

March into Battle - Minigames *Operations et Manoeuvres*

Mobile Actions - Fatigue Effects

Movement (6.0)	Up 1 Level
Combat (Attack) (7.0)	Consult CET (7.3)
Cav. Retreat Bef. Combat	Up 1 Level
Cavalry in Combat	Up 1 Level

Stationary Actions - Fatigue Effects

Change Facing (6.6)	No change
Straggler Recovery (9.2)	No Change

Rest Actions - Fatigue Effects

Day Rest (4.1)	Down 1 Level
Straggler Recovery (9.2)	No Change

Terrain Effects

Defender's Terrain	Attacker	Defender	Inf/Cav Movement	Trn/BE Points
Main Road	-	-	1	1
Side Road	-	-	1	2
Clear	-	-	2	3
Forest**	-	-	3	5
Village**	¾ strength	no rear hexes	-	-
Town	½ strength	no rear hexes	-	-
River Bridge	½ strength	-	1	1
River, Mnt.	N/A	-	N/A	N/A
Swamp**	½ strength	-	3	N/A
Stream**	-	-	+1	N/A

* no artillery DRM

** no charge into/across

Other Combat Effects

Terrain	Attacker	Defender
Spent	N/A	Strength 1, no charge
Tired	½ Str, no charge	½ Strength, no charge
Attack from rear *2		NE
OOS, Disorg	N/A	½ Strength

Other Movement Effects

Action	Inf/Cav	Train/Bridge Eng.
Unit turn after move	1 MP	N/A
Attack (after move)	2 MP	N/A
Leave EZOC	+2 MP*	+2 MP* *negated by friendly units
Tired/Out of Supply	½ MP	N/A
Spent	1 hex only	N/A

Combat Modifiers

Force Ratio	<1:2	1:2	<1	1:1	>1	2:1	3:1	>3:1
DRM	-3	-2	-1	0	+1	+2	+3	+4

+/- DRM according to morale difference of largest units

+1 DRM if a hex is attacked from at least 3 hexes.

+/- DRM based on artillery superiority and commanders

-1 DRM if defenders are from multiple formations

-1 DRM if the defender has HOLD orders

+1 DRM if the defender has RETREAT orders

Combat Results Table

Dieroll	Attacker	Defender	
<1	Engaged -3	Engaged +2	I D
1	Engaged -2	Engaged +1	I D
2	Engaged -1	Engaged +0	I D
3	Engaged +0	Engaged -1	I D
4	Engaged +1	Engaged -2	
5	Advance 1 0	Retreat 1 0	I A
6	Advance 2 +1	Retreat 2 -1	I A
>6	Advance 3 +2	Retreat 3 -2	I A

Combat Results

Result from CRT	Effect
Advance (1, 2, 3)	Units <i>may</i> advance the given number of hexes. Roll separately for each stack under Advance below.
Engaged	Units stay in place. Roll separately for each stack under 'Engaged' on the CET below.
Retreat (1, 2, 3)	Units must retreat indicated number of hexes. Roll separately for each stack under Retreat* below. Check for artillery loss. * Exception: Roll under 'Engaged' for defenders in a Charge.

Combat Effects Table (Apply CRT DRM)

Dieroll	Advance	Dieroll	Engaged	Dieroll	Retreat	Dieroll
<1	-	<1	D 1c,2s,3F	<1	D 1c, 1s, 3F	<1
1	D 1c,1s,3F	1	D 1c, 1s, 3F	1	D ic, 1s, 2F	1
2	D ic, 1s, 2F	2	D3L 2s, 2F	2	D 1s, F	2
3	D5 is, 2F	3	D3L 1s, 2F	3	D4 is, F	3
4	D4 F	4	D4L 1s, F	4	D3 F	4
5	D3 F	5	D4L F	5	D3 F	5
>5	D3 F	>5	F	>5	F	>5

When rolling, apply the dieroll modifier from the Combat Results Table

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Morale Check

Modified Dieroll	Result
≤ Morale	Passed
> Morale	Failed

Sequence of Play

- I. *Reinforcement Phase*
- II. *Orders Phase*
- III. *Operations Phase*
 - A. *Pull Selection Chit from Pool*
 - B. *Selected Formations perform Order Check if necessary and Conduct Actions*
 - C. *Repeat Steps III.A. and III.B*

RULE REMINDERS:

Stacking (6.8): No more than 10 SP; Full Train = 4 SP.

