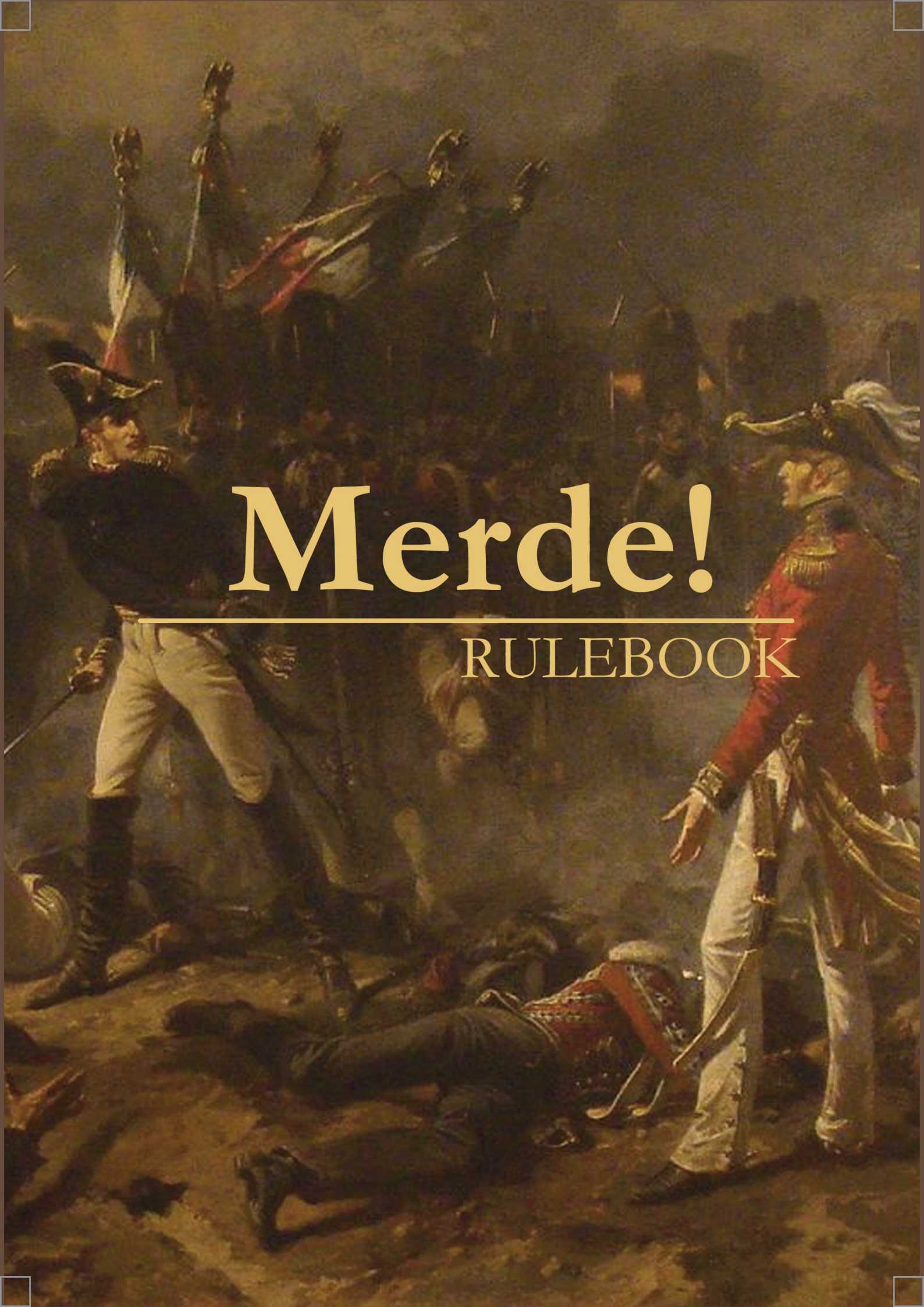


A dramatic painting of a battle scene, likely from the Napoleonic era. In the foreground, a soldier in a dark blue uniform with a bicorne hat stands on the left, looking towards the right. On the right, another soldier in a red uniform with a bicorne hat stands looking towards the left. In the center, a soldier in a red uniform lies face down on the ground. In the background, several flags are being raised on poles, and a large crowd of soldiers is visible. The scene is filled with smoke and the chaos of battle.

Merde!

RULEBOOK

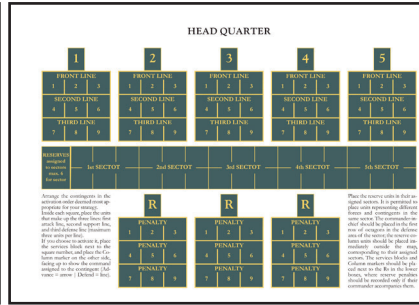
INTRODUCTION AND PRESENTATION OF THE MATERIAL

The game is set in the Napoleonic era. It is based on battle planning and the distribution of attacks during each turn. Thanks to a large selection of units, players can simulate real battles and offer their own strategic interpretations. Action cards allow for solitaire play.

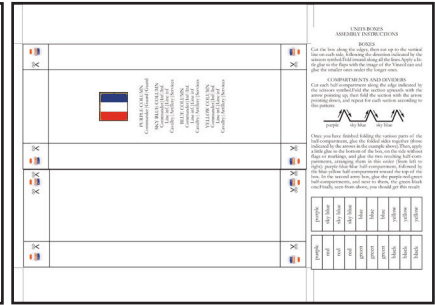
1 image
to glue on the box



1 Headquarters board
to be printed in duplicate



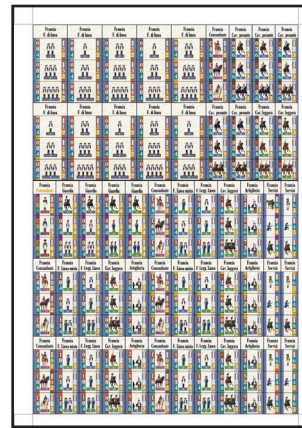
11 boxes to store the units, the cards
and the markers to fold and glue



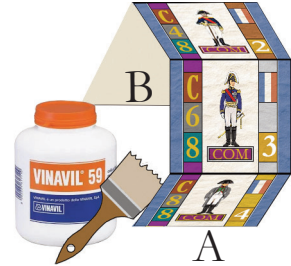
Maps and orders of battle
to download from the website
www.fabra.biz/merdegb/scenarios.html



320 units
to fold and glue



How to assemble
the units

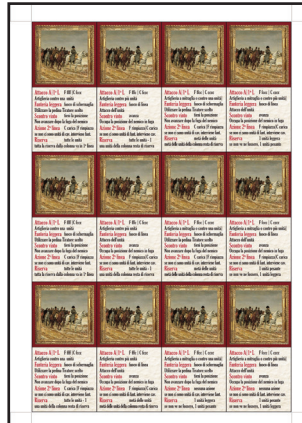


Cut and fold along
the separation lines.
Overlap side A
over side B (white)
and glue the two flaps.

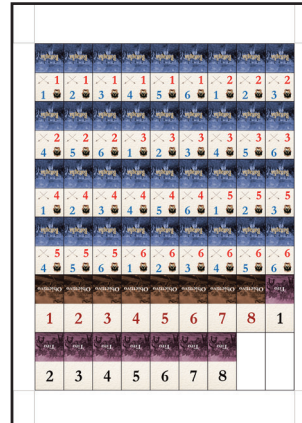
12 Actions Cards
to fold and glue



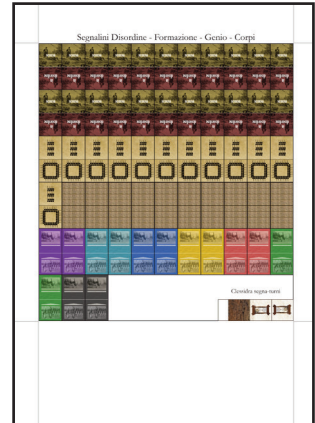
12 BOT Actions
to fold and glue



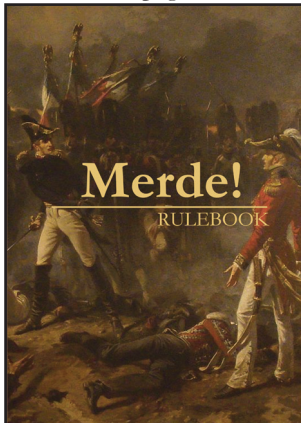
50 battle cards
to fold and glue



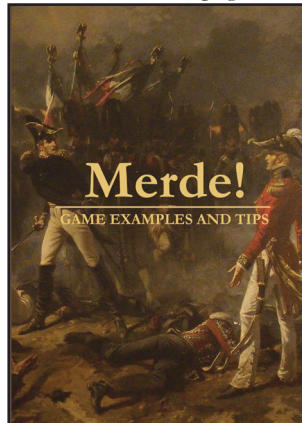
58 various types of markers
to fold and glue



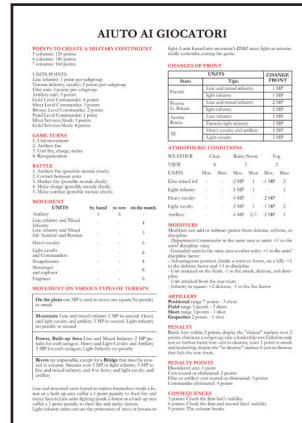
1 rulebook
16 pages



1 booklet Examples
and FAQs 12 pages



2 Player Help
Sheets



The markers for indicating disordered units, formation markers, and Engineer markers can be folded into an L-shape and inserted under the units to make them more visible.

