

They March Against Us

The Battle of Leipzig, 1813

*Designed by
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Bonaparte's Swords Volume 1

RULE BOOK

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REVOLUTION
GAMES

1.0 INTRODUCTION

*"A year ago, all Europe marched with us;
today all Europe marches against us."*
— Napoleon Bonaparte

They March Against Us is a two-player wargame (though both sides can accommodate multiple players) simulating all six days of the massive Battle of Leipzig, which was fought from October 14th through October 19th, 1813. It was the largest land battle fought in European history until the First World War and could have ended the reign of Napoleon and his French Empire two years earlier than it did historically. It was also titled "The Battle of Nations" as almost every allied nation and monarch was present on the battlefield. One player plays as Napoleon and La Grande Armée of France against the opposing player representing the coalition of Allied powers - Austria, Prussia, Russia, and Sweden. Players can fight through scenarios of various sizes that cover everything from the smaller engagements to medium sized clashes to the Full Day battles and, for those intrepid souls who want the epic experience of fighting all six days, the Grand Battle scenario.

They March Against Us is the first in a new series of Napoleonic wargames entitled *Bonaparte's Swords*, which borrows heavily on the mechanics and design approach of the popular Blind Swords series. The series goal is to offer players a realistic simulation of the command and combat experiences of the Napoleonic era but in a decidedly playable format. We hope you enjoy it!

Game Components:

- 1 – Retail Box
- 2 – 22x34 in Maps
- 1 – Rule Book
- 1 – Scenario Book
- 5 – Counter sheets (19mm Rounded pieces)
- 1 – Deck of 72 cards
- 2 – Black dice D6
- 2 – White dice D6
- 2 – Blue dice D6
- 2 – Red dice D6
- 2 – Green dice D10
- 2 – Player aids
- 2 – Artillery CRT
- 2 – Infantry Volley CRT
- 2 – Cavalry Charge CRT
- 2 – Infantry Assault CRT
- 1 – Fortune Events Card
- 1 – Draw Pile Creation Card
- 1 – General Records Track

2.0 HOW TO WIN

Players gain Victory Points by controlling key terrain features, inflicting losses on the enemy's units, and accomplishing defined goals as outlined in each of the scenarios. At the end of the scenario being played, players compare the total Victory Points they have each scored and the player with the greater VP total wins the game.

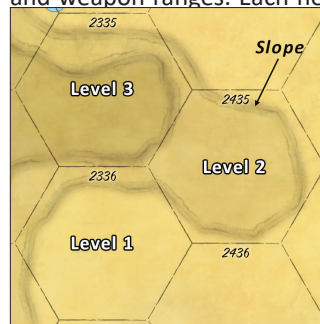
3.0 GAME SCALE AND MAP

3.1 Game Scale

Each map hex is approximately 400 yards across. Infantry and Cavalry units represent divisions or large brigades, and Artillery units represent groups of batteries. One Strength Point equals about 500 men or 6 cannons. Each Game Turn represents roughly 1.5 hours.

3.2 Map Features

There are two maps provided in the game – a **North Map** and a **South Map**. Most scenarios utilize only one map or the other while the big Full Day and Grand Battle scenarios use both maps butted together to make one huge map. A hexagonal grid has been superimposed on the game maps to regulate movement and weapon ranges. Each hex is numbered to make them easier to identify for set up and victory point purposes.

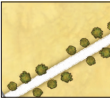


a. Hex Elevation Levels: Every hex is at a given elevation level, from "1" to "3". A hex's elevation level is important for **Line of Sight (LOS)** and **combat modifier** purposes. Hexes are color-coded to indicate their level, with light tan being the lowest elevation (level "1"), dark tan the next highest (level "2") and brown as the highest (level "3").

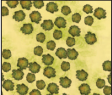
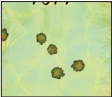
- **Multiple Elevations:** If a hex has two or more elevation colors in it, the entire hex is treated as being at a single elevation as follows: A hex with any level 3 is treated as level 3. A hex that is at least 1/3 level 2 and has no level 3 is treated as level 2. All other hexes are treated as level one. This means that small amounts of level 2 do not make a hex level two, but small amounts of level 3 do make a hex level 3.

- **Slopes:** Some hexsides have Slopes, a dark contour line between the different levels, to indicate where the elevation changes from one Level to another.

b. Terrain Features: A hex is considered to contain a certain terrain feature if the terrain's graphic occupies or traverses the hex. A hex can contain multiple terrain types.

-  **Roads:** Roads are represented by thick, tree-lined white lines that run from hex to hex. Units traveling from one Road hex to an adjacent Road hex with a connecting graphic may move faster during their movement. If a unit is not actually using the Road for movement or when the unit is involved in combat, the other terrain in the hex determines its characteristics. *For example, a hex with both a Road and Forest terrain (see below) can be used as a Road for movement and a Forest for combat.*

-  **Elster River, Pleisse River, Parthe River and Stream Hexsides:** These are water terrain features that run along a hexside. Each has special movement and combat rules that apply to units that wish to move or Charge across them.

- 
Bridge: Wherever a Road graphic crosses a Stream, Elster River, Pleisse River or Parthe River hexside, a Bridge graphic exists across the hexside. A Bridge maintains the Road over the Stream or River and thus units moving across a Bridge use the Road and its movement characteristics to do so. A unit must be in **Concentrated** mode (see 4.1e) to use the Bridge cost – otherwise it must apply the normal cost and procedure of crossing a Stream hexside (*it cannot cross the Elster, Pleisse or Parthe River unless it uses a Bridge. Exception see 11.4*). For combat purposes, a unit attacking across a Bridge hexside is treated in the same manner as attacking across a Stream or River hexside.
- 
Forest: Those hexes which are predominantly filled with green circular graphics (i.e., trees) and a greenish background are Forest hexes. Note that isolated tree graphics, such as those lining a Road, Stream, River, or in a Marsh hex are there for artistic enhancement only and do not qualify as Forest hexes.
- 
Lakes Hexsides: Lakes are isolated large bodies of water and shown as bigger blue-colored circular shapes along the sides of some hexes. A unit moving across these hexsides is treated the same as crossing a Stream hexside. To be clear, Lake hexsides are: 0419/0420, 0519/0520, 0519/0618, 2034/2134, and 2234/2334.
- 
Marsh: These hexes are colored blue-green and represent swampy areas. All Marsh hexes are at elevation level “1”. **Artillery** and **Cavalry** units must use **all** their Movement Allowance to enter a Marsh hex.
- 
Urban: This terrain represents towns and villages, along with most of Leipzig itself. These hexes are indicated with swaths of building graphics and the hex’s town/village name.
- 
Urban/Marsh Combinations: Spaces with both Urban and Marsh terrain graphics (*ex: The Manor in hex 1429*) are treated as an **Urban** hex for all **Combat** purposes, but for **Movement** it is treated as a **Marsh** hex. *Exception: Crossing the Pleisse and Parthe River. See 11.4a.*
- 
Fortified City Center: The center Urban hex of Leipzig (hex 1217) is the only hex with this special terrain feature, and it is considered to have a permanent “Fortified” marker in it. Other hexes can be made Fortified in certain scenarios.

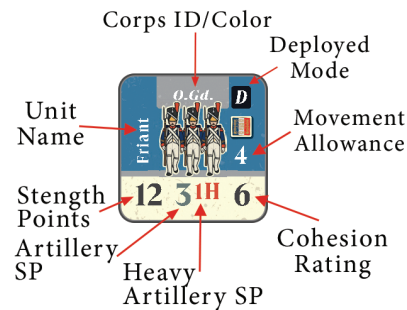
4.0 COUNTERS, MARKERS AND CARDS

4.1 Unit Counters

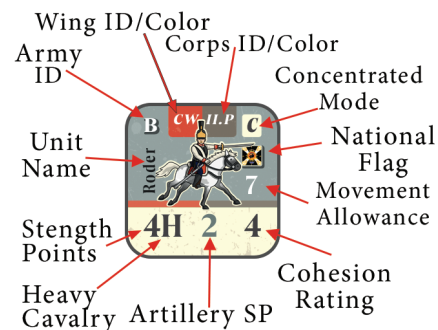
These represent the fighting troops on each side of the battle. One side represents the forces of Napoleon Bonaparte (primarily French troops along with Polish, German, and Italian contingents). The opposing side represents the Allied forces, a coalition of

mostly Austrian, Prussian, Russian and Swedish troops. Every unit belongs to a specific Corps (*exception: Cossack units and independent French formations*) and each Corps belongs to a Wing (if French, *not on the counter as it varies for each scenario*) or an Army (if Allied). Every unit counter is laid out in the following format:

French Unit Example:



Allied Unit Example:



a. Unit Background: The background of each unit indicates the predominant nationality of that unit. This not only advises the players which side the unit is on but is also important for some Event Cards. The various nationalities on each side and their background color are as follows:

French:		(French, Polish, Italian, German)
Allied:		Russian
		Austrian
		Prussian
		Swedish

b. Allied Army ID: The left corner of the top band indicates the Army to which the unit belongs:

B	= Army of Bohemia
S	= Army of Silesia
P	= Polish Reserve Army
N	= Army of the North.

French units have no such indicator here as the scenario being played will explain which Wing they belong to in that scenario (either Ney, Murat, or independent).

c. Wing and Corps ID: The middle top of an Allied unit counter has the unit’s Wing first (a two-letter code), followed by the unit’s Corps (in letters and/or Roman numerals). French units only have their Corps indicated here (in letters and/or Roman numerals). The background color of the Wing/Corps box is different for each Wing/Corps.

d. Deployed Mode: The front side of all unit counters is the unit's Deployed side (*primarily representing a combination of battle lines, some attack columns, open order formations, skirmishers out in force, etc.*). The Deployed side of the unit is more combat-ready but slower moving. This side is indicated by the letter "D" in a black box located in the top right corner of the counter.

e. Concentrated Mode: The back side of the counter is the unit's Concentrated side (*representing mostly closed columns, march columns, double lines, light skirmish screens, etc.*). This side allows faster movement and boosts the unit's morale but also lowers the number of SP that can be used in combat. This side is indicated by the letter "C" in a white box located in the top right corner of the counter.

During game Setup, players may place units with either their Deployed or Concentrated sides showing, unless the scenario instructions dictate otherwise. The same applies to units arriving as Reinforcements – the player may bring the units on in either mode at the time they are activated and moved onto the game map.

f. Unit ID: Along the left side of each unit counter is that unit's specific name. Historically, this is the unit's Division or Organizational Grouping name.

g. Type of Unit: There are three types of units in the game – Infantry, Cavalry, and Artillery. Infantry units have a central graphic of soldiers; Cavalry units of mounted troopers; and Artillery units of a cannon. Infantry units (only) show two soldiers for Small-sized units, three for Average-sized units, and four for Large-sized units (see Unit Sizes below). Cavalry and Artillery units have only one trooper or gun icon.

h. National Flag: The unit's flag is shown on the right side of the counter to assist in identifying it and for historical interest.

i. Movement Allowance (MA): Below the national flag, is the unit's MA value in white font. This indicates how far a unit may normally move while conducting a Movement action. This value will depend on the type of unit, whether the unit is showing its Deployed or Concentrated side and can be modified by the type of Order the unit is activated under.

j. Strength Point Values (SP): These values indicate the relative size of the unit in number of men and artillery pieces. SP is used throughout the game for combat and stacking purposes. The left-most SP value (in black font) is the Manpower SP value for Infantry and Cavalry units (it is not present on Artillery units); the middle SP value (in gray and/or red font) is the Artillery SP value (some units have two entries here) and can be found on all three types of units. *Note that the two sides of all unit counters each have different SP values.*

• **Infantry Units:** The Manpower Strength Point value on an Infantry unit is its strength in total number of soldiers. This is used for both Infantry Volley Fire Combat and Assault Combat. Artillery batteries are often attached directly to an infantry division, and such infantry units have their own Artillery SP value as well. This SP value is used when the unit issues its own separate Artillery Bombardment Fire Combat, when issuing Defensive Fire, or can be added with the Manpower SP when the unit conduct Infantry Volley Fire Combat.

◊ If the Artillery SP value has two numbers, this means that the

unit has both a Light Artillery value (*4lb. and/or 6lb. guns*) and a Heavy Artillery value (*12lb. guns and heavier*) present.

- The first larger, light gray number represents all the unit's guns – light and heavy - added together into one total and the player may elect to issue fire using this SP value. This is treated as "Light Artillery" for Fire Combat purposes (but is still termed as just the unit's Artillery SP for simplicity).
- The second smaller, red number, with an "H" suffix, is only the portion of the Artillery SP which represents the Heavy Artillery. The player may also opt to issue Artillery Bombardment fire using only this "Heavy Artillery" SP value, and if so, this extends a unit's Artillery range to three hexes (but only for this "H" SP value).

For example, an Infantry unit with an Artillery entry of "4 2H" could issue Artillery Fire Combat using 4 SP as Light Artillery and firing at a one or two hex range or it could opt to issue Artillery Fire Combat with the 2 SP of only Heavy Artillery out to a range of three hexes.



- **Jaeger/Grenzer Indicator:** Allied Infantry units (only) that show an asterisk (*) with their Manpower SP value are considered to have extra skirmishing ability and are therefore eligible to use the Jaegers/Grenzers Harassing Fire Event Card.



- **Cavalry Units:** Cavalry units are laid out in the same format as Infantry units, except that cavalry can be either "Light Cavalry" (Hussars, Lancers, some Dragoons, etc.) or "Heavy Cavalry" (Cuirassiers, Horse Grenadiers, some Dragoons, etc.). This is important for movement distances and in Assault Combat. All cavalry is treated as Light Cavalry, unless their Manpower SP value includes an "H" suffix. In that case, the unit is "Heavy Cavalry".



- **Artillery Units:** These units have only an Artillery SP value. This value is used for Artillery Bombardment Fire Combat, Defensive Fire, and when defending in Assault Combat (but only ½ the SP value is used in the latter case). The Artillery SP value is read and applied in the same manner as the Artillery SP is for Infantry units.

- **Unit Sizes:** All units are segregated into Size categories, which is based on their SP values (for Infantry) or type (if Cavalry or Artillery). These Size categories affect when the unit becomes Broken due to Hits being inflicted on it (see below).

- **Infantry Unit Size:** This is based on the Manpower SP value shown on the unit's Deployed mode side.

Small Infantry Unit (2 figures) = 1 to 5 SP

Average Infantry Unit (3 figures) = 6 to 14 SP

Large Infantry Unit (4 figures) = 15 to 20 SP

The number of Infantry figures shown on the unit counter reflects the unit's Size.

- **Cavalry Size:** Because these types of units are more fragile than infantry, they are always considered to be Small sized units for determining when they are Broken, regardless of their Manpower SP value.

- **Artillery Size:** These units are also more fragile than infantry and are also always considered to be Small sized units for determining when they are Broken, regardless of the Artillery SP value.

k. Cohesion Rating (CR): The value on the bottom right of the unit counter is the unit's CR and reflects the unit's training, discipline, experience and morale. The higher the number, the better the unit will generally perform. A unit's CR can be modified up or down during game play.

- A unit's CR can be lowered for all purposes if it has a Hit marker on it (see 4.2).
 - ◊ The CR is not lowered if the unit is **Shaken**.
 - ◊ The CR is lowered by one (-1 CR) if the unit is **Disrupted** or **Depleted**.
 - ◊ The CR is lowered by two (-2 CR) if the unit is **Battleworn**.
- A unit's CR can also be temporarily adjusted due to certain circumstances when the unit is involved in any combat (Fire Combat or Assault Combat) or a Morale Test.
- A unit's modified CR can never be less than "0" nor more than "6", regardless of accumulated modifiers.



4.2 Gameplay Markers

There are numerous markers used to indicate unit conditions, game play status, etc. These are described in more detail in the relevant rule sections, except we will discuss the Hit markers here.

- **Hit Markers:** These markers represent cumulative Hits that a unit has suffered during the game. The relevant marker is placed under the affected unit to reflect the total number of Hits scored on that unit. These different levels can affect a unit's combat performance (reflected through detrimental column shifts) and its Morale Tests (modifying the unit's CR value):

◊ 1 Hit = Shaken



◊ 2 Hits = Disrupted (-1 CR)

◊ 3 Hits = Depleted (-1 CR) – Small Infantry, Cavalry, and Artillery are Broken

◊ 4 Hits = Battleworn (-2 CR) – Average Infantry Units are Broken

◊ 5 Hits = Large Infantry Units are Broken

- **Critical Hit Markers:** These special Hit markers work the same way as regular Hit markers except that they are only used exclusively on a unit that has Broken and is Rallied back into the game. At that point, the player places a Critical Hit marker on the unit instead of a regular Hit marker to represent its accumulated Hits. Thereafter only Critical Hit markers are used on this unit for the rest of the game. In addition, **a "Shaken" Critical Hit marker can never be removed for any reason – the unit is always at least Shaken.**

4.3 Broken Units

Units are placed on the Broken Track when they suffer the indicated number of Hits for their Size category. Always place Broken units on the track showing their Concentrated mode side (as they use that side for any Rally attempts and, if successful, they are placed back on the map showing that side). Small units are Broken with their 3rd Hit and placed in the Broken-1 box;

Average unit with their 4th Hit; and Large units with their 5th Hit. If units suffer total Hits beyond those thresholds, the units are placed into a higher number Broken Box. If 1 Hit beyond, they go into the Broken-2 box, and if 2 or more Hits beyond, they go into the Broken-3 box. *Note also that if a unit is Broken while stacked with other units, those other units must take an immediate Panic Test (see Morale Tests – 15.0).*

For example, a Small unit suffering 5 total Hits is placed into the "Broken-3" box on the Broken Track.

