defense 1+3 (defense factor): the German unit receives a second hit, loses a regiment, reducing its defense by 1 point, and takes

a new discipline test. The value is 5, which exceeds that of the unit, which, at this point, routs. Its shot produces no results.

The battle continues because the units are still engaged. This clash was disastrous for the German army because the unit suffers its third hit and routs, resulting in a 3-point penalty to its corps. The player takes an Action card (row "1st Line Resistance") to check the German front line's resistance, which withstands the blow. The French brigade does not replace the Austrian brigade, which was routed to maintain its advantageous position on the hill.

The battle shifts to the French left wing: French unit attack 5+1 (shooting bonus) defense 5+3 (defense factor) +1 (advantageous position bonus because it is on a hill) versus Austrian unit attack 6+2 (shooting bonus) defense 5+2 (defense factor) +1 (advantageous position bonus because it is inside a town), nothing.



Second clash: French unit attack 5+1, defense 3+3+1 against Austrian unit attack 4+2, defense 6+2+1, still no success.

Third clash: French unit attack 3+1, defense 4+3+1 against Austrian unit 5+2, defense 4+2+1, this clash also yields no results.

Fourth round

The Austrian corps must fill the gap in the front line. A BOT Actions card is taken and the fourth row, "2nd Line Action," is checked, which states that the cavalry must advance. Two considerations:

- since the French player, despite having a lower activation number, does not intend to advance his units to maintain his advantageous position, the Austrian player can move his unit first.
- when a BOT cavalry unit moves, if it has the possibility of charging, it does so automatically; in this case, the BOT card specifically states this (C Charge).

The light cavalry brigade can charge the enemy unit even if it is on high ground; heavy cavalry units, however, cannot charge if they must climb high ground.

Before moving, the Austrian artillery attempts two shots against the mixed unit to its left, but still without success.

The unit moves, the French player stops it momentarily 4 points away to try to hit it with his artillery (below), but in this case too the shot misses and the unit can continue its charge towards the ridge.

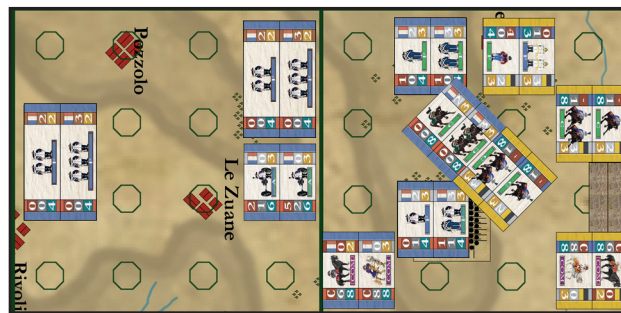


The French unit prefers to avoid firing and attempts to form square, taking a Discipline test.

It has a Discipline value of 3, is in an advantageous position (+1) on the hill, and the commander is in the same area (+1). The total is 5. The Actions card the player takes shows a value of 5. It can form square, halting the enemy brigade's charge. If the unit forms square during the same turn, it cannot fire muskets, nor, obviously, can it conduct skirmish fire.

The French player decides to send the light cavalry brigade deployed in the second line to charge the Austrian brigade, which cannot counterattack because it has already performed its action. It can only turn 45° to face the enemy unit, but from an inferior position. It is always possible to conduct a countercharge with cavalry even if it is not its turn, as in this

case.



Each player is dealt four Battle cards. For the BOT, an Action card must be selected to determine how many musket and melee attacks it can make; the card allows for four saber attacks.

For the French unit: 4|4 - 4|1 - 2|4 - 1|4

First clash: French unit attack 4+1 (melee bonus) +1 (charge bonus) defense 4+3 (defense factor) against an Austrian unit attack 2+1 (melee bonus) defense 2+3 (defense factor). The Austrian unit receives a hit, must display the Morale marker, and take a discipline test by taking an Action card. The Action card must not exceed 4 (3 discipline value plus 1 for the commander's presence in the area). The card shows a 3, the test is passed.

The clash continues in melee: French unit attack 4+1 (melee bonus) defense 1+3 (defense factor) against Austrian unit attack 1+1 (melee bonus) defense 6+3 (defense factor), no damage.

Third clash: French unit attack 2+1 defense 4+3 against Austrian unit attack 3+1 defense 6+3, still no damage.

Final clash: French unit attack 1+1 defense 4+3 against Austrian unit attack 3+1 defense 5+3, the clash ends without further damage.

Combat continues between units in the village of Cerdello.