You could print a second copy of the file on paper and glue it to the back of these markers, so as to avoid the white side being visible.



1. GAME OBJECTIVE

Penalties are applied to each disordered or routed unit; the one who inflicts the most penalties by the end of the battle wins. A column is one of the department into which the contingent is divided which can be an army, a corps, or a division.

2. PREPARATION

1. Choose a battle by downloading its map and battle orders from www.fabra.biz/en/merde/scenarios.html
2. Players select the units and commanders corresponding to the column points available or required by the battle orders.
3. Each player is assigned a Headquarters board and the Column tokens corresponding to the units on the battlefield.
4. Place the Attack tokens in a bag, then shuffle them and leave the Action, Shooting, and Target tokens face down in three separate piles, while keeping the Morale, Formation, and Engineer tokens available.
5. Place the Hourglass on the first space of the turn track on the map and decide the weather conditions using an Action token (optional).
6. Players secretly decide the order of activation of the columns and the placement of the unit on the battlefield using their respective Headquarters boards.
7. Once the battle plans are complete, players place their unit commander outside the battlefield, corresponding to the sectors to which the column's units will move; espionage actions are possible.
8. For each sector, players, following the sequence established in their respective battle plans, must take an Action card and move the commander the number of octagon points indicated on it.

3. GAME DURATION AND TURNS

All scenarios show the game duration in turns. One game turn equals half an hour of battle.

The turn grid is printed on the left side of each map, on which the Hourglass block (next to it) must be moved.



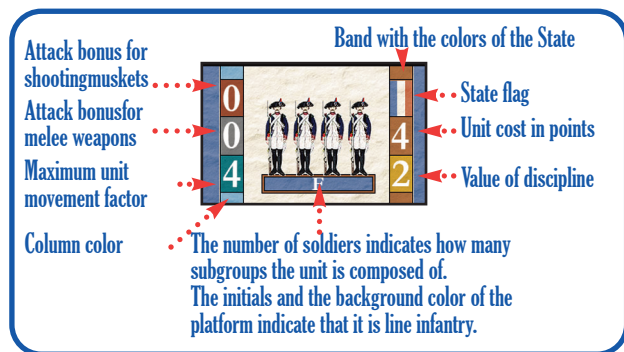
A turn consists of four phases that can be carried out simultaneously by players:

1. Movement of units using the Action cards until the front line has visual contact with the enemy, then proceed with the normal movement of the units.
2. Artillery fire (optional).
3. Combat (shooting, charge, and melee phases).
4. Regrouping.

4. THE UNITS

The units have three sides, each with figures of soldiers and information about them printed on them.

The units can represent groups of soldiers or commanders, or units assigned to certain services. The basic unit can be a division, brigade, regiment, or battalion. The various types of formations are specified in the orders of battle attached to the maps.



All units have the following elements in common:

- On the units edges are two colored bands that help identify their affiliation with one of the forces in the field: blue France,

yellow Austria, red Great Britain, black Prussia, green Russia.

- The inner bands indicate: on the left, the color of the column; on the right, the unit's experience level: bronze (trained troops), silver (veteran troops), gold (elite troops).

- On the left, there are a red and a gray box containing different information depending on the type of unit, as specified below. At the bottom, on a green background, is the movement factor box. On the right is the state flag, the unit's point cost, and the numerical value of its discipline level, which is used in morale and recovery tests.

- In the center is the figure of one or more soldiers on foot (infantry or commander-in-chief), on horseback (cavalry or column commander), with a cannon (artillery), or soldiers assigned to various services (engineers, espionage, messengers).

- On the troop blocks, the soldier figures stand on a platform with the letter F (Foot) for infantry, C for cavalry, and A for artillery in the center. The background is blue if it is a line unit, or green if it is a light unit.

Line infantry units have a defense factor equal to the number of soldiers depicted, veteran units equal to the number of soldiers plus 1 point, and elite units equal to the number of soldiers plus 2. Commanders and artillery units have a defense factor of zero.

Infantry and cavalry

The top left field, on a red background, contains the bonus added to the Attack card result when firing muskets (fire).

The center field, on a gray background, contains the bonus added to the Battle card result when fighting with melee weapons (melee); 1 point is added to this value when charging.

The bottom field, on a green background, indicates the maximum distance, expressed in movement points (MP), that the pawn can travel in a turn, equal to 3 or 4 MP for infantry, 6 for heavy cavalry, and 8 for light cavalry.

Some infantry units have different soldier figures; these are mixed brigades made up of light and line infantry.



Top left: Austrian light infantry, French mixed infantry, British heavy cavalry, Prussian light cavalry, Russian guard.

In the left column, inside the box: French line infantry.

The platform beneath the soldier figures has the letter F (Foot) in the center if it's an infantry unit, or a C if it's cavalry. Each soldier represents a subgroup (for example, a regiment); whenever the unit loses a subgroup, the counter must be turned to show a smaller number of soldiers.

As specified in the general description of the units, the background color of the platform indicates whether the unit is a line (blue) or light (green); in the case of mixed infantry brigades, the bottom box is green and blue, the others blue. As the unit loses subgroups, the others can be green if it loses a firefight, or blue if it loses a melee.

Artillery



Artillery can be either stationary, with a longer range, or field artillery, with a shorter range. The player decides which type of artillery to use for the column.

The red field in the top left indicates the maximum range a shot can reach, expressed in octagonal points; the area is that of the sector, therefore 4 octagonal points wide.

The gray field indicates how many shots can be made in a turn.

The green field indicates the movement factor of the towed unit, 6 MP.

The platform under the image of the cannon is as wide as the artillery piece: stationary artillery has a blue background, while field artillery has a green background.

The third side is used for grapeshot fire (blue-green background), at close range which can be carried out by both position and field guns.

Commanders



Both the contingent commander and the department commanders have the letter C printed on a red field; gold for the first, and white for the latter. The gray field specifies the range of influence of the commander's orders, that is, the distance his orders can reach in a turn without the aid of a messenger. The green field indicates the movement factor, 8 MP for all.

The bottom right field indicates the charisma value and is used in recovery tests for disordered units. Below the figure, the platform has the word COM on a purple background; the latter is gold for the commander-in-chief, and white for the corps commanders.

Services block

They are used in specific areas, each of which has three different figures, the discipline value is always 3:



Engineer is used to build temporary bridges over waterways to allow crossings or fortifications to defend units and destroy enemy buildings; the movement factor on a green background is 6 MP.



Sniper not actually part of the services, but can be used if you have light infantry soldiers, it represents the skirmish fire of this type of soldier to unnerve enemy troops; the movement factor on a green background is 4 MP.



Messenger allows you to expand the range of the commander's disposition by adding the messenger's movement factor to his charisma value. It can also be used as a simple marker to follow the path of an order, even if the unit does not have a services units; the movement factor on a green background is 8 MP.



Scout The Guard department does not have any Engineer units, but it does have a scout, which allows it to discover the size and disposition of any enemy column before battle; the movement factor on a green background is 8 MP.

The cavalry reserve does not have a services units.

5. ORGANIZATION OF THE CONTINGENT

The contingent is divided into columns, each distinguished by the color of the band on the left next to the state color. Each column has a commander, six units of various types and sizes, and a services unit. The Guard, a generic term for elite units grouped together under the commander-in-chief, has four units. The cavalry reserve consists of a commander and seven mounted units.

Unless otherwise specified in the orders of battle attached to the maps, players have a number of points available for the contingent depending on its size: five columns equal 100 points, six columns equal 120 points, and seven columns equal 140 points.

The points correspond to the defense factor, which is obtained by adding the following values to the number of figures on the unit:

- elite units (gold band) 2 points (minimum 3/maximum 4)
- veteran units (silver band) 1 point (minimum 2/maximum 3)
- trained units (bronze band) 0 points (minimum 1/maximum 4)

For commanders and artillery, which have a defense factor of 0, the point cost is applied differently:

- 4 points for excellent units (gold band)
- 3 points for good units (silver band)
- 2 points for fair units (bronze band)
- 1 point for mediocre units (tin band)

- 3 points for artillery units

The gold services unit is worth 4 points, the silver one 3.

The colors available for the army columns of all states are: light blue, blue, yellow, red, and green. The Guard column is purple, and the cavalry reserve column is black.

