

F A Q

BEWARE: 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 commander of a part of the contingent. A contingent can be an army, a column, a corps, or a division, depending on the size of the battle. If the battle is fought between 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.

It is important to remember that a regiment is made up of two counters (battalions, if infantry, squadrons, if cavalry). Two regiments form a brigade. Two or three brigades of the same arm plus a divisional artillery battery (foot or horse artillery) form a division. Several infantry and cavalry divisions supported by one or more corps batteries (fixed or emplaced artillery) form a corps.

Who is responsible for defending the flag?

The general to whom the sector is assigned

Which area of the battlefield is the responsibility of a general?

The entire column of the starting sector

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

No

At what distance units within a forest or settlement become visible?

Only if they reveal themselves by attacking, unless enemy units enter the settlement or forest and are in the squares adjacent to those occupied by the hidden units.

What rules must be followed for units that crossed a forest or a populated area? how do they behave when they are inside the obstacle? and when leaving?

While inside the area they spend half their movement value to go from one square to the next, when they reach the border of the populated area or forest with the plains, they'll be able to march at their usual pace, if they have enough movement points at their disposal.

E.g.: a line-infantry regiment must cross a populated area, that occupies 4 squares (2x2), in a company column, to reach the populated area it used 2 MP, it uses two more to cross the first square of the populated area and it stops; the next turn it uses two more MP to cross the second square of the populated area, it then can cross two more squares in the plains.

Remember that when units leave a forest or a populated area they are disordered, receiving an attack -1 marker, for one turn.

If a unit has insufficient movement points, can it change formation or direction?

No

Is it possible to modify the organizational structure of an army?

Yes, except for the composition of a regiment. For example, it is possible to form a brigade with three regiments instead of two. It is not possible to put together units with different weapons in a regiment or in a brigade or in a division, except for divisional artillery.

Can the general fight?

No, but it can join a regiment or group of regiments and enhance their levels of defence and discipline

If a regiment or a group of regiments has an attached general, must they take a Morale test?

No, unless it suffers the loss of half a unit, but since it is attached to the department, 1 point must be added to the general's command value.

Does an order transmitted by a messenger need to be made known to the enemy before it is transmitted to the general concerned?

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

If it is necessary to change the order of activation of multiple units, must a messenger be sent to each general concerned?

No, it is sufficient to send the messenger to the general with the lowest activation order.

In what cases is it necessary to send multiple messengers to different generals in the same turn?

It is necessary to send multiple messengers to different generals in the same turn if it is necessary to correct different strategic aspects in different sectors of the battlefield. For example, this may be necessary if it is necessary to: Change the order of activation between two generals in one sector, send reinforcements to another general, order another general to stop and defend an area, etc.

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

Yes, but until the order is received, the previous arrangements remain in force.

If a change of orders that concerns two or more generals is rejected by the recipient of the message, how should the other generals behave?

The other generals should continue to carry out the previous orders.

If a change of orders involving several generals is refused by the one receiving the message, can a messenger be sent to another general involved in changing the strategic disposition?

No, because it is assumed that the person who rejected the order change will maintain the previous order.

If a regiment or group of regiments goes out of the command area, does it have to stop?

No, it must try to return to the command area. To do this, a discipline test must be carried out. If the test is passed, the regiment returns, facing the enemy, within the maximum distance of the command area. If the test is not passed, the regiment remains stationary and waits for the general himself to approach and bring it back into the chain-of-command. Until it returns to the command area, the unit fights with the 1st level of disorder and is forced to expose the Attack -1 marker, which is discarded when it returns under control.

Is the management of reserves the sole responsibility of the commander?

No, the reserves of a corps are managed by the general to whom they are assigned. The cavalry reserve and reserve units not assigned to a general or under the orders of a general not engaged in the front line are directly managed by the commander.

A general has left a reserve division in the rear guard lines and needs it to support frontline units. Who should give the order?

If the reserve units to be brought into action are within the general's command area, they move with the Support command. If they are out of command, formally it is the commander who gives the order by assigning a Support command. Either way, the units of the division must move at maximum speed to reach the front line. Units are moved one by one during the activation phase (or phases), according to the orders given by the front lines general.

In smaller scenarios where there is only one general, how is changing orders handled?

If the unit is within the command range of the general, the change of order is carried out directly, if it is outside the command range, the general must send a messenger to the regiment or group of regiments concerned, carrying out a test to check if the order reaches its destination, taking the command level of the general himself as a reference.

If you decide to intervene with reserve units (for example, the French Guard or the cavalry reserve) with an activation order, but all command markers have been assigned, what should you do?