The BOT does not need to draw Action cards to determine the type of attack because its well-protected position inside the village and its +1 shooting bonus, which increases its shooting bonus to 2 points when, as in this case, it clashes with a unit with the same base shooting bonus, advise against attempting a melee attack.

On the other hand, the French unit, also well-protected due to its position on the hill, has no interest in attempting close combat because it is not possible to charge units inside a town or a forest, also losing the advantage of the typical French charge in column, which adds an additional point to the charge.

The player decides to attempt another skirmish action, hoping to weaken the enemy unit. The BOT does not respond to this type of attack because the Action card drawn to determine the type of attack only allows for line fire. The player draws three Objective and three Shooting tokens and selects one of each: Objective 3, Shooting 3, the Austrian unit is hit and must display the Shock marker. The discipline test is passed.

The player draws three Battle tokens for his unit and four for the Austrian unit. French unit: 5|3 - 5|1 - 2|2.

First clash: French unit attack 5+1 (shooting bonus) defense 3+3 (defense factor) +1 (advantageous position) vs. Austrian unit attack 6+2 (shooting bonus) defense 6+2 (defense factor) +1 (advantageous position bonus). The French unit suffers a hit, but with only a one-point difference, which, however, forces it to display the Shock marker. The discipline test is passed.

Second clash: French unit attack 2+1 defense 2+3+1 versus attack 5+2 defense 5+1+1. The French brigade suffers another hit, loses a regiment, and must flip its marker to its "in disorder" side; the Discipline test is favorable, and the unit remains in place, albeit in disorder.

Third clash: French unit attack 5+1 defense 1+2+1 versus Austrian unit attack 4+2 defense 4+1+1, the attack fails.

Here is the situation before the Austrian unit's final shot:



The Austrian Light Regiment's final attack is 4|6, enough to rout the French brigade, inflicting a 3-point penalty on the French corps, which checks the front line's strength, again without a problem.

The BOT must take an Action card and check whether it should occupy the place of the routed enemy unit or remain in its current position (the "Clash Won" line). In this case, it must occupy the spot left by the French unit on the ridge, an action that could prove advantageous because it would allow it to attack the French cavalry unit still engaged in melee against the German one from behind.

Here is the situation at the end of the fourth turn:



Fifth round

The French artillery fires at the light infantry regiment located 3 MP away; it draws three Objective and three Fire markers and selects one and two respectively: Objective 2, Fire 3 and 2. The unit is hit, flips the Morale marker to its "in disorder" side, and takes the Discipline test, which again results in a favorable result.

The French player advances the line unit in the second line in attack column; the Austrian unit cannot offer resistance. The Attack markers are drawn. The French unit has 6|5 - 5|3 - 2|4 - 1|3, immediately plays 6|5, to which the Austrian unit can oppose 2|3: the French brigade has an attack of 6+1 (melee bonus) +2 (charge bonus in attack column), a defense of 5+4 (defense factor) against an attack of 2, and a defense of 3+1 (defense factor). The Austrian unit is eliminated, giving the opponent another 4 points, the total damage is 7 points for the Austrian corps and 3 for the French one.



An Action card is taken from the BOT to check the Austrian corps's front line. "Defense, send reserve" is displayed. The surviving unit then retreats to the defense line, forming a barrier, and deploys the reserve.

The reserve is assigned to each sector of the battlefield before the battle begins; it can consist of mounted units from the cavalry reserve, the Guard, or another corps. While the player decides which and how many units to assign to the various sectors, in the case of the BOT, this arrangement is dictated by the battle orders attached to the map. In our example, we've established that the sector has two heavy cavalry regiments available for both the Austrian and French players.

If the reserve's deployment is determined by the Action card, as in this case, there's no need to send a message from the commander in chief to the reserve commander, and from the latter to the affected units. Instead, the units, both those of the human players and those of the BOT, immediately enter into action.

To move the reserve, draw an Action card and check how many points it can move until it comes into contact with the enemy's front line: Normal Movement is rolled.

The player decides to deploy his cavalry reserve assigned to the sector to support his front line and draws an Action card. Again, there are no movement penalties.



Sixth round

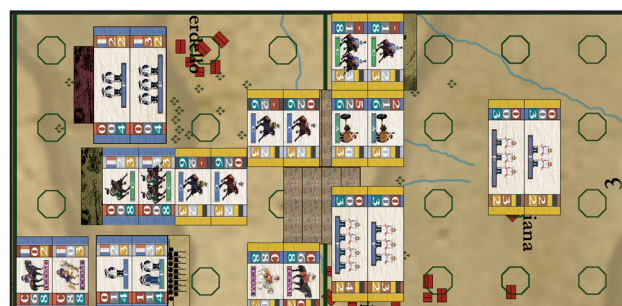
Before the cavalry can cross it, the Austrian artillery unit fires at the light cavalry unit, which is at close range. The shot is penalized because the target is on high ground: the unit is hit and must display the Morale marker, and the discipline test favors the light cavalry brigade.