The counters come in three sizes:

- the line infantry has a long counter (24 mm) that can accommodate one to four or three subgroups represented by the images of the soldiers.

- the veteran and elite infantry and cavalry units have a medium counter (16 mm) that can accommodate one or two subgroups; commanders and artillery units also have a medium counter with a single figure.

- the services units have a small counter (12 mm); it is not mandatory, but it is very useful.

Depending on the scenario or player choices, a smaller number of subgroups can be used, for example, one instead of two for the elite infantry.



Some counters have subgroups of one type on two sides and a different type on the third. For example, veteran infantry units have line subgroups on two sides and light infantry on the third. This option allows you to further diversify your deployment, adapting it as closely as possible to the deployments provided in the battle orders provided with the maps. In the image on the left, instead of the veteran line infantry brigade, you could use only the light infantry regiment (remember that, unlike French brigades, which were often made up of line regiments and light regiments, British light units generally operated autonomously).

In some minor battles, rather than an army composed of multiple corps, it may be necessary to field a single corps or a few divisions. In this case, the counter represents a regiment, a battalion, or one or more squadrons. The scoring, in any case, remains the same.

Example: 3-point silver level commander, four line infantry regiments (4 points), three line infantry regiments (3 points), two veteran mixed infantry regiments (3 points), one light cavalry regiment (2 points), one artillery unit (3 points), one silver services unit (3 points), for a total of 21 points.

6. THE BATTLEFIELD

The battlefield consists of downloadable maps from the site, which reproduce the battlefields involving the French army and the anti-Napoleonic coalitions. Each map is divided into sections formed by the intersection of parallel rows and parallel columns.



Within each section are rows of 4 x 4 octagonal points—or simply points—on which the pieces move. The section boundaries are marked with dark green lines. The outer rows are called the Defense Area, the inner rows are the Attack Area. The columns are called sectors which can number from three to five depending on the size of the battlefield, and are numbered.

The map features settlements, waterways, hills, and woods that directly influence line of sight, artillery fire, and movement. The turn track is printed on the left side of the map. The game duration is set in the orders of battle attached to the map.

7. THE BATTLE PLAN

Before the battle begins, players must establish two important aspects: the activation order of the columns and their tasks in battle.

The activation order does not concern a single unit, but the entire column.

The units that constitute it are grouped into three lines: first line (attack), second line (support), and third line (defense). The units of the entire column are moved simultaneously: those forming the attack line forward, those forming the support line two points away, and those forming the defense line two points further, stopping within the last row of octagons of the sector's defense area. This joint movement ends when the third row reaches its intended position.

To determine the battle plan, use the Headquarters board, which features five numbered boxes and a line in the middle labeled "Reserve," divided into five sections.

The first section is where the units representing the contingent's departments that will move across the battlefield are placed, while the reserve units are placed in the reserve section. The three boxes at the bottom are used to record the penalties of the reserve units (chapter 26).

In the box marked 1, place the units of the column that will move first, next to them those of the department that will

move second, and so on. The activation sequence does not follow their arrangement on the battlefield, but only the strategic logic chosen by the player.

Inside the box, the player must place the units, dividing them among the three rows, according to the arrangement that will then be transferred to the battlefield. Up to three medium tokens, or one long and one medium units, can be placed on each line. The services unit does not need to be deployed, but can be placed anywhere in or near the box of the column to which it belongs. Next to the activation number, place the Column token in the color of the contingent. The tokens have an arrow printed on one side and a line on the reverse: the first indicates that the column has the order to advance and attack the enemy, the second indicates that it has the order to advance to its own defense line and then garrison the area.

The battle plan should be kept hidden by placing a screen in front of the Headquarters board. The size and disposition of the units should be revealed when the movement of the front lines on the map makes them invisible to the enemy (chapter 11).

To track their movement, use the respective commanders, which must be moved following the chosen activation order. When the conditions are met for the column to be visible, the player moves the units onto the battlefield according to the deployment decided before the start of the battle, placing the commander in the position deemed most appropriate.

The activation order and/or the type of command (attack or defense) can be changed by sending an order from the commander in chief to the commander of the unit with the lowest command number. The change must also be transferred to the column tokens.

The order moves based on the command range value; if it fails to reach the recipient in a turn, the movement must be completed over multiple turns. Even if the commander in chief is not equipped with a services unit, the messenger can be used only to track the movement of the order that reaches the command range distance indicated in the commander's

HEAD QUARTER

1

2

3

4

5

FRONT LINE

SECOND LINE

THIRD LINE

RESERVES assigned to sectors max. 6 for sector

5th SECTOT

R

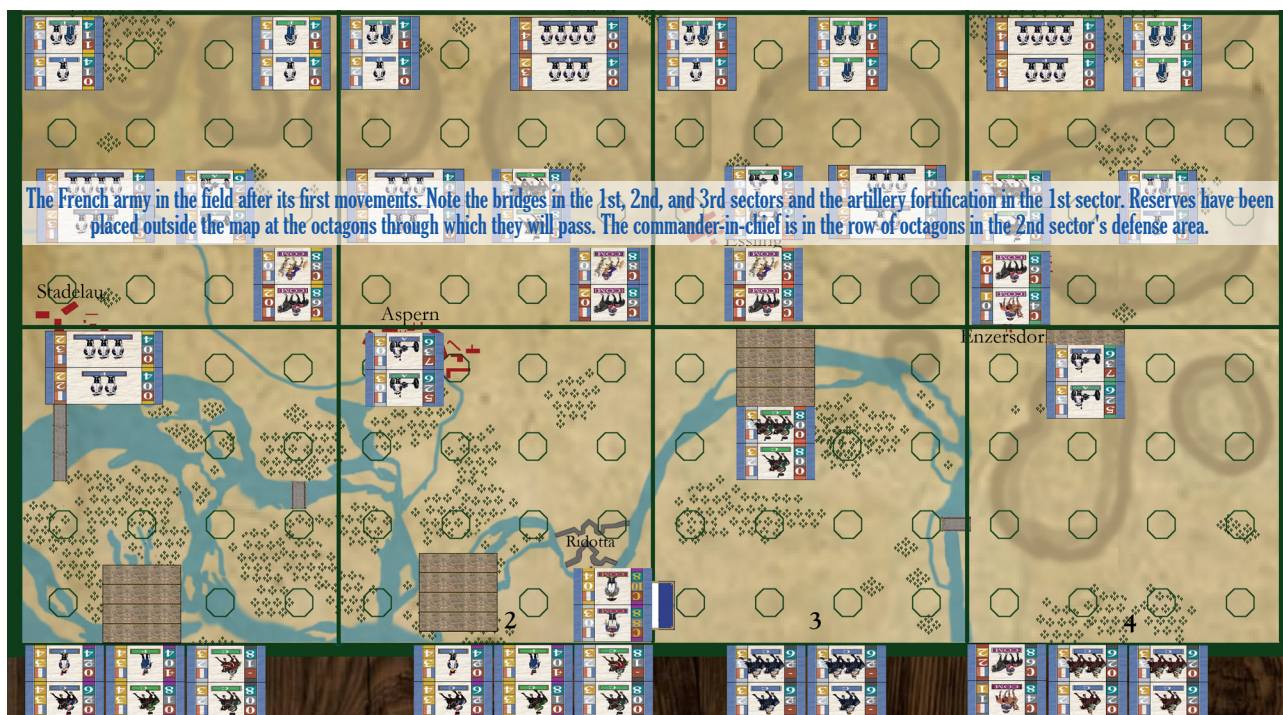
R

R

Arrange the contingents in the activation order deemed most appropriate for your strategy. Inside each square, place the units that make up the three lines: first attack line, second support line, and third defense line (maximum three units per line). If you choose to activate it, place the services block next to the square number, and place the Column marker on the other side, facing up to show the command assigned to the contingent (Advance = arrow | Defend = line).

Place the reserve units in their assigned sectors. It is permitted to place units representing different forces and contingents in the same sector. The commander-in-chief should be placed in the first row of octagons in the defense area of the sector; the reserve column units should be placed immediately outside the map, corresponding to their assigned sectors. The services blocks and Column markers should be placed next to the Rs in the lower boxes, where reserve penalties should be recorded only if their commander accompanies them.

The disposition of the French army before a battle. The commanders are placed on the map to mark the movement of the corps not yet visible.



gray box.

Example: A silver-level commander-in-chief must send an order to a department commander within 10 points of his command radius; his area of influence is limited to a maximum of 6 points, so the order takes two turns to arrive.

Once it reaches its destination, the department commander must understand and accept the order through a test whose result must be equal to or lower than his charisma level.

The order is automatically carried out if the commander is in the same area as his corps' front line; otherwise, a discipline test must be conducted on the lowest-level unit.

If successful, the command is carried out; otherwise, the latter procedure must be repeated. Until the command is received, the activation order cannot be changed.

