

EAGLES OF FRANCE

FALLEN EAGLES: WATERLOO 1815

RIISING EAGLES: AUSTERLITZ 1805

LAST EAGLES: LIGNY 1815

LAST EAGLES: QUATRE BRAS 1815



SERIES RULES

October 2022

version 2.3

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Changes from version 2.2 of rules (*Quatre Bras 1815*) are underlined with **light green**.

1. GAME PRESENTATION AND SCOPE

The “*Eagles of France*” game system allows players to re-create Napoleonic battles at the battalion/regiment level.

These rules are applicable to all games in the *Eagles of France* series (currently “*Waterloo 1815: Fallen Eagles*”, “*Austerlitz 1805: Rising Eagles*”, “*Ligny 1815: Last Eagles*” and “*Quatre Bras 1815: Last Eagles*”).

2. SET-UP, SPECIAL RULES AND VICTORY CONDITIONS

Please refer to the *battle's Playbook* for set-up instructions, special rules and victory conditions. Terrain varies from game-to-game, therefore each game in the *Eagles* series also has its own applicable terrain effects chart (TEC).

3. GAME SCALE

One size point represents 100 cavalry/infantry men, or one or two guns, depending on calibre for artillery units. One turn represents one hour of real time.

The map is covered with a hexagon grid, each hexagon representing approximately 200-250m across.

4. READING THESE RULES

The rules are organized in sections. See the glossary in section 6 for an explanation of terms and acronyms.

Section 7 provides a detailed sequence of play introducing the main mechanics of the game. Numbers between brackets [X] refer to rules sections. In addition, the Playbook contains a section of Battle Specific Rules.

Recommendation for new players: *A quick first read is required to understand the sequence of play and the game concepts. It is not necessary to remember all of the details. Refer to and re-read these rules during play. Players should also read the Battle Specific rules found in the Playbook. We recommend that you read the full example of play (at the end of rules) to gain an understanding of the rules and concepts in the game.*

Rules in PDF format can be downloaded at www.hexasim.com.

5. COUNTER DESCRIPTIONS

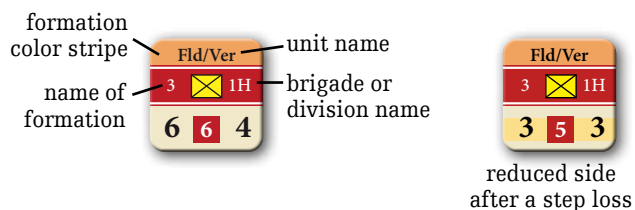
5.1. COMBAT UNITS

There are three categories of combat units: infantry, cavalry and artillery. [See “*Unit identification chart*”] for more details.

Combat units belong to a formation, indicated by the top colour stripe.

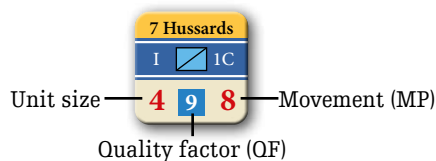
Each **infantry** and **cavalry** unit is rated for:

- unit size, in size points,
- quality factor (QF) representing morale/training rating,
- movement factor (expressed in movement points (MP), representing ability to move on the map).



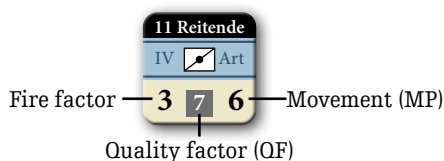
Cavalry units have the following special abilities:

- EZOC (enemy zone of control) to EZOC movement [see 12.2],
- counter-charge, retreat before combat, pursuit, do a prepared attack or a flank attack (see chapter 17).



Artillery units have a:

- fire factor representing battery firepower, which is used for fire combat, but has no impact on melee combat,
- quality factor (QF),
- movement factor.



5.2. LEADERS

There are two categories of leaders: **commanders** and **officers**.



Commander



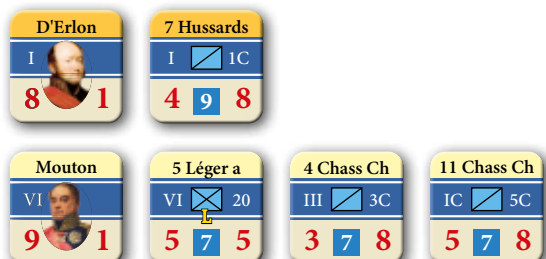
Officer

Commanders have no formation attached to them; therefore, Commanders have no upper colour stripe identification or a formation number on the left of their counter.



Officers are leaders attached to a specific formation within an Army.

Two examples: D'Erlon is the Leader of the French First corps. Mouton is the Leader of the French VI corps and detached units from the French III corps and First cavalry corps.



Commanders and officers are rated for their Initiative and Leadership factors.



Initiative factor is used to check if the Leader is activated when selected.

Leadership factor is used as a bonus for both rally and QF determination.

Leaders have a movement factor of **10 movement points** (MP) and use cavalry movement cost [see 12].

Officers may move when their formation is activated. Activating an officer allows units from his formation to perform various actions (fire, movement, attack etc..).

Commanders may move when they are individually activated.

If stacked with friendly activated units, Leaders can be “carried” by them during movement, advance, retreat and rout.

All leaders have a **Command Range** of 6 Hexes for Fallen and Rising Eagles, and 8 Hexes for Last Eagles. Command Range cannot be traced through hexes occupied by enemy units (EZOCs have no effect). Command Range is checked prior to any movement by the Leader.

Officers can influence and apply their **leadership factor** only to units of their own formation. Commanders can apply their leadership factor to any unit in their Army.

Example: D'Erlon is stacked with 25 Ligne. The QF of the 25 Ligne is considered to be 8 instead of 7 thanks to D'Erlon.

A unit cannot benefit from its formation's officer and from a commander at the same time. Leadership factors are not cumulative.

A Leader unit is never destroyed. If all of the units within a Leader's formation have been eliminated, the Leader will stay in play. If the Leader has been killed/captured/wounded, the Leader counter together with the appropriate status marker will stay in play. In all cases, the Leader will remain eligible for activation.

5.3. MARKERS

Markers are used to facilitate play and remind players of the different status of their units and formations.

Fired markers may have an impact on movement [see 12.1].



6. GLOSSARY

***Note:** The purpose of this glossary is to introduce key game terms and concepts. The terms are described without the details and exceptions that can be found later in the rules (all figures noted in the Glossary are rules section references).*

Activation: A formation must be activated in order to fire, move and engage in melee combat [see 7.3.a].

Active player: The player who currently has an activated formation.

Commander: Is a Leader who is not directly attached to a formation. He can be activated individually and has special abilities [see 11.3].

Command Range: Is 6 hexes (Fallen Eagles/Rising Eagles) or 8 hexes (Last Eagles) for all Leaders. For range calculation, always count the last hex but never the starting hex.

Counter charge: A cavalry attack by the non-active player triggered by enemy movement or an opportunity fire situation [see 17.1].

DR: Rolling two dice – dice rolls, except those for *Orders*, are done with two dice to generate an unmodified total between 2 and 12. Rules will allow for the adding or subtracting of die roll modifiers (DRM).

DRM: Dice roll modifier. It is a number to increase or decrease the DR. Favourable results for the rolling player are low, so a negative DR is beneficial and a positive DR is detrimental. All DRMs are cumulative unless otherwise noted.

Eliminated: Most combat units have two steps. They start the game with their full strength side showing. A unit is eliminated when it loses both of its steps, cannot retreat or is routed and reaches its supply hex. In reality, the entire force is not destroyed, but rather the unit's combat capability is exhausted.

End of turn level: At the end of an activation or a pass, a DR is made and compared to the "End of turn level", to check if the turn will end [see 7.3.j].

Encircled: If a target hex is simultaneously attacked by units from 2 opposing sides or from 3 non-consecutive hexes, it is considered encircled during an attack [see 13.2.b -5].

EZOC / ZOC: Enemy zone of control and zone of Control. A zone of control of a combat unit encompasses the six hexes surrounding the unit. [exception: see 10]. An EZOC is the zone of control of the enemy units.

Fire Combat: A unit firing its weapons over a period of time. There are three types of Fire Combat in the game and each is performed in a particular segment – Offensive Fire (in the Offensive Fire Segment), Defensive Fire (in the Defensive Fire Segment) and Opportunity Fire (in the Opportunity Fire and Counter Charge Segment) [see 13.1].

Formation: A formation is a group of units which share the same upper stripe colour.

IM: Independent movement. A unit uses independent movement when it is out of its officer's Command Range, or when trying to move in a manner that is not within accordance of its formation's current order [see 11.2].

Initiative: A Leader's characteristic, which is used for example to determine if a Leader can activate when selected [see 7.3].

QF: Quality factor is a measure of combat unit effectiveness (morale, training, fatigue, weapons etc...). Higher is better [see 5.1].

QFT: Quality factor test. For example, a DR to check if a combat unit may make an independent move, or will stand during combat.

Leaders: There are two types of Leaders in the Game – Commanders which are part of an Army and officers which are attached to a formation within an Army.

Lead Unit: The unit in a stack which will be used to determine the stack's QF [see 9].

Leadership factor: A measure of a Leader's ability to raise the QF of the Lead Unit in the same hex and to influence other DRs involving his leadership such as a rally attempt [see 5.2].

Light Infantry: Infantry units trained for skirmish and harassment tactics. They are marked with an "L" symbol. They apply a -1 DRM to their fire combat.

Melee combat: Close combat initiated by infantry or cavalry unit(s) versus adjacent enemy unit(s) [see 13.2].

Officer: A formation's Leader [see 5.2].

Opportunity fire: A specific type of fire conducted by the non-active player from a hex adjacent to an attacking enemy stack, or against cavalry moving directly from EZOC to EZOC. The unit conducting opportunity fire cannot itself be under attack [see 13.1.a].

Order: An order which is given to a formation such as *Defence* or a reference hex toward which it can move [see 11].

Pursuit: A special additional combat, sometimes compulsory, that cavalry advancing after combat may perform [see 17.3].

Pursuit factor (PF): A level given for each nationality which is used to determine if the cavalry will maintain control during its pursuit [see 17.3].

Rally: An attempt by a Leader to remove a rout marker from units [see 11.1.c].

Retreat: A one hex move after combat to move away from the enemy [see 14].

Rout (initial): A three hex move due to a QFT failed by more than 2. Place a rout marker on the units [see 15].

Rout move (during rout phase): Units under a rout marker have a special phase in which they must move toward their supply hex [see 16].

Size points (SiP): A measure of the number of men or guns comprising a combat unit [see 5.1].

Stacking capacity: The maximum number of StPs (normally 30 StPs) that may occupy a single hex at one time [see 8].

Stacking points (StP): An infantry size point is worth ONE StP, an artillery or cavalry size point is worth TWO StPs.

Supply hex: Each army has a specific hex(es) toward which retreating/routed units will try to move.

Visibility range (VR): Visibility range is measured in hexes and is found in the playbook. Always count the last hex but never the first hex. A unit cannot fire or spot beyond VR.

7. SEQUENCE OF PLAY

A turn's sequence of play is comprised of the following phases:

1/ **Order phase:** Each player gives or changes orders for his formations within the restrictions of the "Orders" rule [see 11].

2/ **First player determination phase:** Each player makes a DR to determine who is going to act first [see 7.2].

3/ **Activation phase:** Each player activates in turn, one formation or commander, or he may pass. Activation allows firing, moving and engaging in melee combat. At the end of each activation or pass, an *end of turn DR* is made.

4/ **End of turn phase:** Before moving to the next turn, perform special strategic movement if applicable and resolve rout movement. Victory conditions are checked if applicable.

7.1. ORDERS PHASE

Issue orders: At the start of the game, each formation is given an order (a reference location to move toward or a defensive stance) by placing the formation's order chit on the appropriate zone of the order chart. During the order phase of each turn, some order chits may be changed [see 11].

7.2. FIRST PLAYER DETERMINATION PHASE

Each side makes a DR. The side obtaining the lowest DR decides which side will start with the first activation. In case of a tie, re-roll.

Both sides may play strategic variant cards if applicable [see *Playbook*].

7.3. ACTIVATION PHASE

7.3.a Formation activation segment

Each player activates, one after another, a formation's Leader (an officer) or a commander.

The player currently acting is called the active player. The active player can decide to either:

- ▶ Pass:
 - If the active player passes, proceed to the "End of turn check" segment [see 7.3.j].
 - If both players chose "pass" twice in a row (so four passes in a row), the turn ends automatically - proceed to the "End of turn" phase [see 7.4].
- ▶ Activate an officer or a commander:

No officer or commander may be activated more than **twice** during a turn (**exceptions**: 11.3 and 18.1).

The same officer or commander cannot be activated **twice in a row** by a player **without a pass in between** (if there is no other choice, the player must pass at least once between the two activations).

Officers and their formation, or commanders entering as reinforcements, must be activated in order to enter the map.

Roll for officer/commander initiative (an initiative check) to confirm the activation with a DR less than or equal to the Leader's initiative level:

- If the test is successful, place a "1" marker on the Leader for the first successful activation, or a "2" marker for the second and proceed to the next segment.
- If the test fails, **the active player can pass or select another Leader who must also confirm activation**. A failed activation does not count toward the two activation limit (or the two consecutive activation limit) per Leader, as no new activation marker would have been placed.
- If all remaining eligible Leaders fail their initiative DR during this segment, the active player must pass and rolls immediately for an "End of turn check".

For each activation confirmed by a successful initiative DR, the active player:

- Performs all eligible actions with all units of the activated officer's formation, or performs one of the activated commander's capabilities.
- May play (both players) tactical event cards at any point of the activation if possible [see 18.1]. The non-active player can also play a tactical card if applicable.
- Ends his activation when he has completed all actions for the currently activated units by making an end of turn DR check.

This sequence is repeated by both players until the end of the turn.

The turn ends when any of the following occurs:

- All officers and commanders of both sides have been activated twice;
- Both players decide to pass twice in a row each (so four consecutive decisions to pass);
- An "End of turn" die roll triggers the end of turn [see 7.3.j].

In this case proceed to the "End of turn" phase [see 7.4] to close the turn.

Example: The Allied player has just finished the activation phase for Picton. Now, it is the French player's turn. All French leaders have been activated twice (they already have an activation "2" marker on them), except for D'Erlon, who has not been activated this turn, and Mouton and Drouot, who have each been activated once. The last French formation to be activated (before the activation of Picton for the Coalition side) was Drouot.

The French player decides to attempt an activation of D'Erlon's corps. The player rolls two dice, rolling a total of 9. D'Erlon's initiative is 8; the initiative check result is a failure and the player must select another formation, or pass. Drouot is ineligible, as he was the last to have been successfully activated for the French side. The French player then tries to activate Mouton (initiative 9), rolling a total of 4 successfully activating Mouton for the second time this turn. An activation "2" marker is placed on Mouton and all units sharing Mouton's formation colour are activated, and he proceeds to the offensive fire segment.

7.3.b Offensive fire segment

All of the formation's activated artillery & infantry units can fire at enemy units [see 13.1 and *fire table*].

Place a "fired" marker on hexes from which units have fired. The fired marker does not move (even if the units below the marker that fired leave the hex) and remains in play until the end of the following movement segment. It costs an additional 3 MPs to leave a hex containing a fired marker. This penalty is also applied to units that move through the hex.

Note: The "fired" marker movement penalty is a way to account for the time it took for the units to fire (as a fire is not a single shot but several minutes of firing), both for the units firing and also for those behind that must "wait".

7.3.c Movement segment

All units of the activated formation may move [see 12].

In command units move first, followed by units attempting Independent Movement.