- **Shattered Units:** If a unit that already has a Critical Hit marker is Broken again, the unit is then Shattered. A Shattered unit is removed from game permanently, as it has been decimated and can no longer offer meaningful resistance to the enemy.

4.4 Cards

The game contains 72 Cards which are used by the players to activate formations, and create events. These are seeded into a central draw pile, from which cards are drawn one by one during game play. There are three types of Action Cards:

a. The Activation Cards (Formation and CIC) are played to activate the player's units, and the Formation Cards require an additional dice roll to determine the exact number of Corps that can be activated.

b. The Event Cards are battle and era specific historical events that can be used by both players to gain bonuses for their units or inflict penalties on the opponent's units.

c. The Friction of War and Fortunes of War cards are Wild Cards, and each produces a special effect as detailed on the card itself.

d. Scenario Cards - The Lindenau, Liebertwolkwitz, and Mockern scenarios each call for adding a Special Scenario Card to the Card Draw Pile when playing those scenarios. Each scenario has a unique card that has special instructions on it that are immediately enacted when the card is drawn.



4.5 Charts and Tables

Included in the game are Player Aid cards and a General Records Track card. Each player gets a Player Aid card that includes a sequence of play and summary charts of various game play mechanics. Each player also gets two Combat Results Tables (CRT) player aid cards – one aid containing the Artillery Bombardment and Infantry Volley Fire CRTs and the two other aids containing the Infantry Assault and Cavalry Assault CRTs.

4.6 Dice

The game includes ten dice and each player gets an identical set of five dice - a black, white, red, and blue six-sided die and a green ten-sided die.

- a. Players may be required to roll one die to generate a number from **1-6** (for example, when taking a Morale Test). For consistency, this is done using the black die.
- b. Players will also be rolling the green die to generate a number from **1-10** (with the “0” being the “10”). This is used if a Combat Event occurs, which happens if the black/white dice are “doubles”, and the die roll dictates which of the ten listed events occurs.
- c. Players may be required to roll two dice to generate a number from **11-66** (for example, when rolling on any CRT). In this case, the player uses the black die as the first digit of the number and the white die as the second digit.

For example, a roll of a black “5” and a white “1” is read as a result of “51”.

- d. During combat, most of the time players roll all five of their dice simultaneously to generate three sets of numbers. The black/white dice combo yields a number from **11-66** to determine the type of Cohesion Test taken, while the red and blue dice are used for resolving the actual effect of the Cohesion Test. The green die is used in case there is a Combat Event.

5.0 UNIT STACKING

Stacking refers to the placement of more than one unit counter in the same hex. The maximum number of unit counters that can physically occupy a hex at the end of a given Phase or Step is determined by the total Strength Points value. The maximum number of SP allowed in a single hex is 20 SP. Units may not end any Movement – voluntary or involuntary – in a hex if the total printed SP exceeds that limit.

5.1 Counting SPs

Infantry and Cavalry units use their Manpower SP value (the black SP value) to determine stacking values while Artillery units use their Light Artillery SP value (the light gray value) for stacking (not the red Heavy Artillery value unless the unit only has Heavy Artillery).

5.2 Passage of Lines

The stacking limit can be temporarily exceeded during a unit’s normal movement but doing so imposes an additional cost of 1 Movement Point to enter that hex.

6.0 SEQUENCE OF PLAY

They March Against Us is played in a series of Game Turns, the actual number of turns depending on the scenario selected. Every Game Turn is played in a predetermined sequence of Phases. Each Phase must be completed in its entirety before proceeding to the next Phase. The Sequence of Play is summarized as follows:

1. COMMAND DECISION PHASE

- a. *Choose and seed Formation Activation Cards*
- b. *Choose and seed Key Event Card(s)*
- c. *Draw and seed random Event Cards*
- d. *Seed eligible CIC Activation Cards*
- e. *Friction of War and Fortunes of War Cards are seeded*
- f. *All seeded cards shuffled and form Card Draw Pile*

2. CARD DRAW PHASE

- a. *Held Card Step*
- b. *Draw Card Step*
 - *Friction of War Card* is noted and then discarded.
 - *Fortunes of War Card* is resolved and then discarded.
 - *Formation, CIC, or Event Card* is either played or held (if eligible). If held, draw a new card. If not held, proceed to the Activation Phase and resolve the card.

3. ACTIVATION PHASE

- a. *Played Event Card is resolved* (played for listed Event or for a Default Event).
- b. *Played Formation/CIC Activation Card is resolved.* Every activated unit proceeds through each of the following Steps together, every unit completing that Step before all proceed to the next Step.
 - *Fire Combat Step*
 - *Movement Step*
 - *Assault Combat Step*
 - *Rally Step*
- c. If any cards remain in the Card Draw Pile, *return to Card Draw Phase*. Otherwise, *go to End Phase*.

4. END PHASE

- a. *Final Held Card Step*
- b. *Fieldworks Step*
- c. *Update Broken Units Step*
- d. *Victory Points Step*
- e. *Reset Step*
- f. *Game Turn Advancement Step*

If the last Game Turn of the scenario has been completed, the game is over. Consult the Victory Determination section.

Players should take note that Fire Combat occurs before Movement. This is intentionally designed to abstractly reflect the extra time required to prepare a unit to issue disciplined volleys.

7.0 COMMAND DECISION PHASE

During this phase, all cards that will make up the Card Draw Pile for the upcoming Game Turn are now determined by the players.

7.1 Formation Activation Card Selection

Both players simultaneously and secretly choose one or more Formation Activation Cards for each of their formations that are involved in the game. The scenario dictates how many cards per formation the player chooses.

- a. Each Wing for the French (Murat and Ney) has two identical sets of six Activation Cards.
- b. Each Army for the Allies (Bohemia, Silesia, Polish Reserve, and North) has one set of six Activation Cards.
- c. Each Activation Card has one or two Orders listed on it. The player selects cards, displaying the Order(s) that they want these formations to be governed by during the upcoming Game Turn, for each of the Wing (French)/Armies (Allies) and seeds those cards – face down – into the Card Draw Pile. See Draw Pile Creation Card.

7.2 Key Event Cards

Each player then secretly chooses a number of their available Event Cards (depending on the scenario) and seeds these Key Events Cards directly into the Card Draw Pile, face down.

Note that some scenarios may not allow a player to choose a Key Event card at all and some may remove certain Event Cards from the scenario for historical reasons.

This is an important step in game play as it guarantees that these selected Key Event Cards will be somewhere in the Card Draw Pile. So, players will need to think about which events they really want to see come up this turn. Note, however, that this does not guarantee these events will be activated ... they could still be cancelled by the Friction of War Card.

7.3 Random Events

After seeding their Key Event Cards into the Card Draw Pile, each player flips their remaining available Event Cards face down and gives them a good shuffle. They then seed a prescribed number (depending on the scenario) of randomly drawn cards face down to the Draw Pile. The remaining Event Cards are placed aside face down and are out of play for this Game Turn. These cards cannot be examined by either player during the upcoming turn. The set aside Event Cards will be available again for selection next Game Turn.

This obviously means that there will be a population of Event Cards in the Card Draw Pile – aside from the Key Event Cards you previously chose - which are unknown to you.

7.4 CIC Activation Cards

Both players seed their CIC Activation Card into the Draw Pile, provided they are included in the scenario being played.

7.5 Final Step

Depending on the scenario instructions, any player seeds either or both of the Wild Cards into the Card Draw Pile (the Friction of War and Fortunes of War Cards). In addition, some scenarios call for a Special Scenario Card to be added to the pile as well.

All seeded cards are then shuffled together, and these are placed face down within reach of both players. This established the turn's Card Draw Pile.

These steps create a Card Draw Pile used by both players during the current Game Turn and which drives the action of this turn. This one pile contains a random distribution of all the Formation Activation, CIC Activation, Event (Key Events and Random Events), and Wild Cards for both sides. Thus, the order in which units are activated, and events occur will be randomly determined by card pull and players need to make their plans for the turn accordingly. The ability to hold up to two cards and delay their implementation is a mitigation against that randomness but also risks the outright loss of the held card with no effect.

8.0 CARD DRAW PHASE

The central mechanic that drives the action in They March Against Us is the card-draw activation system. This will direct the players as to who can move, fight, and conduct other actions.

8.1 Held Cards Step

When an Activation (*Formation or CIC*) or Event Card is drawn, the player to which the card belongs may elect to hold the card rather than play it immediately. However, a player may only have a maximum of two held cards in hand. If a player is already holding two cards and wishes to hold the just-drawn card, one of the held cards must be first discarded with no effect. If the drawn card is held, then a new card is immediately drawn.

Players may want to hold Activation Cards to play them at a more opportune time later in the Game Turn. Event Cards that are not used for their Default Event effects will normally be held, depending on their instructions. But be aware that there are ways that the opposing player can make you discard a held card with no effect!

After the current card is fully resolved and before a new card is drawn from the Card Draw Pile, both players have the opportunity to play one (*and only one*) card they are currently holding in their hand.

- a. If both players are holding cards that they wish to now play, the French player decides whether they wish to play first or if the Allied player must play first. In this case, the first player does so and then the second player plays a card immediately thereafter (*no new card is drawn from the Card Draw Pile until both held cards are played*). The player who does play a held card does so as if they just drew it from the Draw Pile, except that a held Event Card **cannot** now be played for its Default Event effects.

- b. Only one held card can be played by each player during this step. In order to play a second held card, a card must first be drawn from the top of Card Draw Pile and then after that card is resolved, a player(s) may play another held card.

Note that if both players announce they intend on playing a held card, they must do so – they may not renege after seeing which card the opponent played or its result.

8.2 The Card Draw

Either player – the French player on even-numbered turns and the Allied player on odd-numbered turns – draws the top card from

the Card Draw Pile and reads it aloud. The card is then handed to the owning player (*i.e.*, the player who seeded the card into the deck) for them to resolve. In the case of either Wild Card, the Fortunes of War card is immediately resolved to conclusion, and the Friction of War Card is placed on top of the Discard Pile and affects the next card drawn.

8.3 Card Application

If the drawn card is not held, or a previously held card is now played, the owning player proceeds as follows depending on the type of card played/drawn:

a. Formation Activation Card: The player keeps the drawn card face up and nearby to use as a reference.

- First, the player consults the card and rolls the black and white dice to generate a number from 11-66. The result will advise the player as to how many units may be activated from the card's formation. This is expressed as a number of individual Units, Corps, or Wings.
- The player then announces exactly which Units, Corps, or Wing are being activated.
 - ◊ Players may use the "Activated" markers to indicate exactly which Corps are being activated as a reminder (these are removed at the end of this activation). The "Activated" markers also have one of the four Orders on them so players can assign the proper Order to units, including those activated per the Bonus and Special Leader Activations (see below).
- All units activated in this manner must operate under the Order(s) allowed by the card (Attack, Defend, Maneuver, or Regroup – see section 9.0).
- If the Activation Card lists two Orders, the player also then selects which one of the two listed Orders is being used for the units involved. Each Corps that is activated may be assigned either of the two listed Orders (and all units of that Corps must then follow that assigned Order).

Note that with the Double-Order Formation Activation Cards, the player is choosing from either a pair of aggressive Orders or a pair of more restrained Orders. This gives the player more flexibility at the time of the card being used but the chances are that fewer units will be activated for the cost of that greater flexibility. So, if a card lists both Attack and Maneuver, and the dice roll allows two Corps to be activated, one Corps could choose Attack and the other Maneuver ... or both could choose either Order.

- All activated units then follow the Sequence of Play steps simultaneously and conduct/resolve them together in any order as chosen by the owning player.
- The drawn card is then discarded to the Discard Pile.
- **Doubles Bonus Activation Dice Roll:** All Activation Cards have a Doubles Bonus Activation entry indicated on the bottom of the card that is triggered whenever the player rolls "doubles" on their activation dice roll. In the case of the special "Even-Numbered Doubles" entry (on some Allied cards), this refers to only Activation rolls of "22", "44", or "66". This allows the activation of an additional unit(s) - above and beyond the normal rolled activation ability granted by the drawn

Activation Card - or allows the player to assign an activated unit(s) a different Order than the one on the card.

- ◊ These bonus units can be units that are part of the activated formation but choose to operate under their own Order (different from the rest of the formation).
- ◊ These bonus units could also be units that are not part of the activated formation and operating under their own Order.
- ◊ Each bonus unit is assigned an Order at the time of selection (again, use the appropriate "Activation" markers). If two additional bonus units are granted, they each can be assigned a different Order, but both follow the sequence of play with all activated units.

- **Special Leader Ability Activations:** The Ney and Murat "Attack" Activation Cards and the Army of Silesia "Attack" and "Maneuver" Activation Cards also have a unique instruction listed on their cards. This instruction allows one additional unit under their command to conduct an Assault Combat attack or Movement independently of the normally activated units (*i.e.*, the chosen unit for this bonus cannot be part of the activated formations). These units may not conduct any other actions other than the one prescribed by the Special Leader ability.



*For example, if the Ney "Attack" Activation Card is drawn and a result of "33" is rolled, two French Corps commanded by Ney may each be activated under an Attack Order. In addition, because of the Special Leader Ability rule, any one unit under Ney (but not from either of the two Corps already chosen to be activated) may itself attempt a Charge to initiate an Assault Combat attack (only) during the Assault Combat Step. Also, due to the Doubles Bonus Activation Dice Roll, the player has two choices: they could activate any two units not already chosen and each may be activated under any Order; or two units in the two activated Corps could be chosen as the bonus units and be given a different Order (*i.e.*, other than Attack) to operate under. So, one unit could, for example, operate under a Maneuver Order and the other unit could opt to Regroup. In all these cases, the player should use the appropriate "Activated" markers placed near the affected units to keep things straight.*

b. CIC Activation Card: There are two CIC Activation Cards, one for each side (though not all scenarios allow their use). When this card is drawn or played after being held, the owning player follows the instructions on the card and then activates any units allowed.

- **French Imperial Guard Corps:** The four Corps of the French Imperial Guard – I Young Guard (I.YG), II Young Guard (II.YG), Guard Cavalry (Gd.C), and Old Guard (O.Gd) do not have their own Formation Activation Cards. They can only be activated either by the Napoleon CIC Activation Card, or the Petit Caporal Event Card, or by being the eligible chosen units in certain other Event Cards (for example, Grand Battery), or by having their individual units chosen as part of the Doubles Bonus Activation Dice Roll.
- **French Independent Units:** Unless the scenario being played specifically overrides this rule, the five “Independent” French units - Dombrowski, Lefol, 1 Leipzig, 2 Leipzig, and 3 Leipzig – will activate when the Napoleon CIC Activation Card is drawn. Each unit may be activated in any order and may be assigned any eligible Order at that time. They are also activated by being the eligible chosen units with certain Event Cards, or by having their individual units chosen as part of the Doubles Bonus Activation Dice Roll.
- **II.A and III.A Austrian Corps:** The two Austrian Corps (II.A and III.A) of the LF wing of the Army of Bohemia are activated automatically with any Order (can have different orders) when the Allied CIC Card is played. This is in addition to any other Allied Corps that are activated.
- **Allied Cossacks:** The Allied Cossack units are activated when the Allied CIC card is played. *See g. below.*

Note that there are two effects on each CIC Card – one in the body of the card and another at the bottom – and both can be used. The card is then discarded.

c. Event Card: If an Event Card is drawn, the owning player can either immediately enact the instructions on the card, hold the card for later use, or the card can be used immediately for its Default Event.

- **Play Immediately:** Some Event Cards must be played when they are drawn, either for their written event or their Default Event (see below). The card will state if the card must be played immediately after being drawn.
- **Hold Card:** Most Event Cards can be held for future use. Unless stated otherwise on the card, a held Event Card can be played during the Held Event Card Step or during game play resolutions, as described on the card.
- **Default Events:** Every Event Card can be used for its Default Event instead of its printed effect. When drawn, the player may opt to use the card immediately for one of two possible actions:
 - ♦ **Opportunity Fire:** Conduct an eligible Fire Combat with one unit, but only against a Target Unit in an adjacent hex. Treat this as a Fire Combat under an Attack Order.
 - ♦ **Steal a March:** Conduct Movement with one unit as if under an Attack Order (using normal Movement rules).

If either of these options are chosen, the card cannot be used for its printed event effect. The Event Card can only be used for its Default Event immediately after being drawn – it cannot be used for the Default Event after it is held by the player.

Take note again that for both Default Event options, the chosen

unit moves/fires as if under an “Attack” Order.

d. Friction of War: This Wild Card is immediately placed into the Discard Pile. It affects only the next drawn card – not the next card played (so it has no effect on held cards that are played) – as follows:

- If the next card drawn is a CIC Activation Card, the CIC Card is immediately removed from play and remains out of play for the remainder of this Game Turn. It is automatically returned to play during the following Game Turn’s CIC Step (*see 7.4*). This effect simulates the temporary absence of higher-level command control due to illness and/or disruption at headquarters.
- If the next card drawn is a Formation Activation Card, the owning player must play this card immediately (they may not opt to hold it) but the player does not roll the normal dice to determine the units being activated. Instead, the top (worst) result on the card is automatically applied (i.e., as if the player rolled a “12”).
- If the next card drawn is an Event Card, it is immediately discarded with no effect.

e. Fortunes of War Card: When this card is drawn, any player rolls their black/white dice and cross references the rolled result on the card. *See the Fortunes of War Descriptions Card for each of the results.*

f. Special Scenario Cards: The Lindenau, Liebertwolkwitz, and Mockern scenarios each call for adding a Special Scenario Card to the Card Draw Pile when playing those scenarios. Each scenario has a unique card that has special instructions on it that are immediately enacted when the card is drawn.



g. Cossacks: There were a number of Cossack units in the Allied army, but two groups operated independently (for the most part) of standard Allied command structures. These two Cossack units are the Platov Cossacks (PL*) in the Army of Bohemia and the Karpov Cossacks (KA*) in the Army of Silesia. Cossack units may be activated as part of their Wing or as a Corps. They may also freely activated with the usage (not just the drawing) of the Allied HQ CIC Card, and these units may be given any Order the player wishes. If the Allied HQ CIC Card is not used in the scenario, the Special Scenario Card will trigger the activation of a Cossacks unit.