To overcome this problem, you can use the Services unit's Messenger, which performs two functions: by adding the commander's range value to his movement factor, the order transmitted via the Messenger is immediately implemented.

In the previous example, if the Commander-in-Chief had had the Services unit's, the order would have arrived in one turn (area of influence 6 points, messenger movement 8 points = 14 points) and would have been implemented immediately.

The reserve must be divided among the various sectors of the battlefield. A maximum of six units can be deployed per sector, but it is possible to place cavalry, Guard, and artillery units together in the same sector. The reserve must be deployed off the map in the column to which it was assigned, unless otherwise specified in the order of battle.

The Commander-in-Chief must be placed on the first line of octagons in the defense area, as centrally as possible unless the player makes different strategic choices. If there is a reserve unit (for example, cavalry), its commander is generally placed off the map in the sector of greatest strategic interest to the player.

Players can also decide to deploy the cavalry department in attack from the start of the battle, leaving another department in reserve.

8. MOVEMENT OF UNITS

Only one unit can fit in an octagon. Movement is measured in octagons or movement points (MP) and can be in any direction, including mixed movement—for example, partly for-

ward, then sideways, or diagonally.

Units have different movement ranges depending on their weapon type; the following table shows the maximum movement values for different unit types when moving on plains:

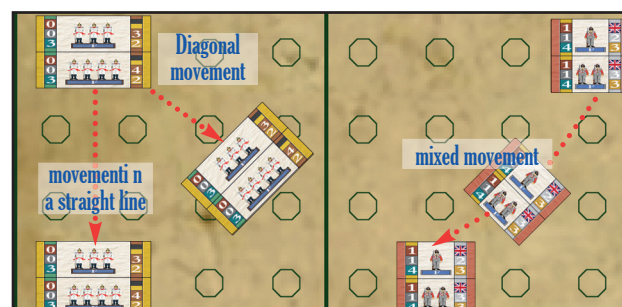
UNITS	MOVEMENT
Heavy cavalry, Artillery e Engineers	6 MP
French, English, Prussian line and mixed infantry; Sharpshooter	4 MP
Austrian and Russian line and mixed infantry	3 MP
Light infantry (all)	4 MP
Commanders, Light cavalry, Messengers, Scouts	8 MP

The movement of a line must be adjusted to match that of the slowest unit. For example, the attack line consists of a light cavalry brigade and a line infantry brigade. The speed of the line must match that of the infantry unit.

Units can move less than the maximum number of points depending on their current needs; if an obstacle absorbs their entire movement factor, they must stop for one turn and then proceed 1 MP at a time until they leave the obstacle's area.

If the movement occurs diagonally, counters lose 1 point for every 2 points. Therefore, an infantry unit can move a maximum of 2 MP diagonally, a heavy cavalry and artillery unit 3 MP diagonally, and a light cavalry unit 4 MP diagonally.

In the case of mixed movement (straight line-diagonal), proceed as follows:



- Infantry: 1 point in a straight line, 1 diagonally, and vice versa
 - Heavy cavalry and artillery: 3 points in a straight line, 1 diagonally, or 2 points diagonally
 - Light cavalry: 5 points in a straight line and 2 diagonally, or 2 points diagonally and 2 in a straight line
- Long units occupy 2 octagons diagonally.
unit's movement is affected by terrain:

	On the plain one MP is used to move one square. No penalty in attack
	Hills Line and mixed infantry 2 MP to ascend. Heavy and light cavalry and artillery 3 MP to ascend. Light infantry no penalty to ascend
	Forest Line and Mixed Infantry 2 MP penalty for each octagon. Heavy and Light Cavalry and Artillery 3 MP for each octagon. Light Infantry no penalty
	Built-up Area Line and Mixed Infantry 2 MP penalty for each octagon. Heavy and Light Cavalry and Artillery 3 MP for each octagon. Light Infantry no penalty
	The river is impassable, except on a bridge or in inhabited centers where there are always bridges
	Torrents cost 2 MP to light infantry, 3 MP to line and mixed infantry, 4 to heavy and light cavalry and artillery. They can be forded.
	The bridge can be crossed without any penalty, but in column, one unit at a time.

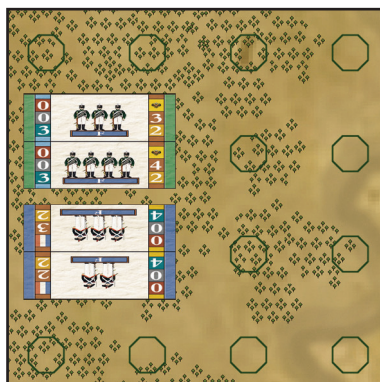
Line and mounted units firing into a wood or a built-up area suffer a 1-point penalty to their shooting and attack factors. They suffer no penalty if they fire outward from a wood or built-up area, provided they are on the edge.

However, all light infantry units, including mixed infantry, may fire and fight in melee without penalty.

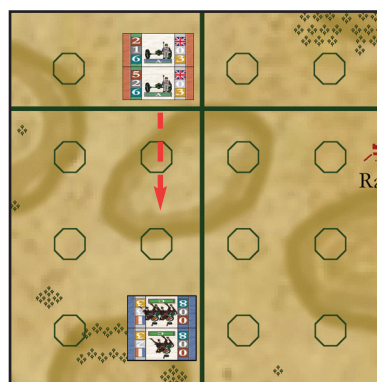
Heavy cavalry units do not charge units on high ground, inside a wood or built-up area, or behind a fortification.

Infantry and light cavalry units may charge units on high ground, but not if they are inside a wood or built-up area, or behind a fortification.

No unit may charge if it must cross a body of water, even



Le unità di linea che sparano dentro il bosco subiscono una penalizzazione al fattore di tiro



The artillery unit cannot hit the light cavalry unit because it is hidden behind a hill.

the enemy.

9. CHANGES IN DIRECTION AND FORMATION

Changing facing, that is, the direction in which the side with the soldiers faces, costs movement points.

A change of facing is considered a movement on one's axis of 90° or multiples thereof. French units are the fastest at changing direction, while Austrian and Russian units are the slowest.

Here is a summary table:

UNITS		Changing facing
State	Type	
French	Line and mixed infantry	1 MP
	Light infantry	1 MP
Prussia G. Britain	Line and mixed infantry	2 MP
	Light infantry	2 MP
Austria, Russia	Line and mixed infantry	3 MP
	FLight infantry	3 MP
All	Heavy cavalry and artillery	3 MP
	Light cavalry	3 MP

All units can move into defensive position (square) to counter a cavalry charge (see chapter 21).

The French infantry (since 1807 the Russian infantry, and since 1813 the Prussian infantry) can charge in attack column (see chapter 17).

10. CONTROL AREA AND FRONT

The unit's area of control (ZOC) is made up of the octagons around the one that occupies. If an enemy enters its ZOC, it is automatically attacked.

The area around the unit has different names:

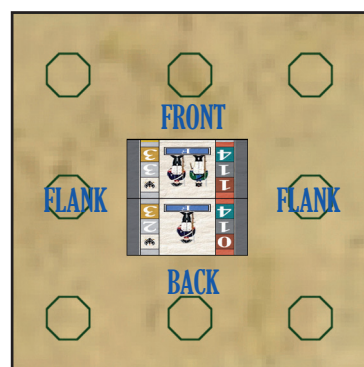
Front: the direction the side with the soldiers is facing

Flank: the squares on either side of the unit

Rear: the direction opposite to the side with the soldiers

The direction from which an attack on the unit comes has implications on its performance in battle:

- Front: the unit responds to the attack
- Flank: the unit loses 1 point in defense and 1 in attack
- Rear: the unit routs

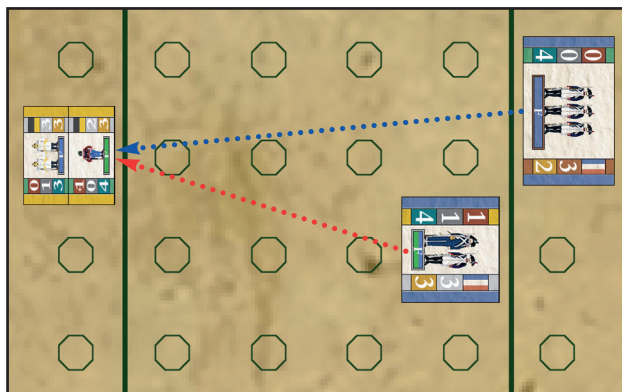


11. LINE OF VIEW

Units remain invisible to the enemy until they enter their field

of vision.

In the game, on plains, units can be seen from a distance of four tiles. Obstacles obscure any units beyond them, even if you are on high ground.



The French line unit at the top cannot see the Austrian light infantry regiment because it is more than 4 points away. The French mixed unit at the bottom, however, can see it because it is 4 points away from the enemy unit.

12. WEATHER CONDITIONS

To see well from afar, the day must be clear, while this is more difficult on rainy or, worse, foggy days. Furthermore, the presence of rain or snow makes the terrain heavy, affecting movement and artillery fire.