- **In command movement:** All units belonging to the activated formation within the Command Range of the formation's officer (before any movement) **may move up to their full movement factor** but must comply with the formation's order [see 11.1]. They are not obliged to stay within the Command Range of their formation's Leader.
- **Out of command independent move:** Units which are not within Command Range of their formation's officer at the start of movement are "out of command". Out of command units must undertake a QF Test (QFT) to move. Roll a DR for each stack which is out of command. If the DR is equal to or less than the lowest QF of the units of that formation in the stack, then all units of that formation in the stack **may move up to half of their full movement factor (rounded up)**. If the DR is higher, only a one hex move is possible.
- **Voluntary independent move:** A unit or a stack of units within Command Range that want to move in a manner that contradicts their formation's current order, must pass a QF test in the same manner as out of command units.

Remove “fired” markers at the end of all movement.

Activated units may always move at least one hex in any direction (**unless** into or through prohibited terrain; and units must abide by the stacking limits).

7.3.d Melee combat declaration segment

The active player designates which enemy units/stacks will be attacked and by which adjacent attacking stack(s). Each attacking stack must contain at least one activated infantry or cavalry unit. Place a “melee declaration” counter on each attacking stack, with the counter pointing at the attacked hex. A single hex may be attacked from multiple hexes, but may be subjected to only one attack per melee combat segment. Two hexes cannot be attacked by the same unit(s) [see 13.2].

7.3.e Cavalry retreat before combat segment

Stacks composed of only non-routed Cavalry/Horse Artillery and leaders may retreat before combat if attacked by a force **including** infantry [see 17.2].

7.3.f Opportunity fire and counter-charge segment

Non-active player’s units/stacks adjacent to an enemy unit/stack with a melee declaration marker on it AND which are NOT themselves targeted for melee combat, may perform ONE opportunity fire (for infantry and artillery) or ONE counter-charge (for cavalry units). Choose between the two if both options are available. If there is more than one eligible non-active player’s unit/stack, they can be combined into one opportunity fire or one counter-charge. Resolve immediately opportunity fires and counter-charges [see 13.1, 17.1].

Note: Opportunity Fire is not the same as Defensive Fire.

7.3.g Defensive fire segment

All non-active stacks (with infantry and/or artillery) which are targeted by a melee marker may perform defensive fire against an adjacent, activated Lead Unit. A defending hex may only perform defensive fire on an adjacent attacking stack which declared melee against it. See fire rules for restrictions and resolution [see 13.1]. If all attacking hexes have been eliminated/routed/retreated by previous opportunity fire, the targeted stack may not fire at another target.

7.3.h Melee combat resolution segment

Melees are resolved in any order at the active player’s choice. In order for a declared melee combat to still be valid for a hex, the Lead Unit must survive and have passed all QFTs which could have resulted from opportunity and defensive fires.

Any previously declared melee combat that is still eligible to attack may be called off at the active player’s discretion.

An attacking stack may change its Lead Unit if it has been reduced by opportunity or defensive fire. See melee combat resolution rules [see 13.2]. Remove all melee declaration markers at the end of the melee combat segment.

7.3.i Cavalry pursuit segment

Cavalry unit(s) which have successfully advanced into the melee hex must pass a pursuit control test. Roll a DR for the Lead Unit (modified by any activated Leader in the hex). If the DR is equal to or less than the pursuit factor (PF) of the lead cavalry unit, all advancing cavalry units may execute a pursuit combat. If the DR is higher than the PF, the advancing units **MUST** execute a pursuit combat if possible. A pursuit combat is a new melee combat between the advancing cavalry units’ hex and one adjacent enemy hex. Place a new melee declaration marker and apply all

opportunity fire and defensive fire rules prior to the new melee combat resolution. If more than one hex qualifies for a cavalry pursuit after all regular melees have been completed, resolve one pursuit at a time in the order chosen by the active player.

There is no additional pursuit after a pursuit combat regardless of the result.

7.3.j End of turn check segment

At the end of a formation or commander activation, or if a player has passed, an “end of turn check” is made to see if another activation is possible.

Two “End of turn levels” are used for each game turn. *See the turn track for the initial end of turn level applicable for each game turn.*

End of turn check: A DR is made by the active player to determine if the turn will end.

The current game turn has two statuses: one is “starting”, the other is “finishing”.

At the beginning of a turn, the status is “starting” (use the game turn marker with the “starting” side up).

The first end of turn level is used when the game turn status is “starting”.

If the DR is less than or equal to the current end of turn level (first end of turn level when the turn is “starting”, second end of turn level when the turn is “finishing”), the turn continues: initiative now goes to the other side, the non-active player becomes the active player and he can activate a formation/commander or decide to pass.

If the DR is higher than the first end of turn level and the turn status is “starting”, the turn will continue and the other side can activate another formation **BUT** the game turn maker is inverted to the “finishing” side and the game turn status is now “finishing”; From now-on, only the second end of turn level will be used to determine if the turn ends.

If the DR is higher than the second end of turn level and the turn status is “finishing”, the activation phase is over; proceed to the end of turn sequence.

Example: At 12pm, the two end of turn levels are 10 and 9. After the first activation the French player rolls a 10. This is not higher than the first end of turn level so the activations can continue. After several activations in a row without a DR >10, one player rolls an 11. The game turn marker is flipped over to its finishing side. Activation continues and the initiative passes to the other side, but from now on, the second end of turn level is in use and the end of turn level is now the second number (9) on the turn track. As soon as a DR 10, 11 or 12 is rolled in the end of turn check, the game turn will end.

If a player has already activated all of his formations and commanders twice, he must pass until the turn ends. The two end of turn levels are now decreased by 4* until the end of turn. The second player activates his remaining formations and commanders normally until they have all been activated twice, or he decides to pass, or the end of turn DR (taking into account a level reduced by 4*) triggers the end of turn (*: 1 in Last Eagles).

7.4. END OF TURN PHASE

7.4.a Strategic movement segment

Any officer not activated twice this turn (commander special ability does not count) can move once, together with any of his units that are within Command Range. The formation’s current orders must be observed (independent movements are not allowed). No combat unit of the formation may start, or move within 4 hexes of an enemy unit during this movement.

Each side may move one eligible officer's formation in turn, starting with the French player. If a single unit of a formation is within 4 hexes of an enemy unit, none of the formation's units may be moved, although the officer himself may still move. Officers that have not been activated at all this turn may only claim one strategic movement.

7.4.b Rout movement segment

Both sides (French player first) move their routed units toward their supply hex [see *Rout rules [16] and scenario instructions*]. If routed units reach their supply hex they are immediately removed from the game, however they are not counted as full casualties (they will count at 50% of the victory points awarded for eliminated units).

7.4.c Final segment

Check for possible victory condition triggers.

Remove all activation markers.

Check formation demoralization levels.

Move the turn marker to next turn with its "starting" face up.

8. STACKING

The number of friendly combat units which can stack in a hex depends on their stacking value. It is impossible to stack with enemy units.

Each infantry unit size point is worth ONE stacking point (StP). Each artillery or cavalry unit size point is worth TWO StPs.

A maximum of 30 points (StP) can stack in one hex.

Exception: *Regardless of the stacking limit, 2 combat units of any category from the same formation + one artillery unit from any formation can stack in a hex.*

Exception: *Regardless of the StP total, no more than 5 combat units may stack in a hex.*

Leaders and markers do not count against the stacking limit. They stack for free.

Example: The Coalition player may stack Fld/Bre (5 StPs), Fld/Osna (6 StPs), 2 Light (4 StPs) and 5 Line (5 StPs) along with Lloyd's battery (10 StPs) for a total of 30 StPs. The Coalition player would be able to stack 2 Neu Ldw (24 StPs), 18 Infanterie a (12 StPs) and 13 Art (12 StPs) for a total of 48 StPs because it would count as two units of the same formation stacked with an artillery unit. The French can stack 5/Gd, 6/Gd and 11/6 (two 8/7/3 artillery from the Guard and one artillery from the first corps) artillery units in the same hex, as it would qualify for 2 units from the same formation, plus one artillery unit.

Stacking is checked at the end of movement and retreat/advance after combat of each unit or stack. Thus, a unit can move or retreat through a fully stacked hex, but it may not stop in it.

Stacking order: Artillery units must be placed on top of the stack (leaders may be put on top of artillery units for convenience). The first non-artillery/non-Leader unit in the stack is called the Lead Unit [see 9]. Other units may be stacked in any order.

Mixing formation penalty: When infantry and/or cavalry units from different formations are stacked together and attack during melee combat, apply a +1 DRM to the combat DR. Melee against hexes that contain a mixed formation receive a -1 DRM bonus. There is no mix formation penalty for fire combat.

Retreating or routed units that cannot end their movement because of stacking restrictions are allowed to retreat or rout further until they find a valid hex.

Stacking and combat:

In melee combat, when attacking, defending in or attacking out of a non-clear terrain hex, no more than 20 Size points **per** stack/hex can be counted. [see 13.2.a].

No more than 3 Size points of artillery may fire from a non-clear terrain hex [see 13.1].

9. LEAD UNIT

When more than one combat unit is in the same hex, the owning player chooses which combat unit will "lead" the stack. If there is more than one active stack in a combat, the owning player selects one Lead Unit among them to serve as the "overall" Lead Unit for that combat. The Lead Unit will take the first loss(es) under fire, and will be used to determine the stack's quality factor (QF). In addition, unless otherwise noted, the Lead Unit determines the combat DRM on the TEC.

Artillery units may not be selected as the Lead Unit if an infantry or cavalry unit is present in the hex. Leaders cannot be the Lead Unit. The Lead Unit must be placed at the top of the stack (leaders do not count). Whenever artillery and infantry/cavalry are stacked together, the topmost non-artillery combat unit in the stack will be considered as the Lead Unit.

Leaders influence on the Lead Unit: All leaders have a leadership factor which can be used to improve the QF of the Lead Unit with which they are stacked. Officers can only improve the QF of a Lead Unit of their formation. Commanders may affect the QF of any unit of their army with which they are stacked (note: Although there are two sides, a side may have more than one army in the game). Leader influence is not cumulative, so if two leaders could influence a Lead Unit, only one can be counted. Leaders must be declared "engaged" in melee in order to affect the melee combat resolution DRM [see 13.2]

The Lead Unit may be determined and changed at any time during the movement segment, offensive fire segment or after retreat and advance after combat.

ANY **stack(s)** may also change its Lead Unit immediately whenever the Lead Unit takes a step loss or is eliminated.

Mixed cavalry and infantry penalty: When both types of units are in the same hex, the Lead Unit maximum QF of one type is limited by the other type's maximum QF.

Example: A 10 QF cavalry, 9 QF cavalry, 7 QF infantry and 6 QF infantry are stacked together. If one of the cavalry units is selected as a Lead Unit, the maximum QF of that Lead Unit will be 7. Of course the QF of the Lead Unit will be 6 if the 6 QF infantry is selected as the Lead Unit.

Note: *Mixing cavalry and infantry units in a hex is not prohibited, but there are disadvantages.*

In order to declare a melee combat, the Lead Unit must be an infantry or cavalry unit.

If **activated and non-activated** units of the active player are together in the same hex, the order of the stack can be freely rearranged at the end of the movement phase. In order to attack an adjacent hex, the Lead Unit must belong to the activated formation. Non-activated units of the initiative player that are in the same hex are immune to defensive/opportunity fire versus activated units, except for retreat and rout result generated by these fire combats. In addition, the non-activated units do not participate in the attack, even if activated units initiate melee from the same hex, however they must share any retreat or rout results with the activated units.

Note: *Most of the time, the Lead Unit will be the one with the highest QF as the hex will be less prone to rout with a higher QF.*

10. ZONE OF CONTROL (ZOC)

Only non-routed combat units (infantry, cavalry and artillery) have a ZOC. Leaders and game markers do not have a ZOC.

A ZOC extends into the six adjacent hexes around a unit but some types of terrain may negate ZOCs.

Terrain Effects on ZOCs:

- A Cavalry unit's ZOC does not extend into any hex where the terrain prohibits them to move and into woods.
- ZOCs do not extend into towns, fortified farms, major buildings or across a wood hex sides that is between two woods hexes, no matter the unit type.

Examples: The 29 Ligne in hex 2629 extends its ZOC in hexes 2628, 2528 and 2529 but not in 2728 nor 2630 because of the wood hexside and not even in 2729 because of the fortified farm in Fichermont.



The 7 Hussards in hex 2532 extends its ZOC in hexes 2632, 2633, 2531, 2432 and 2433 but not in 2533 which is a woods hex (Cavalry ZOC cannot extend into a woods hex). If an infantry unit was in 2532, the ZOC would extend in 2533 as well.



ZOC Effect on Movement: ZOCs impact movement [see 12.2] and retreats [see 14.2].

11. ORDERS

Orders are given by using the order chart display and the order chits. There is one order chit per formation in the game.

Note: Orders simulate the aim and constraints on movement implied by the general direction given by the overall commander. The choice to attack/fire is left at the formation level.



At the beginning of the game just after setup, each player secretly selects an order (it can be a geographic objective or a defensive stance) for each of his formations. For each formation, the chosen order chit is placed face down in the appropriate box of the order display.

During each order phase thereafter, each side may change a limited number of orders each turn.

See the scenario instructions in the Playbook to determine how many orders can be changed each turn, for each side or army.

Whenever orders are changed, the order counter chits are placed face down to keep the formation's identity hidden.

Order chits are revealed when:

- a unit from the formation moves more than one hex within 4 hexes of an enemy unit

OR

- a unit from the formation claims a defensive stance during combat [see 11.1.b].

Each player has 5 "decoy" flag order chits which are placed at the beginning of the game, and which may be moved from one order box to another for free when orders are changed. When a revealed formation's order chit is moved from one box to another, it may be placed face down again.



Orders do not apply to leaders, who may move freely when activated (they have 10 movement points).

Orders for a formation may apply to all the combat units of that formation that are within Command Range of their officer (the other units can only use independent movement and are considered to have no orders).

Long range orders: Any formation entering the map as reinforcements or still using the strategic fog of war rules, may be issued a "long range" order in place of a normal order. Long range orders have no distance limitation and can be placed anywhere on the map. However, a formation can only continue to use a long-range order, if it moves on road hexes (not trails). As soon as the formation moves off road or is deployed, the long-range order is removed if it is not within the 15-hex range of the formation leader at this time (the formation would then be considered without orders, until given a new one).

11.1. CATEGORIES OF ORDERS

11.1.a Geographic objective order

Each geographic order on the order chart display indicates a specific town/village or crossroad location.

To issue a geographic order to a specific formation, the formation Leader must be within 15 hexes of the objective when the order is issued. If not, an intermediate objective must be selected first.

The formation's units within Command Range of their officer at the beginning of their movement can:

- Comply with the order and move automatically more than one hex. In this case, they must finish their move closer or at the same distance to the objective than when they started their movement. The distance is measured in hexes.

Exception: All units can move freely within 3 hexes of their objective. In addition, for the turn in which reinforcements enter the map, those units are always considered to be within their Leader's Command Range.

- Attempt to move more than one hex without complying with the order. In this case they must attempt an independent move [see 11.2].
- Move one hex only in any direction.

The formation's units which are not within Command Range cannot apply the order, and must attempt an independent move if they wish to move more than one hex.

Geographic orders have no impact on fire or combat ability. You can attack or fire all the way to the objective. Staying in place is also possible as it is not considered "moving away".

Example:



The French I Corps has the order to move towards Papelotte (2925). The 25 Ligne is in hex 2624, three hexes away from its objective. Thus, it could move anywhere closer to Papelotte (moving into hex 3026 for example is considered moving closer), or could go as far as 2922, 3023 or 2627 which are also 3 hexes away from Papelotte (no further away from the objective than its starting position). However, it must test for independent movement to finish its movement into 2525 for example, 4 hexes away from Papelotte. It could go to 2525 while moving if it finishes its moves in an eligible hex (2625, 2525, 2526 and ending in 2627, is compliant with the geographic order). In any case the 25 Ligne can go to 2623, 2523, 2524 because it would be a one hex move.

