

March into Battle

Formations et Règlements pour Opérations et Manoeuvres (FROM)

Release 0.1.16 Beta

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1. Introduction

This game system is derived from the excellent divisional ACW rules developed by Hampton Newsome.

The intuitive, moderate complexity rules for this game allow players to focus their energy on decision making and not on game procedures. At the same time, the game requires players to pay attention to supply lines and to the fatigue of their units. Offensive operations require planning, coordination, and patience. On the defense, players must watch their lines of communication and guard their flanks. The strength of units in the game can be depleted through combat and movement. A unit's supply, fatigue, and straggler level are essential to its overall morale. Each side has a force chart which is used to keep track of these various factors for each infantry and cavalry division in the game. The use of markers on the force charts is a simple straightforward process which allows the game to model these factors without the need for written bookkeeping.

The basic combat unit in this game is the infantry division. Infantry divisions on each side are organized into larger formations known as corps. Each daylight turn in the game represents 3.5 hours. There is also one night turn each day that typically represents 8 hours.

'MiB Lite': Sections 10.0, 11.2 and 13.1 allow to play the game with a simpler version of the tracking rules. These sections are marked with a black side bar.

2.0. GAME COMPONENTS

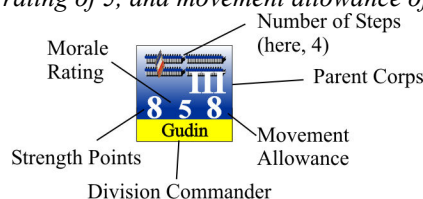
2.1. Map. Each hex on the game map represents approximately a kilometer across. The effects of terrain features are indicated on the movement and combat tables. Note that specific terrain effects may be detailed in the game specific rules. In general, terrain that covers the majority of a hex is assumed to fill the complete hex. Half hexes on the map edge are playable.

2.2 Game Pieces. These are the counters included with the game.

2.2.1 Infantry Divisions. In most cases, an infantry division is represented in the game by 2 counters - only one of which appears on the map at any one time. An infantry division counter has two sides - each side representing a "step" (i.e. strength level). Accordingly, an infantry division with 2 counters has 4 steps. A full strength infantry division in the game represents about

10,000 soldiers (which means five steps). In this case, a division will have three counters to represent the required strength.

Each infantry division has 3 numbers on its counter which are written as: Strength - Morale Rating - Movement Allowance. *Example: the counter represents St Hilaire's division of the French III Corps with 4 steps, therefore 8 strength points (about 8,000 men), a morale rating of 5, and movement allowance of 8.*



The morale rating of a unit reflects its experience, the quality of the unit's commander, the quality of its parent corps, and its historical performance during the campaign (the higher the rating the better). Strength points are important for resolving combat (7.0.). The movement allowance dictates the number of spaces (i.e. hexes) the unit may move each turn (6.0). As an additional indicator, the front of a counter shows as many groups of troops as the unit currently has steps.

2.2.2 Cavalry Divisions. Cavalry have many of the same attributes as infantry divisions. However, cavalry divisions have higher movement values. Cavalry strengths are variable against infantry (7.13).

2.2.3 Trains. "Train" is a summary term for Supply wagons and bridge engineer units. These non-combat units have only one numerical values that reflect their movement allowance (see 12.0).

2.2.3.1 Supply wagon units are abstract representations of resources required to meet an army's needs in the form of ammunition, food, and other material. Each supply wagon unit has 2 sides (or "steps"): full and half.

2.2.3.2 Bridge Engineers (some games only). These counters represent units whose sole purpose is bridge building. See 6.11 for details regarding the activities conducted by these units in the game.

2.2.4 Leaders. Leader counters represent the army commander and the commanders of the different formations in the game (usually corps, sometimes divisions). A leader counter normally has two numbers (leader or morale rating and movement allowance) as well as the identification of the formation. Some leaders have a tactical bonus (usually +1) that is added to the die roll in attacks and subtracted when defending.

