



Appendices

A) Frequently-Asked Questions (FAQs)

B) Rules Summaries

C) Index

A) Frequently-Asked Questions (FAQs)

1. Why don't you use bases that represent the historical number and size of companies or squadrons?

The Napoleonic games of yesteryear tried to mount figures on company-sized bases so that the historical differences in the subdivisions of battalions were represented literally. A few tried the same thing with cavalry squadrons, so that the bases were different from regiment to regiment. Setting aside the obvious problems this created for compatibility and measurement, it was also on fairly flimsy ground historically, unless all of your armies were marching straight from a parade.

A glance at most historical orders of battle reveals battalions reduced to 250 alongside fresh units of 800 men or more. The number of companies or squadrons did not necessarily correlate to unit size. Consider the French 5th and 6th lancers at Waterloo: the former had three squadrons present with 415 men while the latter had four squadrons with only 384 men.

Furthermore, many armies carried out significant reorganizations during the Napoleonic Wars. A French infantry battalion at Austerlitz or Jena, for example, had nine companies, whereas by 1808 it had six (fewer, but larger) companies.

It made sense to ground the basing system in the four basic shapes of formations we wanted to represent. Thus, no matter what strength or organizational system you're representing, no matter how many component companies or squadrons were present, the units will conform to the same standards in game terms.

2. Squares moved! Why can't they move in the game?

Aside from the explanation on page 51, there are some practical reasons. During playtesting we realized that if squares could move, the game needed a lot of rules to regulate what they *couldn't* do. Could they or couldn't they attack somebody, for example, and if so in which directions? Could they even use the existing rules for charging? Could a square move out of an enemy's shooting range before being shot-at? (Since moving a square required two formation changes, and doing that near the enemy normally triggers an interrupt, allowing a square to move out of range is an unintended free pass.) Most crucially, should squares be allowed to move when near enemy cavalry? Could they move out of charge range, and so on?

It was simpler and much cleaner in game terms to forbid their movement. Doing so preserved the fundamental purpose of a square, which was static and defensive.



3. Why can't I reform sharpshooters as a battalion again?

I have searched in vain for an historical example of a battalion being *entirely* broken down to skirmish, and then re-formed to fight in close order on that same battlefield within the two-hour-ish period represented by a *Lasalle* game.

That's fortunate because it would require a lot of rules and record-keeping. If a battalion had a strength of X when it was broken down to skirmish, you'd need to keep track of that when it reforms, not to mention where and how and under what conditions it can reform. We would need rules to prevent crafty players from using that as a "hyperspace" move, breaking down a battalion to skirmish on the far Left and reforming it on the far Right, or other nefarious tricks.

4. Why don't units have a penalty for "open flanks" or a bonus for being "supported" by friends, and so on?

I have never been a fan of those sort of rules. For one thing, they always add a page to the book for something that amounts to just a combat modifier. For another, they create an imaginary layer between "You're attacking my front" and "You're attacking my flank." If your flanks really are open, then I'm going to attack your flank. If they're not open enough for me to do so with a physical unit, then why should there be rules for something theoretical that isn't actually happening in the game?

Supporting units should be there for the same reasons they were there in history: to prevent the enemy from attacking your flank or from breaking through your lines by routing a single unit.

5. Shouldn't a unit have to test morale when a nearby unit breaks or a general is lost?

I am also no fan of those "chain of events" rules in wargames of old, in which morale tests might result in events, which might result in more morale tests, which might result in more events, and so on. None of my games have ever used them.

And I'm still waiting for somebody to name an example from the Napoleonic wars in which a large unit broke and ran purely because it witnessed the death of a general. Considering how frequently Napoleonic generals met their maker on the battlefield, I have no idea how that became such a standard of wargame design.

Some playtesters wanted the General marker's casualty to be worth a VP. I rejected that because the loss is damaging enough. Besides, it felt wrong for your opponent to make tactical decisions in the magical knowledge that he'd gained a VP that way.

6. It's too hard/easy to break a Square.

Nobody knows exactly how many squares were broken by cavalry charges during the Napoleonic Wars but it's not a large number. I have seen reasonable estimates of "a few dozen." If your fresh cavalry hits a beat-up defender who is shaken and no longer has a "strong position," then you have about a 40% chance of breaking his square. As hard as it is in the game, it's probably still easier than it was historically.



Frequently-Asked Questions, Continued

7. There's only a +1 modifier for outnumbering the enemy?

The game's combat system is very sensitive to modifiers. The "Poor Formation" modifier is deliberately so awful that it virtually guarantees defeat unless you score an upset victory by pure luck on the dice. Other modifiers are incremental.

