

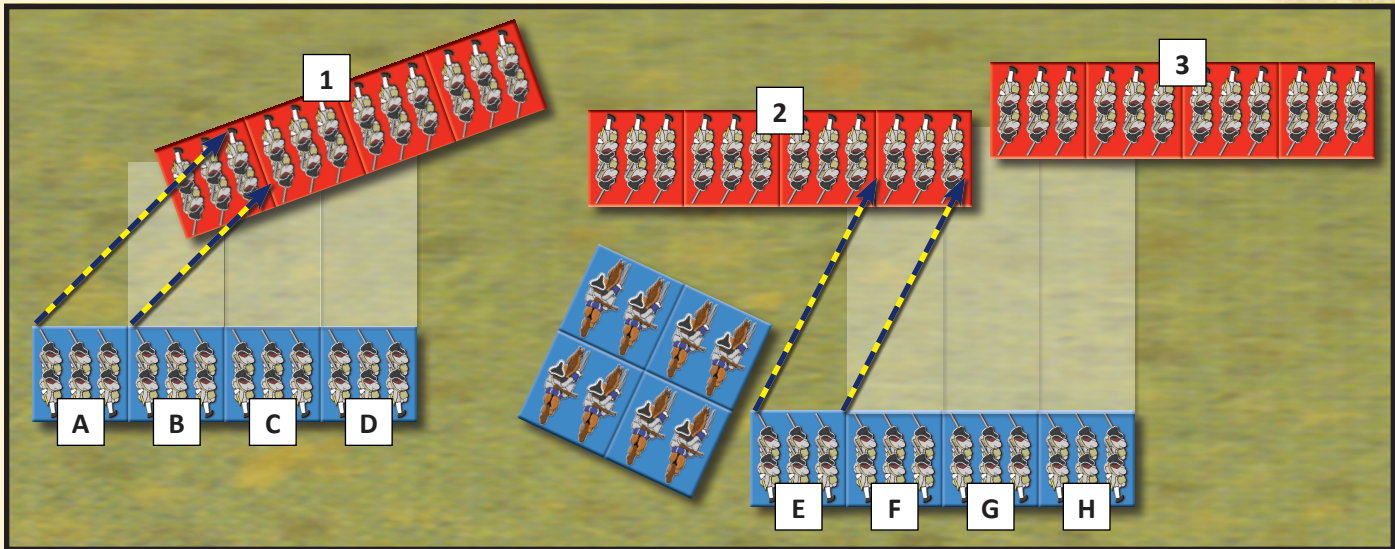


Fire Zones and Eligible Targets

The order of priority for a base firing at short range is first an eligible target directly to its front, but if none is available, then any eligible target within 45 degrees to the left or right.

An artillery unit may not bombard if it has any eligible targets at short range. In other words: artillery may not ignore a legal target in canister range during the volley phase, in order to fire instead later at a more distant target as bombardment.

- Priorities for Firing:**
1. Short range directly ahead.
 2. Other short range target, up to 45 degrees off center.
 3. Long range (artillery only).



The French player decided to resolve fire from left to right.

The French unit is firing upon British unit 1. French bases B, C, and D all have an enemy unit within range and directly in front, so they have no difficulty determining their target. French base A has no enemy unit directly in front, so it can angle its fire up to 45 degrees, and by so doing, can also fire upon the British. Thus the French have four bases that can shoot at this target.

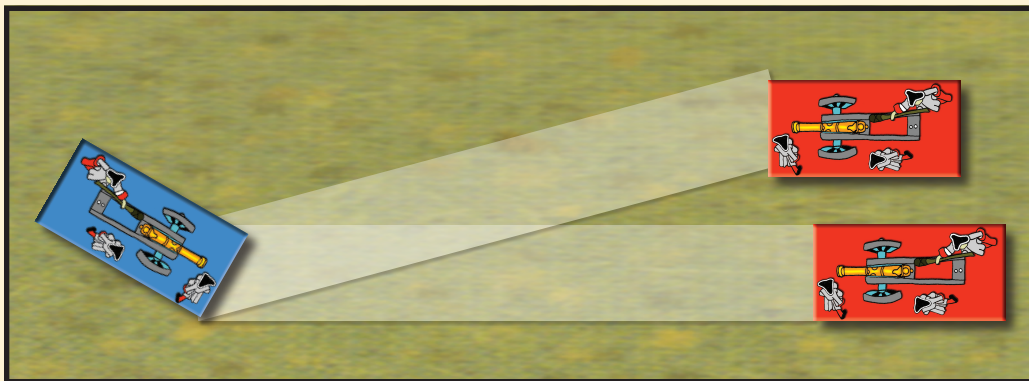
French base E has a friendly unit (the cavalry) intruding a bit into its fire zone. Since a friendly unit is directly in front of it, closer than the enemy, French base E can't shoot straight ahead. It may, however, angle its fire zone a bit to the right and still easily target British unit 2.

French base F fires straight ahead to target British-2

Note the fire zone for French base G. A portion of British-2 is directly to G's front, and is closer than any portion of British-3. Thus base G must fire at British unit 2.

French base H fires straight ahead to target British-3.

Thus the French player has three bases firing on British-2 and one upon British-3.



The French artillery unit has no targets directly in front, and none within short (canister) range. Thus it may bombard any target it can legally reach, within 24BW.

Here we see that the 45-degree angle of its fire zone is sufficient to hit either British unit. Thus the French player may choose.