2.3 Selection Chits. Selection chits are markers used to determine the activation of units in the game. Each selection chit has the name of a formation printed on it (e.g., V Corps, Supply, etc.). At the beginning of each turn, selection chits are placed in an opaque cup. These chits are pulled from the cup at random. When a

formation's chit is pulled, all the units in that formation become "activated" and, as such, may conduct actions (e.g., movement, combat, etc.) (See 4.0). See the sequence of play (3.0) for more information regarding this process.

2.4 Additional Markers. These include trench markers (14.0), disorganization markers (9.0), "smashed" markers (10.2), headquarters markers (15.1), artillery markers that keep track of attached artillery strength (7.9), and "generic" markers which are used on the Game Turn Chart to keep track of various information in the game.

2.5 Fog of War. Usually, in this system, unit positions and their strengths will be openly visible on the map. However, the Force Charts should always be kept from the opponent's view. Only the combat strength of the troops at the moment of combat must be stated, as well as the fact whether a given infantry unit exerts a ZOC (i.e., has attached artillery). In games with a large map, game specific rules will let players obscure the movement of troops behind the lines.

3.0 SEQUENCE OF PLAY FOR ONE TURN

At the beginning of the game, players should set up units according to the instructions in one of the game's scenarios. Before play can begin, place the selection chits needed at the beginning of the chosen scenario together in a container (such as a coffee cup). In addition, place generic markers on the force charts and game turn chart to track stragglers (10.0), fatigue (11.0), supply (12.0), game turns, victory points, and other information. Once set up is complete, players should follow these steps:

I. Reinforcement Phase. Check the scenario instructions and place any reinforcements for the current turn on the map.

II. Orders Phase. Face-up orders in the Transit 1 to 3 boxes on the Corps Order tracks (15.4) are moved to the next lower numbered box (or the Current orders box). New Orders are placed.

III. Operations Phase. Selection chits (2.7) representing infantry corps and other formations such as supply wagons and cavalry divisions are pulled out of the selection chit pool one at a time at random. It doesn't matter which player does the drawing as long as it is done blindly and at random. When a formation's chit is pulled, the player owning that formation Activates it, conducting various actions (4.0) with the units in that formation on the map. The Activation proceeds as follows:

A. Pull Selection Chit from Cup. A selection chit is pulled (blindly and at random) from the chit cup.

B. Selected Formation Conducts Actions. Leaders with orders in their Current Orders box conduct a Mandatory Orders Check (15.5). Units within the selected formation become activated and may conduct actions (4.0). These actions can include: Movement (6.0), Combat (7.0), Resupply (12.0), Earthwork Construction (14.0), Rest (4.1), and Bridge Building (6.10), etc. A unit's ability to conduct certain actions may depend on its formation's Order status (15.6) and that unit's fatigue level (see 11.0), supply level (12.0), and disorganized status (9.0).

C. Repeat Steps I.A. and I.B. Selection chits continue to be pulled out of the selection chit pool (and the appropriate formations activated) until no selection chits are left in the pool. When no more selection chits remain, move to the next phase.

III. Move to Next Turn Move the game turn marker one space on the Game Turn Chart to the next turn (e.g., 6:30 AM becomes 10:00 AM). Begin the sequence of play over again.

4.0 ACTIONS

Upon activation, the units in the selected formation may take a variety of actions. If the selection chit for a particular formation is pulled out of the selection pool/cup, all the divisions in that formation may conduct actions. The following sections describe the types of actions that the various types of units may take.