The +1 modifier tips the odds of victory by an important amount without unduly incentivizing overcrowded "gang-up" 2-to-1 attacks.

8. Why is there no advance or retreat after combat?

I have tried, as much as possible, to get rid of all "magic movement" in this game. There are no opportunity charges, reaction moves, emergency formation changes, advances or retreats after combat, etc.

For one thing, they slow the game, clutter its sequence, and add lots of rules. Second, they've always stretched credulity with regard to time and space. A unit's movement rate is supposedly the limit of how far it can travel in the time represented by one turn. But if my unit gets into combat, then suddenly it has found the time to move its full allowance, fight, and then move again, advancing or falling-back? Where did all that extra time come from, and what were all the other non-engaged units doing with that time? Therefore I eliminated magic movement beyond the necessary 1BW stagger result, which we need simply to pull apart the combatants.

All of that being said; it was fun and intuitive, especially in a game with such an open-ended sequence of play, to allow the General to intervene and by so doing, magically create more time or opportunities for a select group of units. That has a nice opportunity cost to it, given that using him for that purpose means he's distracted and you receive fewer momentum for your army overall.

9. My opponent charged me before I got a chance to shoot him!

It takes a combination of cleverness and luck to pull this off, but it is possible. Your opponent would have to move near you after you've volleyed at somebody else or used up all your MO. Then in the next turn, he'd have to move first and charge before you get the chance to shoot. I see no reason to *guarantee* that a defender should always get a shot before the attacker's approach. If the luck/cleverness is reversed, after all, he'll get *two* shots before the attacker arrives.

Personally, I prefer the tension of not knowing how much firepower a defender will throw at an attacker. That feels more like the historical uncertainty a commander would experience, given all the variables of terrain, smoke, and human error.



B) Rules Summary: Basic Information

A Game Turn (p.6)

1. Momentum Phase
2. Skirmish Phase
3. Intervention Phase
4. Orders Phase
5. Status Phase
 - a. Reinforcements
 - b. Marker Step
 - c. Victory

Unit Class (p.15)

Foot Units:

- Infantry
- Limbered foot artillery
- All unlimbered artillery

Mounted Units:

- Cavalry
- Limbered horse artillery

“Near the Enemy” (p.23)

≤4BW from any portion of an enemy unit.

Visibility (p.27)

If obstructed by terrain or a unit, it extends only 1BW further.

“Shaken”

- Adds complication when changing formation (p.57).
- Shifts-down when shooting (p.71).
- Does not receive the “strong position” modifier (p.78).
- May not deploy sharpshooters (p.120).

Terrain Effects Summary (p.25)

Water Terrain

Terrain	Difficult for	Obstructs	Cover	Impass. to	Form Square?	Shoot from?
Hill Crest	-	All	Yes	-	Yes	Yes
Slope of a Hill	-	Varies	-	-	Yes	Yes
Woods	INF & CAV	All	Yes	ART	No	Yes
Rocky Ground, Standing Crops	All	Bounce	-	-	Yes	Yes
Town	Varies	All	(Garrison)	-	No	INF only
Earthworks or Wall	CAV & ART	All	Yes	-	No	Yes
Bridge	-	-	-	-	No	Yes
Ford	All	Bounce	-	-	No	No
Marsh	INF & CAV	Bounce	-	ART	No	No
Stream	All	Bounce	-	-	No	No
Major River or Lake	-	Bounce	-	All	No	No



Rules Summary: Unit Traits



Rifles.

Shift-up when volleying (p.71).

When using Advanced Skirmishing, roll to hit on a 4+ (p.121).



Shock.

Does not incur a complication when charging in Mass formation (p.47).

Non-*Shock* cavalry applies a -1 combat modifier against it (p.76).



Rapid Fire.

Rolls two dice per base when shooting in Line formation (p.62).



Weak Fire.

Rolls only one die per base when shooting in Line formation (p.62).



Attack Columns.

Does not incur a complication when charging in Mass formation (p.47).



Lancers.

May re-roll a "1" or "2" when *attacking* a Square (p.78).



Resilient.

Rallies on a roll of 3+ under any circumstances (p.86).



Heavy Artillery.

Ignores the modifier for shooting at a target in cover when bombarding (p.71).

May re-roll all results of "1" when volleying (p.71).



Horse Artillery.