Weather conditions are listed in the orders of battle, but they can also be determined by drawing an Actions card (chapter 13) and consulting the first row. Rain and fog also affect long-distance shooting: infantry and cavalry units suffer a reduction in their attack factor, and artillery may make fewer shots to simulate the difficulty of hitting targets with poor visibility or heavy terrain.

WEATHER	Clear		Rainy/snow		Fog	
Vista	4		3		2	
UNITS	Mov.	Shot	Mov.	Tiro	Mov.	Shot
Line/muxed I.	-	-	-2 MP	1	-1 MP	2
Light Infantry	-	-	-1 MP	1	-	1
Heavy cavalry	-	-	-4 MP	-	-2 MP	-
Light cavalry	-	-	-2 MP	1	-1 MP	2
Artillery	-	-	-4 MP	2/1	-2 MP	1

13. FOG OF WAR

Units far from the front or hidden by obstacles or adverse weather conditions remain hidden until they come into visual contact.

This condition is called fog of war. To simulate it, players move only the commander across the battlefield, simulating the speed of the slowest unit of the three lines advancing in column of march (the units must be oriented so that the shortest side faces the front of the march) following the fastest route. During this phase, the unit's remain on the Headquarters board.

As soon as the conditions allow the units to be spotted, the commander must be replaced with those making up the three lines of the column. The commander may be placed in the position deemed most suitable.



Only one department can be discovered when it is in Headquarters using the Guard column scout, if the player decides to assign the services unit to it. To perform this operation, the scout must pass a discipline test. If passed, the opponent must remove the units from the Headquarters and place them outside the battlefield in their assigned sector, distributed across the three lines.

From that moment, the units are moved directly onto the

map.

Revealing a column's units automatically reveals its command type (Advance or Defend).

14. ACTIONS CARDS

The 12 Action cards have a blue background and are used to determine five aspects:



1. Weather conditions before the battle begins (optional)
2. Initial movement of the units
3. Morale and recovery tests for disordered units
4. The stability of the front line
5. The stability of the first two lines when under stress

In solitary mode, cards with a red background are also used to provide indications for the actions of the BOT, i.e., the simulated player (chapter 35).

Some clarifications for the correct use of the cards.

Weather

It can be used before the start of battle to determine weather conditions; it summarizes the consequences for unit movement, visibility, and artillery fire, as detailed in the tables in Chapter 12.

Movement

The second line of the card determines how many points the first line can move, and consequently, all other lines. If there are no penalties, the first line moves using the full movement factor of the slowest unit of the three lines.

If there are penalties, the indicated value must be subtracted from its movement factor (for Austrian and Russian infantry, the minimum movement is 1 MP). This function of the card should be used exclusively for the movement of units and reserves from outside the map to their assigned positions, i.e., the attack area until contact with the enemy and the defense area for units in the third line.

Once they reach their positions, the units' movement continues using their movement factor. The cards must be distributed to all units before the battle begins and kept until they are deployed on the battlefield.

Discipline Test

This row is used in morale and recovery tests. In the first case, to check the stamina of a unit that has suffered a hit (chapter 27); in the second case, to determine whether the unit commander is capable of reorganizing a disordered unit (chapter 28).

1st Row Resistance

If the units in the first row suffer a 3-point penalty (see chapter 26), their overall stamina must be checked, following the instructions on the row.

Front Resistance

If the first two lines have suffered a combined 6-point penalty (chapter 26), their stamina must be checked, following the instructions on the row.

15. THE BATTLE

When two or more enemy units come into contact or come within range of rifles or cannons, combat begins.

The combat consists of five phases:

1. Artillery fire (possible morale check)
2. Contact between units

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	

3. Musket fire (possible morale check)
4. Charge (possible morale check)
5. Melee combat (possible morale check)

16. ARTILLERY FIRE

Artillery can be either stationary or field artillery; its range (the maximum distance a shot can reach) can be short, within 3 squares of the pieces, or long, beyond 3 squares, or grape-shot, at 2 squares.



Stationary artillery (bottom of the blue platform) remains stationary once it reaches its assigned position, usually within the last row of octagons in the defense area. It can be towed up to 6 MP. Once unloaded from the train, it must

wait one turn before firing. It has a maximum range of 7 squares and can fire three times per turn at long range, and only once at short range.



Field artillery (bottom of the green platform) is always attached to the attack lines, thus operating closer to the enemy. It can be towed up to 6 MP. Once unloaded, it can fire immediately. It has a maximum range of 5 squares and

can shoot twice per turn at long range and once at short range.

During the battle preparation phase, players must decide which type of artillery to use for each column by orienting their unit so that its face is showing.

The area an artillery unit can cover corresponds to the sector occupied by its department.

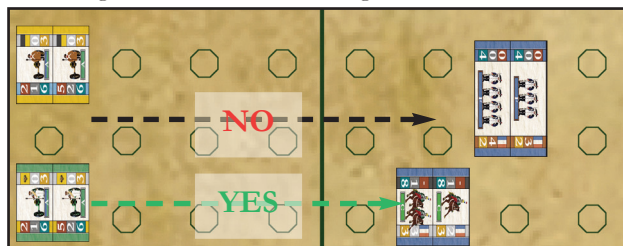
Multiple artillery units may be concentrated in a single sector, drawing them from other units on the battlefield, points are uploaded to the department using them.

Artillery does not require an order to open fire; it is always ready to fire at approaching units (barrage fire) or at units stationary before an attack (covering fire).

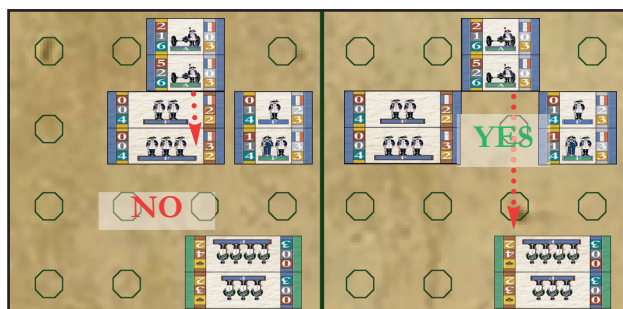
There are no differences in the firing mechanics, but the approach varies.

To fire, artillery must follow these rules:

- It always fires only at units in its own sector, even if it is on the border between two sectors.
- It can fire one to three times per turn (depending on the type) at a single target (concentrated fire) or multiple targets (wide fire).
- The target must be within its range.



- There must be no obstacles in the way (houses, trees, hills) unless it is on high ground; the position unit can fire at long range even if there are friendly units in the way, as long as they are not in contact with the enemy; the field unit can fire as long as the other units of its department leave a clear path. If it has a long and a medium unit in front of it, it is sufficient to leave at least an octagonal space between them by placing



it behind them.

- It can fire at units inside a built-up area or on a hill, even if it is lower, but must add an Objective and a Shot card to the stack. However, it cannot fire at units behind a forest.
- It does not fire at units in the square adjacent to its own.
- It fires at targets outside its line of sight, as long as they are visible to friendly units.
- In case of fog, it fires only one shot per turn.



How artillery fights

The shooting mechanic is based on two cards: **Target** and **Shot**.

Both have a number between 1 and 8 that refers to the distance in squares of the unit to be hit.

The **Target** cards used are those between 1 and 7 for position artillery fire, between 1 and 5 for line artillery fire, and

between 1 and 3 for short-range fire. If there are penalties because the target is in a inhabited center or on high ground when the artillery is on plains, a card is added to both groups. It must always be specified which units in any row are being targeted.

The player receiving the shot chooses an Target card that represents the distance at which the target is hit and temporarily halts the advance of the piece; the artillery operator chooses one to three Shooting cards for position artillery, or one to two cards for field artillery. If the number on the Objective card matches that of one of the Shooting cards, the target is hit; if it doesn't match, the shot is a miss. In both cases, the player receiving the shot must show the Target card.

If a concentrated shot is being conducted at a single unit, the artillery operator chooses a number of Shooting cards equal to the number of shots available and turns them over one by one. If one of the shots hits the target before the Shooting cards are exhausted, the action is considered complete and the remaining shots are reset.

If you roll at multiple units is being conducted, the player receiving the shots must take a number of Objective cards equal to the number of Shooting cards and place them face down next to the target units (if there is no space, they can be placed off the map next to the units); the shooter chooses one card at a time, specifying who he is firing at.

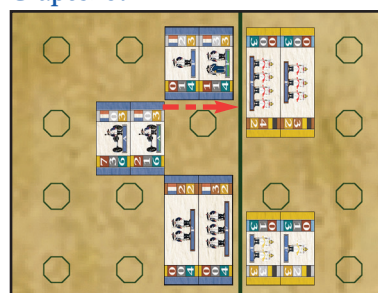
If you decide to fire with your artillery at two different units on the enemy side, you can decide to make two shots against one counter and one against the other, always specifying how the volleys are distributed.