4.1 Infantry and Cavalry Divisions. The actions that infantry and cavalry units may take have been divided below into 3 basic categories. Upon activation, units may take 1 OR MORE of the actions listed in any one category. Units may not conduct actions in more than one category during the same activation. The available actions are divided into 3 categories because some actions cannot be taken during the same activation. For instance, an infantry division cannot move and build trenches during the same activation. The 3 categories are as follows:

1. Mobile Actions:

Movement (6.0)
Combat (Attack) (7.0)

2. Stationary Actions

Change Facing (6.6)
Begin or Finish Earthwork Construction (14.0)
Destroy, Repair, or Build Bridges (6.10, 6.11)
Straggler Recovery (10.1)
Resupply (12.0)

3. Rest Actions

Rest (the unit just sits)
Straggler Recovery (10.1)
Resupply (12.0)

4.2 Trains. There are no trains in the minigames.

5.0 MORALE CHECK

A Morale Check is a generic tool used in this game for a variety of purposes such as the recovery of steps lost to stragglers (10.1). It is intended to capture the essence of qualities such as skill, élan, and leadership.

To conduct a Morale Check, roll the die and compare the result to the morale rating (2.3) of the unit or leader in question. If the result is equal to or less the morale rating, the check passes. If the roll exceeds the rating, the check fails.

6.0. MOVEMENT

Every unit represented in the game has an allowance of movement points (MPs) which determines the distance that the individual unit may travel in one turn. For example, infantry divisions have a movement allowance of 8 MPs, and cavalry units have 13 MPs.

Each hex (and also some hexsides) on the map has a specific movement cost which is expended in order to enter the hex or cross the hexside. For instance, an infantry or cavalry division expends 3 MPs to enter a forest hex. Supply wagons and bridge units pay higher movement point costs for certain terrain features (see 6.5). The movement costs for particular terrain types (hexes and hexsides) and units are presented in detail on the Movement Cost Chart located on the Movement and Fatigue Sheet. Note that a new order can limit movement points on the first turn of movement (15.5).

6.1 Stacking. The term “stacking” refers to the placement of more than one unit in a single hex. At the end of movement or retreats, no single hex may contain more than a total of 10 strength points. Units from different Corps may stack together. Stacked units must have the same facing (6.7); if a unit does not have the MP required to change facing after entering the hex, it cannot enter. If a stack is found to be overstacked later, all units in it are disorganized.

6.2 Zones of Control. Each cavalry unit exerts a zone of control (ZOC) into the six hexes surrounding it. Infantry units only exert a ZOC if they have attached artillery (7.9). Important: Friendly combat units negate enemy zones of control (EZOC's) *for all purposes*. ZOCs do not extend into non-clear terrain. Infantry ZOCs do not extend up slopes.

A unit entering an EZOC must stop immediately upon entering the hex. It must pay the non-road cost to enter the hex. *For example, if an infantry unit enters an EZOC hex that contains a road and forest, the player pays the cost of the forest in that hex.* Zones of control do not extend across rivers but do extend across smaller watercourses such as creeks. Cavalry units are only affected by cavalry ZOCs.

A unit which begins its movement in an EZOC pays 2 MP's to leave the EZOC. A unit may move from one EZOC to another over the course of movement but must pass a Morale Check (5.0) if it wants to attack upon entering the “new” EZOC.

6.3 Roads. Movement on a road costs 1 movement point (MP) per road hex for all units (2MP on minor roads in the full rules, but not the minigames). In order to take advantage of this road movement cost, a unit must enter the road hex via an adjacent, contiguous road hex containing the same road. If these conditions are not met, the unit must pay the movement cost of the terrain otherwise present in the hex. *For instance, an infantry or cavalry unit must pay 3 MPs if it leaves a non-road hex and enters a forest hex with a road in it.*

6.4 Creeks, Streams and Rivers. If a road crosses a river, stream, or creek, etc. on the map, a bridge should be assumed to exist at that point and normal road costs apply.

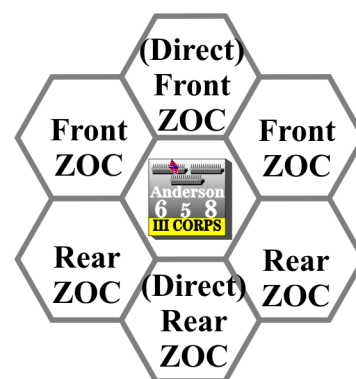
As indicated on the Movement Cost Chart, infantry and Cavalry divisions (i.e., combat units) may cross creek or stream hexsides without using a bridge at an extra cost in MPs. No unit may cross a major river without a bridge.