Rolls two dice when attempting to retire (p. 75).

Rolls two dice when attempting to return as a reinforcement after having retired (p.92).



Rabble.

May not form Squares (p.57).

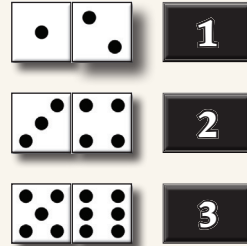


Rules Summary: The Momentum and Skirmish Phases

Calculating MO (p.30)

- 1 Per Brigade on-table
- 2 The Baggage (p.93.)
- 1 Per ADC (Adv. Game - p.109.)
- ⊕? The General (Optional - p.31.)
- ⊕1 For each 2 advantage in Skirmish (p.33.)

Using the General for MO (p.31)



Skirmishing (p.32-33)

1. Add all the skirmish values of units in Line and/or Mass formations.
2. Roll that number of dice. **Sixes** score hits. Compare your # of hits to your opponent's.
3. The winner wins by a difference called the **advantage**. That player will be the first active player.
4. For each 2 points of advantage, the winner adds **1MO**.

Rules Summary: The Intervention Phase

Intervention (p.34-35)

1. If the General hasn't already been used for MO, he may intervene.
2. In the basic game the only intervention is: **Emergency Formation Change**.
3. Other interventions are available in the advanced rules, page 108.
4. If using the Linear Doctrine advanced rule (p.100) an additional intervention, **Extra Volley**, is available.
5. In the marker step of the status phase, if your General is within 4BW of the enemy, make a **casualty roll** for him (p.35). On a roll of "1" he is removed from the game.
6. Interventions are not orders and do not count as a unit performing an order.

General
Casualty
w/in 4BW





Rules Summary: The Orders Phase

Global Orders (p.40)
 The order may be received by any/all eligible units.

Interruption (p.39)
 After your opponent completes an order that may be interrupted (see the matrix below), you may interrupt him and become the active player.

Force Orders (p.40)
 The order may be received by the eligible units of one force:

- Belong to the same brigade **and**
- Within 4BW of another unit in the force.

Once it receives a force order, the unit is marked as having performed that order, whether it acted upon it or not.

The Orders Matrix (p.41)

Interrupt?		Order	Complications
When near the enemy	Force	Rally	None
		Movement	Charge
	Global		Interpenetration *
		Difficult Terrain	
Never	Global	Change Formation	Shaken
Always		Bombard	None
	Volley		

** Limbered and/or March formations ignore this complication.*



Rules Summary: Movement

Interpenetration & Difficult Terrain (p.43)

Each adds a complication. They do not affect movement allowance.

Full or Reduced Allowance? (p.44)

Full allowance when not near the enemy or when **disengaging** (p.46). Infantry may not disengage from enemy cavalry (p.46).

Otherwise use **Reduced** allowance.

Charging (p.43)

- Infantry and Cavalry only. Cavalry may not charge woods, marsh, or a town.
- Must have a strength greater than 1.
- Adds a complication unless chargers have the *Attack Columns* and/or *Shock* traits and are in Mass formation (p.47).
- May rotate first up to 45 degrees, then move only in a straight line up to 4BW, to contact. Must “aim” for the target (p.48).
- Only one **type** of attacker per defender (p.50).

Movement Allowances (p.44)

Unit/Formation	Full	Reduced
Foot		
Square	0	
Line	4	
Mass	6	
March	10	1
Unlimbered (Prolong)	-	
Limbered Foot ART	10	
Mounted		
Mass	8	
March	12	2
Limbered Horse ART	12	
All INF and CAV		
When Charging	4	

Rules Summary: Changing Formation

Choose a Regulating Base (p.54)

- If in Line formation, it must be a middle base.
- If in March, it must be the front base.

Rotate that base if desired, and form up on it.

Limitations (p.57)

Infantry may not form a Square in a town, woods, water, on a bridge or on earthworks or a wall.

Units with the *Rabble* trait may not form squares.



Rules Summary: Fire and Rally

Obstructions (p.67-68)

The following obstruct volleys and the **flight** (p.66) of bombardment:

Woods, Earthworks/Walls, Towns, Hills, Standing Crops.

In addition to the above, the **bounce** of bombardment is also obstructed by:

Rocky ground and Water.

Artillery Shooting Dice (p.64)

- Volley Fire is Per Base.
- Bombardment is Per Unit.

An artillery unit rolls a number of dice equal to its firepower value when it bombards.

When it volleys, however, that is the number of dice it rolls *per base*.