11.1.b Defence order

Infantry and artillery units from a formation with a defence order that are within Command Range cannot move more than 1 hex in any direction. In order to keep this order, they cannot declare a

melee attack, but any type of fire is possible. Enemy cavalry units attacking a friendly infantry Lead Unit under a defence order do not benefit from the -1 DRM for attacking infantry and artillery in the open, and instead suffer from a +2 defence order DRM. [see "Terrain effects chart"]. Enemy artillery fire versus a hex in open terrain that contains a Lead Infantry unit with defence order will receive a -1 DRM bonus to its fire DR. Units outside Command Range and cavalry units even within Command Range are considered with "no orders" and must use IM. Units in defence order cannot be encircled.

Defence order forfeiture: If any infantry or artillery unit from a formation under a defence order that is within the Command Range of its formation's Leader AND that is also within 4 hexes of an enemy unit, uses an "independent move" to move more than 1 hex, or attacks in melee combat, the entire formation immediately loses its defence order benefit, until a new defence order can be issued to that formation. Remove the formation's order chit from the defence box and place it in the no order box. **There is no defence order forfeiture if a unit receives a direct order from a Commander** [see 11.3].

Units or formations with "no order" may only use independent movement (IM). Units with "no orders" can fire and declare melees normally.

11.1.c Rally alternative option

This option can be chosen instead of the current Geographic/ Defence/ "no order" order status. It is an option freely exercised at the player's discretion when the formation is activated. In this case, the current order is not applied (but the order chit remains in place for future activations). Non-routed units cannot move more than one hex nor engage in melee combat or fire combat. Under these conditions, a rally attempt may be done for all routed units from that formation on the map, even if they are not within the Command Range of their officer. The rally attempt is performed after all non-routed units of the formation have been moved. IM is prohibited.

Rally procedure: A DR is made for each eligible stack (per stack, not for each unit in the stack). It affects only the activated units of the formation in the stack. Units may apply their formation Leader's leadership bonus if they are within Command Range.

Compare the DR with the QF of each eligible unit in the stack and apply any Leadership modifiers if applicable. If the DR is less than or equal to the QF of a unit, the unit is rallied and does not remain under the rout marker. The rout marker is removed if all units in the stack are rallied.

See also rally with commanders [see 11.3].

Automatic order change option: If during the order phase, at least two thirds of the non-eliminated units from a formation are within 3 hexes of the objective, the formation's order can be freely converted into a defence order. This will not count toward the number of orders or the orders limitation.

11.2. INDEPENDENT MOVEMENT (IM)

Independent movement is used in two situations:

- When units of the activated formation are **not within the Command Range** of their formation's Leader at the beginning of the formation's movement phase.
- When units of the activated formation, whatever the distance from the Leader, **want to move more than one hex toward a hex which is not compliant with the current order of its formation.**

Independent moves are always executed after the movement of units that are within Command Range of their officer and that comply with the formation's current order. If a stack within

Command Range has units that wish to perform both an IM and a “compliant order” move, resolve the order compliant move first, then the remaining units may attempt an IM.

For each stack containing units willing or forced to use an IM, a single QF test is undertaken. Compare the DR with the lowest QF of the units of the activated formation in the stack:

- If the DR is equal to or lower than the QF, the test is successful and all combat units from the activated formation in the stack may use up **to half** (rounded up) of their full movement factor MP to move in any direction.
- If the test is failed, all combat units from the activated formation in the stack may only move one hex in any direction.

In both cases, units from the same stack can move in different directions.

11.3. COMMANDERS' SPECIAL ABILITIES

Each commander may be activated twice per turn.

Each activated commander may use **one** of the following abilities per activation and then may move:

► **Change any order** of one formation. This is an “emergency” order change procedure in addition to the normal order change process at the beginning of each turn. The selected formation Leader must be within Command Range of the commander at the **beginning** of the commander’s activation. In this case, the order chit on the order display can immediately be changed for this formation. The selected formation cannot activate now, but it will use the new order during its next activation. In addition, the 5 decoy orders can be moved (rearranged) on the order chart whenever this special ability is used.

► **Rally up to four stacks** belonging to his army that are within his Command Range at the **beginning** of his activation. Roll a DR per stack and use the commander’s leadership factor as a DRM bonus for the rally attempt. All routed units in the stack that are part of the commander’s army are eligible to rally. Formations are not relevant here and if units from different formations are stacked together, they all benefit from the rally attempt.

► **Additional free activation** for a number of stacks up to the commander’s leadership factor. This is a “Direct Activation”. The selected stack(s) must be within the commander’s Command Range at the start of his activation. Units already activated twice with formation activation can be activated again through a commander’s direct activation. Units from different formations can be activated at the same time, but all penalties for mixing a formation in the same hex apply.

This option can be used only **ONCE per turn for each commander**. This bonus activation does not count towards the two activation limit per formation and no activation marker is placed on their formation’s officer. **Units activated in this way can fire, declare melee combat and move in any direction as per independent move, but they may use their full movement allowance.**

Example:

D’Erlon’s first French corps has already been activated twice. Mouton Vth corps has not been activated. Ney is in hex (2117- La Belle Alliance) and has not been activated yet. The French player gets the initiative and chooses Ney. He rolls 7 so Ney can be activated. An activation 1 marker is placed on Ney. In 2621, the hex is composed of Mouton (VI corps officer), 10 Ligne (from VI corps) and 29 Ligne (from Ist corps). Ney decides to use his leadership factor to do a free activation of this stack. Even if the first corps has already been activated twice this turn, the 29 Ligne can fire/move/attack again and move in any direction up to its full MP (Mouton and the 10

Ligne can also). At the end of this activation, no marker is put on D’Erlon or on Mouton who can still be activated twice this turn.

Commanders must be activated and declared “engaged” to modify an attack melee DRM [see 13.2b].

12. MOVEMENT

12.1. MOVING UNITS

All combat units and leaders have a movement factor. The movement factor represents the maximum amount of movement points (MP) that can be expended by a particular unit in any one movement phase. Basically, a unit “expends” movement points by entering a new hex. Movement points cannot be transferred between units nor accumulated from phase to phase.

See the “*Terrain effects chart*” for complete information on movement costs and prohibitions for a particular battle.

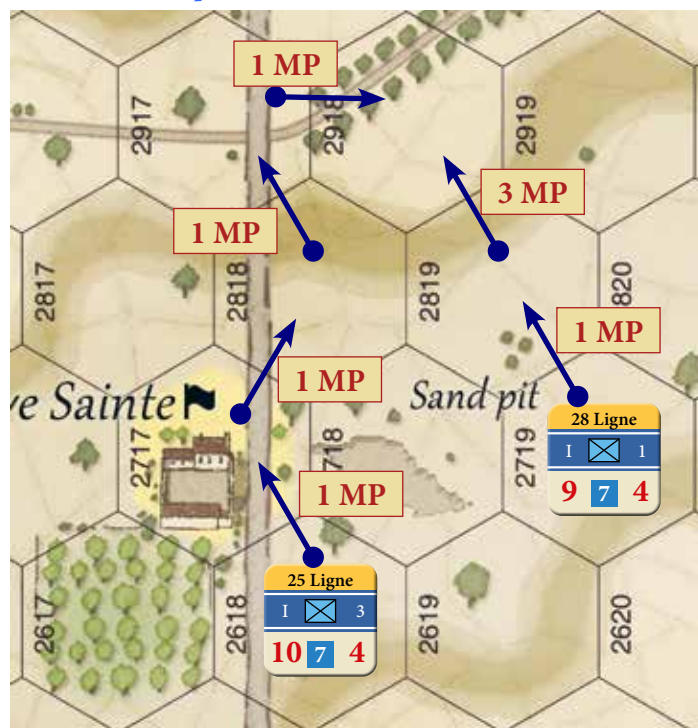
Each unit is considered to move individually but for convenience, players can move “stacks” at the speed of the slowest unit, however the cost of terrain is calculated at the worst rate.

Artillery units can cross streams only at bridges. Units can only cross rivers at bridges.

Units may enter a hex occupied by an enemy Leader that is alone. In this case, the Leader risks capture and will be displaced [see 20.2].

Units expend 3 additional movement points to exit hexes marked with a “Fired” marker.

Basic move example:



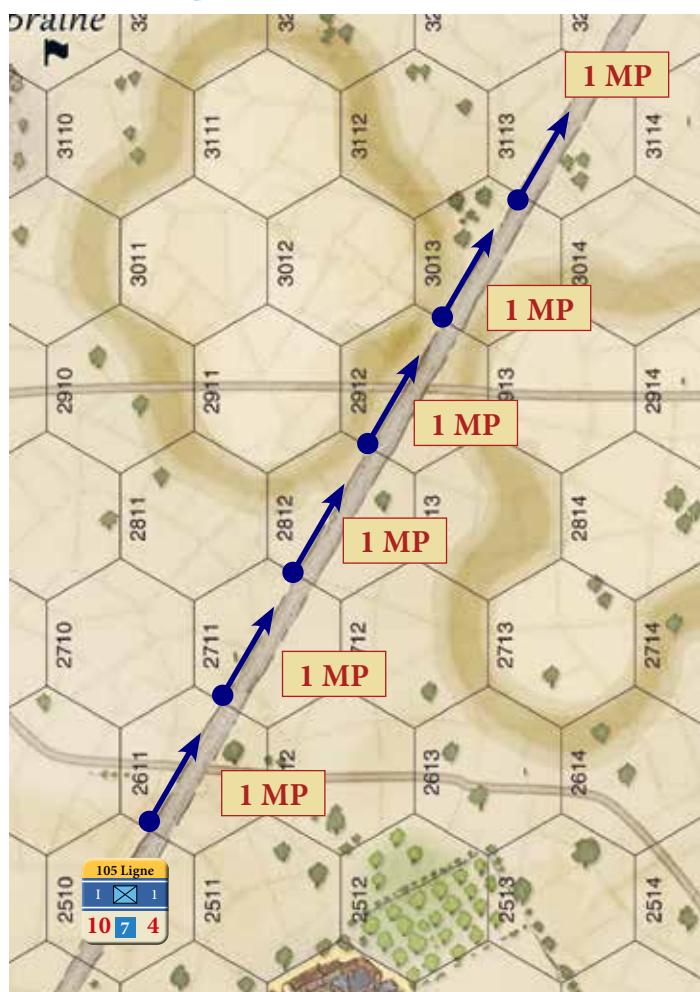
The 28 Ligne is in 2719. It can move to 2819 for 1 MP (clear terrain) then to 2918 for 3 MPs (2 for the sunken road, 1 for the crest) for a total of 4 MPs. The 25 Ligne is in 2618. It can move to 2717, then to 2818 and to 2917 for 1 MP each, ignoring other terrain because of the road. It can then move to 2918 for 1 MP ignoring the sunken road thanks to the trail.

Only units from an activated formation or units directly activated by their commander are eligible to move.

Minimum move: also, when eligible to move, any unit can always move at least one hex in any direction per activation phase (**unless** into prohibited terrain), even if it does not have enough MPs to enter a new hex, or its current order does not allow it to move toward this particular direction.

Minimum move example:

95 Ligne is in 2927. It would cost it 4 MPs to move to 2827 (1 MP for clear terrain, +1 MP for the crest, +2 MPs for the stream). But even if the infantry unit only has 3 MPs, it can always move 1 hex, provided it doesn't enter prohibited terrain.

Road move example:

The 105 Ligne is in 2510 and could normally move to 2912. But because it is using only road movement, it can move 2 hexes further on the road, provided there are no EZOCs on its way. Thus it can move as far as 3113.

Demoralized units' movement factor is reduced by one point. If the ground condition is "mud", all units have their movement factor reduced by one [see **Weather 21**]. A unit movement factor cannot be lower than 1.

12.2. ZOC AND MOVEMENT

► **Entering an enemy zone of control (EZOC):** Leaders, Infantry and Artillery units must stop.

Horse Artillery can enter a hex in EZOC only if it can be stacked with friendly infantry or cavalry that entered the EZOC prior or at the same time. Foot artillery cannot enter EZOC during movement.

Cavalry may continue movement after entering EZOC.

► **Moving directly from EZOC to EZOC:**

Infantry and Leader units may move from EZOC to EZOC ONLY if they start their movement phase in the first EZOC, expend all their MPs and directly enter the second EZOC in an adjacent hex that is already occupied by a friendly combat unit. This move does not trigger an opportunity fire or counter charge.

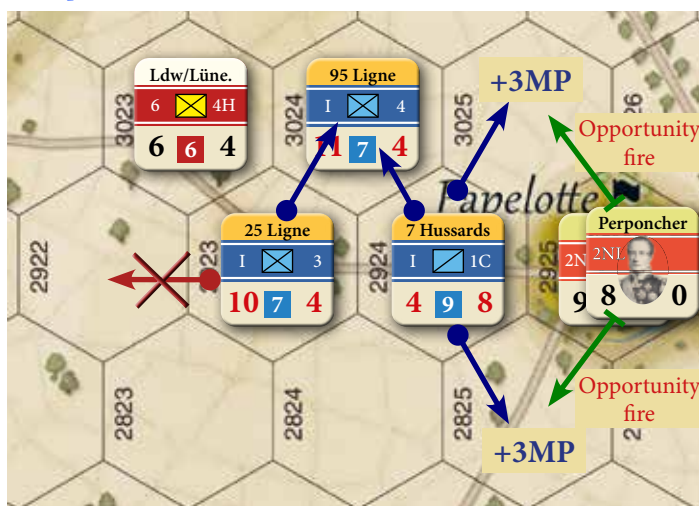
Cavalry units may move from EZOC to EZOC at a cost of + 3 MPs WITHOUT the presence of friendly units in the second EZOC hex entered. This movement may trigger opportunity fire in the second hex or a counter charge [see 13.1.a and 17.1] from all enemy stacks for which a cavalry unit has moved from ZOC to ZOC.

Exception: as with infantry units and leaders, cavalry units may also move from EZOC to EZOC if they start their movement phase in the first EZOC, expend all their MPs and enter the second EZOC in an adjacent hex that is occupied by a friendly combat unit; this move does not trigger an opportunity fire or counter charge.

Artillery units can never move from EZOC to EZOC.

► **Exiting EZOC:** An infantry or artillery unit starting its movement phase in an EZOC may exit EZOC to enter a hex free of EZOC and continue movement. In this case, they cannot re-enter an EZOC during the same movement phase.

Cavalry units can exit an EZOC and re-enter an EZOC without penalty.

Example: ZOC and movement

The 25 Ligne, starting its movement in 2923, can move into 3024 and stack with the 95 Ligne, at the cost of all its MPs. It will not trigger an opportunity fire. It could not move to 2922, because an infantry unit cannot move from EZOC to EZOC without a friendly unit in the destination hex.

The 7 Hussards in hex 2924 could move to 2825 or 3025 at the cost of 4 MPs (1 MP for clear terrain + 3 MPs for an EZOC to EZOC move) and would trigger an opportunity fire from the Dutch unit in 2925. It could also move to 3024 even if there was no friendly unit in the hex, at the cost of all 4 MPs without triggering an opportunity fire as it is not moving into the same enemy's ZOC. Finally, if there was a friendly unit in 2825, it could move there using its full movement allowance in order to avoid opportunity fire.

13. COMBAT

There are two types of combat: **Fire Combat** and **Melee Combat**.