6.5 Friendly Units and Movement. If a unit is on a road and attempts to move through a friendly unit that is on the same road in an adjacent hex, the moving unit must pay the movement cost of the non-road terrain features of the hex (i.e., forest or clear movement cost). There is no additional penalty for moving through friendly units in non-road hexes.

6.6 Train Movement. There are no trains in the minigames.

6.7 Facing.

Infantry and cavalry units all have a “front facing” which corresponds to the top side of their markers. A unit faces into the three hexes adjacent to its front (see diagram). Facing is important for determining the



strengths of units during combat (7.0). Stacked units (6.1) must have the same facing. Train units do not have a front (or rear) facing. A unit which does not conduct any movement (i.e., does not move out of its current hex) may change facing (this is a “stationary action”, see 4.1). Units attacking an enemy's rear hexside have their strength doubled.

6.8 Change of Facing at the End of Movement. During movement, facing is ignored. At the end of

movement, a unit's facing is such that its direct rear faces the last hexside it moved through. It must pay 1 MP if it changes its facing at the end of movement (i.e., in the last hex it enters). This rule reflects the time needed to deploy into defensive positions.

6.9 Combat after Movement. An infantry or cavalry unit must pay 2 MPs if it wants to launch an attack after it moves adjacent to an enemy unit. However, if a unit begins its activation next to an enemy, it does not pay any MPs to conduct a Deployed Attack.

6.10 River Bridge Destruction and Repair.

6.11 Bridge Building. These functions only occur in the minigames by special rules.

6.12 Double Time Movement. Double time movement increases the available MPs for a unit by its morale rating. At the end of its move, the unit suffers 1 extra Fatigue. The unit also must conduct a morale check, if it fails, it suffers one straggler loss.

7.0 COMBAT

Combat occurs when a player uses one or more units to attack one or more units of the opposing player. Combat can only occur between adjacent units. All activated units must finish movement before combat is resolved (see also 6.9). Combat is not mandatory. In other words, a unit does not have to attack if it enters an EZOC (6.1) or if it begins movement in an EZOC. If a unit does attack, it must attack all defending units in any one front hex (6.7). It can attack any additional units in other front hexes at the owning player's option. Exceptions: A stack cannot assault a stack that will already be assaulted by another friendly stack if another enemy stack is adjacent that will not be assaulted this *Activation*. Also, if a stack with infantry could attack an infantry stack or a cavalry-only stack, it must attack the infantry.

If multiple units attack in the same phase, the owning player can decide that they attack in one large combat, if all defending hexes are contiguous (i.e., it is possible to trace a path between all hexes defending in the combat without having to enter a hex that is not defending). However, the maximum number of units from one corps that can participate in one attack together is equal to the corps commander's rating. Each attacker must apply the strongest terrain effects that apply to any adjacent defenders in the attack.

A unit can only be attacked once per phase, except that a unit can be attacked both in a normal attack including infantry, and in a cavalry charge. (As with other attacks, the sequencing is up to the attacking player.)

7.1 Combat Resolution Procedure.

Step 1: Determine modified strength values of attacking and defending units

To conduct combat, first determine the respective combat strengths of units involved from both sides. The strength of the units involved in a particular combat should be modified (see Combat Strength Modifier chart) by terrain effects, the supply status of the units (12.0), facing (6.7), disorganisation (8.0), Tired/Spent status (11.0) and night (7.8), as well as combat involving cavalry (7.6, 7.13). The Combat Strength Modifier chart on the Combat Resolution Sheet lists the various strength modifiers for combat. The modifiers on the table are cumulative. However, a unit's strength can never be reduced to less than 1 strength point (SP).

Step 2: Compare the total modified strength values of the two sides, determine the resulting ratio, and determine the associated die roll modifier (DRM).