Each time you hit a unit, you must display the "shock" marker and take a morale test (chapter 26).

If the unit is in disorder and is hit, it routs.

An artillery unit hit by an enemy unit's shot must display the "shock" marker. From that moment on, it can only make one shot per turn; if it is hit a second time, it is eliminated.

Grapeshot



A special type of shot is grapeshot, which is conducted from a distance of two points, therefore, with only two Shooting cards. If a hit is scored, the enemy unit immediately loses a subgroup.

To conduct this type of shot, the counter

must not have fired during the turn and there must be no friendly units in front of it. Only one grapeshot shot can be conducted per turn, and the target must be on the same level as the artillery or lower.

Attack on an artillery unit

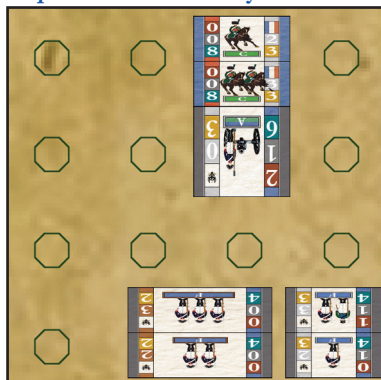


If an artillery piece is in line with other units and is attacked by the enemy, the player is assigned an Attack card (chapter 17) of which only the defense score must be taken into

account.

If it is exceeded by the opponent's attack score, the piece is eliminated. In the event of a repeated attack, a new Attack card must be taken by repeating the procedure.

Capture of an artillery unit



An artillery piece can be captured by placing it in contact with an enemy unit, provided it is isolated, meaning it has no friendly units next to it or in the row of octagons behind it.

Therefore, it can be captured if the friendly units are at least two points away.

The captured piece can be turned against

the enemy from which it was stolen and used against them.

17. HOW TO FIGHT

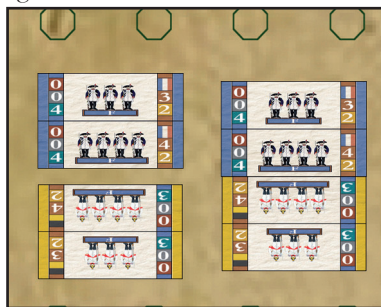
When two lines come into contact, they engage in armed conflict.

The order of combat is determined by the activation order; the lowest number begins the fight first. If two groups with the same activation order number are able to fight at the same time, but in different sectors, a draw must be made to determine who goes first.

If one of the opposing lines has fewer units, it must advance one from the second row; if this is not possible, it fights in a weaker position.

A clash between opposing infantry lines should involve one or more volleys of rifle fire, followed by a charge with melee weapons and the ensuing melee; a clash between opposing cavalry lines should involve a charge followed by close combat with melee weapons.

If the opposing units are mounted and dismounted, the cavalry charges while the infantry attempts to form square to slow or prevent their action. Infantry never charges cavalry. Contact occurs between lines, but combat is resolved unit against unit.



Le unità a sinistra iniziano lo scontro con il fuoco dei moschettieri poi lanciarsi alla carica e proseguire lo scontro in mischia (a destra)

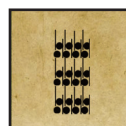
the melee or fire: if one player charges and the other shoots, the latter fires while the other approaches without responding. However, when the units come into contact, the one who fired is charged and cannot counterattack.

Musket fire is conducted when the units are within one point of each other, their range. A melee battle is preceded by a charge, which involves physical contact between the units and melee combat.

The charge adds one point to the melee factor.

Both players decide

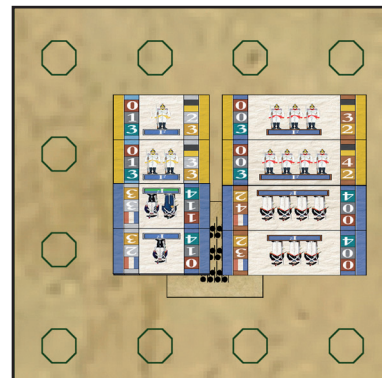
whether to continue



French infantry regiments, Russian infantry from 1807, and Prussian infantry from 1813, adopted another method of charging: the attack column. To execute this in the game, the unit must be placed on the attack column marker

(which on the other side has the square formation) when the enemy is visible. The unit can decide to fire before charging, but with a 1-point penalty to fire. When charging, in addition to the additional attack point for the type of action, it adds another point both when they come into contact and during the combat. If the first line consists of two units, both in attack column, the attack column marker can be placed between them; if there are three, two attack column markers can be used, placing them between the first and second units and between the second and third units.

Once combat is concluded in one sector, the next sector is regulated until the armed clashes for the turn are concluded.



18. BATTLE CARDS

Combat, whether with muskets or melee weapons, is resolved using Battle cards, which are distributed to each unit that comes into contact with the enemy.



score.

Points range from 1 to 6, for both attack and defense.

Before each battle, four cards are distributed to each unit; players must decide which ones to allocate for the musket fire phase and which for melee combat.

The value of the cards may change based on any variables:

On offense

- unit's specific bonus when shooting (bonus value shown in the red box) or when fighting in melee (bonus value shown in the gray box)

On defense

- number of subgroups, veteran units +1, elite units +2
- advantageous position (behind a fortification, in a forest, inside a town against units outside, on a hill against an advancing opponent) 1 point more
- disadvantageous position (while crossing a body of water) 1 point less

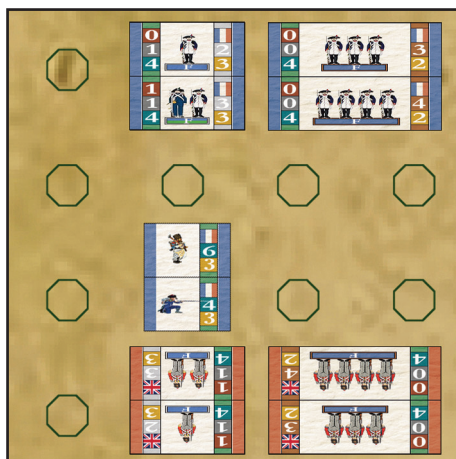
19. SKIRMISH ACTIONS

Light infantry units could fight like line infantry, but they were also used in harassment actions to unnerve enemy line units by distracting them from the movements of their own battalions.

These actions, called skirmishes, were carried out by firing aimed shots at carefully chosen targets, such as battalion leaders or non-commissioned officers.

To simulate a sniper attack, players must use the Sharpshooter on the services unit's, following these steps:

1. Skirmish operations can only be conducted by light or mixed infantry units in the first two lines.
2. The Sharpshooter unit must be placed within one square of the target.
3. Only one shot per turn can be made for each unit, follo-



wing the procedure used for artillery, but using three Objective cards and three Shot cards numbered 1 to 3. Players select one of each type. If the Shot number is identical to the Objective, the hit is successful and the opponent must display a

"shock" marker and take a discipline test. If the opponent has already been hit, it does not lose regiments, but must display the "disordered" card and take a new discipline test.

4. After the shot, the Sharpshooter unit is withdrawn.

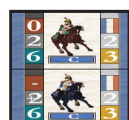
5. The light or mixed infantry unit can continue combat using three Attack cards instead of four.

Even if the unit it belongs to has exhausted its available movement points, the Sharpshooter unit can break away and advance until it comes within range, as long as the enemy unit is within four movement points of its range.

Light and mixed infantry units, when not conducting skirmish actions, fight like line infantry units, therefore using the Attack cards and facing the shooting (line fire) and melee phases.

20. THE CAVALRY CHARGE

Cavalry units were equipped with firearms, but both because of the difficulty of maintaining perfect alignment while firing and because their position was less stable than that of foot soldiers, they rarely used them, and when they did, their results were less lethal than infantry rifle volleys.



In the game, units that do not fire are marked with a "-" in the fire bonus box.

Cavalry specializes in charging and pursuing enemy units.

Cavalry is divided into two categories: heavy and light. The former, less agile, is equipped with a power that makes its charges overwhelming. The latter, less lethal in the charge, is very agile and fast, ideal for pursuing routed units. A middle ground between the two categories are the lancers, deadly in charges and the only cavalry unit that does not lose points when charging infantry units in square.

Cavalry versus cavalry



When a charge is announced, if the opponent has cavalry units capable of intercepting the enemy's cavalry, they can conduct a countercharge. Both apply their charge factors; the loser of the battle must take a discipline test and, if he

loses, retreat and leave the field to the opponent, who must decide whether to continue the charge by moving on to another objective or retreat.

Cavalry versus infantry

To charge, cavalry requires space in front or to the sides of the infantry line; the charge must always be announced in advance.

Infantry cannot counter-charge, but must remain stationary; it can fire muskets, then must try to absorb the impact as best

it can, attempting to form into square (see the next chapter) to better withstand the attack of mounted units.