13.1. FIRE COMBAT

Fire Combat is always optional but **only artillery and infantry units may fire**. (*Note:* In the rules, when a unit engages in Fire Combat, it is often termed as “Fire”; However in the game, this type of combat represents a period of “firing” over time). In order to fire, the firing unit must be within range and have a clear Line of Fire (LOF) to the target, if the target is not adjacent.

Range: Artillery has a four hex firing range, measured from its adjacent hex, into the target hex. Infantry may only fire into adjacent hexes.

13.1.a Firing forms

Firing may take three forms:

- 1. Offensive fire:** This is a fire combat performed by activated infantry/artillery units in range of enemy units before moving. A fired marker will be placed on hexes using offensive fire.
- 2. Opportunity fire:** Units can use opportunity fire in two cases:
 - a)** (Opportunity fire segment) if they are not targeted by a melee attack, versus adjacent activated enemy units **that have declared melee combat against another friendly hex**.
 - b)** (Opportunity fire during enemy movement) versus adjacent enemy cavalry that is moving from EZOC to EZOC of the same unit [see 12.2]. Fire takes places in the second hex. This does not apply to advance after combat.
- 3. Defensive fire** by infantry/artillery units that have been targeted by a melee combat declaration marker versus their attacker(s).

Note: Fire combat includes ranged artillery fire and also fire between adjacent hexagons (for infantry or artillery) when enemy units, even if adjacent on the map, remain distant from each other. Melee combat is close combat.

13.1.b Line of Fire (LOF) determination

The LOF of an artillery unit firing at more than one hex distance may be blocked by obstacles or slopes. If the LOF is blocked, then the artillery unit may not fire.

Elevations: Depending on the battle played there may be different levels of elevation.

Example: At Waterloo, there are three elevation levels.

An elevation level is all terrain at a certain altitude range. In general, the lower level on the map is darker than the upper level. Between two elevation levels, there can be either a slope, a steep slope, or no slope at all. **Only the slope contour of the highest and lowest elevation levels between units may affect LOF.**

A LOF is blocked by slope/steep slope only if the firer and the target unit(s) are not on the same elevation and either:

- The higher unit IS NOT in the hex with the slope contour
- The lower unit IS in the hex with the slope contour (unless firing at an adjacent unit)

Obstacles:

Any town, fortified farm, orchard, woods hexes and combat unit(s) **in between** the firer and the target block LOF. LOF is judged from the center of the firing hex to the center of the targeted hex. Obstacles in the firing hex or in the targeted hex do not block the LOF (but obstacles in the targeted hex provide protection from fire, [see “Terrain effect chart”]). LOF cannot be traced along the hexside of obstacles if both hexes from either side are an obstacle.

Obstacles affect the entire hex (do not take into consideration the actual drawing of the obstacle when tracing LOF).

Obstacles which are at an elevation level below both the target and the firer are not taken into consideration.

Example: If the firer is on level 1, the obstacle level 0, and the target on level 1, the obstacle does not block fire.

If there is no obstacle present, a firer may always fire at a target at the same elevation within range.

13.1.c Fire combat resolution procedure

Procedure:

Each stack fires as a single unit with all stacked units combining their fire capacity. **If more than one hex is firing** at a single target during any segment, **consider all the firing hexes as one single fire group** (use the worst range DRM for artillery if applicable). A target cannot be fired at more than once per fire segment as long as it remains in the same hex. Firing units are never harmed by fire resolution. Only one fire is allowed from one hex during any segment (unless it is opportunity fire versus moving cavalry).

Place a fired marker on each hex that has fired during an offensive fire segment.

If infantry units are firing, use the infantry fire column on the fire table. If artillery is firing, use the artillery column. Artillery fire and infantry Fire are not combined, even if from different hexes.

Example: 12 SiPs of infantry are stacked with 3 SiPs of artillery. They are firing at an enemy stack. As the firing stack has artillery, only artillery points are used for fire resolution

Note: In general, infantry fire is not adding a lot to the statistical effect of short ranged artillery fire at this scale. This is why infantry points seem “wasted” in this case and are not combined in determining firing strength from an adjacent hex. However, in the following melee, the infantry will be quite important.

Applicable DRM:

There is a +1 DRM penalty for less than 4 infantry points or 4 artillery points firing at a hex and -1 DRM advantage for each 10 SiPs of artillery firing at the same time [see “Fire table”].

Note: No more than a -2 DRM may be generated with over 20 SiPs of firing artillery.

Artillery units firing at an adjacent target, apply a -1 DRM. Artillery units firing from 3 or 4 hexes away apply a +1 DRM. If artillery is firing from different hexes at the same target with different DRMs, apply the worst one.

If the lead infantry unit is a light infantry type and the infantry fire table is used, the DR gets a -1 DRM bonus.

All DRMs are listed on the “Fire table”. [See also the “Terrain effects chart” for terrain effects applicable to fire combat.]

Note that the maximum terrain related DRM for defensive fire or opportunity fire is +1.

There are 3 exceptions to the limit of one fire per hex per segment:

Exception 1: Opportunity fire versus cavalry moving from EZOC to EZOC is “free” and does not count against the limit of one fire per segment.

Exception 2: For defensive fire ONLY, a hex containing both infantry and artillery units can fire at separate hexes with its infantry firing at one hex and its artillery firing at another hex (the two targeted hexes must have declared melee on that same firer). Both fires have a +1 DRM in this case with one fire using the infantry table (counting all infantry factors) and another one using the artillery table (counting all artillery factors).

Exception 3: For defensive fire ONLY, a stack with more than one artillery unit can fire at two hexes with a +1 DRM. The two targeted

Line of fire example

- A** can fire at hex 1 because you can always fire into an adjacent hex.
- A** cannot fire at hex 2 because it is behind an obstacle (a combat unit which is not below both the firer and the target) and because 2 is a target just behind a slope.
- A** cannot fire into hex 3 because the target is just behind a slope and not adjacent.
- A** can fire into hex 4 because the target is just behind an elevation change which is not a slope.
- A** cannot fire into 5 because the target is just behind a slope.
- A** cannot fire into hex 11 because A is not just behind the slope feature of the highest elevation (which was the case in the five previous examples).

- B** can fire at hex 6 because the intervening combat unit is at a level below BOTH the firer's and the target's hex.
- B** can fire at hex 7 because the LOF is traced just along the village hex. Russian unit is ignored because it is lower than both target and firer.
- B** can fire into 8 (despite a slope adjacent to target) because B is adjacent to target.
- B** cannot fire into 9 because there is an obstacle (forest) in front of the target which is not below both target and firer.
- B** cannot fire into 10 because the target is not adjacent to the highest elevation slope.

hexes must have declared melee on that same firer. Apply the total artillery strength to both target hexes with a +1 DRM.

All DRMs are cumulative.

13.1.d Fire result

Fire results are provided by the Fire Table.

Step loss(es): Step losses are automatically allocated to the Lead Unit. If the Lead Unit is eliminated by one step loss and a second step loss must be taken, allocate this step freely among the units within the hex (infantry or cavalry units must be chosen before artillery units). Apply step loss(es) **only after** checking for any

required QFT (quality factor test).

Quality Factor Test: QFT (QFT, QFT1, QFT2): Only the Lead Unit must pass the quality factor test. QFT1/QFT2 are QFT DR with +1/+2 DR modifiers.

A QF test is successful if the DR is lower than or equal to the QF of the tested Lead Unit.

- If the QF succeeds, there is no additional effect from this fire.
- If the QF test fails by 2 or less:

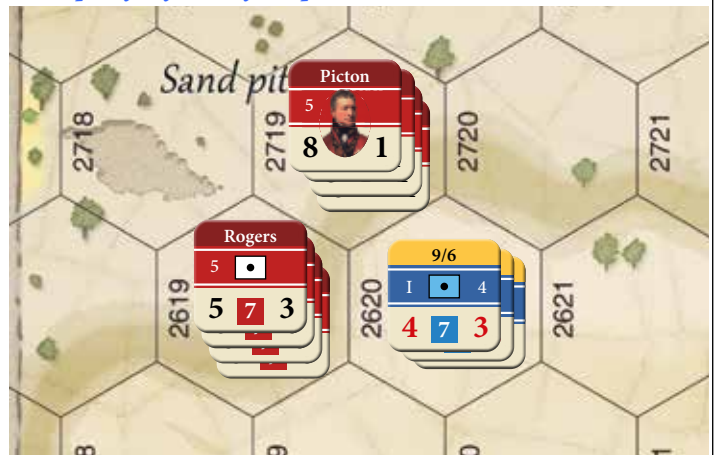
a) For opportunity fire against cavalry moving from EZOC to EZOC: The cavalry unit(s) return to the first hex and stop movement.

Fire examples:

► A stack containing 2 infantry units and a 3 SP artillery unit is firing upon an adjacent enemy. As there is an artillery unit in the stack, the firer will use the artillery fire table. The player rolls 2 dice and gets a 6. Then, the player adds 1 to the result because the artillery unit only has 3 SPs. But as the enemy is adjacent, the player reduces the DRM by 1. Therefore the final result is a 6, which on the artillery fire table is a QFT.

► 4 artillery units (7 SP, 7 SP, 10 SP and 9 SP) fire on Hougomont from four different adjacent hexes. All units are adjacent to the fortified farm and must combine into one fire resolution. The player rolls and gets 5. The roll is then reduced by 2 because 33 points are firing (-1 per every 10 SPs of artillery firing, limited to a max of -2) and by 1 because all of the artillery units firing are adjacent to the target. Then, the player adds 3 because of the fortified farm terrain effect, for a total DRM of 0. The final result is a 5, which is a QFT and 1 step loss.

► 3 infantry units are stacked together, the lead unit being a light unit with 6 SPs; they fire upon an adjacent infantry unit on a higher elevation. The player rolls the dice on the infantry fire table and gets a 5. He reduces the result by 1 because of the light unit, but then he adds 1 for the slope, for a final result of 5, which is a QFT.

Example of defensive fire option:

2 stacks of Picton's 5th Division are in 2719 and 2619. They attack a French stack in 2620. The French stack is composed of 2 infantry units (1 line and 1 light) and 1 artillery unit. The French player decides to use the defensive fire option to fire on one hex with infantry and the other hex with artillery. He chooses to fire on Picton with his artillery and on the second stack with his infantry. Both fires will receive a +1 penalty to the DR in addition to other modifiers. If the French player had decided to fire at only one attacking hex, the French would have used the artillery fire table with no die roll modifier penalty, resulting in a final DRM of -1 for firing at an adjacent target with artillery.

b) For all other type of fires: If the target hex is adjacent to enemy combat units, all units in the hex unit **MUST** retreat ONE hex unless one combat unit (Lead Unit first) chooses to lose an additional step. **If the fired upon stack had declared a melee combat, then the stack will not be able to execute it in the following melee combat segment.** If the target unit is not adjacent to enemy units there is no effect.

- If the QF test fails by more than 2: **The Lead Unit and all other units in the hex are routed** and are immediately moved three hexes toward their supply hex; this is an "Initial Rout" [see 15].

To be eligible to engage in melee combat after opportunity/defensive fire, the original Lead Unit must survive (it can lose one step and survive) and pass any required test.

Note: An artillery unit cannot be used as Lead Unit as long as an infantry or cavalry unit is in the hex.

An **unmodified DR of 12** is always a rout for the entire stack and an unmodified **DR of 2** is always a success.

Leaders can help improve the QF of the Lead Unit that is performing a QFT per section 5.

13.1.e Special rules for artillery losses:

If a stack routs, every artillery unit in the stack immediately loses one additional step each if they are still with one accompanying infantry or cavalry unit, or not adjacent to an enemy stack. If only artillery units are in a hex and rout while adjacent to enemy combat units, they are automatically eliminated. Artillery is considered "alone" if their accompanying infantry/cavalry unit(s) have just been eliminated.

Fire combat resolution examples:

A stack containing 2 infantry units (the Lead Unit has a QF of 6) and an artillery unit are fired upon and the result is QFT1 and 1 step loss. Thus, the Lead Unit makes a QFT against a QF of 6. The defender rolls the dice and gets an 8+1 for QFT1=9. The Lead Unit is routed and takes a step loss. In this case, the entire stack must do an initial rout move (or is destroyed if initial rout movement is impossible) and the artillery unit loses one step (for routing artillery). If a 7 had been

rolled, the QFT missed would have only called for an optional retreat if the stack was not adjacent to the enemy or a retreat (or step loss from the lead to cancel retreat) if the stack was adjacent to the enemy.

Another stack adjacent to the enemy containing 2 reduced infantry units (Lead Unit has a QF of 6) and an artillery unit (QF of 7) are fired upon and the result is 2 steps losses and a QFT 2. The Lead Unit rolls for a QFT2 and gets an 8+2=10. This is a rout as its QF is 6. Then, the steps losses eliminate both infantry units (the artillery cannot be chosen for the second step, as there is a remaining infantry unit in the hex). Alone in the hex, the artillery must now rout. Because the artillery unit is now alone in the hex and adjacent to the enemy, the rout eliminates the artillery unit.

13.2. MELEE COMBAT

Melee combat simulates close combat between adjacent enemy units.



During the melee combat declaration segment, the active player designates which enemy units/stacks will be attacked. Each attacking stack must contain at least one activated infantry or cavalry Lead Unit. Place a "melee declaration" counter on each attacking stack(s) pointing at the attacked hex. **Several stacks can attack a single defending hex, but a single stack may attack only ONE hex (no split attacks).**

Units stacked with routed unit(s) may not declare a melee attack.

Only activated units of the phasing player may attack in melee combat. If one activated unit attacks from one hex, then all other activated units in that hex must participate in the attack.

Non-activated units may not contribute to a melee attack, even if they are in the same hex as activated units which have declared a melee attack. The non-activated units are not **affected by any opportunity/defensive fire or melee result**, except for counter

charges against that hex, and retreat and rout results which they must follow along with the activated units in their hex that participated in the attack. If non-activated infantry or cavalry unit(s) are present in an attacking hex, the melee combat will apply an additional +1 DRM for a mixed formation [see “*Melee table*”].

All defending units in a hex must participate in the defence. Each hex may be attacked in melee only ONCE per activation phase.

After the defensive and opportunity fire segments, stacks with a melee declaration marker and with a Lead Unit which has not been retreated/routed/eliminated or failed a QFT, are eligible to attack. Note, a Lead Unit that has taken a step loss, but passed a QFT, is still eligible to attack (and as it has taken a step loss, it can be replaced with another activated unit which would become the new Lead Unit for the attack).

Example: The French 54 and 55 Ligne declare an attack on a British hex. During the defensive fire, the result is QFT and 1 step loss. The 54 is the Lead Unit. It rolls 7 and passes the QFT. The 54 then loses one step. The stack is still eligible for melee combat. Losing a step is an event which allows a change of the Lead Unit, and so the French player decides to take the 55 as the Lead Unit for the coming melee combat. If the defensive fire result would have been a QFT 2 and a 2 steps loss, the 54 would have been required to pass a QFT 2 test and whatever the result, would have been eliminated (the QFT 2 test would have determined if the 55 would stay, retreat or rout). The 55 would have become the de facto Lead Unit, but as the Lead Unit was eliminated, this hex would not be eligible to execute the attack.

Melee combat declaration may be called off after the defensive and opportunity fire segments at the attacking player's discretion.

Note: Taking defensive fire is enough to “soak-off” one enemy hex fire capacity.

13.2.a Combat odds determination (relative size)

Each player adds up the SiPs of all infantry and cavalry units involved. This will be used to determine the DRM for relative size.

Artillery factors are never counted in melee combat unless only artillery units are present in the hex, in which case they have a combined 1 melee combat factor.

13.2.b Combat resolution

Melee combat is resolved by rolling two dice modified by the applicable DRM and applying the result according to the *Melee table*.