The French artillery fires at the height of the bridge at the enemy cavalry units that are continuing their gallop. The shot is possible because the artillery unit is on high ground and the target is not in contact with friendly units, but it has no effect.

Meanwhile, the two French reserve brigades have entered the battle, although still far from the front line.

Heavy cavalry cannot charge units on high ground unless they are on the same level. They can, however, fight in melee. The two infantry units attempt to form square with a double discipline test: the mixed infantry unit succeeds, while the other fails and becomes disordered.

The French light cavalry unit, unlike the Austrians, can charge with the corresponding bonus. Moreover, it is forced to do so to prevent one of the two German brigades from attacking the disordered unit, which must retreat to the second line so the commander can try to reorganize it.



The clash between the two cavalry units begins. The French unit has the following Attack markers at its disposal: 6|5 - 5|5 - 3|2 - 1|3.

First clash: French unit attack 6+1 (melee bonus)+1 (charge bonus) defense 5+3 (defense factor) +1 (advantageous position bonus) against Austrian unit attack 5+2 (melee bonus) defense 3+3 (defense factor). The German cavalrymen suffer one damage and must display the Shock marker. The discipline test is passed.

Second clash: French unit attack 5+1 defense 5+3+1 against Austrian unit attack 2+2 defense 2+3. The Germans suffer another damage, losing a regiment and taking a new discipline test, which they fail. The unit is disordered and loses one point in attack.

Third clash: French unit attack 3+1 defense 2+3+1 against Austrian unit attack 6+2-1 defense 1+2, the French unit, even

if it has suffered further damage and loses a regiment, routs the enemy brigade.



The total penalty points are 10. The entire Austrian corps routs, leaving the field open for the French to attack the German units in one of the two adjacent columns, paving the way for a final victory.

The French commander takes a test to recover the disorganized infantry unit. The result must be equal to or greater than its charisma value. The Actions card displays a value of 2. The test is passed, the unit is reorganized, and can regularly resume the battle, which will most likely end with a victory for the French army.

FAQ

NOTE To avoid confusion, in these notes, the term "commander" refers to the commander in chief of the contingent, while the term "general" refers to the person commanding a portion of the contingent. A contingent can be an army, a corps, or a division, depending on the size of the battle. If the battle is fought by armies, each general commands a corps; if it is fought between corps, each general commands a division; if it is fought between divisions, each general commands a brigade. Remember that if the basic token represents a brigade, it is made up of 2 to 4 regiments; if it represents a regiment, it is made up of 2 to 4 battalions or three squadrons. Depending on the scenario, by appropriately orienting the token, it is possible to create units with one or two regiments (or battalions, depending on the type of basic unit chosen). Elite units represent one or two regiments or battalions, depending on the type of basic unit chosen.

If the order of battle states that a contingent must arrive a few turns late, must it still take an Action card to determine the initial movement?

Yes.

What area of the battlefield is under the responsibility of a general?

The entire column corresponding to the starting sector.

Is it possible to transfer units assigned to one general to another general?

Not during the battle, but during the preparation phase of battle, it is possible to assign units from one corps to another corps, such as artillery. Reserve units assigned to a sector automatically pass under the command of the commander in charge of the sector, unless the reserve commander himself leads the action, in which case any losses are charged to the reserve corps.

How do units behave when crossing a forest or a inhabited center?

While inside the area, they use a portion of their movement factor to move from one point to another (depending on the type of penalty applied to the unit in these cases). When they reach the border between the built-up area or forest and the plain, they can resume their normal march speed, provided they still have MP available.

Example: a French line infantry brigade must cross a built-up area that occupies an area of 4 octagons (2x2). It used 2 MP to reach the built-up area, uses another 2 to cross the first octagon of the built-up area and stops; on the next turn, it uses another 2 MP to cross the second octagon of the built-up area, then can exit by moving another 2 points onto the plain. A built-up area, a forest, or a bridge are always crossed in column.

Long units are considered protected by an obstacle provided at least half of it is within it.

How should Austrian and Russian units behave if the Actions card includes a 3 MP penalty?

The penalty should be treated as if it were movement -2.

What should you do if the movement penalty on the Actions card would prevent your unit from crossing an obstacle?

You must stop for one turn and then continue at a speed of 1 MP per turn until the obstacle's area is cleared.