9.0 ORDERS

When units are selected to be activated, either by Formation Activation Card or CIC Activation Card, those units must all operate under one of the four available Orders – **Attack, Maneuver, Defend, and Regroup**. Each Order has specific game play parameters associated with it. In the case of a Formation Activation Card, that Order is determined by the card itself. For a CIC Activation Card, the activated Corps may each be under any one Order the player wishes. For Doubles Activation Dice Roll results, each individual activated unit operates under its own Order.

Important Note: These Orders, and their benefits/restrictions, are only in effect while a player's units are activated due to a Formation Activation, CIC Activation, or Event Card. They provide guidelines for what units can and cannot do and having your units under the proper Order at the appropriate time is a key to winning. Once an activation is finished, the Order assigned during this phase has no further effect on the units. If units are later activated for any reason, the Order parameters once issued to these same units are not in effect anymore. The new Order or Event is now followed. So, for example, if a unit was under a Regroup Order during its last activation and later in the game an Event Card is played that allows an eligible Charge to be conducted, that unit may be selected to do so and is no longer restricted by the previous Regroup Order.

9.1 Attack



Units are ordered to engage the enemy where possible and even bring them to close combat if necessary. Units move up to their printed Movement Allowances plus they may Engage enemy units (see 11.4b) and conduct both Fire and Assault Combat attacks (*this is the only Order that allows Assault Combat attacks*). However, the units may not conduct a Rally.

9.2 Defend



The formation's units are ordered to hold defensive zones and soften up the enemy in preparation to receive the enemy's future attack. Unit Movement Allowances are reduced by "-2". They may Engage enemy units and conduct Fire Combat (*with a beneficial column shift*). They may also Rally (but not as well as with a Regroup Order).

9.3 Maneuver



Units are instructed to move as quickly as possible to another position, avoiding contact with the enemy. Movement Allowance for units is increased by "+2", and they may use the Road March Bonus. These units may not Engage the enemy. They may conduct Fire Combat (*but with a detrimental column shift*). Units may not Rally.

9.4 Regroup



Units are ordered to rest and refit, gathering stragglers and supplies. This Order allows units to Rally (*with a temporarily increased CR*), but they cannot do much else. Units ignore their given Movement Allowance and may only move one legal

hex (*regardless of cost*) and may not Engage enemy units. If a unit wishes to Change Formation, it may do so, but it may not then conduct any further Movement. They may issue Fire Combat (*but with a detrimental column shift*).

9.5 Double-Entry Orders

If the Activation Card indicates two different Orders, the player chooses which one of those two listed Orders applies to all activated units of a particular Corps. The Corps do not need to be assigned the same Order (*of the two choices*). Note that there normally will be fewer units activated with these double-entry Orders.

10.0 FIRE COMBAT

Units that are eligible to conduct Fire Combat will do so during the Fire Combat Step, when issuing Defensive Fire during the Assault Combat Step, or due to an Event Card. Fire Combat is announced and resolved to conclusion for each activated unit in any order desired by the owning player. Cavalry units may not issue Infantry Volley Fire Combat, but they may issue Artillery Bombardment if they have an Artillery SP value.

10.1 Fire Combat Eligibility

Units issue fire by unit and each fire is resolved completely before moving to the next one (*however, there is a special case where multiple units can all fire together – see 10.2e*). Each unit (*the "Firing Unit"*) can only fire once in the step and can only fire at one enemy unit (*the "Target Unit"*), but an enemy unit can be targeted multiple times by different units. Units may not fire both Artillery Bombardment and Infantry Volley Fire in the same step – only one or the other. Firing Units may only target enemy units to which they have a Line of Sight and that are within Range of their weapons.

a. Orders: Units may issue Fire Combat under any Order, sometimes with a beneficial column shift (*under Defend*) or a detrimental column shift (*under Maneuver and Regroup*).

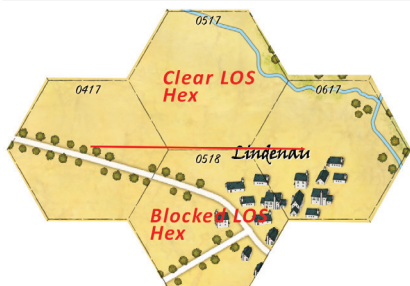
b. Artillery Fire Line of Sight (LOS): When a unit issues Artillery Bombardment Fire Combat at a target two or three hexes away, it must be able to see the Target Unit. To determine LOS, draw an imaginary line from the center of the Firing Unit's hex to the center of the Target Unit's hex. The LOS can be Clear (*no effect on the fire*), Blocked (*preventing fire entirely*), or Obscured (*reducing the effectiveness of the fire*). Blocking and Obscuring can be caused by any intervening Woods or Urban terrain hexes, higher elevation hexes, and/or hexes occupied by units of either side.

An "*intervening*" hex is a hex located between the Firing Unit and the Target Unit and that is touched, in any manner, by the Line of Sight. This does not include the Firing Unit's hex nor the Target Unit's hex. Firing at an adjacent Target Unit is always a Clear LOS.

• **LOS Along Hexsides:** If the LOS is traced exactly along a hexside, check the terrain in both hexes sharing that hexside. If both have the same LOS effect, use that effect. Otherwise, apply as follows:

- ◊ Clear + Obscured = Clear
- ◊ Clear + Blocked = Obscured
- ◊ Blocked + Obscured = Blocked

For example, if the LOS runs along the hexside between hexes 0517 and 0518, it is considered to be an Obscured LOS even though there is Blocking (Urban) terrain in 0518.



- The LOS trace does not have to contact the actual graphic image of the terrain, just the hex itself. Specific LOS cases are determined by the relative elevation levels of the firing unit's hex and the target unit's hex, as follows:

Firing Unit and Target Unit are both on the same elevation level:

- Any intervening hex that is higher than both units will Block the fire.
- If all intervening hexes are lower than both units, any intervening Woods or Urban terrain hexes, or hexes containing any unit (*friendly or enemy*) causes an Obscured LOS.
- If any intervening hex is at the same level as both units, the LOS is Blocked if there is any Woods or Urban terrain or any unit (*friendly or enemy*) in the hex.
- If none of the above apply, the LOS is Clear.

Firing over friendly units needs to be more careful, for fear of hitting one's own troops, and thus it is treated as being Obscured. Firing over villages and forests is made difficult due to the more restrictive firing lanes offered while shooting around, over, or through such large terrain obstacles. Also, firing over enemy troops is treated as Obscured due to the dust and smoke created by such units.

LOS Example: The LOS is Blocked for a unit wishing to fire from hex 1309 at a unit in hex 1510. If it fired at hex 1509 it would be Obscured because of the higher elevation in hex 1409. If it fired at hex 1410 it would be Blocked because of the Urban hex in 1310 and the higher elevation hex in 1409.



Firing Unit is at a lower elevation level than Target Unit (i.e., firing uphill):

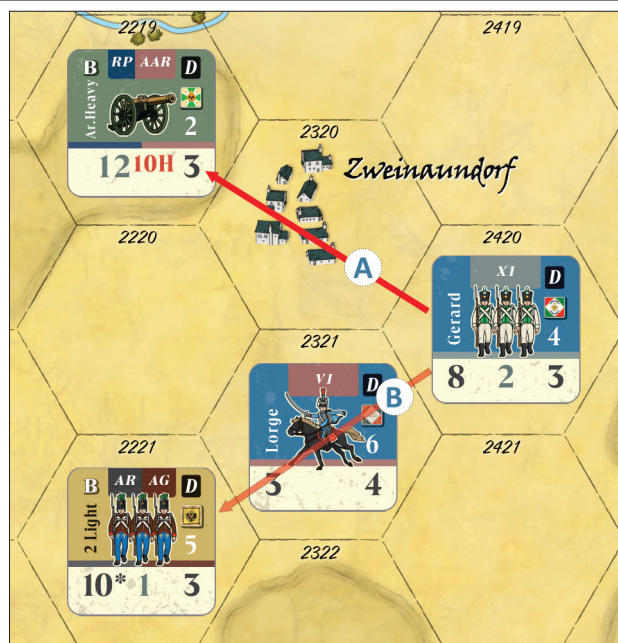
- Any intervening hex that is higher than both units will Block the fire.
- If all intervening hexes are lower than both units, any intervening Woods or Urban terrain hexes, or hexes containing any unit (*friendly or enemy*) causes an Obscured

LOS.

- If any intervening hex is at the same level as the Firing Unit, or higher than the Firing Unit but lower than the Target Unit, and if any such hex also contains Woods or Urban terrain or any unit (*friendly or enemy*), then the LOS is Obscured.
- If any intervening hex is at the same level as the Target Unit, the LOS is Blocked if there is any Woods or Urban terrain or any unit (*friendly or enemy*) in that hex.
- If none of the above apply, the LOS is Clear.

LOS Example: **A** A unit firing from hex 2420 at a unit in hex 2219 would have an Obscured LOS due to the Urban hex in 2320 (it's the same elevation as the Firing Unit but lower than the Target Unit).

B A Firing Unit in hex 2420 wanting to fire at a Target Unit in hex 2221 would have its LOS Blocked by an enemy or friendly unit in hex 2321, which is at the same elevation as the Target Unit.



Firing Unit is at a higher elevation level than Target Unit (i.e., firing downhill):

- Any intervening hex that is higher than both units will Block the fire.
- If all intervening hexes are lower than both units, any intervening Woods or Urban terrain hexes, or hexes containing any unit (*friendly or enemy*) causes an Obscured LOS.
- If any intervening hex is at the same level as the Target Unit, or higher than the Target Unit but lower than the Firing Unit, and if any such hex also contains Woods or Urban terrain or any unit (*friendly or enemy*), then the LOS is Obscured.
- If any intervening hex is at the same level as the Firing Unit, the LOS is Blocked if there is any Woods or Urban terrain or any unit (*friendly or enemy*) in that hex.
- If none of the above apply, the LOS is Clear.

c. Weapon Ranges: Unit's issuing Fire Combat will do so using either Muskets, Light Artillery, or Heavy Artillery weapons. Each of

these three weapons has its own Weapon Range categories (see the Weapon Ranges Table on the CRT). Range is measured from the Firing Unit's hex to the Target Unit's hex via the shortest path possible. A unit's Range is divided into three categories: Short, Effective, and Long.

- **Short Range: For Artillery Bombardment fire (only)**, this is when the Target Unit is in a hex adjacent to the Firing Unit. The Firing Unit earns a two-column-shift-right benefit to its Fire Combat (representing canister fire).
- **Effective Range:**
 - ◊ Units issuing Artillery Bombardment Fire firing at a Target Unit two hexes away do not receive any column shift for Fire Combat resolution at this range.
 - ◊ Infantry units issuing Infantry Volley Fire are using Muskets and may only fire at an adjacent unit. There is no column-shift benefit for Muskets.
- **Extended Range:** Firing Units using their Heavy Artillery SP for Artillery Bombardment Fire may fire at a Target Unit three hexes away with no column shift effect.

Note again that only the "H" Artillery SP value of a unit can be fired at Extended Range.

10.2 Fire Combat Procedure

Regardless of the type of Fire Combat being issued the basic procedure used to resolve a Fire Combat is the same. The only difference is that if the firing unit is using its **Artillery SP** value, it uses the **Artillery Bombardment Combat Results Table (CRT)** for applicable Column Shifts, Cohesion Test Results, and Events. If an **Infantry unit** is firing using its Muskets (i.e., its Manpower SP), then it uses the **Infantry Volley Fire CRT**. The active player announces which one of their eligible units is conducting the Fire Combat and which one eligible enemy unit is the target of that Fire Combat. Regardless of the type of fire, the player calculates the relevant SP value used by the Firing Unit and finds the corresponding "Strength Points" (SP) column heading on the appropriate Fire Combat CRT that includes the firing SP value. This is the Starting Column of the Fire Combat, but the Starting Column can never be more than "32" SP and the Firing Unit uses the "32+" column for any totals higher than that.

- Units that have two Artillery SP values listed use the first (larger) value when firing at Short and Effective Ranges. The second value is the portion of the SP value that represents the Heavy Artillery ("H") component, and it is used only when firing at Long Range.



For example, a unit with a "3 2H" Artillery SP value will fire with 3 SP when conducting Artillery Bombardment at Short and Effective Ranges, but with only 2 SP when firing at Long Range.

- Any unit may fire Artillery Bombardment using only their Artillery SP value (if they have one).
 - If a unit has two Artillery SP values, the player must declare which one the unit is using to resolve the Fire Combat.
 - When a unit fires Artillery Bombardment, place a "Unit Fired" marker on the unit. That unit's Movement Allowance is now

halved (rounded up) or disallowed (depending on the Order) for the subsequent Movement Step (see 11.0). This marker is removed at the end of this activation.

- Infantry units may fire Infantry Volley Fire using their Manpower SP value (but see Tactical Artillery Support below), provided they do not also issue Artillery Bombardment during the same step.

- **Tactical Artillery Support:** An Infantry unit that also has an Artillery SP value adds that Artillery SP with its Manpower SP to get the total SP used in the Volley Fire Combat. However, note that no Artillery column shifts apply (i.e., no "Short Range" shift, etc.) - this is resolved only as Infantry Volley Fire.

For example, an Infantry unit with a Manpower SP of "8" and an Artillery SP of "2" has a total Infantry Volley Fire Combat SP of "10".

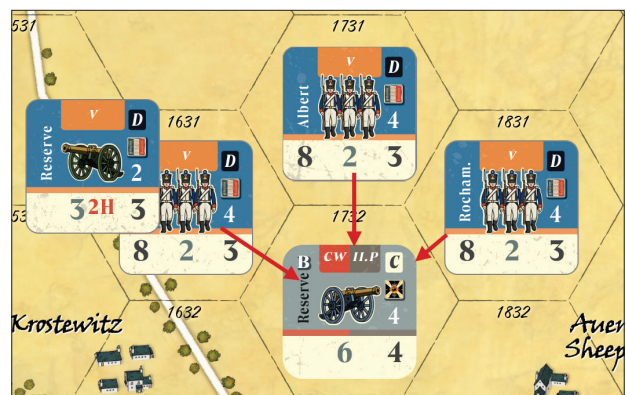


- When a unit fires Infantry Volley Fire, place a "Unit Fired" marker on the unit. That unit's Movement Allowance is now halved (rounded up) or disallowed (depending on the Order) for the subsequent Movement Step (see 11.0). This marker is removed at the end of this activation.

- Units may not use both Artillery Bombardment and Infantry Volley Fire Combat in the same step. The player must decide which one type of Fire Combat is best for the unit to commit to during this step.

- Combined Corps Fire:** Active units from the same Corps conducting the same type of fire (*Infantry Volley or Artillery Bombardment*) which are stacked together and/or are all adjacent to one another and all firing at the same Target Unit (*not just the same Target Hex*), must add their SP together into one combined Fire Combat total. There is no limit to how many units can be combined in this way.

- Each participating unit must have a valid LOS to the Target Unit, and it must be within Range.
- In cases where there may be different column shifts that apply for each unit (*see below*), all such eligible shifts are included and accumulated. So, if any single unit of the Combined Corps Fire qualifies for a shift, left or right, it is used and applied to the net number of column shifts for the one Fire Combat. *For example, if there are two units issuing combined fire and both are issuing "Hesitant" fire, a four-column-shift-left is applied to that Fire Combat.*
- Combined Corps fire achieves an "Enfilade Fire" columns shift if it attacks from 3 consecutive hexes.



Example (above): The French V Corps units from hexes 1631, 1731, and 1831 wish to fire at the Prussian Artillery in hex 1732. They must fire together and cannot fire separately because they are all from the same Corps. In this case they will receive an "Enfilade Fire" column shift bonus for firing from 3 consecutive hexes.



- **Independent French Units:** Those French units marked as "Independent" do not belong to the same Corps for the purposes of this rule. Such Independent units cannot combine their fire with any other units (and this includes the three units of the Leipzig Observation Corps).

10.3 CRT Column Shifts

Once the Starting Column is determined above, the player consults the list of possible Column Shifts that would apply to this type of combat (note that there are two separate sets of column shifts, one for Artillery Bombardment and one for Infantry Volley Fire). Shifts can move to the left or to the right of the Starting Column. The firing player references the appropriate list of column shifts for the type of Fire Combat being issued. All applicable shifts are tabulated first and then the final net shift from the Starting Column is applied to get the Final Column that is used to resolve the Fire Combat.

- a. CR Differential:** This column shift is based on the modified CR of the units involved, after accounting for any played Event Card and/or any applicable Hit Marker.

Note that with the CR value comparison column shift, the shift applies only if the Firing Unit has a higher modified CR value than the Target Unit. It is irrelevant as to what the actual difference is between the two values. So, if the Target Unit's printed CR is a "4", but it has a "Disrupted" Hit marker on it, the unit's modified CR is now "3". So, the Firing Unit will only get the one-column-shift-right adjustment if its modified CR value is "4" or higher.