The final DRM is a total of the following:

1. DRM for Terrain effect [see “*Terrain effects chart*” for rules]. **Cavalry lead units do not receive any terrain benefits when defending in a town, major building, fortified farm or castle hex.**
2. DRM for quality factor differential: Defender QF – Attacker QF. Use the Lead Unit of the defending hex and one of the lead units of the attacking stacks (if more than one) at owner's choice. Leaders that are declared “engaged in melee” can modify the QF of lead units they are stacked with [see 5.2]; the attacker declares Leader engagement first.
3. DRM for relative size: Attacker to defender SiP ratio (do not count artillery SiPs unless alone in the hex). Round down the ratio in the defender's favour. Odds above 5/1 are considered 5/1, odds below 1/7 are 1/7 [See section 8 for limitation on size in non-clear terrain].

	5/1	4/1	3/1	2/1	3/2	1/1	2/3	1/2	1/3	1/5	1/7
DRM	-5	-4	-3	-2	-1	0	+1	+2	+3	+5	+7

4. Attack versus a stack containing at least one routed unit: -2 DRM.
5. Encircled defender: -2 DRM. The target hex is simultaneously attacked by units from 2 opposing sides or from 3 non-consecutive hexes. Not applicable if the defender is in a fortified farm, major building, town or has a defence order.
6. Attack with demoralized units: +1 DRM.
7. Mixed formation penalty: +1 DRM for attacker, -1 DRM versus defenders (artillery units do not count for mixing formation).
8. Cavalry unprepared attack: +2 DRM.
9. Defending cavalry is fatigued: -2 DRM.
10. Melee versus unsupported artillery: When a defending stack has only artillery units: -5 DRM.

Add modifiers from 1 to 10 to get final melee DRM.

After all DRMs are computed **the final net DRM cannot be lower than -5 or higher than +5.**

13.2.c Melee result

Melee results are provided by the *Melee table*.

An “R” result indicates that ALL units (including artillery) in ONE stack will lose one step each. Apply this result ONLY AFTER a possible QFT check.

There is always one defending stack but there can be multiple attacking stacks. If there is more than one attacking stack, **the defending player may choose** which one of the attacker's stacks will take the “R” result. Remember that in attacking stacks, non-activated units are immune from “R” results.

A QFT, QFT1, QFT2 result indicates that the affected side must take a QF test with 0, +1 or +2 DRM. Roll one DR per affected stack, which will apply to all of the units in the hex (one defending hex and/or all attacking hexes).

An **unmodified DR of 12** is always a rout for the entire stack and an **unmodified DR of 2** always a success.

If the combat result calls for a test for both sides, the defenders must test and apply any results first.

The Lead Unit of each stack is checked (all attacking stacks should check with their own Lead Unit):

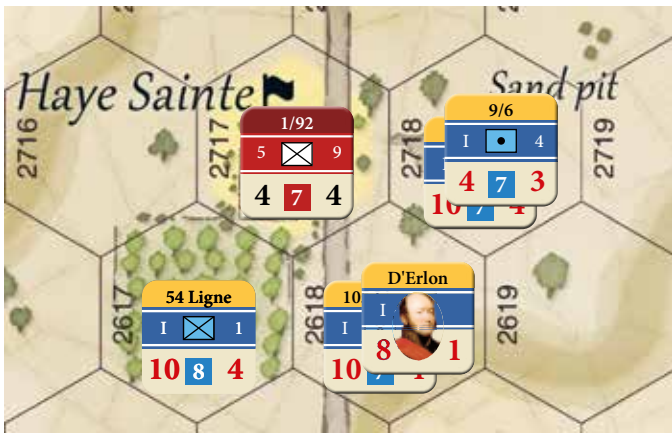
- If the unit passes the test: no effect.
- If it fails by 2 or less: the stack must **retreat** ONE hex **unless** the Lead Unit decides to take an additional one step loss.
- If it fails by more than 2: the whole stack executes an **initial rout**. Artillery units lose one step each in addition to the combat result or are eliminated if there is only artillery units left in the hex, after losses have been applied.

Direct elimination case: If a defending stack not in defence order is attacked in clear terrain AND the modified DR is negative, the melee combat result is an automatic elimination of all defending units (defending leaders would still roll normally for capture [see 20.2]).

Example: A stack with both artillery (with 2 steps) and infantry takes a QFT1+R result. The QFT1 generates a rout. All of the artillery is destroyed because they lose one step for the rout and one step for the “R”.

Example: A stack with two artillery units alone in a hex is attacked. The QFT result generates a rout. All artillery units are eliminated.

Example:



The three stacks of D'Erlon's units declare melee combat against la Haye Sainte. The three stacks will thus combine their infantry SiPs against the 1/92.

Let's assume that defensive fire was unsuccessful. The French declared that the Lead Unit for the attack will be the 54 Ligne and therefore the QF used for the French will be 8 (if it had chosen the 10/7/4 with D'Erlon, the result would have been the same as D'Erlon's leadership would have enhanced by 1, the QF of 7 of the Lead Unit in his hex. Note that D'Erlon cannot enhance the 54 Ligne because he is not in its hex).

The DRM for terrain will be +4 for the fortified farm. The DRM for the QF will be -1 as the French have an 8 and the defender a 7. The relative size DRM is -5 because the French have 30 SiPs attacking in melee (artillery factors do not count in melee and leaders only affect the QF) versus 4 for the Allied. This is more than 7/1 odds but the DRM cannot be below -5 (7/1 is treated as 5/1). There is no routed unit penalty, no encirclement (Even if one French unit would have been in 2818, a unit in a fortified farm cannot be encircled), no demoralization (neither formation has lost more than 50% of their combat units) and there is no mixed formation penalty.

The final DRM is then; +4 -1 -5 = -2. The French player rolls 7-2=5. The melee result is a QFT1. The Allied player with QF=7 rolls the dice and adds 1. If the roll is 2 to 6, there is no effect as the test would be passed. But even if a 7 or 8 had been rolled, because the defender is in a fortified farm, there is no required retreat (and therefore no need here to lose one step to stay in the hex). If 9 or more is rolled, the 1/92 must make an initial rout move (exiting the farm from hex 2817 which is the only hex not in EZOC).

14. RETREAT AND ADVANCE

14.1. RETREAT

Retreat is **mandatory** when it is the result of fire or melee combat, and a Lead Unit adjacent to an enemy combat unit misses a QFT by 2 or less. In this case, all units in the hex must retreat ONE hex, unless the Lead Unit loses one additional step.

Note that if a fire or melee combat result would have eliminated the Lead Unit, this additional step penalty must be taken (or "paid") by another unit in the stack.

Retreats are done in priority toward the unit's supply hex. If there is no available hex with enough stacking capacity, the retreating stack can move further until a legal hex is reached. The retreating stack retreats as one and cannot split.

If there is no available path for the retreating stack, it is destroyed.

14.2. ZOC AND RETREAT/ROUT

Infantry, Foot artillery and Leader units cannot retreat into an EZOC, that is not occupied by a friendly combat unit.

Cavalry and Horse artillery units can retreat into an EZOC that is not occupied by a friendly combat unit, but one unit of the retreating stack loses a step (owner's choice).

All units can retreat into an EZOC occupied by a friendly combat unit without losing a step.

Routed units (even cavalry units) cannot rout into EZOC, even if the hex is occupied by friendly units. Leaders in a routed stack must move with the stack. If the stack is eliminated because it cannot be retreated, roll for Leader capture [see 20.2].

14.3. ADVANCE AFTER COMBAT

After a melee combat resolution, if all defenders have vacated their hex, the attacker:

- **Must advance all cavalry units** that participated in the attack up to the stacking limit (owning players' choice but the Lead Unit must be selected if it is a cavalry unit). Two different attacking hexes may provide advancing cavalry if needed to reach the stacking limit. Pursuit may happen [see 17.3]
- **May advance only one infantry unit** (any attacking infantry). Cavalry units will advance first and might saturate the stacking limit, preventing the infantry from advancing into the hex.
- Only **activated leaders or commanders** in an attacking hex may advance.
- **Must advance** (even non-activated) **leaders** that would remain alone in the starting hex.

Artillery units (foot and horse) never advance after combat. The defender never advances after combat.

15. INITIAL ROUT MOVE

A Lead Unit testing its QF and failing the modified level by MORE than 2 is considered routed together with all other units in its hex. Put a routed marker on top of the routed units/stack. See section 13.1.e for special rules concerning routs and artillery losses.

Routed units have no ZOC. They cannot fire during any segment or attack in melee combat. If there is one routed unit in a stack, that stack may not declare melee combat. A routed unit cannot be chosen as the Lead Unit, if there is a non-routed, non-artillery unit in the same hex. Routed cavalry cannot retreat before combat. When attacking a hex containing a routed unit, the attacker receives a -2 DRM on the melee DR.

When attacking a stack in melee that contains only routed units, ignore all adverse results for the attacker.

Example:

A French infantry unit with a QF of 7 is fired upon. The result is QFT1. The unit rolls a DR to check QF. With QFT1, the unit requires a 7-1=6 or lower to pass the test. A 7 or 8 is a failure and if adjacent, the unit must retreat (or lose one step); if not adjacent it may choose to retreat. A DR of 9 or more is a rout.

A routed unit/stack immediately moves 3 hexes away from its hex and toward its supply hex. A routed stack cannot split and must execute its initial rout as one stack. This initial rout path cannot enter an EZOC even if occupied by friendly units. The final hex must be closer to the supply hex than the starting hex. If no path is available, the routed units are eliminated. Leaders and Commanders in the hex must follow the routed units if a path is available. If no path is available and the stack is eliminated, roll for Leader capture [see 20.2].

Routed units must move further in order to avoid over stacking. If routed and non-routed units are mixed in a stack, place the non-routed units on top of the rout marker and routed units below.

Once the initial 3 hex rout move has been completed, the routed units cannot move through the normal movement procedure until rallied, and cannot be activated to move, fire or melee. Leaders stacked with routed units can activate, leave the hex and move normally.

Routing contagion check for crossed hexes:

Whenever a routing unit/stack of infantry or cavalry unit(s) moves through (and not only into) a friendly stack during the initial 3 hex rout move, the latter must pass a QFT. Only its Lead Unit performs the test and if failed by more than 2, the entire stack also routs and executes a 3 hex initial rout move. There is only one routing contagion check per segment per stack, even if several routed stacks passed through a single hex and could have triggered more routing contagion checks.

16. ROUT PHASE

During the rout phase at the end of a turn, all units from both sides that are under a rout marker perform a special rout move (French player first).

Routed units move at their normal movement allowance (so a stack with different kinds of units might split in this phase) and must comply with the stacking limit at the end of their move.

There is no routing contagion check triggered during this phase and routed units may move through or into non-routed stacks.

The routed units must move toward their supply hex, through the fastest path possible. When routed units enter the supply hex, remove them from play, they are eliminated; they will count as 50% of the victory points awarded for units eliminated.

Note: Players may want to put these units upside down on the unit displays in order to record the fact that they were not fully destroyed.

17. CAVALRY SPECIAL RULES

17.1. COUNTER CHARGE

There are two kinds of counter charges for cavalry units. One is used against adjacent attacking units in place of opportunity fire, if the cavalry has not been targeted in melee combat and is adjacent to an enemy stack which has declared melee against an adjacent hex. The other is used against enemy cavalry that moves into a ZOC of a cavalry Lead Unit which is not adjacent to another enemy combat unit. If one stack decides to counter charge, all available cavalry in the stack must commit to the attack. If the counter charging units are routed, all units in their initial hex must perform an initial rout move with them.

For both types of charges, the counter charging units must pass a QFT [DR ≤ QF]. Use the Lead Unit QF of the counter charging stack or the best QF among cavalry units in the hex if the Lead Unit is infantry, in order to proceed with the counter charge. If they fail (even by more than 2) there is no effect, other than a failure to perform a counter charge.

If the test is passed, select one Lead Unit among the counter charging cavalry.

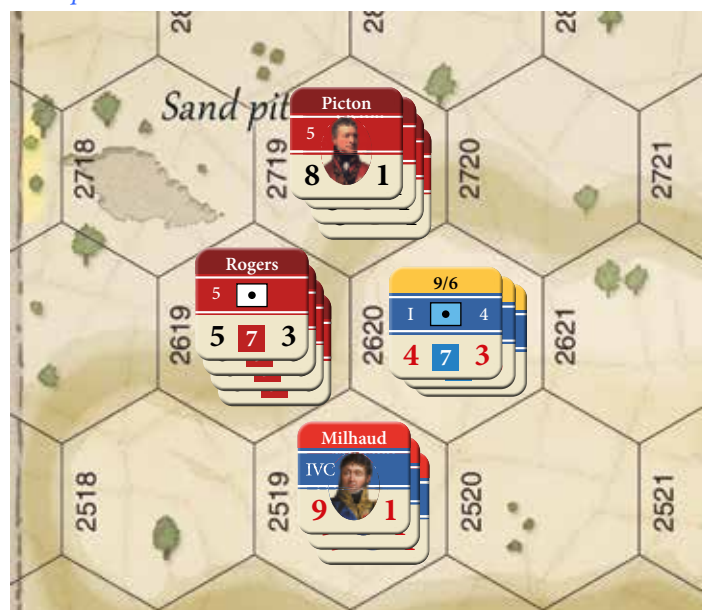
17.1.a Versus adjacent activated units:

When a hex contains cavalry unit(s) that qualify for opportunity fire, then those cavalry units may counter charge [see 13.1.a].

The counter charge will be executed instead of opportunity fire (so if both infantry and cavalry are stacked together and qualify for opportunity fire, only one option is available). In this case, the counter charge is resolved as a melee combat between the counter charging cavalry and the one hex containing the activated enemy unit(s). There is no defensive fire from the enemy hex and no enemy opportunity fire is triggered by this counter charge. All melee combat rules apply but only cavalry units, commanders and eligible officers can participate in the counter charge.

Only one counter charge can be launched from a single hex in a given segment. If several hexes are allowed to counter charge a single attacking hex, it is resolved as one melee combat.

Example:



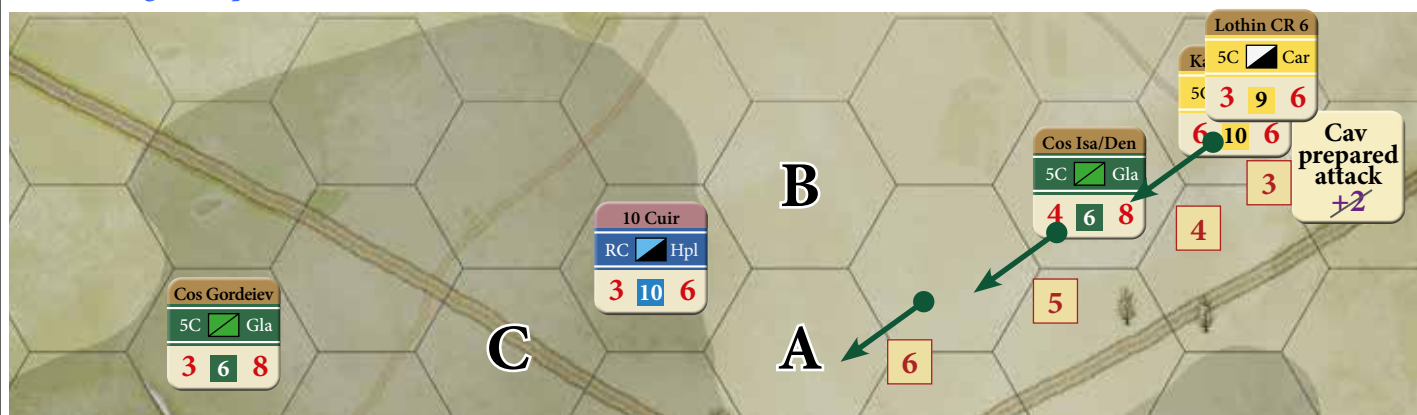
2 stacks of Picton's 5th Division in 2719 and 2619 declare a melee attack on a French stack in 2620. But there is a stack of Milhaud's heavy cavalry in 2519. As nobody is attacking the cavalry, it is eligible to counter charge the stack in 2619, which will not be able to use defensive fire against the French horses. Whatever the result, the French stack in 2620 can still use its defensive fire if the attackers remain in the hex after the counter charge.