Infantry Shooting Dice (p.62)

Mass

March

Square

Normal Line

Rapid Fire

Weak Fire

Volley Range: 4BW
Bombardment Range: 24BW

Roll to Hit (p.71)

Infantry Roll to Hit	4+
Artillery Roll to Hit	#
Bombard Secondary Target	6

Shift Up

↑

Rifles Volleying

Target in March or Square

Shift Down

↓

Shooter is Shaken

Target has Cover

Heavy Artillery

Bombard: Ignore Cover.
Volley: Re-roll "1s".

Roll to Disrupt (p.72)

Roll all hits against the target's Resolve value, to determine whether they become DISRs.

Cover (p.69)

The following provide cover:

Woods, Earthworks/Walls, the Crest of a Hill, and Towns (for a Garrison, p.89).

Rally (p.86)

Rally	4+
<i>Resilient</i> -or- Not Near Enemy	3+

Roll # dice = DISRs.
 Successes remove DISRs.
 Failures create perm. losses.



Rules Summary: Combat

Combat Sequence (p.74)

1. The active player completes all of his movement, including charges.
2. Roll for artillery to retire.
3. Both sides roll to calculate the combat scores of all engaged units.
4. The defender resolves all of his units.
5. The attacker resolves all of his units.

Artillery Retire (p.75)

The Attacker		The Defender	
INF	CAV	Foot	Horse, Limber

Combat Modifiers (p.77)

+1	Outnumber
+1	Defending a Strong Position
-1	non- <i>Shock</i> CAV vs. <i>Shock</i>
-1	in Difficult Terrain
-4	Poor Formation

Combat Results (p.81)

1st: Resolve the Defenders	
Outscored by 3 or more	Unit Breaks
Outscored by 1 or 2	1DISR CAV Staggers
Tied or greater	CAV: 1DISR* Other: No Effect
2nd: Resolve the Attackers	
Defending CAV outscored you by 3 or more?	Unit Breaks
Still Engaged?	1DISR & Stagger
No Longer Engaged?	CAV = 1DISR INF = 1DISR if odd

*unless that would break it (p.81).

Poor Formation (p.78)

- Attacker on the flank or rear -or-
- March formation -or-
- INF *not* in Square vs. CAV.

Strong Position (p.78)

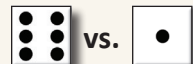
Must **not** be Shaken and:

- Garrison in a town -or-
- Defending walls/earthworks -or-
- Uphill -or-
- INF in Square vs. CAV.

Lancers (p.78)

Re-roll a "1" or "2" vs. a Square.

Upset Victory (p.82)



If any attacker rolls "6" vs. defender's "1" the defender breaks.

If the defender rolls "6" and any attacker rolls "1" the defender takes no DISRs and does not break.



Selected Advanced Rules Summaries

Huzzah! (p.105)

INF & CAV get the marker if they break a defender in combat. After all combats are resolved, the marker must be used:

- Removed the “moved” status so that the unit is eligible to move again -or-
- Remove 1 DISR.

Howitzers & Rockets (p.112)

Howitzers:

- Have no bounce.
- Ignore the penalty for the target’s cover.
- Shift-up when firing at a town or earthwork.

Rocket Batteries:

- Have no bounce.
- Shift-up to *disrupt* a mounted target.
- Have no canister (volleys).

Squares vs. Cavalry (p.114)

Rather than giving a Square the “strong position” modifier:

- When CAV attacks a Square, the INF breaks only if it is outscored by its **Resolve** value or higher.

Deploy Sharpshooters (p.120)

No more than **two** units may deploy. They may not be shaken or near the enemy.

Double the unit’s skirmish value and mark them on the HQ with dice.

When skirmishing:

- *Rifles* sharpshooters hit on 4+.
- Other sharpshooters hit on 5+.

Interventions (p.107-8)

1. **Emergency Formation Change** (*Basic Game.*)
2. **Artillerist** (*Re-roll bombardment dice that failed to hit.*)
3. **Charismatic** (*Re-roll failed Rally dice.*)
4. **Disciplinarian** (*No complications for difficult terrain or interpenetration when moving.*)
5. **Energetic** (*Free reduced move as intervention.*)
6. **Steadfast** (*Re-roll 1s and 2s when defending.*)
7. **Valiant** (*Re-roll 1s and 2s when attacking.*)
8. **Extra Volley** (*Linear armies only. Free volley as intervention. See p. 100.*)

Partisans (p.113)

Before the enemy rolls for his reinforcements.