In principle, it would be preferable to always leave some command markers with a reserve activation order just for cases like this. If they have all been used, either you stop the units in a sector, by assigning them garrison duties in the area where they are located, or you assign a Support command to the reserve, assigning it for the entire time necessary to the general who needs a reinforcement of the front line.

If you decide to intervene with the cavalry reserve, the guard reserve, or the grenadier reserve, do you have to move all the pieces that are part of it?

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

Who commands the emplaced artillery?

Officially it's controlled by the corps general, but it's management is the responsibility of the commander

Can emplaced artillery be moved?

Yes, if adjusted by hand there is no need for an order; if it is moved more boxes by towing, it must receive a temporary activation order which is transformed into a garrison order when it reaches its destination.

Divisional artillery pieces can be dismounted from the tow and are ready to fire immediately, emplaced artillery pieces need a turn to be able to fire; if you have to tow the artillery pieces to move them, what happens?

You lose a turn, regardless of the type of artillery

If an artillery battery is attacked, can it use the attack markers?

Yes, but it only receives two Attack markers. The unit's strength is 1 point if full, zero if halved; its attack factor is zero. It can fire with muskets and fight in melee.

An artillery battery fires two times per turn. What happens if it is halved due to an attack?

It will only shoot once per turn

In case of low visibility, for artillery fire, you must use all Shot and Target markers. If you decide to shoot at short range, is the value 1 allowed?

Exceptionally yes.

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

No, it can only fire at targets in its own sector. However, since it is offset from the center, it can only fire at targets that are within the third column of distance from the one it occupies. In principle, a battery placed in the two central squares covers the entire sector. If it is moved one square (for example, second

and fifth square), the farthest column is excluded. If it is moved two squares (first or sixth square), the two farthest squares are excluded.

How are Attack markers distributed in a sector?

Starting with the player with the lowest activation number in the sector, players must specify which regiments or battalions will be involved before the combat. The markers are distributed alternately starting with the player with the lowest activation number. Since there are a maximum of 36 markers available, if the number of units that will have to fight is higher than the available markers, once the first ones have been assigned, the others will be divided among the remaining units.

If single battalions are involved in an attack phase instead of regiments, how many Attack markers do they receive?

They receive the number of markers indicated by their level. Single battalions are generally formed by elite soldiers, such as grenadiers or Austrian grenzers, who have high combat values. Single battalions are penalized only by the unit's strength value, which is limited to 2 points instead of 4 as in the case of full regiments, therefore, they should be used with great care.

Can grenadiers or Austrian light infantry units be grouped into regiments?

Yes

How many support units can intervene in the same turn?

To conduct skirmishing a regiments or two companies of voltiguer each turn, instead there are no limits for the corps cavalry

Can light infantry concentrate their disruptive actions against the same target?

In principle, yes, but it would be highly unlikely because, generally, they would be attacking different targets to maximize damage.

Can opposing light infantry units engage in skirmish actions with each other??

It wouldn't make sense. Given the limited space on the board, enemy units could be on adjacent squares while shooting at the line units, but it should be considered that they acted in a scattered order and were not concentrated in a single place. The situation is different if they are fighting aligned in their ranks, in this case, they can fight each other like normal line troops.

Can units shoot diagonally?

Yes, but only light infantry, voltigeurs and light cavalry units can shoot diagonally.

If a regiment loses part of its companies, does it become disordered?

Yes, in this case, an Attack -1 marker must be displayed

Can grenadiers and guards join line infantry regiments?

Yes, they can increase the defense level of the line infantry regiment by 1 point plus another point for the support effect, but they continue to fight in separate battalions or regiments, in turn adding 1 point to their defense for the support.

Can light infantry join line units?

Yes, but they fight in separate regiments, adding only 1 point to the defense of the line infantry for support.

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

Units with a 1st level disorder level worsen their disorder level by losing an Attack marker.
Units with a 2nd level disorder level retreat by their entire movement factor facing the enemy.
Units that had lost part of their companies are routed.

Can heavy cavalry divide and attack a formation from both sides?

In the game, it was preferred to leave this possibility only for light cavalry, heavy cavalry can only attack frontally

What type of cavalry are lancers similar to?

They are similar to light cavalry. Heavy cavalry includes gendarmes, grenadiers, horse-mounted carabinieri, cuirassiers, and dragoons; light cavalry includes lancers, uhlans, Cossacks, light dragoons, chevaux légers, hussars, and chasseurs à cheval.

When units are forced to leave a populated area because it has been hit two times by artillery fire, are they in disarray?

Yes, they will receive an Attack -1 marker for one turn