17.1.b Versus moving enemy cavalry

When activated cavalry moves into the ZOC of a non-active cavalry unit(s) that is not yet adjacent to an enemy combat unit, the non-active cavalry may immediately counter charge those units in the just entered hex.

Resolve immediately as a normal melee combat with the counter charging units as the "attacker". No defensive or opportunity fire is possible. There is no limit to the number of counter-charges that can be triggered this way.

In both cases, normal advance after combat rules apply for the victorious cavalry that have counter charged, but no pursuit can be executed after a counter charge [see 17.3].

Countercharge example

The 3/6/8 Cos will not risk entering hex C as the 10 Cuir could counter charge him at a very favourable DRM (+4 DRM due to the quality differential). The 3/9/6 and 6/10/6 Austrian Cuirassiers stack is a better match. They can spend 3MPs to prepare for the attack and then move to hex A. As soon as the two Austrian Cuir units enter hex A, if the 10 Cuir decides to stand still, the other two weaker units could enter hexes A, B or C without risking a counter charge, as the 10 Cuir would already be adjacent to an enemy combat unit.

17.2. CAVALRY RETREAT BEFORE COMBAT

Cavalry retreat before combat can happen in two instances:

- If a unit/stack without cavalry moves adjacent to a stack containing only non-routed cavalry and/or horse artillery units, which were not previously adjacent to an enemy combat unit. The decision is taken immediately when the stack moves adjacent.
- If a stack containing only non-routed cavalry and/or horse artillery units is attacked by a force that contains at least one infantry unit. This decision is taken immediately after melee declaration and before opportunity fire/defensive fire (which they will not be able to do if they opt for retreat before combat, as retreat before combat takes place prior to opportunity fire/defensive fire).

If the option to retreat before combat is selected, the retreating cavalry/horse artillery units must retreat two hexes away (apply the normal retreat rules [see 14] but for two hexes instead of one). If retreat is impossible, the units cannot use the retreat before combat option. Note that cavalry and horse artillery units can retreat before combat into EZOC with a one step penalty per EZOC entered (unless this hex is occupied by a friendly combat unit see 14.2).

Roll a QFT DR for each stack with Horse artillery unit(s) that has retreated before combat:

- If passed or missed <=2: no effect.
- If miss >2: one Horse artillery unit loses one step.

The units that declared melee against the retreating cavalry may advance into the hex, adhering to the advance after combat rules and after opportunity fire segment. They cannot declare another melee during this activation phase.

The stack that generates a cavalry retreat before combat while moving adjacent may continue to move and potentially create another retreat before combat situation with the same stack two hexes further away.

Leaders alone or stacked with cavalry/horse artillery units can retreat before combat in the same way as described in this section.

17.3. CAVALRY PURSUIT

When a cavalry unit or stack advances after combat, the Lead Unit (or the best QF cavalry unit if the Lead Unit is infantry) makes a DR.

This DR may be modified by an active Leader in the hex.

This result is compared with the cavalry's PF which depends on its nationality. It is successful if the result is lower or equal to the pursuit factor.

Pursuit factor table		
France and allies	1800-1812	8
	1813-1815	7
United Kingdom		5
Coalition (excluding UK)		7

If successful, the active player may choose to perform a pursuit combat. If failed, the stack **MUST** perform a pursuit combat. This pursuit melee combat is executed during the cavalry pursuit segment after all initial melees have been resolved.

All cavalry units in the pursuing stack must then participate.

If several pursuits are generated, the active player decides which one to resolve first. The advancing cavalry (only) may attack any one enemy hex adjacent to it. The attack cannot be joined by other stacks of pursuing cavalry or friendly combat units. All eligible opportunity fire/counter-charges and defensive fire are resolved as normal before this new melee combat is executed.

There is no additional cavalry pursuit segment even if a cavalry stack again advances after combat.

A cavalry unit or a cavalry stack which executes (willingly or not) a pursuit into clear terrain, must perform melee combat if it is still eligible to attack after defensive fire (no melee opt out in this case).

17.4. CAVALRY PREPARED ATTACKS

When a Lead Cavalry unit is selected in a melee attack, there is a +2 DRM to the melee DR unless:

- a) this unit did not start its movement during the current activation phase adjacent to an enemy combat unit AND
- b) the Lead Unit spent 50% of its MP allowance (rounded down) this turn, in its starting hex, before entering a new hex.

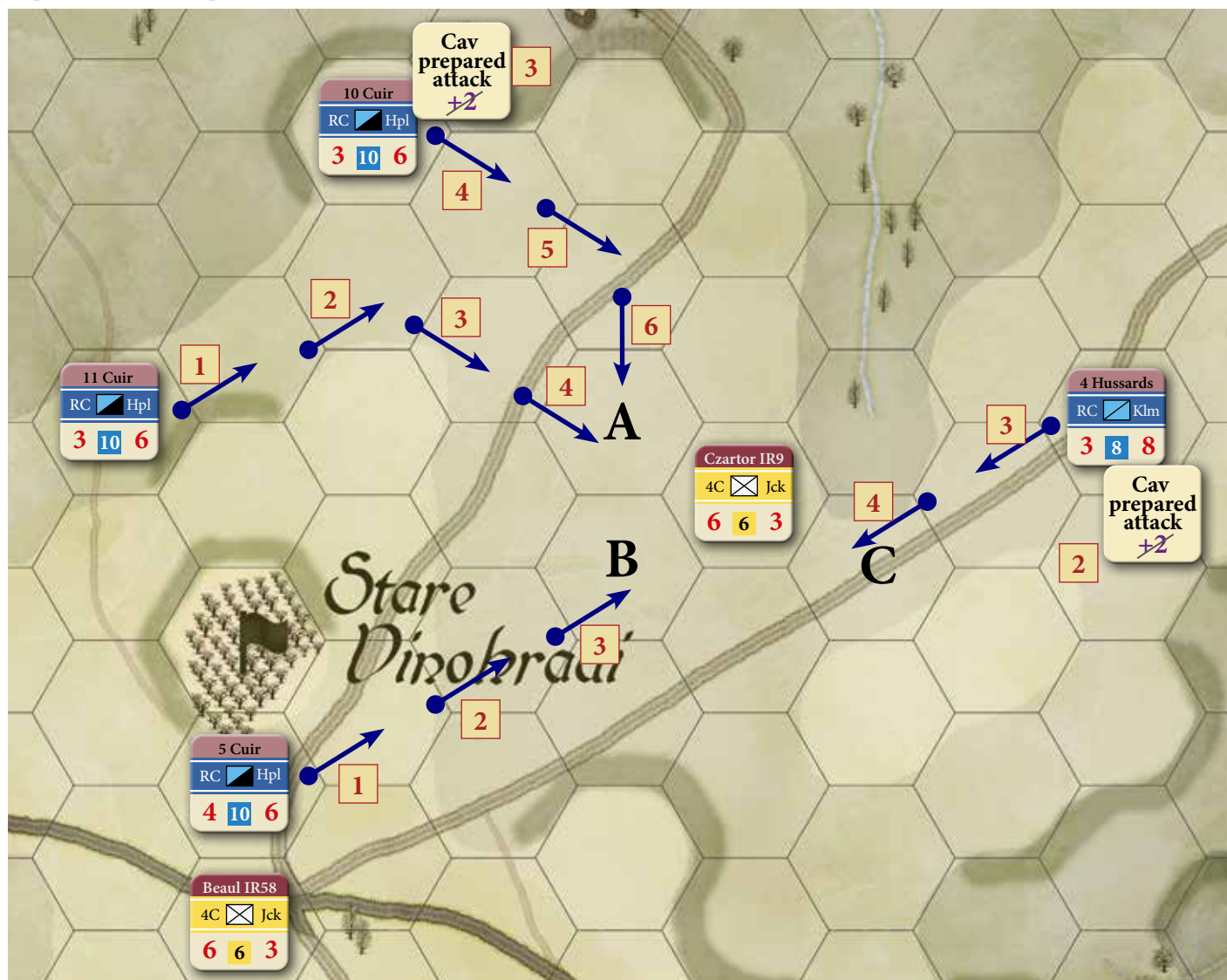
This simulates the time it takes for a cavalry formation to properly align and prepare an organized charge.

Example: A 7MP light CAV unit using IM has 4 MPs this activation and must spend 2 additional MPs in its starting hex to qualify for a cavalry prepared attack.

A cavalry pursuit attack can never qualify for a cavalry prepared attack and will always get the +2 DRM to melee resolution.

A cavalry counter charge attack is always considered a prepared attack.

Prepared attack example



The French reserve cavalry will attack a lone Austrian regiment. The three cuirassiers units are within Command Range and the attack complies with their formation's current orders. They have 6MPs for this activation phase. The 4 Hussard is out of Command Range and will require an IM.

Under orders units move first. The 10 Cuirassiers expends 3MPs within its current hex to prepare for the attack (50% of its movement allowance this activation); it can then be marked with a "prepared attack" marker (use of markers is optional, but can be helpful to remind players of a unit's status).

The 11 Cuir is too far away from its target to spend the required 3 MPs in his starting hex and also move to attack. Therefore it simply expends 4 MPs to stack with the 10 Cuir in hex A.

The 5 Cuir would be close enough to the target to spend 50% of its MPs and still move to attack, but as it is starting adjacent to an enemy combat unit, it cannot prepare for this attack.

The 4 Hussard rolls for IM and gets a 7. It can then use IM during this activation with 4MPs. 2 MPs (50% of this activation total movement allowance) are spent in its starting hex to prepare for the attack. The two remaining MPs are then used to reach the target.

The French player attacks from the three hexes (potentially claiming an encirclement bonus if the remaining attacking units in hexes A and C execute the melee after defensive fire). The French player selects the 10 Cuir from hex A as the lead unit for this attack. The fact that the 11 Cuir was not able to prepare for this attack has no impact, if the 10 Cuir (which did prepare for the attack) can remain the lead unit. Hexes B and C are also involved in the attack and whatever their status, the overall attack will not suffer the +2 DRM for an unprepared cavalry attack because 10 Cuir is the lead unit. If after defensive fire, the 10 Cuir has been eliminated or missed a QFT, hex A may no longer attack and the French would need to select either the 5 Cuir (a QF 10, with a +2 DRM penalty for an unprepared cavalry attack, equivalent to a QF of 8) or the 4 Hussard (QF 8, Prepared attack) as the lead unit.

17.5. CAVALRY FATIGUE

Cavalry fatigue DRM: When a Lead Cavalry unit is attacked by an enemy cavalry Lead Unit in melee, there is a -2 DRM to the melee DRM if the defending cavalry was already adjacent to an enemy combat unit at the start of the movement segment of the current activation phase.

Markers “Cavalry Fatigue” can be used as a reminder between the beginning of an activation and the resolution of combat if needed.

The -2 DRM is never applied to a counter charge attack.



Example: Kaiser CR is activated and has 6 MPs available. It is going to attack the Grenadiers à Cheval of the French Imperial Guard. The Kaiser CR is at a prepared attack distance as it can spend 3 MPs in its starting hex (50% of its available MPs) before moving adjacent to its target. As the Grenadiers à cheval were already adjacent to an enemy combat unit at the beginning of the activation they are considered “fatigued”, and therefore when the Kaiser CR attacks, there will be an additional -2 DRM applied to the melee DR (so the final DRM will be -2 for size, -2 for fatigue, +2 QF, for a total DRM of -2).

17.6. EMERGENCY DEFENCE OPTION VERSUS CAVALRY

If a Lead Infantry unit is attacked by a Lead Cavalry unit, it can attempt an emergency defence QFT. To attempt an emergency defence option, the Lead Infantry unit must:

- not be in defence order and not routed.
- not be adjacent to another hex with a lead enemy infantry.

This QFT is done during the defensive fire phase and replaces the defensive fire combat. If the QFT is passed by the Lead Unit of the defending hex, there will be a +2 DRM applied to the following melee DR. If the QFT is missed, there will be a -2 DRM applied to the following melee DR.

The defending stack will be considered in “defence” [see 11.1.b] until the end of the current activation phase. Emergency defence option cannot be used against a counter charge.

No emergency defence roll is possible if there is more than 20 Size points in a hex AND more than one combat unit.



Example: The French Italian Guard is not in defence order. Both Russian stacks are activated. The Dr Tver stack and the Marioupol Hussars move and encircle the Italian Guard. Both stacks declare melee (which qualify for a prepared attack). The Italian Guard may either perform defensive fire or an emergency defence (not both). Firing seems uncertain and if failed, the attacking odds might be too dangerous (+2 for QF, -2 size, -1 cavalry vs infantry not in defence in clear terrain, -2 encirclement, for a total of -3). The Italian Guard decides to roll for an emergency defence order.

The DR is 8, which is a success. The melee DRM will then be -2 for size (20 vs 7), +2 for QF, +0 for terrain, +2 for emergency defence = +2 final DRM. Note the DRMs for encirclement and for cavalry attacks vs infantry in clear terrain, do not apply as the target is now considered in defence order.

If the DR had failed (11 or more), the melee DRM would be -2 for size, +2 for QF, -1 for terrain (cav vs inf not in defence order in clear), -2 for encirclement, -2 for an emergency DR failure = -5 DRM.

17.7. CAVALRY FLANKING ATTACKS

In a “Cavalry Flanking Attack”, the cavalry SiPs are doubled for the size DRM calculation. A cavalry flank attack is achieved when a Lead Cavalry unit (and all cavalry units attacking with it) attacks in melee combat a Lead Infantry unit in clear terrain which:

- a) was already adjacent to a stack with a lead enemy infantry unit at the start of the movement segment of this activation phase and
- b) is still adjacent to a stack with a lead enemy infantry unit at the time of the melee attack and
- c) is not in defence order. (Note that an **emergency** defence order cannot be claimed by the defenders as per case b)

A Lead Cavalry unit (and all cavalry attacking with it) always qualifies for the flanking attack bonus when counter charging a Lead Infantry unit **even in non clear terrain** [see 17.1.a].

If a defending unit or stack misses a QFT during a flanking attack, it automatically routs.

There is a +1 DRM to defensive fire versus a lead cavalry unit performing a flanking attack.

17.8. CAVALRY ATTACKING TOGETHER WITH INFANTRY

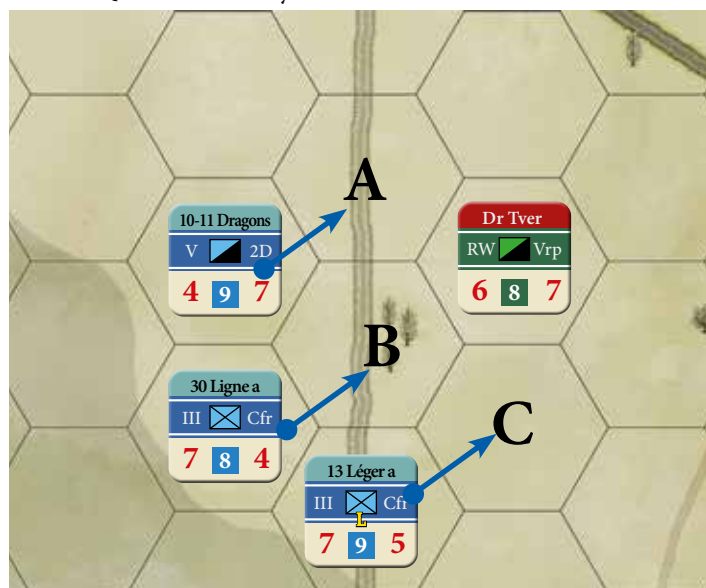
When a Lead Cavalry unit and friendly infantry engage an enemy stack containing only cavalry/horse artillery units in melee combat, the infantry SiPs can be counted in the size DRM. However in this case, the enemy stack may retreat before combat.