Once the modified strengths have been determined and totaled for both sides, reduce the difference between the strengths of the opposing sides to a simple ratio (e.g., 2.49 to 1 becomes 2 to 1 while 2.50 to 1 becomes 3 to 1). Once the simple ratio has been determined consult the Combat Results Table (CRT) to determine the die roll modifier (DRM) associated with that ratio. Exception: a ratio larger than 1:1 but smaller than 1.5:1 is not reduced and results in a +1 DRM, a ratio smaller than 1:1 but larger than 1:1.5 in a -1 DRM.

Step 3: Morale Differential

Compare the morale rating of the largest unit involved in the combat from each side. The difference between the morale ratings is used as a die roll modifier (i.e., added to the die roll if the attacker has a better rating and subtracted if the defender is better). The differential cannot be larger than 3. If there are multiple equal sized "largest" units involved in the combat on both sides, the attacker chooses.

Step 4: Other Modifiers

If an attack is made against a single hex from 3 or more different hexes, add a +1 DRM on the Combat Results Table. Leaders stacked with participating units (2.2.4), artillery strength (7.11), and HOLD or RETREAT orders (15.6) also provide DRMs.

Step 5: Roll Die for Combat Results

Roll the die and modify the result with the final DRM determined by the final strength ratios and, if applicable, any DRM's from steps 3 or 4.

Step 6: Consult the Combat Results Table (CRT)

After the initial die is rolled, players should consult the Combat Results Table (CRT) to determine the outcome. The Combat Results Table has two possible results: Engaged or Advance/Retreat (see 7.2). Apply the result from the CRT. In addition to determining whether the

units involved are engaged, advance, or retreat, each result on the CRT also refers to a column on the Combat Effects Table that is used to determine the combat “effects” for each individual stack as described in Step 7.

Step 7: Roll One Die for each Stack and Consult Combat Effects Table (CET)

Roll for each stack individually in the appropriate column on the Combat Effects Table (CET) and apply the results (see 7.3). As mentioned above, every possible outcome on the CRT not only refers to a result but also refers to a column on the CET and a DRM that should be used on that column to determine the effects of the combat (e.g., “Engaged +1” means the defending units stay in place and each defending stack must roll on the CET column labeled “Engaged” with a +1 DRM for that roll). In other words, the information on the CRT refers to the column that should be used to determine the effects that combat inflicted on the individual units (or stacks). *Note: to speed things up, if you have coloured dice available, you can assign one die roll colour to each stack and roll the CRT and CET dice together.*

7.2 Combat Results Table (CRT). The Combat Results Table (CRT) contains the following possible results (in addition to any DRM’s for use on the Combat Effects Table):

Engaged: All units remain in the spaces they occupied before the attack.

Retreat 1, 2 or 3: The defending stack of units (including any train in the hex) must move away from the attacker 1, 2, or 3 hexes as indicated. The owning player determines the precise path of retreat. In cases of doubt move retreating units toward their supply source (i.e., the friendly side of the map). The retreating units may change facing at the end of the retreat.

If the retreating stack must retreat through a friendly unit, the retreating unit(s) become disorganized automatically but nevertheless continue to move until an open space is reached. Similarly, if the stack must retreat through an EZOC, the retreating units become disorganized automatically. For each EZOC the stack must move through, they lose 1 step (total) in stragglers OR in casualties if any cavalry is projecting the EZOC (the cavalry projecting the EZOC gains 1 fatigue level). Nevertheless the stack continues to retreat until an open space is reached. If the defending stack cannot retreat because all exits are blocked by enemy units, it remains in place but loses 2 casualty (permanent) steps in addition to effects dictated by the Combat Effects Table.

Retreats over a creek hexside cause the stack to become disorganized and to suffer an automatic loss of 1 straggler step in addition to effects dictated by the CET. Retreats over river hexsides or through swamp hex cause the stack to become disorganized and to lose 2 casualty

steps in addition to effects dictated by the CET. Units forced to retreat off the map are eliminated completely.