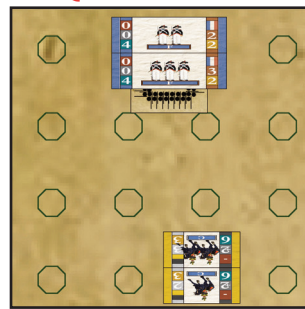
If a cavalry unit has sufficient MP, it can move back one space and return to charging the enemy units. Heavy cavalry loses 3 MP for turning, and light cavalry loses 2 MP.

Extra bonus



Some units have a + sign in front of their attack bonus (fire or melee). The extra bonus adds 1 additional point to their charge and melee abilities only when these units are facing opponents with the same weapon with the same bonus value, but without the + sign. The extra bonus does not apply against units with a lower or higher bonus.

21. SQUARE



The square is the best form of infantry defense against a cavalry charge. It is put into practice by placing the unit on the Square marker. A unit in square adds 2 defense points, but loses 1 point to its firepower. To perform this, the player must take a discipline test; if it passes, it can form into square; if it fails, it becomes disordered, loses all defense

points, and routs.

A unit in square loses 1 defense point if fired upon with muskets and reduces Target and Shot markers by one if fired by artillery.

Lancers attacking infantry in square do not lose their charge and melee bonuses.

The infantry unit can decide to remain in its formation without forming into square and receive the full force of the cavalry charge, but can fire without losing points before contact.

22. SUPPORT UNITS

Units in the second row can replace units in the first row that are in difficulty by swapping places and handing over all their remaining Battle cards to the new row. If the unit in the second row is light cavalry, it can charge the opponent using the cards received from the unit it is replacing.

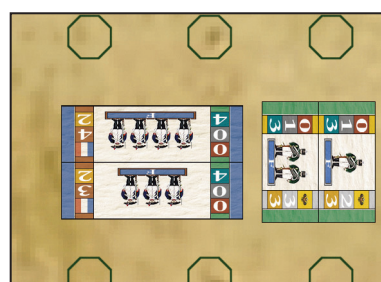
If the entire first row is in difficulty, it can be replaced entirely by the second row using the procedures described above. To determine the difficulty level that requires a switch between the two front rows, see Chapter 26

23. CONDITIONS OF INFERIORITY

Fighting when outnumbered (for example, a line with three units versus a line with two) is risky because the one with more units fights with a greater number of Battle cards.

They can attack first with the opposing unit and then, after the opponent has exhausted his Battle cards, strike with the one that hasn't yet fought.

If you are attacked on your flank, you lose 1 defense point and 1 attack point.



A unit attacked from the rear will rout, be reached by an enemy unit, or be forced to cross its ZOC, and be eliminated.

If you cross a body of water and are attacked, you lose 1 defense point and 1 attack point.

If a column is routed, enemy units can attack those in the adjacent

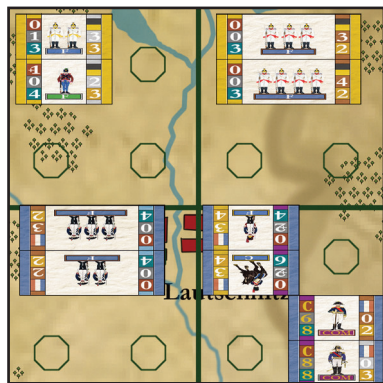
The Russian column broke through the French lines, routing the entire contingent. The first brigades attacked the defense line of the adjacent sector.

sector or one of the adjacent sectors.

These must take a line or front line stability test and, if successful, fight with 1 less defense point and 1 less attack point, both against the units they were fighting and those attacking their flank.

Generally, if an entire column surrenders, the contingent that lost it has little chance of victory.

24. COMMANDER'S SUPPORT



If the department commander is in the same area as one or more ranks, he adds 1 point to the discipline test of all units present, up to a total of 5 points.

Example: An elite grenadier regiment is located inside a built-up area, and the unit commander is in the same area. The overall score achieved by his

discipline value would be 6 (4 is the unit's discipline value, 1 because it is inside a built-up area, and 1 because the commander is in the same area), but the value considered is 5.

If the commander is in the front rank and is attacked, the procedures described in Chapter 16 on artillery must be followed. If he is isolated and is reached by an enemy unit, the procedure described in Chapter 16 must be followed.

If the column commander is killed or captured, the unit loses 3 points and is forced to retreat to the defense area. The commander-in-chief assigns a new general (represented by the same unit that was eliminated), who, however, must have a bronze charisma value.

25. INTERVENTION OF THE RESERVE

Generally, the cavalry (black) and the Guard (purple) units are left in reserve to intervene in case of difficulty affecting those at the front. You can decide to deploy one of these units immediately, leaving another in reserve.

Reserve units are placed in the Headquarters Reserve quarters, distributed across the various sectors that make up the map. Up to six units can be concentrated in a single sector. Reserves are not required in all sectors. Reserves can be mixed, meaning composed of units of different arms, or of the same arm, but of a different type.

When the reserve assigned to a sector needs to intervene, an Actions card must be taken to determine the extent of its movement. The reserve immediately moves to the front lines to attack the enemy.

Once a sector's reserve units are exhausted, to assign new ones, a messenger must be sent from the commander in charge to the commander of the reserve department. Obviously, in the case of elite units (purple department), directly under the orders of the commander-in-chief, this procedure is not necessary.

26. I DANNI



If you lose a battle by less than 2 points or are hit by artillery fire or a sniper, you must display the Morale marker flipped to its "shaken" side (on the left). If you lose a battle by more than 2 points or are hit by artillery fire, you lose a regiment.

In either case, you must take a morale test; if you fail, you must flip the marker to its "disordered" side (on the right), the unit's discipline and the attack value decreases by 1 point and it does not take the initiative, meaning it cannot attack enemies on its own initiative, but can only respond to their attacks.



The unit is also disordered if it loses another subgroup. A disordered unit that loses another battle or a morale or recovery test routs and leaves the battlefield. The damage suffered does not only have a direct influence on the stability of the front, but also has serious consequences on the final victory conditions which depend on the number of penalties that the contingents suffer and which are attributed in these cases:

- If the unit is disordered, the unit is charged 1 point of damage, which translates into 1 victory point for the opponent.
- If the unit routs, the unit is charged 2 points of damage (i.e., 2 victory points for the opponent).
- If an artillery or elite unit is eliminated or captured, the unit is charged 3 points of damage.
- If the commander is eliminated or captured, the unit is charged 4 points of damage.

PRIMA LINEA		
1	2	
SECONDA LINEA		
4	5	6
TERZA LINEA		
7	8	9

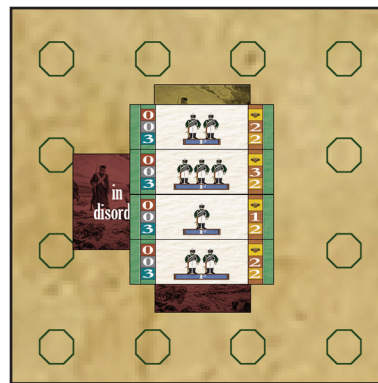
To track damage suffered, use the unit's box on the Headquarters board, divided into 9 spaces, using the Column marker as a scoring track.

If the activation order is changed, the marker must be moved to a new box, transferring the damage suffered to it.

Damage also has immediate consequences on the

strength of the lines:

- If 3 points of damage are suffered, a first line stability test must be performed, taking an Action card and following the instructions on the fourth row. If the card indicates that the entire line is shaken or disordered, the marker must be placed on one side of the line under a counter.



- If 6 damage is suffered, a stability test must be performed on the first two lines, taking an Action card and following the instructions on the fifth line. If the card indicates that the entire front is shaken or disordered, the two lines must be brought together and the "shaken" or "disordered" marker must be placed, as

appropriate, so that it protrudes from one side of the two lines.

- If 9 damage is suffered, the entire column routs and leaves the battlefield.

Placing the Morale marker on a line or the entire front of the unit does not incur any additional charges for shaken or disordered units within the lines.

If reserve units are used, any damage they suffer is also counted in the box of the column they are supporting, unless the reserve commander accompanies his units, in which case the damage is marked in the reserve box.

27. DISCIPLINE TEST

A discipline test must be taken after every lost battle to verify the unit's stability.

A unit's discipline test is performed by taking an Action card and checking the score indicated on the third line: if it is equal to or lower than the unit's discipline level, the test is passed; if it is higher, the test is failed, with the consequences described in the previous chapter.

The units receive 1 additional point to their leadership value



The Prussian unit increases its discipline level by 2 points because it is inside a built-up area and the corps commander is in the same area.

28. RIORGANIZATION PHASE

Disordered units (not shaken ones) may be reorganized by making a recovery test performed by their commander. The test can be applied to either a single unit or to the disordered line and/or front.

The disordered unit must retreat to the second line, replacing it with a support line. Then, take an Action card and compare the score on the third line with the commander's Charisma value. If it is equal to or lower, the marker is removed. If the test fails, the unit routs.