- b. Terrain Column Shifts:** The in-hex terrain column shifts – Forest, Marsh, Urban, Fieldworks, and Fortified – are based upon the type of terrain in the hex in question and mostly only affect Infantry and Artillery units. Each hex's graphics identify the exact terrain. Elevation Level shifts are a comparison of the Firing Unit's hex elevation and the Target Unit's hex elevation.

- **Cavalry Units:** Cavalry units never receive the benefit of terrain column shifts or Fieldworks/Fortified hexes. They only apply the negative effect if they are located in a Marsh hex.
- **Fieldworks and Fortified:** If a "Fieldworks" or "Fortified" marker is present in a hex, these markers override the normal effect of the underlying hex terrain. Instead, use only the corresponding "Fieldworks" or "Fortified" column shift.

- c. Target Unit in Square:** Only this column shift is applied if the Target Unit has a "Square" marker – do not also use the "Target is Concentrated" column shift.

- d. Enfilade Fire:** One of the column shifts granted to firing units is the "Enfilade Fire" benefit. If a Target Unit is fired upon by two or more separate Fire Combat attacks (of either type) in the same phase and any one of those firing units' LOS is separated from any of the other LOS's by at least one full hex (exception 10.2e Combined Corps Fire), this is Enfilade Fire. The LOS separation is

determined by the last hex through which an LOS passes. If the LOS passes directly along a hexside, the firing player can declare either connecting hex as the last one passed through.

- To qualify for Enfilade Fire on a hex, the firing player must announce and commit all Fire Combat attacks against the same Target Unit prior to resolving any of them.
- The player then resolves the Fire Combats against this same Target Unit one by one, with each Fire Combat receiving the "Enfilade Fire" column shift. If the Target Unit is retreated or Broken before all the declared Fire Combats can be resolved, those committed firing units remaining may redirect their Fire Combat attacks at a different Target Unit (but cannot use Enfilade Fire again, even if now firing at the originally retreated Target Unit). If they end up not firing at all, they are not marked with a "Unit Fired" marker.

Example (below): The French units in hex 1631 and 1931 declare a Fire Combat against the Prussian Artillery in hex 1732. They are separate attacks even though they are part of the same Corps because they are not adjacent. Each fire qualifies for the "Enfilade Fire" column shift bonus because there is an intervening hex (1731) between the firing units. If the Prussian artillery were to retreat from the hex after the first Fire Combat, the second French unit could fire at another target if it wished although it would not qualify for another "Enfilade Fire".



- e. The Cadre (C) Column:** Column shifts that move the Final Column to the left of the "C" column are treated as an automatic "–" (no effect) result. Do not roll any dice in this case.

- f. Maximum Combat Effect:** Column shifts resulting in a Final Column to the right of the "32+" column are resolved on that column, regardless of the actual number of shifts off the table.

For example, an Infantry unit is issuing Infantry Volley Fire and has a Manpower SP value of "10". So, its Starting Column on the Infantry Volley Fire CRT is the "10-12" column. The Firing Unit has a "Battleworn" Hit marker on it -2 CR, its modified Cohesion Rating is greater than the Target Unit +1 CR, it is under a "Defend" Order +1 CR, and the Target Unit is on a lower elevation hex than the Firing Unit +1 CR. Netting out all these shifts, you get a shift of one column right (◀ 2 + 1 ▶ + 1 ▶ + 1 ▶). That means the Fire Combat is resolved on the "13-15" column as the Final Column.

10.4 Resolving Fire Combat

When the Final Column is determined, the active player consults the CRT, finds the Final Column and rolls all five of their dice simultaneously. Do not touch any of the dice after they are rolled

until the combat is concluded.

a. Cohesion Test Type: The player first reads only the black and white dice as a number from “11” to “66”. The player looks down the Final Column to find the row containing the rolled number and references the colors and numbers contained in that box.

- Find the modified CR of the Target Unit. Locate the Target Unit’s CR number in one of the colored boxes (red, yellow, or green). This indicates the type of Cohesion Test the Target Unit must undergo due to this fire.
 - ◊ The Target Unit’s CR is its printed CR adjusted for any Hit Marker on it and any Event Card effect.
 - ◊ If you find the CR number of the Target Unit in one of the colored boxes, the color dictates the severity of the Cohesion Test:

■ **Green** = Routine
■ **Yellow** = Tough
■ **Red** = Severe

Proceed to the Cohesion Test Table to determine the effect of the fire (*see below*).

- ◊ If you do not find the Target’s CR number in any of the colored boxes, the result automatically falls into the white box and that result is “No Effect”. The fire is ineffective and the Fire Combat is concluded.

- **Combat Event:** If the black/white dice roll is a “doubles” roll (*i.e., the same number is rolled on both dice*), the player resolves the Fire Combat normally. However, they must then also reference the green die roll result (*from the five dice the player just rolled*) and cross reference that die result on the Combat Events Table at the bottom of the CRT player aid for the type of Fire Combat (*Artillery Bombardment or Infantry Volley*). This entry describes an additional result or effect that has occurred that could modify the rolled result or otherwise affect game play. This event is applied immediately as described in the table. If the result cannot be applied under the current circumstances, then the Combat Event has no effect.

- ◊ **“Add an Additional ‘X’ Result”:** The application of an **“add an additional result”** effect is exactly that – just apply the regularly rolled result and then tack on the prescribed added result. *So, for example, if the combat results in an “R2” and the event causes an additional “R1” to be added, the original result becomes “R3”. This applies even if the result is any kind of “no effect”. So, in the above example, if the result was “–”, the affected unit would still have to apply the added “R1” result. This can lead to some unusual – but historical – situations. For example, a unit could win an Assault Combat but then add an “R1” result from the event, so it will retreat from a victorious fight. War is Hell!*

A Combat Event may often significantly change the regular combat result or at least give it a whole new narrative. And yes, it may get a bit confusing as to how to implement it. Just proceed step by step and if it gets too confusing, players should apply a logical effect that abides by the spirit of the event.

If players wish to keep combat more simple, they may agree to ignore this Combat Event rule and just treat a “doubles” dice roll as

any other dice roll.

b. Cohesion Test Result: Once the type of Cohesion Test is identified (*if any*), the player checks the Cohesion Test Table for the type of Fire Combat being issued (*Artillery Bombardment or Infantry Volley Fire*). Then the red and blue dice are referenced (*still from the original roll of five dice*) on the table corresponding to the Cohesion Test Type that resulted from above (*either Routine, Tough, or Severe*).

- The player first references the red die roll to achieve the Hit Result on the Target Unit. The indicated effect is applied to the Target Unit.
- The player then references the blue die roll to achieve the Retreat Result on the Target Unit. The indicated effect is also applied to the Target Unit.
- Both the Hit and Retreat Results are applied to the Target Unit. These results are described as follows:

Hit Results:

- ◊ – = No effect on the Target Unit.
- ◊ **H** = The Target Unit has one Hit inflicted on it. The targeted player places or adjusts the Hit Marker to reflect the total cumulative number of Hits suffered by the Target Unit. If the accumulated number of Hits causes the unit to Break, it is immediately placed onto the Broken Track (*see 4.3*) or eliminated if it is now Shattered. Any units that were stacked with the Broken unit must each immediately take a Panic Morale Test.
- **Panic Morale Tests:** Whenever a unit becomes Broken, each friendly unit in the same hex with the unit when it becomes Broken must take an immediate Morale Test (*see 15.0*). Roll separately for each unit and apply the test results as follows:
 - ◊ **Pass** = The testing unit is unaffected.
 - ◊ **Nervous** = The testing unit must retreat one hex away from the nearest enemy unit (*in number of hexes*). If more than one, it must be away from the largest SP enemy unit.
 - ◊ **Fail** = The testing unit takes one Hit and retreats one hex as above.
- ◊ **2H** = The same effect as H except that two Hits are inflicted instead.

Retreat Results:

- ◊ – = No effect on the Target Unit.
- ◊ **R1** = The Target Unit must Retreat one hex. See Retreats (*section 16.0*) for a full explanation on how a Retreat is conducted.
- ◊ **R2** = The same effect as R1 except that the Target Unit must Retreat two hexes instead.
- ◊ **S - / R1** = If the Target Unit is Supported, the result is **“No Effect”**; if the Target Unit is not Supported, the result is R1. This result only appears on the Infantry Volley Cohesion Test Table.

Supported: A unit is Supported if another unit from the same Corps (*only*) is stacked with, or adjacent to, the unit (*and in any condition*) when this result is received. Independent units (*i.e., those without a Corps designation*)

are considered to be Supported if they have any friendly unit adjacent to them.

- ♦ **H / R1** = The owning player of the Target Unit must choose either result (*H* or *R1*) and apply it normally. Note that if *H* is chosen, then an extra Hit is inflicted and would be cumulative with any *H* or *2H* result applied by the red die.



Fire Combat Example: The Saxon Zeschau Inf. of VII Corps is "**Disrupted**" and adjacent to the 3rd Prussian Infantry of the III Prussian Corps, which is in the village of Zweinandorf (Hex 2320). The Saxons get a Defend Order, and the French player decides to have the unit conduct an Infantry Volley Fire Combat against the Prussians during the Fire Combat Step. The French unit first gets a "**Fired 1/2 Move**"

marker as a reminder for the upcoming Movement Step. Zeschau has a Manpower SP of "8" and an Artillery SP value of "4" which are added together. This means that the Fire Combat begins on the "10-12" column. The firing unit is "**Disrupted**" (◀1), firing into an Urban terrain hex (◀2), and is under a Defend Order (1▶). This means that the Final Column is the "6-7" column. The French player rolls all five of her dice and first reads the black/white dice and the result is "53". The Prussian unit's CR is "3" and there are no modifiers to it. Checking the box on the "53" row in the "6-7" column, she sees that the "3" entry is in the green colored band and thus the Prussian unit has a "**Routine**" Cohesion Test to take. Now checking her red and blue die rolls, she sees that the red die is a "4" and the blue die a "5". The Hit Result is therefore "**H**" and 1 Hit is inflicted on the Prussian units. The Retreat Result is "**H / R1**" and the Allied player has a choice ... hold the village but take some heavy casualties or retreat out of harm's way and give up the village for now. He opts not to take a second Hit and instead inflicts just 1 Hit on his Prussians (placing a "**Shaken**" Hit marker on them as they had no prior Hits) and retreats the unit to hex 2419, ending this Fire Combat.

Combat Results

Total Strer			
6-7	8-9	10-12	
Use 12-13 row result			
- 0	- 0-1	- 0-2	
- 0-1	- 0-2	- 0 1-2	
- 0-2	- 0 1-2	- 0 1-3	
Use 16-21 row result			
- 0 1-2	- 0 1-3	- 0 1-4	
- 0 1-3	- 0 1-4	- 0-1 2-4	
Use 26-32 row result			
- 0 1-4	- 0-1 2-4	- 0-1 2-5	
- 0-1 2-4	- 0-1 2-5	- 0 1-2 3-6	
Use 41-43 row result			
- 0-1 2-5	- 0 1-2 3-6	- 0 1-3 4-6	
- 0 1-2 3-6	- 0 1-3 4-6	- 0-1 2-4 5-6	
Use 52-54 row result			
- 0 1-3 4-6	- 0-1 2-4 5-6	- 0-2 3-4 5-6	
- 0-1 2-3 4-6	- 0-2 3-4 5-6	- 0-3 4-5 6	
- 0-2 3-4 5-6	- 0-3 4-5 6	- 0-4 5 6	
Use 64-65 row result			

Let's say that the original black/white dice roll was actually "55". The Fire Combat result would be the same, but the French player would also check her green die roll (again, from the original five dice roll) since the black/white dice roll was "**doubles**". The roll is a "5" and, looking at the Infantry Volley Fire Events Table, we see that means the Prussians have found some extra cover in the village (maybe they threw up some hasty defensive works). The event causes the red die roll to be decreased from a "4" to a "3" and therefore it is now "**No Effect**"! Well, that might change the Prussian player's decision on the blue die roll. Maybe this time they would take the "**H**" result instead, inflicting 1 Hit, but now not having to retreat and therefore holding onto the village hex.

11.0 MOVEMENT

Movement is conducted by activated units during the Movement Step or as allowed by played Event Cards.

11.1 Movement Procedure

Units are moved one at a time, with each unit completing its move before another unit moves. Units do not move in stacks. Units may not end their moves in an over-stacked situation (see 5.0). Each unit has a Movement Point Allowance (**MA**) shown on its counter, representing the maximum number of Movement Points (**MP**) it can expend during this step. Units move from their current hex to an adjacent hex and expend one or more MPs as they enter that new hex (exception: Road March Bonus).

Please note that there is no "minimum movement" allowance in this game as in many others. If a unit does not have sufficient MA to enter a hex, it may not do so. So, for example, a Deployed mode Artillery unit with a Movement Allowance of "2" cannot move out of its hex while under a Defend Order.

11.2 Order Movement Effects

The Order under which a unit is currently operating can affect its printed MA (see the Order Summary Chart on the Player Aid). This effect is applied before the unit begins its movement

- **Maneuver** = +2 MA
- **Attack** = MA
- **Defend** = -2 MA. If this makes a unit's MA "0", the unit may still issue Fire Combat and/or Change Formation, but it may not move at all.
- **Regroup** = MA is not used. Units may only move one legal hex, regardless of normal costs (see below). Units that also issue Fire Combat and/or Change Formation may not move at all.

11.3 Movement Point Allowance Adjustments

Some chosen actions and/or conditions will alter a unit's beginning MA.

a. Change Formation: A unit may change from its Deployed side to its Concentrated side and vice-versa. However, **it may only do so at the start of its movement**.

- The player calculates the moving unit's allowed MA by taking its current printed MA, adjusting it for any Order effect, and then reducing the unit's MA to 1/2 of that value (rounded up). This is the unit's adjusted MA value for this activation.
- The unit is then flipped over to its new mode side.

- The unit is moved normally up to the adjusted MA value.
- **Changing Formation While Engaged:** If a unit wishes to Change Formation but is currently adjacent to an enemy unit, it must first take a Morale Test (see 15.0). The unit must use the CR value that it is showing before the unit is flipped over to its new desired mode. Apply the Morale Test results as follows:

Pass = Unit successfully Changes Formation as desired. Conduct normal mode change and movement.

Nervous = Unit may successfully Change Formation as desired, but if it opts to do so, it also immediately has 1 Hit inflicted on it. The player may choose to have the unit “Fail” instead and not Change Formation at all.

Fail = Unit does not Change Formation and must remain in its current mode. It may move fully and normally (do not reduce its MA to ½, as it never Changed Formation) and it must remain in its current mode.

For example, a unit under a Maneuver Order and showing its Concentrated side with a printed MA of “6”, wishes to be Deployed as it nears the enemy. Therefore, the player announces that the unit is Changing Formation before it begins its move. The unit’s beginning MA is now “8” (printed MA of “6” and “+2 MA” for the Maneuver Order). The unit’s new MA for this move is therefore adjusted down to “4” – the beginning MA value of “8”, halved to “4” for the Formation Change. The unit counter is then flipped over to show its Deployed side and moved, spending up to 4 MP. If the unit started its move Engaged with an enemy unit, it will have to first take a Morale Test before flipping over. If it Fails that test, the unit remains Concentrated and may still move normally without penalty.

- A unit that wishes to Change Formation while having a Movement Allowance of only one legal hex (i.e., a unit under a Regroup Order or a unit in “Square”), then it may Change Formation but may not conduct any movement at all.
- A unit that wishes to place a Square marker on itself during movement (see below) or remove such a marker uses this Change Formation procedure to do so.



b. Square: A Square marker on an Infantry unit represents the unit entering square formation (or, more precisely at this scale, most of its component regiments and brigades doing so). Squares are compact infantry formations, obviously square in shape, that are used primarily to fight off enemy cavalry units. Only Infantry units can have a Square marker, though they can benefit Artillery units in the same hex as well.

- Units can voluntarily acquire a Square marker by using the Change Formation procedure above. Units can also be assigned a Square marker from a successful Hold Test if charged by a Cavalry unit during Assault Combat (see 12.4).
- Units with a Square marker must be on their **Concentrated Mode** side. If the unit is on its Deployed side when changing formation to place the marker or when forced to form square from a Hold Test, **the unit is placed in Concentrated Mode as well for no extra cost.**

- A unit with a Square marker may not conduct normal Movement until that marker is removed. If a unit with a Square marker wishes to move, it may only move one legal hex (regardless of normal movement costs). In order to remove the Square marker during its movement, the unit must follow the normal Change Formation procedure (see above) and thus it will not be able to remove the marker and conduct movement in the same activation. The unit remains in Concentrated Mode when the marker is removed.

- A unit with a Square marker may not conduct an Assault. They defend in Assault Combat normally.

- If targeted, a unit with a Square marker only grants the “**Target Unit in Square**” modifier, do not use the “**Target is Concentrated**” modifier.

c. Fire Combat: If a unit issued Fire Combat in the previous Fire Combat Step, it may use only ½ of its MA (*rounded up*) to conduct movement.

d. Zero Movement Allowance: If the “**Defend**” Order effect on a unit’s MA adjusts it down to a “0 MA”, the unit may still conduct Fire Combat **or** a Formation Change, but it may not move at all during the step.

e. ½ MA Penalty Twice: If a unit conducts Fire Combat in the previous Fire Combat Step (½ MA) and then wishes to Change Formation during the subsequent Movement Step (½ MA), it may conduct the Change Formation but it may not move at all during the step.

f. One Legal Hex + ½ MA Penalty: In the case of the Regroup Order or when a unit is in Square (i.e., units that have only a 1 legal hex Movement Allowance), the ½ MA action penalty for issuing Fire Combat or conducting a Formation Change means the unit may conduct only one of those actions and it may not then do any movement.