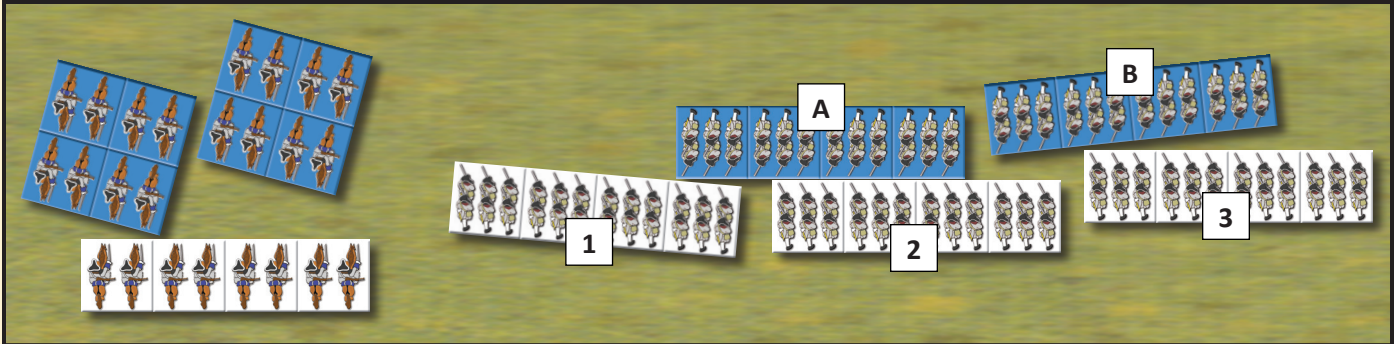


Outnumbered

Whether attacking or defending, a unit might receive a modifier for being **outnumbered** if it engages multiple enemy units.

If it engages more than one enemy, then *for each of those enemies that engages **only** it*, the unit receives a -1 modifier.

Enemy artillery units do **not** count toward outnumbering your unit. You may engage any number of them without penalty. Only enemy infantry and cavalry are counted as “units” for purposes of outnumbering.



The Austrian cavalry charged and contacted one French cavalry unit, thus engaging the second one, too. The Austrian unit is outnumbered and has a -2 modifier, since both enemy units engage only it.

Three Austrian units charged two French units. French-A is engaged with Austrian 1, which engages only it, and with Austrian-2, which engages both French opponents. French-B is engaged with Austrian-2, and also with Austrian-3, which engages only it. Both French units are therefore outnumbered; each is engaged against two enemies, one of which engages only it. Thus each French unit has a -1 modifier.



“Hey Stanislaus, lentil soup... my favorite!” Phil Karecki’s winged hussars try to snatch the sacred stewpot from Barry Katz’s janissaries.



9. Notables



You are not the only high-ranking aristocrat in the army. The king routinely complicates your life by sending **notables** to assist you. These men may or may not have great talent and promise, but they definitely have the social and political connections to get themselves assigned to your army, where you will now have to give them something important to do.

How is a Notable Represented?

The notable is an officer marker, with his name written on the base. His personality and qualities are determined by the card that you drew for him. There are two methods by which you can add notables to your army, which is explained on page 76.

Once they are on the table, all notables are known to both sides; their cards may be inspected by the enemy at any time.

The Notable Cards

Each notable is described on a card that provides up to six different attributes. Not all notables have the same types of attributes, and none have all six.

Social Rank is a number representing his prestige and importance. It ranges from 1 (the penniless youngest son of some obscure provincial) to 4 (a prince of the blood who can barely disguise his contempt for you.) This number will determine what sort of assignments may be given to which notables. When the rules refer to a notable's "rank" they mean social rank.

Hazard represents the notable's tendency to put himself in harm's way. This number is used to roll for officer hazard tests, and the lower it is, the more likely he is to end up painted in some very dramatic tableau with his hand over his breast as he expires with inexpressible grace.

The notable may or may not have a **personality** description that affects the whole army, or a force under his command. If so, it is written in *italic text* just below his brief biographical sketch.

The notable may or may not have a **unit modifier**. If so, it appears next to a dice symbol.

The notable may or may not have an **instinct** symbol in the lower left corner of his card. If so, it is one of the modifying symbols used on the action cards: crossed swords for charge, a bugle for march, and so on.

Finally, the notable might have images of **irregular units** at the bottom of his card. The symbols indicate which types of irregular units he may command, if you wish him to: irregular cavalry, infantry, or both. Unless his card features these symbols, a notable may never command nor be attached to irregular units.

Jonathan Russell, Earl of Bragge

The men call him "Mad Dog" for his inspiring (perhaps insane) courage and aggressiveness. They take bets on whether he will survive each battle. Nonetheless, he can get into the enemy's face like nobody else.



 *The unit to which he is attached adds +1 to its combat score when charging.*

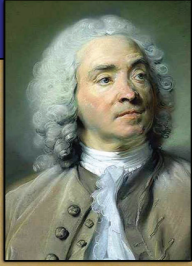
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Instinct (Charge) **Unit Modifier** **Social Rank** **Hazard**

Thomas Burgess, Esq.

A veteran of many campaigns in the colonies, he is a master of fighting in harsh terrain.

Units under his command may March and Fall Back through difficult terrain without being disrupted. They are still disrupted if they Charge through difficult terrain.



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Personality (Described in the italics.) **Irregular Units** (He may command both IC & II.)

Like the game itself, the portraits of the notables span the 18th century. Some are wearing the immense wigs of the 1690s, while others are wearing Romantic-era coat lapels and natural hair. You'll just have to accept that you might have some very anachronistic pairings of notables in your army. Military men are not always the most astute followers of fashion!