Advance 1, 2, or 3: The attacking unit(s) may (but are not required to) advance 1, 2, or 3 hexes as indicated. If more than one attacking unit is involved, all attacking units may advance (even into, but not through, an EZOC) as long as one attacker enters the space vacated by the defender. Advancing units may also change facing at the end of movement.

7.3 Combat Effects Table (CET) Outcomes. The outcomes on the CET refer to specific effects suffered by the individual units or stacks. If a stack is involved, any step losses (first casualties then stragglers) are applied to the stack as a whole. For instance, if there are 2 units in a stack and the table dictates 1 straggler loss, only one of the units in the stack would lose a step to stragglers. All other results (disorganized, fatigue, supply, etc.) apply to every unit in the stack.

The specific effects are as follows:

D - “Disorganized” - The unit (or all units in a stack) become disorganized (9.0) and a “Disorganized” Marker must be placed on top of the unit or stack.

D# - “Disorganized Check” - All units with morale # or less suffer a **D** result.

D#L - “Loss Check” - The unit (or all units in a stack) with morale # or less suffer a **D** result; the rest of the stack suffers a 1c (casualty) loss.

#c - “Casualties” - The unit (or stack) loses the given number of steps to casualties (i.e., permanent losses). Replace the unit with its next lower step level marker (e.g., a 4 step marker should be flipped over to its 3 step side).

ic - “inferior morale casualties” - apply a 1c result if the other side had higher morale.

#s- “Stragglers” -The unit (or stack) loses the given number of steps to stragglers (10.0) (e.g., 1s = 1 step loss to stragglers). The step(s) may be regained in subsequent turns through a successful straggler recovery attempt (10.1). Replace the unit with its next step level marker and record the straggler loss as appropriate (see 10.0). Any straggler step losses in excess of a unit’s current strength are ignored (see example in 10.2).

is - “inferior morale stragglers” - apply a 1s result if the other side had higher morale.

#F - “Fatigue” -The unit (or all units in a stack) increases fatigue by the given number of levels. Record Fatigue level change as appropriate (see 11.0 Fatigue).

7.4 Example of Combat. *The selection chit for the French II Corps has been drawn. Two of its divisions (rated 6-4-8) in an attack against a 8-3-8 Austrian division. All units are at normal fatigue (11.0) and supply levels (12.0). There are no terrain modifiers in this case. The strength odds for the attack are 2 to 1 (i.e., 12 SP’s for the French and 8 SP’s for the Austrian player after rounding yields 2 to 1) for a +2 die roll modifier (DRM). The morale rating of the largest French unit is 4 (both attacking units have the same strength) and the*

morale rating of the largest (and only) defending Austrian unit is 3. The morale modifier is 1. The 3 hex attack modifier does not apply. Jellacic has 3 artillery batteries assigned, the French have 2 each, resulting in a -1 modifier (7.11). Therefore, the total DRM is +2.

The die is rolled and the result is a "natural" 3. With the +2 DRM added in, the modified result becomes a 5. Consulting the combat results table (CRT), it can be seen that on a 5 result the defending unit must retreat 1 hex and all attacking units may advance 1 hex (advance is not mandatory). The Austrian division retreats 1 hex and one of the French divisions occupies the vacated hex. The other division, concerned with another Austrian division on the flank, chooses not to advance but changes facing to address that other division.

The CRT also indicates that the defending unit here (Jellacic) must roll on the Retreat column of the Combat Effects Table (CET) using a +0 DRM and the attacking units (Morand and Pachtod) must each roll on the Advance column of the CET using a +0 DRM. The die is rolled once per stack on the CET with the following results. A 6 is rolled for Morand and, as such, the combat increases Morand's fatigue by 1 level. A 2 is rolled for Pachtod which forces that unit to lose 1 step to stragglers, become disorganized (9.0), use up a level of supply (12.0), and increase its fatigue marker 2 levels (11.0). The roll for Jellacic is a 3 as well which forces the unit to lose 1 step to stragglers (10.0), become Disorganized (9.0), use up a level of supply (12.0), and increase its fatigue marker 2 levels (11.0). As Jellacic's roll was higher than the length of the retreat he loses no artillery (7.12).