11.4 Movement Costs

Each hex has a dominant terrain feature and costs one or more MPs to enter. *Note that these costs can differ for each of the three types of units. Refer to the Movement Point Costs Table on the Player Aid for the exact costs.* If a unit does not have sufficient MPs remaining to enter a hex, it must halt its movement in its current hex.

a. Terrain: Each hex will be of a certain terrain type. Roads are a unique terrain type and are explained in more detail below. Terrain present along a hexside (ex: *Streams/Lakes*) apply their cost to a unit as it crosses that hexside and is charged as an additional MP cost to cross into the next hex.

- The cost of entering various terrain types will often be different for each type of unit. Cavalry and Artillery units normally pay a higher movement cost in many cases.

• **Elster River:** These hexsides may only be crossed at a Bridge hexside. Otherwise, **Elster River hexsides are impassable.**

• **Pleisse and Parthe River:** These hexsides can be crossed in two ways:

- ♦ **Across a Bridge Hexside** – use the normal Bridge procedure and cost.

- ♦ **Across an Urban Hexside** – if an Urban hex is sharing the Pleisse or Parthe River hexside (ex: 1430/1530), then a unit may cross there only if in **Concentrated** mode and only to/from the Urban hex. Each type of unit has a different MP cost per the Movement Point Costs Table. This presumes that towns and villages have small bridges or fords available to cross the river.

For example, an Infantry unit in Concentrated mode could move from the Manor (1429) into 1428, 1529 and 1530. A unit in Concentrated mode in hex 1530 could move into hex 1429 and 1430.

Urban River Crossing Example



MA less 2 MP for the Defend Order and a 2 MP cost to disengage). Thus, a unit in that circumstance could not disengage into a Woods hex or up a slope hexside!

- **Enemy Engagement Interdiction:** There are two situations in which a unit can be restricted as to where it may move due to being Engaged:
- ♦ **Unit Begins its Move Not Engaged:** A unit that begins its move and is not currently Engaged, but which then enters a hex where it then becomes Engaged, pays the normal Engagement MP cost. It may then continue its move but only to a hex that does not again cause Engagement (i.e., it may “bounce off” the enemy unit into a hex that is not adjacent to an enemy unit). **It may not move directly from an Engaged hex to another Engaged hex during this same move.**
- ♦ **Unit Begins its Move Engaged:** A unit that starts adjacent to an enemy unit may move directly to another hex adjacent to an enemy unit (i.e., it remains Engaged) but it must then cease movement in that new hex (regardless of its remaining MA). If moving directly to a hex not adjacent to an enemy unit, it pays its normal Disengagement MP cost and continues moving (including being able to enter an Engaged hex again later in the move).

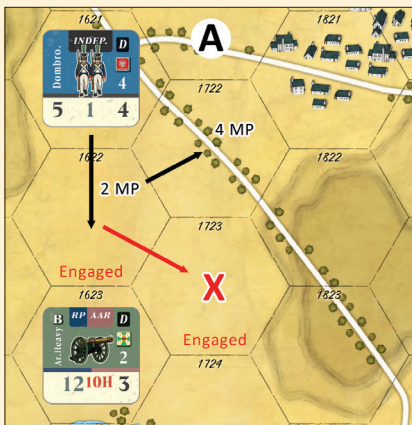
- **Marsh Restrictions:** Artillery and Cavalry units (*only*) may only move into a Marsh hex if they begin their movement adjacent to that hex and then may only enter that one Marsh hex as their entire movement for that activation. This restriction does not apply when moving from a Marsh hex into a non-Marsh hex.

b. Engagement/Disengagement: This refers to a unit’s actions in close proximity to an enemy unit.

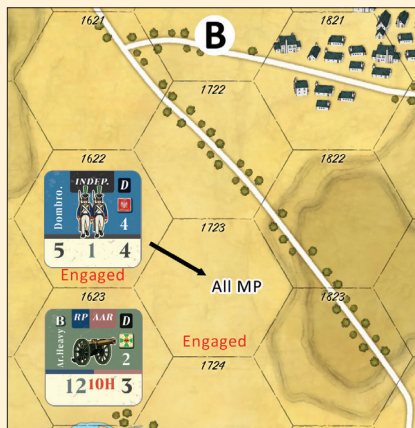
- When a unit moves adjacent to an enemy unit of any type, this is termed **Engagement**. **Units under a Maneuver or Regroup Order may not enter a hex that causes Engagement.** If allowed to Engage, the moving unit increases the normal MP cost of that hex by one.
- A unit that starts adjacent to an enemy unit and wishes to move is conducting **Disengagement**. This unit suffers the same additional 1 MP cost as Engagement causes.
- ♦ **Square Exception:** A unit with a Square marker may Disengage at no extra movement cost.

Note, therefore, that a unit under a Defend Order that wishes to Disengage will do so with a lower Movement Allowance and a higher cost to move the first hex. For example, an Infantry unit under a Defend Order with a “4” Movement Allowance disengaging into a Clear hex would use up all its Movement entering that hex (4

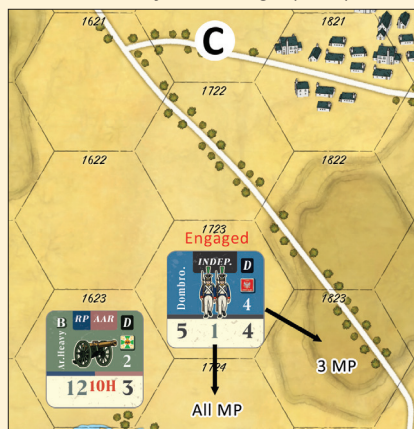
For example, **A** an un-Engaged French unit moves into hex 1622, which is adjacent to a Russian unit located in 1623. This costs the French unit 2 MP – 1 MP for the Clear hex and an additional 1 MP penalty as it is now Engaging an enemy unit. It could then move to hex 1722 for 1 MP and continue on moving from there normally. It could not move directly from 1622 to 1723, however, as that would be moving directly from one Engaged hex to another during the same move after first becoming Engaged.



B Let's assume that the French unit stopped in hex 1622. Later in this same Game Turn, this French unit is again activated. It then moves to hex 1723. It must then stop in this hex, as it started its move Engaged. It could not continue its movement during this activation.



C Now let's say that the French player got to activate this unit a third time this same Game Turn. It moves to hex 1823, paying its 1 MP penalty for Disengagement and 2 MP for moving Up Slope and continues on from there -or- it could move to hex 1724 and again stop for the turn, as it moved from an Engaged hex directly to an Engaged hex.



The Engagement/Disengagement movement cost simulates the effects of skirmish screens and cavalry harassment as units move to within close range of the enemy or attempt to extricate themselves from contact with the enemy. This discomfort is enough to cause more cautious movement and deliberate maneuvering but is not enough to cause any casualties at this scale.

c. Passage of Lines: If a unit enters a hex that would cause the total SP in the hex to exceed 20 SP (i.e., it is over-stacked), that hex costs 1 additional MP above the normal MP cost to enter. The unit may not remain in that hex and must exit during the same movement.

11.5 Roads

A unit in **Concentrated** mode (only) moving from any one Road hex to a connected Road hex (i.e., the road graphic itself crosses the hexside between them) pays only 1 MP for each hex entered, regardless of the other terrain in the hex or on the hexside, provided that the entered Road hex does not cause Engagement. Note that the unit may begin the activation in Deployed mode, do a Formation Change to Concentrated mode, and then use the Road rate.

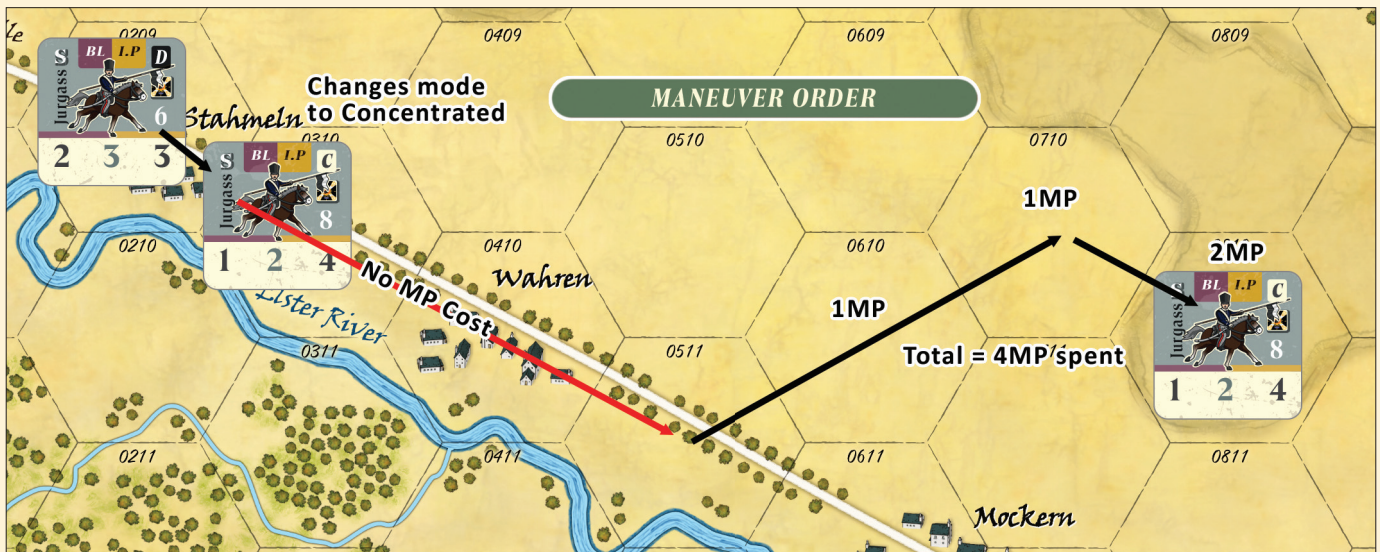
a. If the unit is in Deployed mode or the unit Engages an enemy unit in that hex, the cost of the Road hex is the cost of the other terrain in the hex. If the entered hex is over-stacked as well (see 5.0), the cost of the hex is the other terrain in the hex plus the 1 MP penalty for conducting a Passage of Lines.

b. Road March Bonus: A unit that conducts eligible Road movement while under a Maneuver Order (only) may apply the Road March Bonus. This bonus allows up to **three consecutive** Road hexes to be entered for "0 MP" each. These three "free" hexes can be used at any point of the unit's movement provided that the three bonus Road hexes are entered consecutively. If the unit passes through an overstacked hex during the "free" hex portion of its move, it must still apply the normal Passage of Lines cost to that hex, and that "free" hex now costs 1 MP.

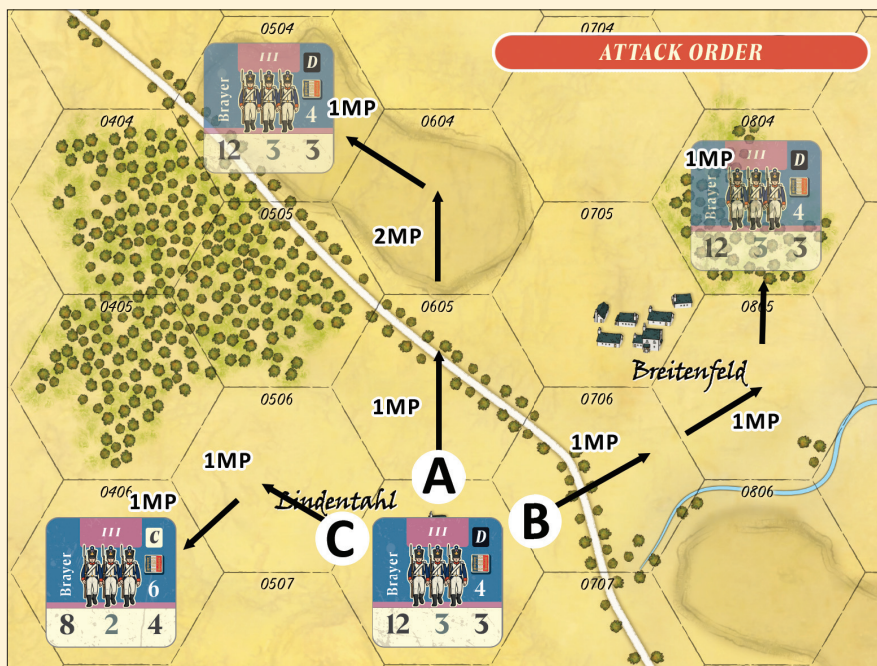
- The Road March Bonus may not be used during any Special Turns – Dawn, Dusk, or Overnight.

Movement Examples:

1) The Prussian Jurgass Cavalry unit ("Jur. Cav.") is in the village of Stahmeln (hex 0209) and is in Deployed mode. The Allied player wishes to move this unit quickly to act as flank security for an upcoming attack on Mockern, and he also wants it in a closed formation to improve its morale. The I Prussian Corps is issued a Maneuver Order, and the player moves the Jurgass unit. The unit's printed MA is "6", which is now increased to "8" because of the Maneuver Order. Since he has announced a Formation Change for the unit, the Allied player can only move the unit up to 4 MP (half of "8"). The cavalry is first flipped to its Concentrated mode side. The player first moves the unit to hexes 0310, 0410, and 0511 for no movement cost (three free consecutive hexes when using the Road March Bonus, as the unit is under a Maneuver Order and in Concentrated mode). He then continues to 0610 (1 MP), 0710 (1 MP), and stops in 0810 (2 MP). The unit is now in a good position to threaten any flank advances from the north by the French. Note that the unit could not move adjacent to an enemy unit during this move as it is under a Maneuver Order and thus cannot Engage.



2) The French Brayer Infantry from III Corps is in Lindenthal (hex 0606) in Deployed mode with an Attack Order and thus has an MA of "4". The French player wishes to contest Allied units advancing down the Magdeburg road and she has a few options. **A** She could move the French unit to the woods in hex 0804 which would cost exactly 4 MP – moving to 0706 (1 MP), 0805 (1 MP), and then 0804 (2 MP). **B** She could seize the high ground along the road by moving the unit to 0605 (1 MP), 0604 (2 MP), and then 0504 (1 MP). Note that she could not do this move by going to 0605 (1 MP), then to 0505 (2 MP), and finally to 0504 (2 MP) since the unit is in Deployed mode and cannot use the Road movement rate of 1 MP in hex 0505. Also note that if there was an Allied unit in hex 0403, the unit could not reach 0504 as it costs 2 MP to Engage that enemy unit. **C** The other option she is considering is to have the unit Change Formation to end in Concentrated Mode and thus be more flexible to react to the Allied moves. If this course is taken, the unit's MA is "2" (1/2 of "4"), the unit is flipped to its Concentrated side and she moves the unit to 0507 (1 MP) and then to 0406 (1 MP).



11.6 Reinforcements

Units that arrive during the course of the game are called Reinforcing Units. The scenario being played will identify such units and from which hex(es) they may enter the game.

a. At the start of the Game Turn in which they are scheduled to arrive, Reinforcing Units are placed in a stack off-map, adjacent to their map edge hex(es) of entry. These units may be placed showing either their Concentrated or Deployed Mode side (*unless the scenario instructs otherwise*).

b. When activated, those Reinforcing Units may enter the map only through the assigned entry hex(es). Such units use normal Movement rules, with the entry hex being the first hex of movement. If a Road exits in that hex that leads off the map or the scenario perimeter, the Reinforcing Units may enter the map using the Road rate (*and Road March Bonus, if otherwise eligible to do so*).

c. Reinforcing Units that are not able to enter the game remain off the map in their stack and may attempt to enter normally at a future time.

d. **Enemy Unit Presence:** If the assigned entry hex is occupied by, or adjacent to, one or more enemy unit(s), the Reinforcing Units may instead enter through any map edge hex that is within 10 hexes of the assigned entry hex. The newly chosen entry hex may not be occupied by an enemy unit, but may be adjacent to one.

11.7 Off-Map Movement

In some scenarios, the scenario rules will allow for a specific procedure to move units off map at various points. In cases where a player wishes to move a unit off the map from hexes not specified by the scenario, a unit may voluntarily move off the map by following the same procedures as a unit retreating off the map (see 16.1j).

- **Crossing the Pleyse at Rotha:** Units may be moved off the South map edge at Road hex 0639 to travel to hex 1739 and/or hex 2239 and vice-versa. Such units are immediately placed off map adjacent to the eligible Road hex(es) through which they wish to re-enter the game. They may enter the game map at the designated hex(es) and do as if they are Reinforcing Units with any future activation. This simulates their crossing of the Pleyse River via the town of Rotha to the south (*and off map*).

11.8 Fieldworks



Fieldworks markers increase the CR of all French Infantry and Artillery units (*only*) in the same hex by one (+1 CR) and provide beneficial column shifts in combat. In some scenarios, hexes may begin the game with a Fieldworks marker in them already.

