

Page	6	Basic Rules Index
29	7.9.2	Aides de Camp - Fate chart - killed on 1, delayed on 2,3 unless to Reserve Division
	7.9.1	Aides de Camp - required to communicate order changes
99	16.1	Ammo Supply (Optional rule) - after five shots, a subsequent "1" puts the Battery out of Ammo
27	7.7	Arrival from off table - should be announced one turn early
49	9.0	Artillery
99	16.1	Artillery - ammo supply (Optional) - after five shots, a subsequent "1" puts Battery out of ammo
34	8.5	Artillery - army batteries - may move when any friendly division is allowed to move
15 52	6.1 9.5	Artillery - attachment - if attached must Fire in support of the Division to which they are attached Artillery - Canister - at closest target directly to front or within 45° if closer
53	9.5.1	Artillery - Canister - at closest target directly to front of within 45 in closer Artillery - Canister - kill distribution
52	9.5	Artillery - Canister - mandatory if target is within 9" (7 1/2" for horse Battery)
56	9.8	Artillery - Counter Battery Fire - requires a "6" to hit
35	8.5.1	Artillery - evades during Artillery Fire phase
9	2.3	Artillery - hits - takes three max
67	11.0	Artillery - Melee - may not initiate Melee
55 24	9.7	Artillery - Firing Modifiers
34 35	8.5 8.5	Artillery - Operations - may either Fire or move, except horse Artillery can do both Artillery - Pivot or wheel during Movement phase if [foot] Battery did not Fire
55	9.7.5	Artillery - Reverse Slope target: -1 Modifier to Artillery
	29.4.1	Artillery - stick pull back - may pull back stick so as to use ball shot instead of canister
57	9.9	Artillery - Town Sector target - fires Ball Shot only
15	6.1	Attached Artillery must Fire in support of the Division to which they are attached
15	6.3	Attached Skirmish stands do not count towards Division Morale
20	7.4	Attack orders
20	7.4.2	Attack orders - Attackers must conform to Command Arrow (within 45°)
23 20	7.4 7.4.2	Attack orders - Cavalry must Charge formed enemy units (including squares) if within 6" Attack orders - DC must face in the direction of the Attack on the attack path and must move
20	/ .7.2	up to 18" either before or after his Division
21	7.4.3.3	Attack orders - Infantry (and mixed) Division may stop and form Square if within 18" of
		Cavalry (45° to front of Command Arrow), orders revert to Defend
20	7.4.1	Attack orders - must be on map denoted by an arrow
21	7.4.3	Attack orders - obligatory movement - each unit must move at least 6" until Division starts
24	7 4 2 4	turn within 6" contact
24 20	7.4.3.4 7.4.1	Attack orders - resume after Division is out of Contact Attack orders - revert to Defend orders when Formed unit arrives at end of order arrow
21	7.4.3	Attack orders - Skirmishers are exempt from obligatory movement
64	10.7.7	Austrian Battalion masse Fire: -1(Optional)
95	15.0	Austrian Large Battalions
38	8.8.1	Backward Movement - straight to rear up to 3"
71	11.3.2	Blown Cavalry - fights as Disordered, remains so until Reformed; may still provide
70	11.0	Combat Modifier
79 79	11.9 11.9	Blown cavalry - recovers in the Rally and Reform phase; should exit enemy Frontal Zone Blown Cavalry and recall
78	11.7	Breakthrough - Cavalry only after winning a Melee (not against Battery) may move up to 12"
, -	,	or Recall - Command Zone may be ignored
12	3.4a	Breakthrough - Cavalry only after winning a Melee, dice to see which side moves first
77	11.7	Breakthrough - Cavalry taking Breakthrough must Charge nearest enemy unit
78 70	11.7	Breakthrough - may still be taken even if initial charge target is broken by Musketry
78 64	11.7	Breakthrough - musket Fire may be taken by Infantry units which did not Fire during turn