The disordered line must be replaced with the support line, and then the procedure described above can be followed. The disordered front must retreat at least one point to avoid contact with the enemy before proceeding with the test. A test cannot be made to a disordered unit while it is engaged until a clash ends.

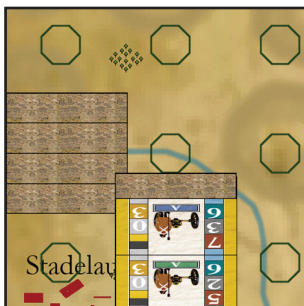


The French infantry unit is in disarray. The commander is in the same area as it and can attempt to rally it: he sends the struggling unit back, replacing it with the veteran unit behind it.

The unit taking the test does not need to retreat to the line left by the unit that replaced it, as long as it is not in contact with the enemy).

The commander can take the rally test by drawing an Action card and comparing the score shown on the third line with his Charisma value.

29. ENGINEERING WORKS



The engineer unit of the French Blue column built a pontoon bridge over the stream and a fortification for the artillery unit.

Engineering works are temporary fortifications and bridges. Fortifications allow the units sheltered within them to defend themselves, especially artillery units, which have no defense value. Bridges allow the crossing of waterways (rivers or streams) at a point other than permanent ones.

To construct engineering works, the unit must have a services unit's. Only two constructions of any type can be constructed for each Engineer unit's, all within its own sector. Services unit's from the Guard or a department held in reserve can be used to construct buildings in the sectors where the column's units are deployed, again up to two works per Engineer unit.

in the following cases:

- if the unit commander is present in the same area
- if an elite unit is present in the same area
- if they are in an advantageous position, such as behind a fortification, in a forest, in a town, or on a hill

Discipline bonuses are cumulative up to a maximum of 5 points.

All engineering works must be constructed before the battle begins and must be constructed within the Engineer's movement factor starting from the back of the battlefield.

Fortifications add 1 point to the defense value. Bridges allow the crossing of a river or stream without penalty.

The Engineer Works marker is used to highlight the works of engineer units. In the first case, the marker is placed on the appropriate stretch of river; the bridge counts as a movement point. In the second case, the token is placed over the fortification marker so that the fortification is visible. Again, the marker could be folded to make it more visible.

Sappers can also destroy enemy bridges by moving the unit there and taking a Leadership test; if the result is positive, the bridge is destroyed.

30. POPULATED CENTERS

Populated centers can consist of villages, if they are located within an octagon, or towns or cities, if they are located within multiple octagons. Units passing through them are subject to the movement penalties described in Chapter 8.

Units stopping there add 1 point to their defense factor and 1 point to their discipline factor. For line units, half of their counter must be inside the populated center. Line and mounted units forced to fight inside a populated center lose 1 point to both their fire and melee factors; light infantry and mixed infantry units, however, maintain both their fire and melee factors unchanged. Charging cannot occur within a populated center. To fire artillery against units in populated centers, an additional Objective and Fire card must be used.

31. WOODS

The same movement and defense rules apply to woods as to inhabited areas, but artillery cannot fire at units hiding there due to the deflections caused by trees. In woods, line and mounted units lose one point to their firepower and mixed factors, while light and mixed units retain these factors unchanged.

32. WATERWAYS

Rivers can only be crossed via settlements, fixed bridges, and pontoon bridges. If you are attacked while crossing, apply the penalties described in chapter 26.

You can ford a stream, but with the movement penalties described in chapter 8 and the combat penalties described in chapter 26.

33. CONQUERING VICTORY

At the end of the battle's allotted duration, the damage suffered by each contingent must be tallied. Whoever inflicted the most damage on the opponent wins the battle.

A battle can also be won if one of the combatants abandons the battle or if the opposing army's commander-in-chief is captured or eliminated.

34. MINOR SCENARIOS

Some battles involve only a corps or division; in these cases, the basic unit is the regiment or battalion. Elite units are made up of battalions. In some scenarios, the orders of battle stipulate that some units consist of one or two regiments (or battalions) from the start. In this case, the affected units must be flipped over to show the indicated number.

35. SOLO MODE

To play alone, you must download one of the scenarios from www.fabra.biz/en/merde/scenarios.html.

The scenario consists of two parts: the map and the orders of battle for the two armies.

The orders of battle specify the units that make up the two contingents, their starting positions, the duration of the battle, weather conditions, and any delays.

The player chooses the units that make up the units based on the rules set out in chapter 5 and arranges them on the Headquarters board as described in chapter 7.

Once the player's units, sector positions, and column commands have been defined, the tokens assigned to the various BOT units must be removed. Then, both the activation number and the type of command assigned to them must be drawn by lot using the Column tokens. It is recommended to place the tokens in a bag, shuffle them, and draw them one by one, paying attention to the type of command that immediately appears.

Then, place the token next to the box with the assigned activation number and arrange the units in the three rows according to the pattern specified in the order of battle. Once the units have been arranged, the reserves are distributed among the various sectors, always following the provisions of the order of battle.

Once the BOT columns have been organized, all the units of the two armies can be directly transferred onto the map, starting from the outer edge of the assigned sectors and moving the rows by drawing the Action markers.

The BOT must observe the following warnings:

- The first and second lines advance two points apart.
- If there is a field artillery unit in the second line, the first line must leave a gap for firing.
- If the first line consists of three counters and there is a field artillery unit in the second line, it must advance in first line until the enemy units are within range (i.e., 4 or 5 points away, depending on the player's choice). The artillery fires and is replaced in the front line by the unit indicated in the order of battle.



The simulated player's Austrian column has two units in the front line, three with field artillery in the second line, and a single cavalry unit in the third line.

For counter movements, morale tests, and the holding of attack lines, use the Action cards (the ones with the blue backs) for both contingents.

For BOT war actions, use the 12 BOT Action cards with the red backs.

Here's what you need to know about BOT Action cards:

Attack A | 1st L

The command specifies whether the field and position artillery should fire against one or more units or grapeshot. In



Attack A | 1st L F ffc | C fccc
 artillery fires against different units
Light infantry line fire
 fire the entire light unit
Clash won advance
 occupy the position of the fleeing enemy
Action 2nd line F replaces | C charge
 if there are no inf. units, the cav. intervenes
Reserve all units except one
 one unit of the sector remains in reserve

the first case, the unit with the lowest discipline level is always chosen; if there is no lower discipline level, it is chosen against mixed units; otherwise, a random one is chosen. If grapeshot is impossible because the artillery is too far away, the second action must be performed.

The command for the first line that comes into contact with the enemy specifies how many cards the infantry (F) should use for rifle volleys (f) and how many for melee (c); the same goes for cavalry (C). If the attack involves cavalry units whose fire factor is -, the command is always cccc, even if some fire shot is planned. During a clash between infantry units, if the player decides to charge and the

BOT's card is instructed to perform multiple musket shots, the virtual player fires a final salvo and converts his remaining attacks into melee.

Light Infantry

If the first two rows contain light or mixed units, the card specifies whether the BOT must conduct line fire or skirmish fire, that is, whether the Sharpshooter function of the services unit's should be used (chapter 18).

Clash Won

This line is used after an enemy unit or line has retreated or routed to determine whether the simulated player's unit or line should take its place (advance) or remain in its current position without advancing (hold position).

Action 2nd Line

The disposition specifies the type of behavior of the second line units if the attacking line has suffered a 3-point penalty and is in difficulty.

Reserve

This line specifies the sequence to follow to deploy the reserve assigned to the sector if the first two ranks of the column are in difficulty (with a 5-point penalty).

If the simulated player's attack lines manage to rout the opposing unit, they must turn toward the adjacent column and attack the enemy units they can reach first. If one of the central sectors has been successfully breached, the BOT's attack lines must turn to the sector causing the most damage to the friendly unit.

Countercharge

In the event of a cavalry charge commanded by the player, if the BOT has mounted units in the same sector, its commander-in-chief must send an order to the cavalry reserve commander to conduct a countercharge. If the command is received, all cavalry units in the sector must be sent to counter the enemy units.

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Riccardo Masini dedicated an episode of his Wlog (in italian) to analyzing the first version of the game, which can be viewed at <https://www.youtube.com/watch?v=Wz-YYBcCQmQ>

TUTORIAL

The assembly of the pieces can be downloaded at www.fabra.biz/Merde/assemblaggio_pedine.MOV

The assembly of the boxes can be downloaded at www.fabra.biz/Merde/assemblaggio_scatole.MOV

DEDICATION

This game is dedicated to the memory of dear friends Riccardo Bertone and Falco Verna.

THANKS

I thank my friends Riccardo and Sergio Masini for their advice and appreciation

I thank my friend Antonio Favalaro for his invaluable historical advice

I thank my wife, Giusy, for her loving support of my grateful endeavors

Finally, I thank you for your trust in me by purchasing this game

I hope it provides you with a few hours of wholesome enjoyment



Merde! wargame for one or two players
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Florida (SR) - 2025

BONAPARTE

KAROLVS. MAGNVS.