The French player (*only*) may also have a unit build such a marker in its hex during the course of the game in the following manner:

- Only a French Infantry or Artillery unit may build a Fieldworks marker. Cavalry units may not do so.
- A Fieldworks marker may only be built in a Clear or Forest hex. The hex may include a Road or Lake as well.
- The player places a Fieldworks marker on the unit showing its "**Under Construction**" side.

d. The unit must be under a Defend or Regroup Order.

e. The unit may not conduct actions other than Rally. No Movement, Fire Combat, or Assault Combat is allowed during the entire Game Turn.

f. The unit cannot be Engaged by an enemy unit.

g. During the Fieldworks Step of the End Phase, and if the building unit still qualifies, the unit must take a Morale Test and applies the result as follows:

- ♦ **Pass** = Unit successfully constructs the works – flip the Fieldworks marker over to its front side.
- ♦ **Nervous** = Unit successfully constructs the works only if in, or adjacent to, an Urban or Forest terrain hex. If so, flip the Fieldworks marker over to its front side. If not, the works are not built and the marker remains "**Under Construction**".
- ♦ **Fail** = The works are not built this turn and the marker remains "**Under Construction**".

h. **Overnight Turns:** Each French Wing – Ney and Murat – may build one Fieldworks marker in the same hex as one of their units during an Overnight Turn. The unit must be otherwise qualified to do so. In this case, no Morale Test is required – the Fieldworks marker is automatically successfully built.

i. An "**Under Construction**" marker can be picked up and placed elsewhere or returned to the supply at any time during that formation's activation.

j. A successfully built Fieldworks marker remains in the hex as long as it is occupied by a French Infantry or Artillery unit during the End Phase. If not, it is removed from the map at the start of that End Phase and returned to the supply.

k. The Fieldworks marker mix is limited. Once all the markers are on the game map, no further markers can be built until a marker is returned to the pool.

11.9 Fortified



Fortified markers increase the CR of all French Infantry and Artillery units (*only*) in the same hex by two (+2 CR) and provide beneficial column shifts in combat. In some scenarios, hexes may begin the game with a Fortified marker in them. Fortified markers follow the same rules and procedures as Fieldworks markers but with these important exceptions:

- A Fortified marker may only be built during an Overnight Game Turn and only one per French Wing.
- A Fortified marker can only be built by a French Infantry unit.
- A Fortified marker can only be built in an Urban hex.
- No Morale Test result is required – the Fortified marker is automatically successfully built.

12.0 ASSAULT COMBAT

Assault Combat represents one side charging toward the enemy primarily to intimidate them out of their positions or to initiate in-close fighting. This includes short-range firefights, and, in rare instances, actual bayonet and hand-to-hand melee combat. Each assaulted hex is resolved to conclusion before resolving the Assault Combat for the next assaulted hex. The active player chooses the order of Assault Combat resolution.

12.1 Assault Combat Sequence

During the Assault Combat Step, the active player may declare a Charge with one or more active units that are under an **Attack Order (only)** against an adjacent enemy-occupied hex. Some Event Cards and Special Leader Activations also allow an Assault Combat Charge to be declared. Each unit that is charging is an **"Attacking Unit"** and each enemy unit in the defending hex is a **"Defending Unit"**. The Assault Combat Sequence proceeds as follows:

a. Declare Charges: The active player must identify all Charging Units (*both Infantry and Cavalry*) and their intended target hex. Players may use the provided "Charge" markers to indicate Attacking Units and their target hexes. This marker is removed after the Charge Morale Test is resolved.

Note that a Charge has nothing to do with Movement. It does not abide by the Movement rules nor its procedures. It simply represents the unit closing the distance with the enemy over a relatively short distance.

b. Charge Morale Test: Each Charging Unit takes a separate Charge Morale Test, applying the result immediately.

c. Hold Morale Test: If one or more Attacking Units successfully complete their Charge, then each enemy Defending Unit in the target hex must take a separate Hold Morale Test and apply the result immediately.

d. Assault Combat Resolution: If at least one Attacking Unit successfully Charges and at least one Defending Unit remains in the targeted hex, an Assault Combat is resolved. All results are applied immediately.

- If the Attacking Unit(s) is an Infantry Unit, both players use the Infantry Assault CRT to resolve the Assault Combat.
- If the Charging Unit(s) is a Cavalry Unit, both players use the Cavalry Assault CRT to resolve the Assault Combat.

e. If there are any more declared Charges this step, those are now resolved using the same sequence.

12.2 Charge Declaration

The active player must declare all charging Attacking Units and their target hex. Use the **"Charge"** tokens (*Cavalry Charge for Cavalry and Infantry Assault for Infantry*) provided to designate Charging units and their targets.

- Attacking Infantry units may Charge an adjacent enemy-occupied hex provided it would normally be eligible to move into that same hex.
- Attacking Cavalry units may Charge an adjacent enemy-occupied hex provided it may normally be eligible to move



into that hex. Cavalry units **may not** declare a Charge into Urban, Marsh, Forest, Fieldworks, or Fortified hexes, nor may they charge across a Bridge hexside that crosses a River, nor across a Pleisse or Parthe River hexside.

- Artillery units may not conduct Charges but may defend normally in Assault Combat.
- An Infantry unit with a **"Square"** marker may not declare a Charge.
- A unit may not conduct a Charge from a **"Fortified"** or **"Fieldworks"** hex.
- Any number of units may Charge the same defending hex. However, Infantry and Cavalry units may not Charge the same hex at the same time. Charges against the same hex must be all Infantry or all Cavalry.
- Once a unit is committed to Charge a particular enemy hex, it may not cancel that Charge, nor may it Charge a different enemy hex.

For example, if there are three Attacking Units charging the same defending hex and two of those units fail their Charge Morale Test (see below) while the third one passes its test, that third unit must still continue the charge and the Assault Combat.

12.3 Charge Morale Test

The active player selects one of the charged enemy hexes to resolve. If more than one enemy hex is being charged, the active player decides in which order each situation is to be resolved. Every Attacking Unit charging a defending hex now individually takes a Charge Morale Test (*in any order*) using the normal Morale Test procedure (see 15.0).

a. Charge Morale Test Procedure: Each Charging Unit takes a Morale Test to see if they finish the charge or not.

- **Defensive Support Charge Morale Test CR Modifiers:** If an Attacking Unit is adjacent to a second enemy-occupied hex and that enemy-occupied hex is not itself Engaged with a friendly unit other than the Attacking Unit, the Attacking Unit has its CR value reduced by one (-1 CR) for its Charge Morale Test. This modifier is only applied once, regardless of the number of enemy units qualify for Defensive Support.

The Defensive Support mechanism is a simple way to simulate the beneficial effects of nearby friendly units providing supporting and harassment fire for the targeted units of the charge. However, those potential supporting units can only do so if they themselves are not busy fighting off nearby enemy units.

- **Exception:** If any game play result or event states that a unit will conduct a **"Confident Charge"**, this means that the unit automatically achieves a Pass result on its Charge Morale Test and with the **"Confident"** result differential.
- The attacking player has each Attacking Unit take a Morale Test and applies the result as follows:

Pass = The Charge is successful, and each Defending Unit must take a Hold Morale Test (see 12.4).

Confident Charge: If the Attacking Unit passes its Morale Test by a differential of **3 or more**, the unit achieves a **“Confident”** Charge.

For example, if the Attacking Unit’s CR is “4” and the die roll is “1”, the unit is conducting a “Confident” Charge.



Players should use the **“Confident”** markers as a reminder of which units achieved a Confident Charge. This status may have effects later in the Assault Combat resolution. Remove the markers at the conclusion of the Assault Combat.

Nervous = The Charge is launched, but the unit hesitates along the way. The charge is successful, but it is treated as a **“Hesitant”** Charge. The defending units must take a Hold Morale Test.



Players should use the **“Hesitant”** markers to indicate such units. Hesitant units may have effects later in the Assault Combat resolution. Remove them at the conclusion of the combat.

Fail = The charge is not launched, and no contact is made. The Attacking Unit may do nothing else this step. The Defending Units do not take a Hold Morale Test (*unless another Charging Unit succeeds*).

12.4 Hold Morale Test

After all the Charging Units have taken their Charge Morale Tests, if at least one Charging Unit successfully Charges (*so, a “Pass” or “Nervous” result*), then every Defending Unit in the charged hex must take a Hold Morale Test, using the normal Morale Test procedure (*see 15.0*).

a. Hold Morale Test Procedure: Each Defending Unit takes a Morale Test to see if they stand up to the enemy charge or not. The test results are applied to each unit as follows:

- **Hold Morale Test CR Modifiers:** A Defending Unit’s CR is temporarily adjusted for the following circumstances:
 - ◊ Defending Unit is Cavalry and Attacking Unit is Infantry = +1 CR
 - ◊ Infantry or Artillery unit in Urban hex = +1 CR
 - ◊ Unit in a Higher Elevation than the Attacking Unit and/or in a Woods hex = +1 CR
 - ◊ Infantry or Artillery unit in any Fieldworks hex = +1 CR
 - ◊ Artillery Unit (*must be stacked with Infantry*) = +1 CR
 - ◊ Infantry or Artillery unit in any Fortified hex = +2 CR
 - ◊ Attacking Unit conducting a “Hesitant” Charge = +1 CR
 - ◊ Attacking Unit conducting a “Confident” Charge = -1 CR
 - ◊ The above CR Modifiers are cumulative, and each is applied if multiple different circumstances are in effect. But the modifier for a particular condition is only applied once even if multiple units qualify for it.

For example, if the Defending Unit is in a Higher Elevation hex than the attacker and the attacker is conducting a “Hesitant” Charge, the Defending unit’s CR is increased by “+2” (+1 for each case). However, if a unit is being charged by two units conducting “Confident” charges and one conducting a “Hesitant” charge, the modifiers are only “+1” and “-1”, so no net effect. Remember that a unit’s CR may never be greater than “6”.

- The defending player has each Defending Unit take a Morale Test and applies the result as follows:

- **Prepared Square:** If an Infantry unit already has a “Square” marker on it when charged by Cavalry, it takes a normal Hold Morale Test only to determine if it rolls well enough to achieve Confident Defensive Fire (*see below*). If it does not achieve that result, it still automatically applies a “Pass” result, regardless of the actual die roll.

Pass = The unit holds its position in face of the enemy charge.

- An Infantry unit being charged by Infantry issues Defensive Fire Combat (*see 12.5*) at any one successfully charging Attacking Unit. Resolve the Fire Combat immediately and using normal procedures.

Confident Defensive Fire: If the Defending Unit passes its Morale Test by a differential of 3 or more, the unit issues **“Confident”** Defensive Fire.

- An Infantry unit without a Square marker that is being charged by Cavalry first “forms square” - place a **“Square”** marker on the unit (*the unit must form Square – the player cannot opt to not form Square*) and place it in Concentrated Mode (*if not already*). The Infantry then issues Defensive Fire Combat at one successfully charging Attacking Unit as above.
- A Cavalry unit being charged by Cavalry will defend normally in Assault Combat (*actually, the defending cavalry is counter-charging their attacker and meeting them head on*). If the defending Cavalry unit has an Artillery SP value, it may issue Defensive Fire at any one successfully charging Attacking Unit as above.
- A Cavalry unit being charged by Infantry stands confidently and makes the appearance that it will counter-charge. This intimidates the attacking infantry, and it calls off its charge. After any Defensive Fire is resolved, the attacking Infantry does not successfully Charge but it may issue a **“Hesitant”** Fire Combat instead. No Assault Combat occurs in this case.

Cavalry Withdrawal Option: If desired, in all **“Pass”** cases, a defending Cavalry unit may choose to voluntarily **“Fail”** the test, applied normally (*see below*).

- An Artillery unit being charged by either type of unit will immediately issue its Defensive Fire at any one successfully charging Attacking Unit as above. Remember that the Artillery unit earns the beneficial “Defensive Fire” column shift.

Nervous = The Defending Unit precariously holds its position.

- An Infantry unit being charged by Infantry may issue Defensive Fire against any one successfully Charging Unit, but this is resolved as a **“Hesitant”** Fire Combat.
- An Infantry unit without a **“Square”** marker being charged by Cavalry first “forms square” (*place a Square marker on the unit and flip the unit to show its Concentrated Mode side if not already*) and then resolves as above.
- A Cavalry unit being charged by any unit will defend in the Assault Combat. If the Defending Unit has an Artillery SP value, it may issue Defensive Fire against any one successfully Charging Unit, but this is resolved as a **“Hesitant”** Fire Combat.

- A Cavalry unit being charged by Infantry stands uneasily and makes the appearance that it will attempt a weak counter-charge. The attacking infantry halts its charge. After any Defensive Fire is resolved, the attacking Infantry does not successfully Charge but it may issue a normal Fire Combat instead. No Assault Combat occurs in this case.

Cavalry Withdrawal Option: If desired, in all “Nervous” cases, a defending Cavalry unit may be able to choose to voluntarily “Fail” the test, applied normally. If the Attacking Unit is Infantry, this option may always be selected. If the Attacking Unit is Cavalry, it may only be selected by defending Light Cavalry units if all Attacking Units are Heavy Cavalry.

- An Artillery unit being charged by any unit will defend in the Assault Combat and may issue Defensive Fire against any one successfully Attacking Unit, as above, but this is resolved as a “Hesitant” Fire Combat. Remember that the Artillery unit earns the beneficial “Defensive Fire” column shift.

Fail = The Defending Unit abandons its position and withdraws before contact. No Assault Combat is resolved, but the Attacking Unit may still conduct an Advance After Combat (see 12.6h). If an Infantry and/or Artillery unit is defending, the players must first calculate the differential amount by which the unit failed its test. Defending Cavalry always applies the same result, regardless of differential.

- An **Infantry** unit being **charged by Infantry** that fails by a **one differential** applies an “R1” result; if failed by a differential of **two or more**, the unit applies a “H + R1” result.
- An **Artillery** unit being **charged by Infantry** that fails by a **one differential** applies a “H + R1” result; if failed by a differential of **two or more**, the unit applies a “2H + R1” result.
- An **Infantry** unit being **charged by Cavalry** that fails by a **one differential** applies a “H + R1” result; if failed by a differential of **two or more**, the unit applies a “H + R2” result.
- An **Artillery** unit being **charged by Cavalry** that fails by a **one differential** applies a “H + R2” result; if failed by a differential of **two or more**, the unit applies a “2H + R2” result.
- A **Cavalry** unit being **charged by Infantry** always applies an “R1” result, regardless of actual differential.
- A **Cavalry** unit being **charged by Cavalry** always applies a “H + R2” result, regardless of actual differential.

For example, a defending Artillery unit with a CR of “3” takes its Hold Morale Test. It is in an Elevation Level 2 hex and the attacking enemy Infantry unit is in an adjacent hex that is at Elevation Level 1. The Artillery unit’s CR is increased to “4”. The defending player rolls their black die and gets a “6”, which is a “Fail” result. The defending Artillery unit failed by a difference of “2” (6 minus 4) and therefore it must apply a “2H + R1” result, taking two Hits and retreating one hex.

12.5 Defensive Fire

This Fire Combat is issued by a Defending Unit that has achieved a “Pass” or “Nervous” Hold Morale Test result (see 12.4) and can be regular or “Hesitant” Fire Combat. This is resolved as normal Fire Combat, including the application of eligible Combined Corps Fire (see 10.2e). Each Defending Unit may fire at a different Attacking

Unit that has successfully charged the target hex.

a. Infantry: When an Infantry unit is the Defending Unit, it issues Defensive Fire, and this is resolved as a normal Infantry Volley Fire Combat. In addition, **if any inherent Artillery SP is used in the Defensive Fire, the unit receives an additional one-column-right shift benefit (only) to account for point blank canister fire.**

b. Artillery: Artillery units use their normal Artillery Bombardment Fire procedure. In addition, the unit receives an additional two-column-right shift benefit for issuing Defensive Fire to account for concentrated point blank canister fire.

c. Cavalry: If a Cavalry unit has an Artillery SP value, it issues Defensive Fire in the same manner as an Infantry unit.

d. Defensive Fire Consequences: If the targeted Charging Unit is Broken or Retreats due to this Defensive Fire, the Charge move for that unit is cancelled and the unit will not participate in any Assault Combat this step.

Note that pure Artillery units receive a better column shift benefit when issuing Defensive Fire than an Infantry or Cavalry unit’s Defensive Fire shift for using artillery. This is intentionally done to reflect an artillery unit’s more efficient deployment and doctrine, along with its generally better and clearer lanes of fire. Attached artillery batteries are somewhat spatially compromised and less concentrated due to the accompanying infantry formations and skirmisher deployments.

12.6 Assault Combat Resolution

All successfully charging Attacking Units and all Defending Units that did not Retreat now resolve Assault Combat. Assault Combat is resolved in roughly the same manner as Fire Combat but with a few important distinctions:

a. Both players roll all five of their dice on the corresponding Combat Results Table (CRT) to achieve a Cohesion Test Type result.

- If the Attacking Unit(s) is Infantry, both players use the Infantry Assault CRT to resolve the Assault Combat.
- If the Attacking Unit(s) is Cavalry, both players use the Cavalry Assault CRT to resolve the Assault Combat.

b. Artillery units defending in Assault Combat use only ½ of their Artillery SP (*rounded up*) to calculate their Starting Column.

c. The number of SP used to determine each player’s Starting Columns is the sum of the SP values of all units involved in the combat, regardless of type. Infantry and Cavalry units use their Manpower SP and Artillery units use their Artillery SP values, unless they only have Heavy Artillery SP in which case they use that value instead.

d. Column Shifts: Each player calculates their units’ applicable column shifts.

- The Attacking Unit(s) use only the column shifts listed in the “Attacking Unit Column Shifts” table.
- The Defending Unit(s) use only the column shifts listed in the “Defending Unit Column Shifts” table.
- If multiple units are attacking and/or defending, the players apply column shifts specifically as stated in each case, as

follows:

♦ **Terrain shifts** are handled in the same manner as with Fire Combat. Use the terrain in the Defending Unit's hex. Also, there can be additional shifts for the specific hexsides that are crossed by the Attacking Unit. If a Slope, Stream (*including a Bridge*), or River (*including a Bridge*) hexside is present between the Attacking Unit's hex and the Defending Unit's hex, then the listed column shift is applied as indicated. In the case of Up Slope, that means the attacking hex is in a lower Elevation Level hex than the defending hex. Down Slope means the attacking hex is in a higher Elevation Level hex than the defending hex.