64 91	10.7.5 13.5.7	Burning town sector: -1 if firing at enemy chargers Burning Town Sectors - Artillery rolls of less than the number of batteries firing will set the
71	13.7./	town sector on Fire
52	9.5	Canister - at closest target directly to front or within 45° if closer
53	9.5.1	Canister - kill distribution
52	9.5	Canister - mandatory if target is within 9" (7 1/2" for horse Battery)
72	11.3.2	Cavalry - uses Disordered Morale in Melee with Square
78	11.7	Cavalry Breakthrough - only after winning a Melee may move up to 12" or Recall - Command
23	7.4	Zone may be ignored Cavalry must Charge formed enemy units (including squares) if within 6" under Attack Orders
25 25	7.5	Cavalry must Charge formed enemy units (including squares) it within 6 under Attack Orders Cavalry must Charge formed enemy units if within 6" under Defend orders
79	11.9	Cavalry recall phase - taken in lieu of a Breakthrough, or in subsequent turn if Breakthrough taken
79	11.9	Cavalry reform - may be done within 6" of enemy front
37-8	8.8	Changing face - off (one) omit fixed point at one front corner of formation; artillery pivot off
		center; Skirmishers off flank with no further movement

Page	e §	Basic Rules Index
36	8.7	Changing Formation - move or Changing Formation unless French
28	7.9	Changing orders – army general must be stationary
38	8.9	Charge - Cavalry and Infantry not permitted to both Charge same target
38	8.9	Charge - may Charge units not "visible" at start of move
38	8.9	Charge - wheel permitted up to 45° at start of move
67 42	11.0	Combat dealerment floats and rear support for males
43 81	8.14 12.0	Combat deployment – flank and rear support for melee Command Phase
19	7.3	Command Zone - 18" radius, not limited by terrain, visibility or enemy units - all units must stay in command
27	7.8	Commitment of Reserve Division - requires a Change of Orders
22	7.4	Contact - defined as Frontal Zone of an Attacking unit comes within 6" of an enemy unit
12	3.2	Coordinated initiative - Attack Divisions only within 18" of DC at a -1
97-8		Cossacks
56	9.8	Counter battery fire - requires a "6" to hit
12	3.4a	Counter charges - Infantry against staggered/halted charging infantry
78 64	11.8 10.7.4	Counter-Charging - targeted elite or British Infantry may counter-Charge units they Staggered by Musketry
24	7.5	Cover: -1 for Musketry Defend orders
24	7.5.1	Defend orders - Skirmish stands may always move
27	7.6	Defend orders - two turn deployment transition when going from attack to defend orders
24	7.5	Defend orders - units must remain stationary once deployed until Division is Contacted
29	7.9.2	Delivered orders - Aide de Camp returns immediately to army general with no time elapsed
83	12.4	Demoralized Divisions - Rallying - roll on Division Morale Table during Command Phase
82	12.2.3	Demoralized units - convert immediately to Defend orders with a -1 MR
83	12.4	Demoralized units - may rally even when taking an additional Morale test
43	8.14	Deployment Diparticle of Aidea do Comp
29 61	7.9.1 10.2.1	Dispatching Aides de Camp Distribution of Kills - Musketry
$\frac{01}{100}$		Division Commander - bonus; 1. remove stagger, 2. attach Staff Officer or 3. remove casualty
	16.2.1	Division Commander - death; risks death if within 3" of a unit which takes a casualty
81	12.2	Division Morale
82	12.2.1	Division Morale - Artillery does not count towards Division Morale
82	12.2.1	Division Morale - light units must lose both Skirmish Stands if so deployed to count as a broken unit
56	9.8	Emplaced Artillery - cannot be hit by Counter Battery Fire
		Engineer/sapper - +1 in attack on town or fortifications
35 70	8.5.1	Evading Artillery - during Artillery Fire phase