ZOCs (6.1): Infantry has a ZOC into clear only with artillery; these do not extend up slopes. Cavalry causing step loss to units retreating through ZOC adds 1 fatigue.

Forced March (6.9): Increase fatigue 1 level; subtract additional MP's from morale rating (2xMR for Cavalry); check morale to determine straggler loss

Retreats (7.3): Through EZOC - disorganized and lose 1s for each EZOC (1c if cavalry); Through friendly unit-D; blocked by enemy units - lose 2c, become D, stay in place; Over creeks -D and lose 1s; Over river hexsides or swamp - D, lose 2c. Out of Field of Fire - add 1F.

Artillery (7.9): projects Field of Fire (7.10). Difference of FoF strengths is a combat DRM; DRM doubled if all defending stacks with inferior artillery in this combat are in the ZOC of an enemy cavalry unit. Check for loss when retreating, -1 for Smashed units.

Cavalry Retreat Before Combat (7.6): Retreat 1-4 hexes; increase fatigue 1 level and be disorganized; if already disorganised 1 straggler loss (see also 7.3)

Cavalry Charge (7.12): Defender must be in terrain that does not modify combat; non-disorganised infantry conducts morale check to see if Cav halved. If the defenders are disorganised, the cavalry is doubled. The cavalry gains one additional F. In case of a Retreat, the defender rolls on the Engaged column on the CET.

Countercharge: Non-disorg. cavalry being charged makes a Morale Check, doubled if successful, it (+1F).

Organic cavalry (7.13): charges if the enemy retreats after combat. Enemy strength 1 except if has organic cavalry. Attacker losses are taken by organic cavalry. When the division is charged, the organic cavalry's strength is added. It also attempts a countercharge (see 7.12) and strength is doubled in case of success. Casualties first from the org.cav., then from the infantry.

Disorganized Effects (8.0): Unit defends at ½ SP's; cannot attack, moves at ½ MP's, cannot enter EZOC, and may not conduct a forced march.

Smashed Units (9.2): Conduct Straggler Check when activated; if pass, remove Smashed marker (and do nothing); if failed, retain Smashed marker, retreat 2

hexes, increase fatigue 1 level. Defends at 1 SP; remove if combat causes straggler or casualty step loss.

Fatigue Effects (10.1):

Tired: ½ SP's, ½ MP's. Cavalry may not charge, no organic cavalry effect.

Spent: 1 SP, 1 MP, may not attack, cavalry cannot retreat before combat.

Army Morale changes under the following conditions:

+2 for each Breakthrough achieved.

-2 for each Breakthrough suffered.

-1 each Smashed** or eliminated infantry division***.

-2 each Smashed** Imperial Guard infantry division.

+1(+2) for each infantry division (Guard infantry division) that recovers from smashed status

-1 for each five gun losses

-1 each time the army HQ is overrun.

-2 for the Allies if Wellington or Bluecher becomes a casualty

-2 for the Allies if a French corps**** exits the northern map edge along a road.

-3 for the French if Napoleon becomes a casualty

** There is only one shift – if a division is Smashed first and then eliminated later, there is no shift upon elimination. It is recommended to place an eliminated division's counter on its status track as an indicator.

*** Important: "Small Divisions" that started the scenario with one or two steps count as one half division for reducing morale when Smashed or eliminated. When one such division is eliminated, place it on the morale track, and when the next one is eliminated, remove both divisions from the game and reduce morale by 1. The Status Sheet indicates Small Divisions by **not** underlining their name. Smashed Detachments do not affect morale.

**** **2/3 of the divisions of this corps must be not Eliminated, Smashed, or Spent**