Cavalry Flanking Attack Example:

The Russians units are activated. The two French units are not in defence order and are in clear terrain. The 13 Léger is adjacent to an enemy infantry unit at the start of the activation phase. If the Dr Tver moves to attack 13 Léger and a Russian infantry unit (here the 5 Jäger) is still adjacent to it during combat resolution, this would qualify for a flanking attack bonus. The Dr Tver would attack as a 12 SiP cavalry unit. Note that the Russian infantry is not obliged to be part of the attack; it only needs to be adjacent. If the Dr Tver moves along the dotted line to attack the 30 Ligne while the Russian 6 Jäger supports the attack from the other side, there will be no flanking attack bonus as the 30 Ligne was not adjacent to an enemy infantry unit at the start of the current activation phase.

When a melee attack includes both infantry and cavalry units (not only lead units) the QF of any attacking cavalry unit is capped by the best QF of the infantry units.



Example: The three French units are activated and will move to attack the Russian cavalry unit.

If the infantry unit moves first into C, the Russian cavalry will have the opportunity to retreat two hexes. If the 10-11 Dragons enters A first, the Russian cavalry cannot retreat (but could try a counter charge). Let's assume the 10-11 Dragons has pinned the Russian cavalry and that the two other infantry units have moved into B and C respectively.

If the French player decides to count the infantry SiP into the attack, the Russian cavalry will have the option to retreat before combat.

If combat including infantry occurs, the QF value of the 10-11 Dragons is capped by the best QF among the infantry units (here the 10-11 Dragons can retain its "9" because there is a "9" QF infantry unit).

18. SPECIAL RULES

18.1. TACTICAL CARDS

At the beginning of the game, after sides have been decided, place all of the tactical cards available for the battle on the table so that they are visible to both players. *Note: Tactical Cards are not Variant Cards; Variant Cards are described in the playbook.*

The French player selects a card first, then each side alternates until all tactical cards have been chosen.

Each side can play up to **one tactical card per turn**. Each tactical card has a special effect that is applied immediately. Each time a card is played, it is given to the other player who will have the option to use it starting on the **following game turn**. A player is never forced to play a card and therefore can effectively "freeze" the use of any card by just keeping it unplayed. Cards take precedence over the rules (for example, "The last push" card allows you to activate a formation three times during a turn).

Example ("Waterloo 1815: Fallen Eagles cards"): At the beginning of the game, the players select their tactical cards. The French player goes first and choses #8 (No more ammo), then the Allied player choses #1 (Avoid fate) and so on, until all 10 cards are allocated. Then during play, when the French player attacks Hougomont, he rolls a very lucky "2". The Allied player decides to play "Avoid fate" and a new DR must be made. The "Avoid fate" card is then given to the French player. It cannot be played again this turn. The Allied player cannot play any other card in his hand for the rest of the turn.

19. MORALE

If a formation has lost over 50% of its units, it is considered demoralized (in number of units, leaders count as two units). Demoralization levels are checked during the final segment of the End of Turn Phase. Do not count reduced or on map routed units but only eliminated units (units eliminated from play during the game and routed units that have reached their supply hex). Rally attempts for units of a demoralized formation suffer from a +3 DRM. Melee attacks by demoralized units suffer a +1 DRM. All units belonging to a demoralized formation lose 1MP from their MP allowance.

Note: We suggest players place destroyed units on the order of battle display to have a quick view of each formation's losses.

20. SPECIAL EVENTS

20.1. FIRE/MELEE EVENTS

Random Special Events are triggered by a specific (unmodified or “natural”) DR of 2 when firing and 2,3,4 and/or 10,11,12 when resolving melee combat.

► **Fire resolution:** On an unmodified DR of 2, there is a chance that a Leader in the hex being targeted is wounded or killed.

► **Melee resolution:** On an unmodified DR of 2, 3 and 4 (defender affected) or 10, 11 or 12 (attacker affected), there is a chance that a Leader which has been declared as “engaged” (if present) is wounded/killed or that a flag has been captured.

When such a DR occurs, immediately, before resolving the fire or melee effect, roll another DR and consult the “*Random Special Events Table*”:

Random event DR	Trigger: 2 on a Fire DR (*)	Trigger: 2,3,4 (d) or 10,11,12 (a) on a Melee DR (**)
2	Leader killed	Leader killed + Flag capture
3	Leader killed	Leader killed
4	Leader wounded	Leader wounded + Flag capture
5	Leader wounded	Leader wounded
6	No effect	Leader wounded
7	No effect	No effect
8+	No effect	No effect

(*) Only one Leader in the hex is affected. Otherwise random selection.

(**) Only an engaged Leader may be affected.

20.2. LEADER CAPTURE / CASUALTY

When a Leader is (severely) wounded, captured or killed, use the appropriate marker to record his new status. It is considered a “7” initiative and “0” leadership until the end of the game and if it is a Commander, it will also lose the “Special Commander Abilities”. In each case, the Leader has been replaced by his staff (and evacuated if wounded). A Leader cannot be wounded/killed or captured again later in the battle and if eligible for capture again, is instead placed on the nearest non-routed friendly stack of units.

Stack elimination: Whenever a Leader is alone in a hex after ALL units have been eliminated (by combat or because they were unable to retreat), there is a chance of capture. Roll an initiative DR for that Leader with a +2 DRM. If the initiative roll fails, the Leader is captured. If it succeeds, place the Leader on the nearest hex containing non-routed friendly units.

Alone in a hex: Whenever a moving enemy unit enters a hex occupied by a Leader alone in a hex, there is a chance of capture. Roll an initiative DR for the Leader with a -3 DRM (a 12 is always a failure).

- **Success:** Place the Leader on the nearest non-routed friendly stack of units.
- **Failure:** The Leader is captured.

Use a “**captured**” marker on a Leader that has just been captured and put its counter (which simulates now his staff and second officer) on the nearest friendly stack.

Effect of a Leader casualty: A wounded / killed Leader counter is marked with a “**wounded**” or “**killed**” marker (only severe wounds are taken into account and in both cases the Leader will not be able to operate for the remainder of the day). The only difference will be a lower level of victory points awarded to the enemy for

a wounded Leader, versus a killed or captured Leader (see *the scenario’s Victory Conditions in the Playbook*).

20.3. EFFECT OF FLAG CAPTURE

The number of “trophy” (an enemy unit’s “colours” or “Eagle”) captured by each side is taken into account and yields victory points. In the game, these trophies are called “flags.” Players may use flag markers to account for flag capture. Flags may be captured when a routed unit is destroyed in melee combat (directly by losses or because of retreat in EZOC).

Roll one DR for EACH infantry or cavalry unit eliminated. One flag is captured on a DR equal to or below 3 (Subtract 2 from the DR if the routed unit is not stacked with or adjacent to a friendly non-routed unit at the instant of its elimination).

21. WEATHER

By default, weather conditions are fair and all of the rules apply without weather impact. Specific cards or scenario options may also affect weather conditions.

► If the ground condition is “**mud**”:

- all units have their movement factor reduced by 1.
- all artillery fire (**except** for adjacent target) suffer an additional +1DRM.

► If the weather condition is “**storm**”:

- end of turn levels are decreased by 1.
- all artillery fire suffers an additional +1DRM (**except** for adjacent fire and the DRM is not cumulative with mud, if the mud condition already exists).
- cavalry melee combat does not receive a -1 DRM for attacking in the open.

► If there are two consecutive turns of storm, or more than 3 turns of storm in a day, the mud condition will occur for the next 5 turns.

22. FOG OF WAR

22.1. STACK INSPECTION (TACTICAL FOG OF WAR)

The opponents cannot fully inspect enemy stacks. Only leaders, artillery units and the Lead Unit can be examined by the opponent player unless the opponent has combat units adjacent to the stack at the beginning of any segment.

22.2. HIDDEN UNITS (STRATEGIC FOG OF WAR)

This rule is used in certain battle scenarios (see *Playbook*).

If this rule is used, at the beginning of the game, a formation is only represented on board by its officer’s counter, which is flipped over in order to hide its identity. The movement point allowance is indicated on the back of the Leader counter. This counter calculates terrain cost at the rate of the slowest unit in the officer’s formation. All other rules apply (and strategic movement is possible [see 7.4.a]).

Both players can use up to 2 “decoy” counters associated with each formation. These decoys counters move at the same time as the “real” hidden unit. Two hidden counters representing any formation cannot stack in the same hex unless for initial placement.

In the same way, Commander counters are placed face down together with 2 “decoy” counters associated with each of them.

Each scenario will indicate the visibility range (VR) which is calculated in hexes. In order to see another unit, a unit must be within VR and have a line of fire (LOF) of that range to the other

unit.

Spotting: As soon as an enemy unit (hidden or not) could theoretically have a LOF at the current visibility range to a hidden unit, all hidden units are revealed. If the spotter is a hidden unit, it is also revealed.

Spotting can happen at any time during an activation phase, from units of both sides, activated or not, hidden or revealed. A spotter is always also spotted.

Spotting can occur when the spotter is activated and moving toward an enemy unit (hidden or not), as well as when an activated enemy unit (hidden or not) moves toward the spotter. In scenarios where the visibility range changes from turn to turn, spotting can also happen simultaneously at the beginning of the first activation of a turn.

Revealing units: If it is a decoy counter, remove it permanently from the game. If it is a commander, place it in the spotted hex. If it is a formation Leader, place at least one unit from that formation in the spotted hex and all other units from that formation in hexes which are at the same time:

- within four hexes of the spotted hex,
- at least one hex further away from the enemy unit that revealed the formation (even if it was a decoy),
- at least two hexes away from any other enemy unit(s),
- no further away (in hexes) from the nearest friendly supply source.

If no legal placement hexes are available to fully deploy the formation, place the remaining units in any hex which is adjacent

to a friendly combat unit and not adjacent to an enemy unit.

The formation's Leader is now visible to all and can be placed on any unit of its formation. Revealing units is a simultaneous process but the active player will deploy on the map first.

If the on-map deployment of any formation puts a unit within spotting range of a hidden enemy unit, reveal the newly spotted unit after the formation has completed its deployment.

If a moving formation is revealed during movement, it cannot move further after deployment on map and will lose unused MPs for this activation.

Several hidden units can be revealed at the same time if a unit advances toward them.

Any formation or Commander may be voluntarily revealed and deployed at any time during the turn (even if a non-active player) but if active, it cannot move any further for that activation after deployment.

When a formation or commander has been revealed, remove the remaining decoy counters of this formation or commander from the game immediately.

Strategic fog of war road and trail bonuses: Both road and trail bonuses are increased by one hex while moving a counter using strategic fog of war.

Example: A 3 movement point inverted counter using strategic fog of war can move 6 hexes on a road: 3+2 (basic bonus) +1 (specific bonus).

Example: Visibility range is currently 3. Before movement there are no enemy flags that are both within LOF and VR (A and D are within VR but have no LOF. B and E could have a LOF but are beyond VR).



The French player activates the Guard. The French player moves B (an Imperial Guard FOW's flags with a 3 MP allowance) and moves to H. As soon as B enters H, E is within VR and has a LOF to H (this is always reciprocal). Movement is interrupted. Both players reveal their flag. The French flag B is a decoy and so is the Russian flag E. Both flags are removed from the game.

Then the French player moves flag A to H. Nothing happens as the Russian flag E has been removed and flag F is still four hexes away. Flag D is three hexes away but has no LOF to H. The French player then expends another MP to enter X. In this case, flags A and F are revealed. F is another Russian decoy, but A is the real Imperial Guard.

The French Imperial Guard must deploy immediately and at least one unit must be deployed in hex X. Then, the rest of the formation including the Leader must be:

- 1/ within 4 hexes of hex X
- 2/ at least one hex further away from F (which means here at least 4 hexes away from F) and at least two hexes away from any enemy unit.
- 3/ and at the same distance or nearer to the French supply hex (which we assume is in 1).

All shaded hexes are legal for deployment. For example, no deployment is possible in hex I because even if it is further away from E, and within 4 hexes of X, it is further away from the French supply hex.



Once the French units are placed, F is removed from play. After the French deployment, D is now within VR and has a LOF to a French unit. D must be revealed immediately. It is the end of the French Imperial Guard's movement, even if the unit has MPs remaining. As the real flag of the Imperial Guard has been revealed, the French Player must remove from the game the last one on the board in hex C.

23. REINFORCEMENTS

There are two kinds of reinforcements: available reinforcements and variable reinforcements. Available reinforcements are formations and leaders which are sure to take part in the battle. Variable reinforcements are formations and leaders who could have participated, but which are not sure to take part in the battle. All reinforcements enter using the strategic fog of war rules (see 22.2).

23.1. AVAILABLE REINFORCEMENT

Each formation is represented by 3 counters: two “fake” and one leader. All three counters are inverted and randomly picked by either player to be placed on the game turn track. Place one of the three counters on the game turn indicated for the formation on the player’s aid. Then place one of the two other counters one turn earlier and one turn later. If the entry turn is the first turn, place two counters on the first turn. Neither player should know which counter is the real formation counter. The owning player will be allowed to see the real nature of his counter at the beginning of the game turn in which this counter can enter play. This counter will remain hidden to the enemy until revealed as per the fog of war rules.

23.2. VARIABLE REINFORCEMENT

Each variant scenario will note if there are variable reinforcements and the Variable Reinforcement player aid will list which formations are available as variable reinforcements, and from where they can enter the map. There are two steps to receiving these reinforcements: First, placing them on the turn record track, and second, getting them from the turn record track to their entry hex on the map; these steps are described in detail below.

23.2.a Placing Variable Reinforcements on the Turn Record Track:

At the beginning of any turn, a player may choose to place variable reinforcements from his side on to the turn record track if such a formation is listed as a variable reinforcement for this scenario; this decision is completely optional.

The procedure to place variable reinforcements on to the turn record track is as follows:

Use the “real” leader counter and the two “decoy” counters attached to the formation and turn them over so that their identity is hidden. On the turn record track, place at random and at least three turns ahead of the current turn, one of these three formation counters, while keeping its identity hidden from both players (it might be one of the two decoy counters attached to this formation or possibly the real leader of that formation). Neither player should know which counter has been placed. (Use any method to randomly draw the counter without knowing its real identity).

Then place the two other counters of the formation in each of the two turn spaces that follow directly after the one chosen for the first counter. (Again, without knowing their real identity).

23.2.b Variable reinforcement attempt procedure:

When a turn currently being played has a variable reinforcement counter on its space of the turn record track, both players may attempt to have this counter enter play (Note: In some instances, a player may want to have an enemy formation enter play to gain VPs*). In order to attempt the entry of a variable reinforcement, a player must “pass” during his activation phase and then immediately proceed with the variable reinforcement attempt procedure. One “pass” is needed per formation.

*It is up to the owning player to decide if a formation will be available for variable reinforcements and placed on the turn record track. But

once placed, both players may attempt to have it enter the map.

On the Variable Reinforcements player aid, each formation is given an entry DR level and an entry VP cost for the scenario being played. The phasing player makes a DR against the entry DR level.