70 32	11.3.1.4 8.2	Failed Volley: -1 Melee modifier against Infantry Charge Failure to form Heaty Square becomes Staggered or Disordered (if already Staggered) and gives no
34	0.2	Failure to form Hasty Square becomes Staggered or Disordered (if already Staggered) and gives no deployment modifiers, and cannot form Square even if charged during Breakthrough phase
81	12.1.1	Failure to rally Fallback units - Fallback units failing to rally are broken and removed
	3 11.4.1	Fall backs - Infantry falls back 9" after losing Melee, Cavalry 18" - not affected by terrain penalties,
		away from enemy
73	11.4.1	Fall backs - units contacted while in Fall-Back status are broken
73	11.4.1	Fall backs - units contacted within 6" must take a Morale Test; can be staggered or lose casualty if
0.1		already staggered
81	12.1.1	Fallback units - Fallback units failing to rally are broken and removed
71	11.3.1.8	Favorable terrain - +1 defending in Melee for stationary formed Infantry Field Fortification bit values, reduced, ctill provides protection against Muslestry
93 93	13.7.1 13.7	Field Fortification hit value - reduced, still provides protection against Musketry Field Fortifications
64	10.8	Firing into melees is permitted if no friendly unit in firer's arc and unit was stationary (or just wheeled)
72	11.3.2	Flank or rear attack - defender uses Disordered Morale rating
44	8.14.2	Flank support - +1 by formed Infantry supported by units deployed within both Flank zones (or town
		or terrain), formation per Doctrine - except against Cavalry, or if supporting units are charged in Flank
		or rear or in Fall Back status
8	2.2	Flank zone - 3"
76	11.6	Flank/rear attacks - starts at least partly behind and finishes completely behind enemy front line, or in
21	0.3	contact with enemy rear line
31 60	8.2	Formations defined
68 3/i	11.2.1a 8.2.1a	Formed units move through enemy Skirmishers without stopping (and may break them)
34 91	8.2.1a 13.5.8	Forming Skirmishers - units with two Casualties only get one Skirmish Stand Fortified Farms/Chateaus
8	2.2	Frontal Zone - 6"
95	15.0	Grenzers
41	8.11.1	Hasty line - failure to form becomes Staggered or Disordered (if already Staggered) and gives no Deployment modifiers, and cannot form Square even if charged during Breakthrough phase (§11.3.2 p72)

Page	e §	Basic Rules Index
41	8.11.1	Hasty Line may be attempted if within the Frontal Zone of enemy Formed Infantry or Artillery
32	8.2	Hasty Square - failure to form becomes Staggered or Disordered (if already Staggered) and gives no
32	0.2	Deployment Modifiers, and cannot form Square even if charged during Breakthrough phase
32	8.2	Hasty square – may attempted if charged by cavalry by rolling = MR or less (+1 if 12" or less; +2 if 6" or less)
86	13.1	Hills (steep) - 2/3 speed (except skirmishers)
67	11.1	Infantry Charging does not Fire
67	11.1	Infantry may not Charge Cavalry
11	3.2	Initiative roll - Divisions with Attack orders win ties
11	3.2	Initiative roll by Division
40	8.10	Interpenetration - formed units may not Interpenetrate unless falling back or recalling: Skirmishers and Infantry may interpenetrate and all may interpenetrate batteries if the footprint clears. The interpenetrating unit becomes Disordered, may not form Hasty Square or fire. If interpenetrating a
53	9.5.1	Battery and broken, the Battery is broken as well. Kill distribution - Canister - staggers apply to all units in the pattern
71	11.3.1.7	Lancers - +1 against Infantry or Artillery (Optional)
9	2.4	Large units – unit 33-50% bigger (usually one stand); one extra kill/unchanged MR
9	2.3	Light battalions - form into two Skirmish Stands
33	8.2.1	Light Infantry and Skirmishers
82	12.2.1	Light units - for Division Morale must lose both skirmish stands to count as Broken