Fieldworks and Fortified: If a Fieldworks or Fortified marker is present in the Defending Hex, these markers override the normal effect of the underlying hex terrain. Instead, use only the corresponding Fieldworks or Fortified column shift.

♦ **"Each Unit"** means that for every unit involved in the combat that qualifies for the indicated shift, the player applies that shift.

For example, if one of three defending units is "Disrupted", a two-column-shift-left modifier for the Defending Units is applied. If all three Defending Units are "Disrupted", a six-column-shift-left modifier is applied.

♦ **"Each Attacking Hex"** means that, regardless of the number of Attacking Units in an attacking hex, the shift is applied for each separate attacking hex that qualifies.

For example, two separate hexes have units that are attacking the same Defending hex. If two Attacking Units are stacked together in one adjacent hex that has a Stream hexside between it and the Defending Unit, and a second attacking hex with one Attacking Unit does not cross the Stream hexside, the players apply a one-column-shift-left modifier to the attacker and a one-column-shift-right modifier to the defender.

- **Enfilade Attack:** For Assault Combat, this column shift benefit is earned if any Attacking Units are successfully charging from two or more different hexes against the same Defending Hex. *Note that these are not just declared Charges from separate hexes – they must both be successful.*

♦ **Cavalry Exception:** If any one successfully charging Cavalry unit is in **Deployed** mode and all Defending Units are in **Concentrated** mode, and none have a "Square" marker, the Cavalry unit earns the Enfilade Attack column shift benefit in this case as well.

- **The Cadre (C) Column:** Column shifts that move the Final Column to the left of the "C" column are treated as an automatic "–" (**no effect**) result. However, the player should still roll the red die, in case there is a Close Fight resolution needed.

- **Maximum Combat Effect:** Column shifts resulting in a Final Column to the right of the "32+" column are resolved on that column, regardless of the actual number of shifts off the table.

e. **Resolving Assault Combat:** Both players roll simultaneously on

the relevant CRT and achieve a Cohesion Test Type result (**either No Effect, Routine, Tough, or Severe**) and then compare those results.

- **Multiple Units:** In the case of multiple units being on one or both sides, when determining the Cohesion Test Type result and the relevant CR to use on the table for the enemy unit, always use the single highest modified CR for any one unit on the opposing side (*regardless of the SP value of that unit relative to the others*).

- **Assault Combat Matrix:** After both players have achieved a Cohesion Test Type to be applied to the enemy, those two results are cross-referenced on the Assault Combat Matrix of the relevant CRT. Where those two results intersect is the net effect of the Assault Combat.

♦ **Attacker Effect:** If the result has an "A:" prefix, the indicated result is applied to each Attacking Unit. This result is applied in the same manner as Fire Combat (10.4b). If there is more than one unit involved in the Assault Combat, each unit applies the indicated result.

♦ **Defender Effect:** If the result has an "D:" prefix, the indicated result is applied to each Defending Unit. This result is applied in the same manner as Fire Combat (10.4b). If there is more than one unit involved in the Assault Combat, each unit applies the indicated result.

♦ **Close Fight:** If both Cohesion Test Type results are identical, resolve a Close Fight (*see below*).

f. **Close Fights:** If the cross reference on the Assault Combat Matrix yields a "CF" (*Close Fight*) result (*which will occur if both players achieve the same Cohesion Test Type result*), that means the units are in a tough close quarters fight. In this case, the players reference their respective red dice rolls (*from their original five dice roll*) and apply the indicated result to their own unit(s) involved in the combat:

- A "–" result is no effect. The unit(s) remain in their current space.
- An "R#" result is applied to all the units of the affected side per normal Retreat procedures.
- An "H" result is the total number of Hits applied to the unit(s) of the affected side per the normal Hit Application rules. If there is more than one unit on the affected side, the first Hit is applied to the unit with the higher Manpower SP and the second Hit is applied to the unit with the next highest Manpower SP.

For example, a French Infantry unit is conducting an Infantry Assault Combat against two Austrian Infantry units (the first with "6" SP and the other with "3" SP). Both sides get a "Tough" Cohesion Test result and thus this is a Close Fight. The initial French dice roll includes a red "4" and cross-referencing the "4" row with the "T" (yellow) column on the Close Fight Table, the player sees that the French unit must apply an "R1" result. The French unit unfortunately relinquishes its position on the battlefield and Retreat one hex.

French Result

Close Fight Table				
Cohesion Test Type				
Die Roll	-	R	T	S
1	-	-	-	-
2	-	-	-	H
3	-	-	H	R1
4	-	H	R1	H+R1
5	H	R1	H+R1	H+R2
6	R1	H+R1	2H+R1	2H+R2

Allied Result

Close Fight Table				
Cohesion Test Type				
Die Roll	-	R	T	S
1	-	-	-	-
2	-	-	-	H
3	-	-	H	R1
4	-	H	R1	H+R1
5	H	R1	H+R1	H+R2
6	R1	H+R1	2H+R1	2H+R2

The Allied player's dice roll has a red "3" and she cross-references the "3" row with the "T" (yellow) column on the Close Fight Table. The Austrian units are going to suffer a Hit, and this is applied to only the "6" SP unit (the higher SP unit). The Austrians are bloodied in a tough, close fight but hold their positions.

g. Combat Events: Both players roll their green die as part of the Assault Combat dice roll and the same rules apply as with Fire Combat. If the black/white dice roll is a "doubles", the player refers to the Combat Events Table for the Assault CRT being used and finds the green die roll result on the table. The indicated effect is immediately applied to the combat (if possible).

- If both players' dice rolls result in a Combat Event, the players will enact both. Apply the Attacking Unit's event first and then, if possible, enact the Defending Unit's event. If both players roll the exact same event, then apply it twice (again, if possible).

h. Advance After Combat: If all units from one side or the other are retreated and/or Broken, check for Advance After Combat as follows:

- If Attacking Infantry Unit(s) break and/or retreat all Defending Units, then each Attacking unit may immediately enter the vacated Defending Unit's hex (but is not required to do so). Defending Infantry and Artillery never Advance After Combat.
- All Cavalry unit(s) – whether Attacking or Defending - must enter the opposing units' hex if all the opposing units are eliminated and/or retreated. Cavalry Units must then check for Cavalry Impetus (see below).
- In both cases, if the hex advanced into would thereby become over-stacked, then only those units that can meet the stacking requirements may advance.
- Advance After Combat still applies if the Defending Unit failed its Hold Morale Test.

i. Cavalry Impetus: If a Cavalry unit Advances After Combat (see above), it must take an immediate Morale Test to determine if it launches a Cavalry Impetus Charge. This means that, from its newly entered hex, the Cavalry Unit may/must launch a Charge at an eligible enemy unit. *Note that if a unit does launch a Cavalry Impetus Charge, no Charge Morale Test is taken – it is assumed to automatically "Pass" the test.* Regardless of result, only one Cavalry Impetus Charge is allowed per unit per Assault Combat Step. Each qualified Cavalry Unit takes an immediate Morale Test and applies as follows:

Pass = The Cavalry unit may conduct an immediate "Confident"

Charge using normal procedures, and the unit first takes 1 Hit. Resolve this before any other Assault Combats. If this option is not used, or there is no eligible enemy unit, the Cavalry unit remains with no further effect and does not take 1 Hit.

Nervous = The Cavalry unit must first take 1 Hit. Then, it may conduct an immediate "Hesitant" Charge using normal procedures. Resolve this before any other Assault Combats. If a Charge is not made, the Cavalry unit remains in the hex with no further effect.

Fail = The Cavalry unit suffers "bloodlust" and acts impetuously! Roll the black die again and apply as follows:

- ♦ **1 = Reigned in!** The Cavalry unit does not Charge and remains in the hex but must still take 1 Hit.
- ♦ **2 - 3 = Bloodlust Charge!** The Cavalry unit must take 1 Hit and conduct another Charge against an eligible enemy hex, if possible. If more than one enemy hex is eligible, the owning player chooses the target. If there are no eligible targets, the Cavalry unit still takes 1 Hit and must immediately move one hex towards the closest (in number of hexes) enemy unit within its LOS. If more than one, the owning player chooses. If there is no enemy unit within LOS, the Cavalry unit still takes 1 Hit and remains in the hex.
- ♦ **4 - 5 = Hesitant Bloodlust Charge!** Use the same procedure as Bloodlust Charge! above except that the charge is conducted as a "Hesitant" Charge.
- ♦ **6 = Confident Bloodlust Charge!** Use the same procedure as Bloodlust Charge! above except that the charge is conducted as a "Confident" Charge.

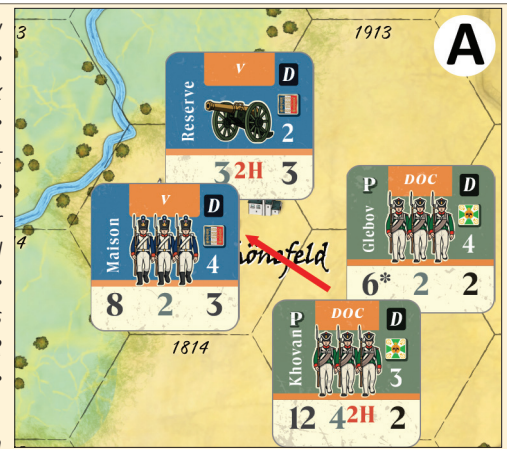
Please note a few unique things about Cavalry units and Assault Combat. Yes, Cavalry units will Advance After Combat whether attacking or defending. In both cases, the unit is actively charging or - in the case of defending - countercharging. Cavalry units very rarely get caught standing still, and cavalry melees are swirling affairs with a lot of movement. Charging Cavalry units can also tend to lose control once they are off and running and thus, they are required to check for Cavalry Impetus. Lastly, you'll note that if any Charge is conducted due to Cavalry Impetus, the unit will first take 1 Hit before the charge. This is to represent not the loss of trooper casualties, but rather it reflects the fatigue and attrition of the horses during charges, which were exhausting and dangerous to the animals.

Assault Combat Example: A The French Maison Infantry Division and Reserve Artillery units of V Corps are stacked together and holding a vital position in the French lines at the village of Schonefeld (hex 1813). The Allied player has two units from the DOC Corps in hex 1914 – the Khovan Infantry and the Glebov Infantry. All units are in Deployed mode. The DOC Corps is under an Attack Order and therefore eligible to launch an Assault Combat attack and the player declares that these units are conducting a Charge against the French unit in 1813. Both Russian units first take a Charge Morale Test. The Allied player rolls the black die for each unit and gets a “4” for the Glebov infantry unit (CR is “2”) and a “1” for the Khovan Infantry (CR is also “2”). It fails its test (die roll > CR) and therefore do not charge. The Khovan Infantry “Passes” its test (die roll < CR) and is charging in. This forces each of the French units to immediately take a Hold Morale Test. Both units’ CR value is temporarily increased by “+1” because they are in an Urban hex and the Reserve Artillery is temporarily increased by “+1” because it is stacked with the Maison Infantry. The French player rolls the black die for each of these units and rolls a “2” for the Maison Infantry and a “6” for the Reserve Artillery (modified CR of “5” vs. die roll of “6”).

B The French Reserve Artillery fails its test by 1 (die roll > CR) and suffers a “H+R1”. The artillery retreats to hex 1713 and places a 1 Hit “Shaken” marker on it.

C The Maison Infantry passes its test (modified CR of “4” vs. die roll of “2”) and issues Defensive Fire on the Infantry Volley CRT at the approaching Russian Khovan Infantry amounting to “10” SP (“8” Manpower SP + “2” Artillery SP) and achieves an “H/R1” result. The Allied player wants to keep the charge going so reluctantly opts to take the Hit to continue the Assault Combat. He gives the Khovan Infantry a “Shaken” marker.

D The players now resolve an Assault Combat between the two surviving units – the assaulting Russian Khovan Infantry and the defending French Maison Infantry. The Allied player has a Starting Column of “10-12” for the Russian’s Manpower SP of “12” (the player could have decided to only use the Artillery SP instead). Unfortunately for the Russians, there are only a couple of detrimental column shifts to apply: ◀ 1 for the Attacking Unit being “Shaken” and ◀ 1 for attacking an Urban hex. That’s a shift of two columns to the left which puts the Allied unit’s Final Column at “6-7”. The Allied player rolls all five of his dice and first checks the black/white dice combo. The result is “62” which, because the French unit has a CR of “3”, is a “Tough” Cohesion Test Result. The French player is also rolling her five dice at the same time as the Allied player and her Starting Column is “8-9”. This is shifted 1 ▶ because the unit is defending in an Urban hex, so the Final Column is “10-12”. Her black/white dice roll is “53” and because the Russians have a CR of “3”, this is also a “Tough” Cohesion Test result. We have a Close Fight! The players both check their respective red die rolls on the Close Fight Table. The Allied player rolled a red “2” and thus the Russians suffer a “-” result, while the French player rolled a red “5” and suffered an “H+R1” result. The French are given a “Shaken” marker for the Hit, and the unit must now retreat one hex. The demoralized French player retreats the Maison Infantry into the 1713 Marsh hex. The elated Allied player advances the victorious, but battered, Khovan Infantry into Schonefeld. A tough, tenacious fight by the charging Russians! But they are vulnerable to a counterattack, and the French Maison Infantry is still in pretty good shape. What do the Gods of War have in store for the players with the next card draw?



13.0 RALLY



Units under a Regroup or Defend Order (*only*) may conduct a Rally. The Rally action represents the unit taking the time to reorganize, gather stragglers, rearm, etc. and is manifested in the game by the unit attempting to remove inflicted Hits. A Rally action also allows the player to attempt to bring one available unit (*only*) from the Broken Track back into the game. A Rallying unit is either a Damaged Unit, which is on the game map and trying to reduce the number of inflicted Hits, or a Broken Unit, which is currently in the “Available” box of the Broken Track and trying to re-enter the game.

13.1 Rally Eligibility

To attempt a Rally, a unit must meet all the following qualifications:

- Orders:** The unit must be operating under either a Regroup or Defend Order. A Broken Unit on the Broken Track is assumed to be under the same Order as the rest of its Corps.
- Distance from Enemy Units:** In all cases, a unit that wishes to Rally may not be adjacent to an enemy unit.
- A unit can also Rally if instructed by an Event Card.

13.2 CR Value and Modifiers

Units must take a Rally Morale Test and do so using the normal Morale Test procedure and modifiers. Use the following additional CR modifiers for the Rally Morale Test:

- A Damaged Unit uses its current, modified CR value based on its mode and any Hit marker effect. If the unit is operating under a Regroup Order, temporarily increase its CR by one (+1 CR) for this test (*only*).
- A Broken Unit uses the printed CR value on its Concentrated side of the unit counter. If the unit’s Corps is operating under a Regroup Order, increase its CR by one (+1 CR) for this test (*only*).
- A unit operating under a Defend Order does not have any additional modifiers to its CR value.

13.3 Rally Morale Test Procedure

When a unit attempts to Rally, it takes a Morale Test using the normal procedures. The Morale Test results are applied to each unit as follows:

Pass = The unit rallies successfully.

Damaged Unit: Remove one Hit from the unit and adjust or remove its Hit marker accordingly. However, a “Shaken” Critical Hit marker is never removed.

Broken Unit: Take the unit from the “Available” box of the Broken Track and place it on the map (see 13.4) with a “Shaken” Critical Hit marker under it.

Note that a Broken unit that successfully Rallies and returns to the game is given Critical Hit markers for the remainder of the game. This is to remind players that such a unit can never fully recover – it will always at least be “Shaken” as that Critical Hit marker can never be removed. This mechanic is a simple way to represent the permanent detrimental effect of losing veteran troops and unit confidence after a formation breaks cohesion and flees.

Nervous = The unit rallies, but uneasily so.

Damaged Unit: First, Retreat the unit at least one hex away from the nearest enemy unit (*player’s choice if more than one*). Then apply in the same manner as a “Pass” result (*above*). If the unit can’t Retreat at least one hex, it may not Rally and this is converted to a “Fail” result.

Broken Unit: Take the unit from the “Available” box of the Broken Track and place it on the map (see 13.4) with a “Disrupted” Critical Hit marker under it.

Fail = The unit does not rally and nothing else happens.

13.4 Rebuilding a Broken Unit

If a previously Broken unit is successfully Rallied, it is brought back into the game.

- If the unit achieves a “Pass” or “Nervous” result, it is removed from the “Available” box and placed on any hex (*along with a Critical Hit marker - see 13.3*) that is within two hexes of a unit from the same Corps as the rebuilt unit and at least two hexes from an enemy unit. The rebuilt unit must be deployed with its Concentrated mode side showing.
- If there are no units from the same Corps as the Rallied unit on the map (*i.e., they are all on the Broken Track as well*), then the Rallied unit may be placed in the same manner as described above but within two hexes of any unit from the same Wing instead.
- If it is not otherwise possible to place the unit in an eligible way, then it cannot be rallied and must remain in the “Available” box.

14.0 END PHASE

When no cards remain in the Draw Pile, players proceed to the End Phase to conduct various housekeeping procedures, check on special situations, and update the game’s progress.

14.1 Final Held Card Step

Both players may play one, and only one, held card during this step. If both players are holding a card and wish to play it, the French player decides who will play their card first. Only one card can be played, and the other must be discarded with no effect.

14.2 Fieldworks Step

Qualified units take a Morale Test to attempt to build a Fieldworks marker.

14.3 Update Broken Track Step

Move all units on the Broken Track to the next lower box, except units located in the “Available” Box, which remain there.