If a unit doesn't have enough MP, can it change formation or direction?

No.

Do the movement or actions of the commander and the services unit stake up a separate turn?

No, they must be considered part of the unit's actions.

Can the general fight?

No, but if he is in a brigade's area, he increases its discipline level.

Do units in the same area as a general have to undergo discipline tests?

Yes, but they receive an additional 1 point to their discipline value.

Can an "Advance" command be changed to a "defend" command and vice versa?

Yes, but it must be transmitted from the commander in chief to the unit's commander directly or via messenger.

Must an order transmitted via messenger be made known to the opponent before being transmitted to the general concerned?

No, but it must be revealed once it is received by the general.

If there is a need to change the activation rotation of multiple units, should a messenger be sent to each affected general?

No, simply send the messenger to the general with the lowest activation order.

If the test to verify the acceptance of an order sent by the commander to a general fails, can a new messenger be sent?

Yes, but until the order is accepted, the previous provisions remain in effect.

If a change of order affecting two or more generals is rejected by the recipient, how should the other generals behave?

They must continue to carry out the previous orders.

If a change of order involving multiple generals is rejected by the recipient, can a messenger be sent to another general involved in the strategic configuration change?

No, because it is assumed that the person who refused to execute the change of order will maintain the previous disposition.

What happens if a unit is outside the radius of influence of its corps commander?

It is considered out of command.

If a unit goes out of command, does it have to stop?

No, it continues its action, but if it takes damage, it automatically becomes disordered. To restore command, the general must approach or send a messenger to order it to retreat until it reaches its commander's radius of influence.

Is reserve management the sole responsibility of the commander?

Reserves assigned to a unit are managed by its general. Reserve units not assigned to a general or under the command of a general not deployed on the front lines are managed directly by the commander in chief.

Can a general who has left units in the defense area send them to support units in the first two lines?

Yes, provided they are in command or are reached by a messenger. This rule does not apply to the BOT.

In minor scenarios where there is only one commander, how are order changes handled?

If the unit is within the commander's command range, a test must be performed to verify whether the order reaches its destination, taking the general's command level as a reference; if it is outside the command range, a messenger must be sent to the affected units, in which case the order is automatically received.

If you decide to deploy reserve units (for example, the Guard or the Cavalry Reserve), do you have to change the activation order?

No, because they are considered units attached to the corps operating in their assigned sector.

If you decide to deploy the Cavalry Reserve, the Guard Reserve, or the Grenadier Reserve, do you have to move all their counters?

No, you can decide to move only some of them, leaving the others still in reserve.

Can field artillery be moved?

Yes, by 1 point per hand, up to 6 points per towed unit.

Field artillery pieces can be dismounted from their trailers and are ready to fire immediately. Field artillery pieces require a turn to fire. If artillery pieces must be attached to their trailers to move them, what happens?

You always lose a turn.

If an artillery unit is attacked, can it use Battle cards?

Yes, but only using the defense points.

Artillery units fire two or three times per turn. What happens if they take damage from an attack?

They only fire one shot per turn.

If an artillery unit is on the border between two sectors, can it fire at targets in both?

No, only those in its own sector.

If a small unit (for example, a brigade with two regiments) is involved in an attack phase, how many Battle cards should it receive?

Always 4, but the unit's defense factor decreases by 1 or 2 points depending on whether it consists of one or two regiments or battalions.

Can light infantry concentrate harassment actions against the same target?

In principle, yes, but it would be unlikely because, typically, they acted in such a way as to strike different targets to try to inflict maximum damage.

Can enemy light infantry units skirmish with each other?

No. Given the limited space on the map, enemy units could be in adjacent octagons while firing at other units, but it should be noted that they were operating in scattered order and were not concentrated in a single point. However, if they are fighting aligned in their ranks, in this case, they can fight among themselves like normal line troops.

Can you fire diagonally?

Only British line infantry, light infantry, and light cavalry of all nations.

Can grenadiers and guardsmen join line infantry brigades?

Yes, but they continue to fight as separate units.

If the regroup test is failed, how does the unit behave?

Does it automatically rout.

Are there cavalry units that can attack units in square without suffering a penalty?

The lancers (Ulhans).

Are units forced to abandon a built-up area because it was hit twice by enemy artillery?

Yes, they receive a Shock marker.

In the event of a charge by column or reserve cavalry, can the BOT counter-charge?

For column cavalry's units, only if, when drawing an Actions card from the BOT, the cavalry charge is first in the "2nd Line Action" row. For the reserve, the cavalry units indicated in the "Reserve" row must be moved.

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Merde! wargame for one or two players
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