99	16.1	Low ammo supply (Optional rule) - after five shots, a subsequent "1" puts the Battery out of ammo
54	9.5.2	Mandatory Canister - Mandatory if target is within 9" (7 1/2" for horse Battery)
67	11.0	Melee
68	11.2.3	Melee involvement
12	3.3	Melee is simultaneous
69	11.3.1	Melee modifiers
74	11.4.1	Melee ties - apply one casualty to each and re-roll with all modifiers
75	11.5	Melees with multiple units
94	13.7.1	Miscellaneous terrain
9	2.3	Morale Rating (MR)
98	15.0	Morale Rating adjustments
99	16.0	Move/Countermove (Optional rule)
31	8.0	Movement
38	8.8.1	Moving backwards - straight to rear up to 3"
75	11.5	Multiple unit Melees
64	10.7.4	Musketry - cover1
61 64	10.2.1 10.8	Musketry - distribution of kills Musketry - firing into melees is permitted if no friendly unit in firer's arc and unit was stationary
63	10.3	Musketry - Modifiers Musketry - Modifiers
65	10.9	Musketry - Pass-Through Fire - permitted by and at Formed units only - firer must be stationary
64	10.7.6	Musketry - Point Blank Fire - +1 if stationary and not Staggered firing at chargers: REGs or better
65	10.11	Musketry - Screening - Musketry cannot overlap any friendly units
62	10.4	Musketry - Skirmish screens need only partially block Fire on target for a -1 modifier
62	10.4	Musketry - Charger halts at 1/4" from charge target if staggered by target unit [only]
62	10.4	Musketry - staggers - target is staggered if equal to [or more] than Morale Rating
61	10.2	Musketry - Volley Fire swath
62	10.5	Musketry Fire - 6" range, straight ahead, may Fire at or through Skirmishers at -1
59	10.0	Musketry Fire - Modifiers
21	7.4.3	Obligatory Movement - each unit under Attack orders must move at least 6" until Division starts turn
	_	within 6" contact
27	7.7	Off table arrival - should be announced at the start of the previous turn
99	16.0	Optional Rules
88	13.3.2	Orchards and Vineyards
28	7.9	Order change – army general must be stationary
20	7.4.1	Orders - Attack - must be on map denoted by an arrow
56	9.9	Overhead fire - artillery fire over lower level units in the first half of the stick - 6" gap required
65 87	10.9	Pass-Through Fire - permitted by and at Formed units only - firer must be stationary
87 64	13.2	Plateaus and dead ground Paint blank fire 11 if stationary and not staggered firing at chargers PECs or better
64 96	10.7.6 15.0	Point blank fire - +1 if stationary and not staggered firing at chargers; REGs or better
79	11.9	Portuguese Light Infantry - cannot break into Skirmish formation during the game Rallying
83	12.4	Rallying Demoralized Divisions - may rally even when taking an additional Morale test
83	12.4	Rallying Demoralized Divisions - roll on Division Morale Table during Command Phase
81	12.1.1	Rallying units - cannot be attempted within 6" of enemy unit front, unless in a town (3" in woods)
81	12.1.1	Rallying units - Fallback units failing to Rally are broken and removed
81	12.1	Rallying units - Staggered and Fallback in a single MR roll
		2

72	11 2 2	Basic Rules Index Poor ottack - malou defender uses Disordered
46	11.3.2	Rear attack – melee; defender uses Disordered
ю	8.14.3	Rear Support - +1 for formed Infantry supported by units deployed within 6" of rear facing within 45°
		of same direction (or town) - except against Cavalry, or supporting units are charged in Flank or Rear or
70	11.0	in Fall Back status
79	11.9	Recall phase - taken in lieu of a Breakthrough, or in subsequent turn if Breakthrough taken
79	11.9	Reforming Cavalry - may be done within 6" of enemy front
27	7.8	Reserve Division commitment - requires a Change of Orders
1 2	8.13.1	Restrictions to Frontal Zone movement - Formed units may not change formation or move backward