14.4 Victory Point Step

As instructed by the scenario being played, both players count the number of Victory Points earned for the current Game Turn and adjust the VP markers to indicate the new net VP total.

14.5 Reset Step

Players gather their own Formation Activation, CIC Activation, and Event Cards from both the discard pile and from the cards they did

not choose from previously. Also, remove any temporary markers that expire at the end of the turn.

14.6 Advance Game Turn Step

Any player moves the Game Turn marker to the next space of the Game Turn Track. If this is the last turn of the scenario, count the number of Victory Points for each side and determine the game's winner.

15.0 MORALE TESTS

Throughout the Game Turn, units may be required to take a Morale Test to determine how they each react to critical combat situations.

Important Note: A unit's CR is in constant flux throughout the Game Turn, depending on circumstances. It can be permanently modified by a Hit Marker, but also temporarily modified by enacted Event Cards, Assault Combat Morale Tests (Charge and Hold), and Rally Morale Tests.

15.1 Procedure

For every Morale Test, the player whose unit is testing rolls their black die and compares the rolled result with the modified CR of the testing unit. The possible Morale Test results are:

- ♦ **Pass** = Die roll is less than the CR value
- ♦ **Nervous** = Die roll is equal to the CR value
- ♦ **Fail** = Die roll is greater than the CR value or a die roll of "6" (see below)

Each result's actual effect on game play depends on the type of test being taken. See the appropriate section for detailed result effects.

15.2 Permanent CR Modifiers

Every Morale Test can modify the testing unit's CR depending on circumstances. Specific causes can have additional temporary modifiers as listed in that rules section. The permanent CR modifiers are applied by Hit Markers:

- ♦ **Disrupted** = -1 CR
- ♦ **Depleted** = -1 CR
- ♦ **Battleworn** = -2 CR

For example, a unit with a printed CR value of "3" that is also Depleted (-1 CR) has a modified CR value of "2" when it needs to take a Morale Test. The player rolls the black die, and the result could be any of the following:

- 1 = Pass
- 2 = Nervous
- 3, 4, 5, or 6 = Fail

15.3 CR Extremes

A unit's CR can never be modified below "0" nor higher than "6", regardless of the net modifier effects.

a. If a unit's modified CR is "0" (it cannot be lower than that), it will automatically "Fail" the Morale Test. If the test is one that takes into account the differential of the die roll result (ex: the Charge Morale Test – see 12.3), then this calculation is made

normally, using "0" as the CR value.

b. Units whose CR is printed as "6" or modified to a "6" and roll a "6" during a Morale Test. The owning player must roll the die again and apply the following Morale Test result based on the second die roll:

- 1 – 3 = Nervous
- 4 – 6 = Fail (treat as failing by one differential)

16.0 RETREATS

If any game result or mechanic dictates that a unit Retreats, the affected unit(s) must immediately conduct a retreat move. Retreat movement is counted in total hexes – not MPs! The terrain MP cost of hexes retreated through is ignored, but the hexes must otherwise be legal to enter. The unit must retreat at least the entire distance mandated by the rule.

16.1 Mandatory Retreat Requirements

Retreats are conducted by the owning player, one unit at a time if a stack is affected, and following this order of priority:

- a. The unit must finish its retreat at least the mandated number of hexes away from the enemy unit that caused the retreat result or, if the retreat was caused by an Event, Panic, or Rally, from the nearest enemy unit. The unit may therefore be forced to retreat farther, until it reaches a hex that meets the minimum retreat distance from the enemy. There is no further penalty for exceeding the required retreat distance.
- b. The retreating unit may not enter or pass through a hex with an enemy unit in it.
- c. The unit may not enter an impassable hex or cross an impassable hexside.
- d. If the unit cannot increase the distance from the enemy due to impassable hexes or enemy units but can move legally and maintain the same distance from the enemy, it may retreat using such a hex but has one Hit inflicted on it for each hex it enters while maintaining the same distance from the enemy.
- e. A unit in Square retreats normally but it first removes the Square marker and then conducts the full retreat move.
- f. Artillery units (only) that are required to retreat are first placed into Concentrated mode (if not already) before making their retreat movement. This is to reflect the need for the unit to limber up its guns and caissons to conduct the move.
- g. The unit may pass through an over-stacked friendly hex with no additional penalty. It may not, however, end its retreat in an over-stacked hex. If it would do so, it must instead continue its retreat move beyond the mandated distance until it reaches a legal hex.
- h. If two or more units are stacked together and each must retreat, they are each retreated individually and may retreat to different hexes.
- i. If the retreating unit cannot retreat without meeting all the above-listed mandatory requirements, it is immediately Broken and placed into the "Broken-2" box on the Broken Track. The opposing player is granted the normal Victory Points.
- j. **Off-Map Retreats:** A unit may retreat off of the game map,

provided it meets all the other requirements for a legal retreat (see above). However, if the unit does so it immediately has 1 Hit inflicted on it and is placed off map adjacent to its exit hex. The unit may move back onto the game map during a future activation via a map edge hex that is within 10 hexes of its exit hex, in the same manner as a Reinforcing Unit (see 11.6).

16.2 Preferred Retreat Requirements

If the mandatory retreat requirements can all be met, the following additional restrictions must be met, if possible. They are listed in order of precedence.

- a. The retreating unit must avoid moving adjacent to any other enemy unit(s). If the unit does retreat adjacent to one or more enemy units, the retreating unit has one Hit inflicted on it for each such hex through which it retreats (and regardless of the number of individual enemy units in each of those hexes).
- b. The unit must decrease the distance to its side of the map with each hex retreated if more than one eligible hex (per all the above conditions) is available.
 - The French player must try to retreat their units toward the Fortified City hex of Leipzig (hex 1217) unless a French General Retreat has been declared (this only applies in some scenarios). If a French General Retreat is in order, then French units may also retreat toward the Western map edge. In this case, French units north or east of the Elster River will first retreat to Leipzig and then toward the Western map edge.
 - The Allied player must retreat their units toward the closest map edge hexes representing the Line of Communications for the Army to which they belong, as follows:
 - ◊ **Army of Silesia:** West or North map edge
 - ◊ **Army of Bohemia:** South map edge
 - ◊ **Polish Reserve Army:** South or East map edge
 - ◊ **Army of the North:** North or East map edge

17.0 THE BROKEN TRACK

Units in They March Against Us are rarely permanently eliminated (however, see 4.2 - Shattered Units). Napoleonic combat units were never “wiped out” to the man, but rather they could lose all their cohesion and rout away from the enemy, temporarily ceasing to exist as a viable and organized body of troops. The unit’s leaders would hopefully be able to regroup the scattered fragments of men and compel the unit to rejoin the battle once again as a formed and cohesive fighting formation. This is simulated through the Rally action (see 13.0). The Broken Track is built to reflect those realities and allow disintegrated units to reorganize and redeploy. Units are sent directly to the Broken Track during play when they have reached their threshold of inflicted Hits, which is dependent on their Unit Size or Type.

Broken Unit Thresholds by Unit Size/Type

- **Small Infantry/All Cavalry/All Artillery:**
 - ◊ 3 total Hits = Broken-1 box
 - ◊ 4 total Hits = Broken-2 box
 - ◊ 5+ total Hits = Broken-3 box
- **Average Infantry Units:**
 - ◊ 4 total Hits = Broken-1 box

- ◊ 5 total Hits = Broken-2 box
- ◊ 6+ total Hits = Broken-3 box

• Large Infantry Units:

- ◊ 5 total Hits = Broken-1 box
- ◊ 6 total Hits = Broken-2 box
- ◊ 7+ total Hits = Broken-3 box

When units have accumulated inflicted Hits equal to or beyond their Broken threshold, they are placed into one of the three boxes of the Broken Track. During each End Phase, all units on the Broken Track are moved down the track to the next box on the right. Units in the “1” box are placed in the “Available” box, and they remain there until their formation uses a Rally action to try to bring them back into the game.

18.0 SPECIAL TURNS

These turns have special rules regarding LOS, Cohesion Ratings, and Movement. Dawn and Dusk turns can occur per the scenario being played. Overnight Turns are used only in a multi-day scenario. The special turns are:

- ◊ Dawn (6:30 – 8:00 am)
- ◊ Dusk (5:00 – 6:30 pm)
- ◊ Overnight (6:30 pm – 6:30 am)

18.1 Dusk and Dawn

These two turns are identical in their game effects. When playing during either of these turns, do so normally but adjust game play as follows:

- a. **Movement:** Units may move normally along Roads, but they cannot use the Road March Bonus. Movement into other types of hex terrain is allowed, but the Movement Cost of each non-Road hex is increased by one. For example, a unit entering a Clear terrain hex pays 2 MP to enter that hex; an Artillery unit entering a Forest hex pays 4 MP.
- b. **Line of Sight:** The maximum LOS is reduced to one hex. So, Fire Combat of any kind may only be conducted against adjacent hexes.

- c. **Cohesion Ratings:** All units have their CR reduced by one for all purposes.

18.2 Overnight

This mega-turn encompasses the entire overnight period. Units must (for the most part) enter bivouac and rest, rearm, and reorganize. They can only do minimal movement and no combat at all.

- a. **Limited Activation:** Units may only conduct one Movement during an Overnight Game Turn, following the same Movement rules as for Dusk and Dawn. The Allied player moves any units first, followed by the French player. Reinforcements may be moved onto the map as well.

- b. **Combat:** No combat of any kind is allowed.

- c. **French Works and Fortifications:** The French player (only) has a limited ability to build “Fieldworks” and/or “Fortified” markers.
 - Each French Wing (Ney and Murat) may each build one “Fieldworks” marker in the same hex as one of their units (so two markers total). The unit must be otherwise qualified to do

so. In this case, no Morale Test is required – the “Fieldworks” marker is automatically successfully built (see 11.8).

- The French player may also build one “Fortified” marker in any eligible hex (see 11.9).

d. When the Overnight Game Turn is completed, the Game Turn marker is moved to the Dawn Game Turn box and the Game Day marker is moved to the next day box.

19.0 WINNING THE GAME

Each scenario details the requirements to win that scenario. Normally this is a tally of each side’s earned Victory Points, with the side scoring the higher VP total winning the game.

In most scenarios, the player is awarded Victory Point for “controlling” particular hexes. “Control” is achieved by a player when they have the last Infantry unit (only) enter the relevant hex. This includes an Infantry unit passing through the hex without stopping. However, Cavalry and Artillery units only “control” a hex that they physically occupy at the time of the VP assessment – they do not control hexes they just pass through.

20.0 DESIGNER’S NOTES

Thank you for playing *They March Against Us: Leipzig 1813*! I hope you enjoy the experience of playing the game as much as I had designing it. *Well, most of the time.* These big wargames are a ton of work not only from the designing side of things, but from the development, testing, artwork, and production aspects as well. It is a true team effort and there has not been a design project with which I’ve been involved where that is more evident than with this game. Thanks to all who participated in making this design possible!

So, most people ask me: “Why Leipzig?”. I mean, it is the largest battle in history prior to the First World War, so why start there? Well, the answer is three-fold. First, my mother was born in Leipzig, Germany and she lived right next to the battlefield. So, its history has been ingrained in my DNA from day one. I wanted to honor her memory by designing a game with her hometown as the centerpiece, so here it is. Secondly, Kevin Zucker’s Napoleon at Leipzig wargame, in all its iterations and editions, has been one of my all-time favorites and was used by me as a vehicle in college to teach my friends the joy of playing wargames. Again, this battle has followed me around for a long time. Finally, when I first proposed this idea of the Bonaparte’s Swords series (thank you Claude Whalen for the series title) to Roger and Richard at Revolution Games, I told them that my goal was to make this system as viable and durable as the Blind Swords series has been for them. It even has the same initials! I wanted to assure a rightful place in the Revolution catalog by giving the series the maximum stress test possible right from the beginning. So, it was “go big or go home”. If the system can handle this behemoth of a battle, with its size, drama, and complexity, then I think I can guarantee it will handle any Napoleonic battle.

The goal of this system is to take what people love about the Blind Swords series and bring that karma to the Napoleonic Wars. A pretty simple target for the series, in that I can use the DNA of Blind Swords to create the operational shell and then concentrate

on how to make it unique - not just a carbon copy of its ACW sibling. I’ve had many years of studying Napoleonic warfare and it was one of my favorite military history subjects. In fact, I won an award while attending Lehigh University for writing the best term paper covering Napoleon and his art of war. I played Napoleonic miniatures for many years and designed my own set of miniatures rules. So, I’m familiar with what an avid Napoleonic gamer wants to see in a game covering this period. But I also did not want to destroy what makes Blind Swords a unique experience – combining a fun, playable game system with good simulation value. Adding layer upon layer of new rules and mechanics to get all that battle-level tactical Napoleonic goodness into the game was self-defeating. There are plenty of games that do that already and this game needs to fill a different slot, creating its own “lane”.

I decided to use the strengths of the Blind Swords system and its flexibility to infuse the necessary Napoleonic flavor and character directly into the units, cards, charts and tables. Not as separate rules or mechanics to remember, but as inherent, hard-wired elements that would work seamlessly in the existing game system.

The game’s unit counters are presented with figures in their historical uniforms and sporting their national flags. This includes the proper color of each nation’s artillery gun carriages as well. Why? *Because it looks cool.* And admiring the Napoleonic color and heraldry is half the fun of this era. But the counters also ooze Napoleonic theme in their values. The Strength Points give you the number of men and guns in the unit. And the guns are subdivided into light and heavy guns, so that there is nuance in every unit’s ranged fire capabilities. Elan and training are measured by a unit’s Cohesion Rating, so every unit will perform differently and respond to enemy threats differently. Some units are designated as having light infantry attached (giving them some more punch if the proper Event Card is played) and cavalry is divided into light and heavy horse, with each having their historic advantages and disadvantages. Finally, units can be presented on their Deployed side or their Concentrated side, with a whole tendril of consequences being created by that singular choice. This is a simple, direct way to allow the player the classic Napoleonic dilemma ... line or column? The combination of all these unit counter ratings and postures creates a living, breathing Napoleonic formation that will perform in the game as close to their historical performance as we can muster. And they’ll look awesome doing it!

Another place where the Napoleonic flavor is directly incorporated into the game is in the cards. The cards replace the chits used in the ACW Blind Swords series, and this allows for more flexibility in their utility. These are designed to allow players tough command decisions and at the same time, provide some interesting tactical choices and narratives. The Activation Cards are designed to abstractly simulate the difficulties of issuing orders via courier on a confusing and dangerous battlefield. But there are no complex rules, tracing of command ranges, writing orders, or moving courier markers. The system simply forces the players to commit to a set of orders at the start of the game turn, but the sequence in which the Activation Cards come into play is random (i.e., order delays). The player does have the option to hold a card that was drawn out of their planned order ... but this is at the risk of losing the order entirely. All this conveys the difficulty of issuing correct

orders under pressure and how command and control is subject to the vagaries of an ongoing battle. All that in one simple mechanic. The same is true for the Event Cards. These are all events that happened at Leipzig or could have happened at Leipzig. They are a combination of expected, encouraged, or planned-for events (i.e., Key Events) with totally random events that a player must be ready to exploit ... if good ... or mitigate ... if bad. These card combinations therefore drive the narrative through a Napoleonic battle and at the same time they challenge the players to think instantly from the horse's saddle (with bullets whizzing around their heads).

Another place where I sought to infuse some Napoleonic flavor and narrative is via the different Combat Results Tables (CRTs). In order to avoid multiple modifiers and all sorts of special conditions, I opted to just create four unique CRTs that each build into their core the necessary shifts, events, and combat results to reflect the kind of combat they represent ... Infantry musket volleys, Artillery bombardments, Infantry assaults, or Cavalry charges. Each table is fine tuned to give a range of results that reflect the realities of each type of combat, minimizing the need for combat shifts that cover multiple arms or every odd possibility. In addition, the dramatic and unexpected Combat Events that can occur with each type of combat are tailor-made to simulate an event that could happen while units are engaged in that specific type of combat.

Finally, the importance of morale and performance at various stages of an assault is amplified with the way assault combat is resolved. This particular mechanic is reminiscent of a miniatures style of sequencing and gives the entire Napoleonic assault procedure some verisimilitude. I modeled charges in that manner as it best reflects the historical stages of an infantry or cavalry charge. The charging unit must test its will to effectively (and convincingly) begin its charge at the enemy once that is accomplished, if it is, the onus is on the defender to hold their ground ... if they are not scared off, they issue defensive fire (maybe), but how effectively? ... and finally, if the attacker is not driven off by the defender's fire, we have the ultimate test of elan/skill/toughness/luck in the melee combat. This is Napoleonic drama at its best and I wanted to make sure I captured that in the most evocative way possible. And there are all sorts of other wonderful aspects thrown into this set of mechanics – charges can be confident or hesitant, squares can be formed, charging cavalry can go berserk, horses become blown, etc. It's all in here but without the weight of a hundred pages of rules or dozens of modifiers.

In conclusion ... I know, finally! ... this design is an effort to present players with an accessible, but flavorful Napoleonic battle experience. I'm hoping that you will find decision making challenging (in a historical sense as well as a game play sense) and yet you will be able to do so without rules creep and complex procedures. Almost all elements in the game are resolved with one dice roll and any modifiers are simple shifts left or right – no complex math calculations to make. I'm very proud of how this game turned out and I want to thank Richard and Roger at Revolution Games for the amazing amount of work they put into this design to help make it the best it can be. I hope you feel the same way.

Thanks and good gaming! Hermann

Credits

Game Research and Design: Hermann Luttmann

Game Map: Jose Faura

Game Counters and Cards: Jules Kanou

Game Development: Fred Manzo, Roger Miller, Richard Handewith

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