If the roll is less than or equal to the entry DR level (including potential DRMs related to cards), the attempt succeeds, and the player moves the counter from the turn track, to its entry hex on the map hidden side up; if there is more than one entry hex, the owning player decides which one to use. Then the owning player (who might not be the player attempting the entry) may look at the real identity of the counter but can continue to hide it using strategic fog of war rules [see rules 22.2].

If the roll is greater than the entry DR level (including potential DRMs related to cards), the attempt fails and the counter is discarded while being kept on its hidden side, so that neither player knows its real identity. Only one attempt per counter is possible.

At the end of any turn, if there is a variable reinforcement counter still on the current space of the turn record track (a result of neither player making an entry attempt), the counter is removed from play and is kept hidden from both players.

Example: At the start of turn 2 of the alternate battle of Ligny, the French player decides to have the I Corps (available as a variable reinforcement) placed on the turn record track. The French player randomly draws one of the three counters of the I Corps and places it on the turn 5 space of the game turn track. He then randomly places the other two counters on game turn 6 and 7. During game turn 5, the French player decides to pass, in order to attempt the entry of the I Corps counter (nobody knows at this point if it is the real leader counter or a decoy). The DR level for the I Corps is 7. The French player rolls a 7 (no DRMs are applicable at this time) and succeeds in placing the counter in-play on its entry hex, and only the French player is able to now check and know its identity. If 8 or more had been rolled, the counter would have been discarded without either player knowing its real identity.

The VP cost attached to each formation depends on the specific formation and the earliest game turn in which the first counter of that formation could have entered play, even if it happens to be a “decoy” and/or no attempt was made to have it enter the map. Players must take note when the first counter is removed from the turn track. See Scenario set up card for details.

However, the VP cost is not applied until the formation is revealed on the map (so if a real formation entered the map but was never revealed, there is no VP cost counted for this formation’s entry).

Exception: *If this formation while staying hidden provided any VP benefits to its side, like VPs granted for exiting the map, then the owning player must apply the VP cost for the formation’s entry.*

Because the VP cost is not counted unless revealed, players must note when the first counter of the formation is removed from the turn record track and what space on the track it occupied.

Example: A formation may enter on game turns 7, 8 and 9. On game turn 7, no player attempts an entry DR. So the first counter is removed from play at the end of turn 7. On turn 8, one player makes an entry attempt but fails. On turn 9, the entry attempt is a success and the third and last counter is placed on map. The owning player may know its identity. It is a real leader, but the counter remains hidden to the opposing side. If before the end of the game, this formation is deployed on map, the VP cost attributable to the enemy will be based on a game turn 7 entry. If the formation is never deployed no VPs are awarded.

OPTIONAL RULES

24. FACING

Note: Facing is not explicitly simulated in the game. At this scale, we believe that QF and DR are simulating what each regiment/battalion officer is choosing to do in a given situation. Also, the encircled DRM takes into consideration the weakness of a unit surrounded by enemies. However, for players wishing to simulate this in another manner, apply the following rules changes:

The encirclement DRM no longer applies. There is one facing per hex, indicated by the combat unit on the top of the stack. There are four “front” hexes and 2 “rear” hexes. When a unit is attacked in melee combat from a “rear” hex, apply a -2 DRM to the melee combat (not cumulative if attacked from both rear hexes).

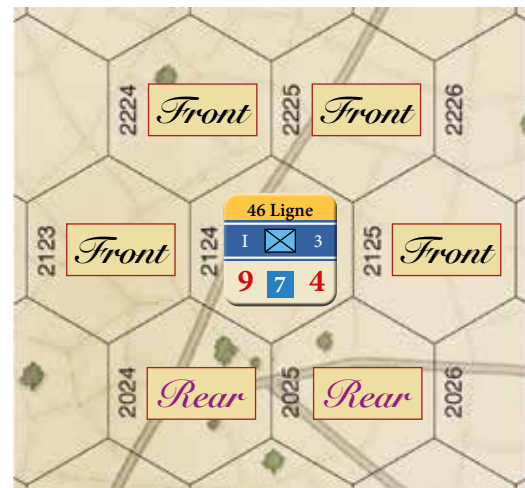
Artillery units that fire from their “rear” hex have a +2 DRM applied to the fire DR. Infantry units that fire from their “rear” hex have +1 DRM to fire.

Target hexes which are fired upon from the rear hexes have a -1 DRM.

Facing can be changed whenever a stack is able to move or advance.

If only routed units are in a hex, they have only rear hexes in all directions.

Units in defence order or in town/village/fortified farm/major building have no rear facing.



QUESTIONS & ANSWERS

General Q&A:

Can a hidden formation detach some units on the map before all its units are revealed later on?

No. The only case where you can have units of a hidden formation already on the map is by initial set-up or special rules.

Can a formation decide to reveal itself and continue to move?

No.

What is the placement restriction for decoy counters attached to each leader?

They have to comply with the same restriction as the leader they are supposed to represent but may be in different hexes if allowed by initial placement.

When a Cavalry attacks Infantry without defensive mode across a slope hexside or a bridge into open terrain, is the -1 DRM for Cavalry attack into open terrain applicable?

Yes.

When a leader is voluntarily revealed, what is the exact process?

Consider one of the nearest enemy unit with a LOF as the unit that would have spotted this formation and proceed as in the rules.

Can Artillery cross a steep slope thanks to a trail/road?

Yes.

During initial rout move (3 hexes), what happens to a unit that would not be able to get closer to one of its supply hex?

It is eliminated.

Does direct elimination apply for an attack into open terrain across a stream or a slope?

Yes.

Strategic fog of war. If a hidden leader, who has revealed units on map per special rules, but is not himself revealed, how should we handle command range to his revealed units? From any of the three FoW markers?

If you want to use the officer you must show that the counter used is the real one. Most of the time, this will force to reveal the formation unless the real officer is stacked with another dummy of its formation (you may also show a lonely officer but decide to keep the hidden status as you might hope to confuse the opponent later on while using remaining decoys counters).

In this case you show that the real officer is there but you can re invert the counter and stay hidden. If you do not want to show the officer, the revealed combat units have to use IM.

May commanders perform command actions before they are revealed? If so, from where?

Same procedure for other actions like rally etc. One must show the reality of the officer to act. Optional (and preferable) rule: the honor system. You perform actions if you can but skip the "proof" requirement.

On the FoW markers (leader and two dummies) should all of them conform to orders or is it enough if just the proper leader does?

They have all to obey orders in the standard game. If one decides to use an optional "honor" system, it is more interesting to let the decoys counters do what they want.

On cavalry pursuit: does Flanking (see 17.7) apply?

Yes if applicable.

Strategic fog of war: it is stated that strategic movement (see 7.4.a) is allowed while still hidden, do the four hexes away count from all three formation markers?

Yes.

After an active moving cavalry is counter charged, may the active unit continue moving even if retreated/reduced, though not if routed?

Yes.

Are the order chits revealed when the unit only fires but not taking any movement?

No.

The Last push card: Can a formation activate using this card even if the same formation activated in its previous activation? Also, do the units in the activated formation follow the same leader range rules as a normal activation?

Yes, to both.

Closest supply hex selection: In games where a player has 2 supply hexes. If the closest of the two hexes have been occupied by enemy, does the closest supply hex become the other by default or does it remain the same?

It remains the same.

If ever all supply hexes are occupied/controlled by the enemy, does the rout movement still go toward any of these hexes?

Yes, and they might not exit the map.

Demoralization level: Does the leader count for the base of calculation?

Yes, it counts for one in the base and for two for the number of eliminated units.

A demoralized corps sees its units losing 1 MP. Does this apply to the rout movement?

Yes.

Reinforcements: When activated, how do reinforcements enter? Do they all enter the designated edge expending one MP when they enter and then the next and the next? Or, do they all line up in column and expend +1 MP as they enter behind the stack in front of them?

The first case.

Reinforcements: what happens to reinforcements for which the formation is in defense order?

They must use independent movement if there are no special rules for them.

Do killed, captured or wounded Commanders keep their special abilities?

No.

Rout move must end "closer to supply hex". Is that measured in hexes or movement points?

In Hexes.

Does a road hex qualify for a trail move bonus?

Yes.

If a unit in clear terrain is subject to direct elimination case (see 13.2.c), do we roll for flag capture?

Yes.

Rules version and town/buildings DRM. There are different DRM for fortified farms/town/village/major buildings in the three modules. Should one take the latest module DRM?

No, each game keeps its own terrain effect chart. Rules are not dealing with specific terrain DRM.

Does a cavalry ZOC extend over a stream without a bridge?

Only is the cavalry can move across the unbridged stream in this scenario.

A player can make his light infantry unit the lead before firing in the offensive fire segment, but can't do so during his defensive fire, correct?

You cannot change your lead unit during the defensive fire segment.

What if the LoF goes along a hex-side and at the vertex there is a slope on one side and no slope on the other side. Is there an LoF?

Yes.

Can horse artillery move into an EZOC without cav or infantry unit if there is only a routed unit in that hex?

Yes but because routed units have no ZOC.

Artillery that routs because of a failed contagion test automatically loses a step, correct?

Yes.

Must defensive fire go only against the "overall" lead unit or can it go against a lead of another stack that is attacking the hex?

You may choose.

There are two enemy cavalry units next to each other, the active one moves from EZOC to EZOC, the passive cavalry does a counter charge. The passive unit does not get +2 for an unprepared cavalry attack because that doesn't apply to counter charges, but it gets -2 because the active cavalry is fatigued because it started the movement phase next to a combat unit, correct?

There is no +2, no -2 (*see rules 17.5.*).

My opponent can't demand I move my units not in a stack but individually so he can better counter charge, correct?

If you start stacked, you can stay in stack.

A unit is eliminated if it can't get closer to the supply hex. what if it gets one or two hexes closer but not three?

This is fine.

During the initial rout move does a stack have to take the shorter path into an EZOC and get eliminated or can it take a longer path and not be eliminated?

No but if the routing unit does not finish closer it is eliminated.

During the initial rout units ignore movement costs, but during rout move in the rout move phase units pay normal movement costs, correct?

Yes.

Under cavalry pursuit it says "there is no combined attack option", does that mean no attack from several hexes or no different stacks of cavalry attack together with infantry?

The attack cannot be joined by other stacks of pursuing cavalry or friendly combat units.

The QFT for Horse Artillery when retreating before combat, is that done like always for the lead unit in the stack or for each Horse Artillery counter?

Lead unit.

Is the stacking limit checked after each units movement or after all units movement? Meaning, can you overstack stop and then move the overstacking units out.

After each. No you cannot overstack like that.

In order to get the road bonus a unit/stack must follow the road exactly, not just by moving through consecutive hexes with roads, correct?

Yes.

Horse Artillery pays the cavalry movement cost and not the artillery movement cost, correct?

No, they pay artillery cost. They are an artillery unit.

When does a leader count as lost for purpose of determining demoralization? Only when he's killed or captured? Or also when he's wounded?

In all cases.

Do routed units that have to make a QFT have a modifier for being routed? And if they fail the QFT by more than 2 do they initial rout move again?

No (but suffer -2DRM in melee if attacked, but no DRM to QFT beside normal result).

Yes, they do initial rout move again.

When a formation is demoralized, does the officer also get the demoralized status?

Yes.

Infantry can retreat over a stream, but an accompanying leader can't because leaders use cavalry MPs, correct?

The leader may retreat.

Two infantry units in a stack fire on the same target the lead is a 3-L the unit below a non-L, the +1 modifier for having less than 4 SP does not apply & the -1 modifier for a leading light troop applies, correct?

No, only the Light is firing so less than 4SP.

The +1 applies for size (no unit merger), in addition to -1 for light.

An artillery can't fire on a target if there is a higher level between them, even when there is no slope, correct?

Only when there is a slope.

A non-routed cavalry unit that retreat into a hex with an EZOC but with a friendly unit still loses a step, correct?

No.

A Horse Artillery can exit an EZOC into a hex free of ZOC and enter another EZOC in the same turn, correct?

Yes, only if already occupied by or moving with a friendly Cavalry or infantry unit.

"13.1.e" and "13.2.c" (artillery rout) applies to foot artillery as well as to horse artillery, correct?

Yes. Horse artillery is artillery.

The inactive player can't change a lead unit in the movement phase of the active player, correct?

Yes.

When cav and inf mix the lead unit maximum QF is limited by the other types maximum QF, but it can still be improved by the leadership factor, correct?

Yes.

Module specific Q&A:

(Fallen Eagles): If there is a 11SP or lower Inf unit in a fortified farm it enjoys some benefits. During “Melee” it can disregard a failed QFT of 2 or less (rout still applicable). Does this also apply for a failed QFT when under “Fire”?

Yes.

(Fallen Eagles): In the full battle scenario the Prussians have a choice of entry hex, either 3342 or 4227. If the IV corps enter using one of the entry hexes do the II and I corps must use the same entry hex?

No.

Also, the Prussians have a range of 25 hexes for orders to geographical locations starting from Lasnes (hex 3442) on the turn that they enter. I assume this is for each of the 3 formations?

Yes.

Is this the case even if the Prussians enter from hex 4427?

Yes.

(Rising Eagles) Are Davout’s reinforcement hidden?

In the standard game, they enter revealed. When using fog of war for Davout, they still enter revealed.

(Rising Eagles) on Soult’s dual status of both hidden and revealed, should the revealed part be treated as a separate formation when checking for strategic movement (see 7.4.a) eligibility?

No, they are part of the same formation.

(Rising Eagles) About the French eligible set-up zones/hexes when using optional free set-up. Where can French troops go? Anywhere within the zones that were used for the standard game + anywhere where Davout’s Units could be deployed.

(Rising Eagles) Sokolnitz Schloss: What are the terrain modifiers for the castle hex if there are more than 5 SiPs for the defender?

No DRM are applied for fire or melee but it is not considered as clear (no cav drm for example).

(Rising Eagles) Davout has revealed units and is himself revealed. Are his ‘dummy’ markers intended for use at all in the standard set up?

No

(Rising Eagles), Scenario 3: I assume that the Supply hex for the French to rout towards is the road on the North edge and for the Coalition It is the road on the east edge of the map?

Yes.

(Rising Eagles) On the optional free set up, 3.41, “each side may freely deploy in any legal deployment area /hexes of its side”. What does that mean for the French, and especially for Davout?

Yes, this is when you can place Davout and his dummy counters in any location attributed to his troops.

(Rising Eagles). The 2 Fasn Garten hexes are wood hexes, correct?

No. treat as Orchard.

Errata:

Fallen Eagles Waterloo playbook:

N Scenario 2 (D’Erlon’s Assault)/ Set-up: The three units of Netherlands Cavalry set up in 3215 and not 2215.

Rising Eagles Austerlitz playbook:

N 3.4: The total VP to be distributed for geographic locations is 280 VPs and not 240 VPs.

N (Clarification) The French player has a -2 DRM on the first player determination DR from the 9am turn.

N Example of play, figure 3. The 6th Jager should have retreated after the defensive fire of the 13 leger a. Therefore, Cuirassier Imp’s attack is not a flanking attack and 6th Jager will not take part in the melee versus 13 Leger a.

N **Scenario 2** (clarification): French player sets up first.

Last Eagles Ligny playbook:

N Scenario 5, (see 3.49) (clarification): If the Prussian player selects option one, apply condition like in scenario 3/4: Each objective flag is worth 10 VPs for either side at the end of each turn FROM 3pm.

N Scenario 5, (see 3.49) (clarification): “at the beginning of the game” is before variants cards are drawn, and initial orders given.

N Scenario 5, (see 3.46) (addition): If one hidden counter for available reinforcements does not enter play because the formation is not activated, the owning player is entitled to use the strategic movement (*rules 7.4.a*) option at the end of turn to have this counter entering the game.