		within 6" of Formed enemy
55	9.7.6	Reverse Slope -1 Modifier to Artillery
50	10.1	Rifle fire - 12" range for skirmish fire if stationary, 9" if moving; 6" for formed volley
96	15.0	Rifles - British
86	13.1	Roads - no effect
88	13.4	Rough Ground - Skirmishers only at 1/2 speed
73	11.4.1	Rout Path - 6" directly to the rear of Broken units
98	15.0	Russian Artillery - might use MR4 - four hits - to reflect large size; alternatively use more units
61	10.3	Russian Musketry - no double kills on 6 in volley Fire
97	15.0	Russian Musketry - no double kills on 6 in volley Fire
71	11.3.1.10	Sapper - +1 in attack on town or fortifications
91	13.5.6	Sappers attacking towns - +1 in Melee (dies if Melee lost)
65	10.11	Screening - Musketry cannot overlap any friendly units
11	3.0	Sequence of play
12	3.3	Skirmish Fire - comes before Musketry
59	10.1	Skirmish Fire - range is 9", arc of 45°
62	10.4	Skirmish screens need only partially block Fire on target for a -1 modifier
59	10.1	Skirmish targets - must Fire at closest target, may not Fire through Skirmishers
9	2.3	Skirmisher - killed with only one Hit
34	8.2.1a	Skirmisher formation – light units with two casualties only get one Skirmish stand
33	8.2.1	Skirmishers and Light Infantry
68	11.2.1a	Skirmishers do not stop Formed units
68	11.2.1	Skirmishers never Melee
67	11.0	Skirmishers may not Melee
95-8	3 15.0	Special Units - Austria, France, Gr. Britain, Prussia, Russia, Spain
72	11.3.2	Square - Cavalry uses Disordered Morale in Melee with Square
32	8.2	Square - May attempt Hasty Square if charged by Cavalry by rolling = MR or less (+1 if 12" or less; +2 if 6" or less
47	8.14.4	Square - May attempt Hasty Square if charged by Cavalry by rolling = MR or less (+1 if 12" or less; +2 if 6" or less
71	11.3.1.11	Staff Officer +1 in Melee (Optional)
55	9.6.2	Stagger Effects -1 to Melee and Musketry - Artillery and Skirmishers do not get Staggered
62	10.4	Staggered units - charger halts at 1/4" from charged target if staggered by target unit fire [only]
62	10.4	Staggers - target is Staggered if equal to [or more] than Morale Rating
92	13.6	Streams - minus 3" movement, +1 defender in melee
39-4	í0 8.9.1	support charges - units that moved one half or less may Charge units that have moved into charge rang
		or Infantry which did not form line. No charge permitted if unit changed formation.
85	13.0	Terrain
42	8.12	Terrain chart
86	13.1	Terrain chart
74	11.4.1	Tie rolls in Melee - apply one casualty to each and re-roll (unless both sides would be Broken)
25	7.6	Timed orders
25	7.6	Timed orders - must specify the turn of the change to Attack orders
57	9.9	Town sectors - Artillery fires ball only
88	13.5	Towns
91	13.5.7	Towns - artillery rolls less than the number of Batteries firing will set the Town Sector on fire
60	10.2	Volley Fire
61	10.2	Volley Fire swath (all targets within 6" Frontal Zone)
95	14.0	Weather
38	8.9	Wheel and Charge - wheel permitted up to 45° at start of move
35	8.6	Wheeling - one wheel up to 45° permitted during straight-ahead movement (at start only if charging the
,,	0.0	- costs double except Skirmishers
71	11.3.1.6	- costs double except Skirmishers Wider formation - +1 for Cavalry against Column; does not apply to Blown Cavalry (§11.3.2 p71)
71 72		
1 /.	11.3.2 13.3.1	Woods - +1 in Melee defending if stationary, but no +1 for Point Blank Fire
		Woods - 1/2 speed for infantry and Cossacks; impassable to all other cavalry
87		Woods 3" limit for Fire
87 87	13.3.1	Woods - 3" limit for Fire Woods - Fire limited to 3" Skirmish or Volley or Artillery
87 87 60 88		Woods - 3" limit for Fire Woods - Fire limited to 3", Skirmish or Volley or Artillery Woods - movement and Morale prohibitions remain at 6"