Each partisan is used only once.

Partisan Ambush	
1-2	No Effect
3-4	1 DISR
5-6	1 Loss

Advanced Skirmishing (p.121-123)

Receive one voltigeur marker for each point of your skirmish advantage.

Place voltigeurs, no more than one per unit, on any enemy unit that is:

- Within 8BW and to the front of one of your skirmishing units.
- Without the line passing through another enemy or within 1BW of enemy cavalry.

The Voltigeur affects that unit the first time it acts:

- **Volley or Bombard:** Shift-down one.
- **Rally:** Not possible until the voltigeur is gone.
- **Move or Change Formation:** The voltigeur snipes at the unit. Roll against the target’s Resolve value to cause 1DISR.

Remove each voltigeur after its effect is applied.



C) Index

Aide de Camp (ADC)	109	Earthworks	26
Ambush	113	- cover	69
Artillery Retire	74-75	- howitzers vs.	112
- returning as reinforcement	90-92	- obstruction	68
Baggage icon	9, 29, 93, 95	- placing terrain	126
- effect on MO	30	- sapeurs' effect on	111
- in club games	117-18	- no squares on	57
- setup	128	Emergency Formation Change	35, 57
Bombardment	58, 65-66	Extra Volley	109
Bombardment Tool	65	First active player	33
"Bounce" of artillery	66-68	Flanks	16
Bridges	26, 51	- in combat	78
- charging across	110	- for Garrisons	89
- no squares on	57	- for irregular formations	104
- placing as terrain	127	Force order	36, 40-43
Brigade	21	- charges	47
- and MO	30	- club games	119
- and orders	40	Ford	26, 51
- and reinforcements	90	- obstruction	68
- and setup	91	- as a terrain choice	127
Broken Area	24	Firepower value (artillery)	64
Carnage	95	Full move	44
Centerpoint	17	Garrison	88-89
- when bombarding	65	General marker	9, 11
- changing formation	54	- advanced rules	107-8
- in a charge move	48, 50	- Casualty roll	35
- determining strong position	78	- in club games	118
- tracing a skirmish line	122	- and Intervention	34-35
- visibility	27	- in a Linear army	100
Charge	47-50	- and MO	31
"Contact" with the enemy	23	Global order	36, 40
Difficult terrain	26	- in club games	119
- in combat	76, 79	Headquarters	5
- as a complication	37, 43, 46	Heavy artillery trait	71, 89
- a town	87-89	Hills	28
Disruption (DISR)	19	- cover	69
- as combat results	81	- obstruction	68
- Roll to Disrupt (fire)	72	- uphill	78
- rallying	86		



Index, Continued

Horse Artillery Trait	75, 92	Rifles	71, 120-21
Howitzers	112	Rockets	112
Huzzah!	105	Russian artillery basing	15, 60
Interpenetration	43	Sapeurs	111
Interrupt	39	Shift-up or down	7
- in club games	118-19	Skirmishing	
- near the enemy	51, 57, 60, 86	- Deploying sharpshooters	121
- wet ground	101	- in a club game	118
Irregular formations	102-04	- Skirmish points	32
Lancers	78, 108	- Skirmish Value (of a unit)	18
Line of Sight (LoS)	27	- the voltigeur	122
Linear doctrine	99-100	Smoke marker	59, 63
Mounted units	15, 44	Stagger	81-84
Near the Enemy	23	“Strike”	66
- and movement	44	Strong position	78
Objectives	29	Sudden Death victory	94
- club games	117	Tiebreaker	7
- placement	126	Town	
- victory	95	- artillery can't shoot from	58
Obstruction	27	- and cavalry	49
- to fire	68-70	- as cover	69
- hill crest	28	- garrisoned	87-88
Partisans	113	- as obstruction	27
Pass	36, 39	- placing terrain	126-27
Permanent Losses	19, 86	- no squares in	57
- when Ambushed by partisans	113	- shooting from	67
Poor Formation	78	- strong position	78
Prolong	51	Uphill (in combat)	80
Random entry	91	Upset Victory	82
Reduced move	44	Victory Points (VPs)	95
Regimental guns	110	- for objectives & baggage	117
Reinforcements	90-93	Volley	58-63
Reinforcement Area	24, 91	- interrupt after	39
Removed Area	24, 94	- extra volley	100
- and leaving the table	23	Voltigeur	118, 122-23
Re-roll	7	Walls (see: <i>earthworks</i>)	
		Wet ground	101