7.5 Trains in Combat. Supply wagons and bridge engineers cannot attack. If an enemy infantry or cavalry unit enters a hex occupied solely by train units, the train units are automatically destroyed. The enemy unit must pay the non-road movement cost to enter that hex and must pay 2 extra MP's if it leaves the hex during the same turn in which the train units are destroyed. Exception: At the moment of entry, if a train is adjacent to a friendly combat unit it can retreat into that hex, if it could enter it by the normal movement rules.

7.6 Cavalry Strength and Retreat before combat. Cavalry is halved if it attacks infantry except in charges (7.13). On the defense, *light* cavalry strength is halved. Also, an unspent cavalry unit may immediately retreat up to 4 hexes away from an infantry unit that wants to attack it. The moving player has to declare this intent when moving adjacent. The retreating cavalry unit becomes disorganized. If already disorganized, it loses one step to stragglers unless it is already smashed. The attacking unit may continue to move after the cavalry unit has retreated, spending 3 extra movement points.

Cavalry always adds 1 additional fatigue level (10.0) after combat, including after retreat before combat.

7.7 Special Terrain Effects.

7.7.1 Intact River Bridges. A combat unit may attack over a river hexside containing an intact bridge. However, it must do so at half strength.

7.7.2 Villages/Towns/Chateaux. A unit in a village or town hex, or a detachment in a Chateau has only front hexsides. See 15.6 for restrictions when the Command rules are in play.

7.8 Attacks at Night. Units that attack during a night turn must do so at ½ strength.

7.9 Artillery. Any unit keeps track of the number of artillery batteries attached by writing the number in front of the 'G' on the status chart. If a unit has no artillery, or loses attached artillery through combat, change the number. *Design note:* Unlike the ACW, where artillery was mainly effective in a defensive role, artillery in the revolutionary and Napoleonic periods significantly outranged infantry in fire range and firepower, and as a result had a significant independent effect.

7.10 Artillery and Fields of Fire. A combat unit with attached artillery projects a Field of Fire if it is on higher ground (8.0).

7.11 Artillery and Combat. In combat, the difference of the artillery strength between attacker and defender is applied as a die roll modifier. In case of multiple units in one combat, use the highest value per side. Important: Defending artillery does not count if the unit is charged by cavalry from the rear.

Defender Enfilading Fire: If an attacking unit is in a front EZOC of an enemy unit that is not Disorganized, Smashed, or adjacent to other units of the attacking side, that enemy unit's artillery strength *plus one* (+1) can be used instead of the defender's artillery strength.

Forming square under fire: There is an additional +/-1 DRM to an attack if the side with inferior artillery strength has a stack in the ZOC of an enemy cavalry unit (not organic cavalry).

7.12 Artillery in Retreats. When a combat unit retreats and its unmodified CET outcome die roll is less or equal to the retreat length, one artillery step is lost. If the unit is Smashed, add 1 to the length. A unit with attached horse artillery subtracts 1.

7.13 Cavalry Charges. A Cavalry-only attack is considered to conduct a charge. The charge involves no extra movement on the map due to the game scale. If the defending units are only non-Disorganized and non-Smashed infantry, the infantry must conduct a Morale Check. If it passes, the cavalry's strength is halved, otherwise there is no effect. If some defending units are disorganized or Smashed, the cavalry's strength is doubled. Such defenders roll on the 'Engaged' column of the CET, even if the CRT result is 'Retreat' (but they still retreat). Artillery strength of undisorganized units is halved; artillery strength of disorganized units or units charged from a rear hex is zero. Cavalry attacking in one combat with friendly infantry is not a charge and is

always halved. Also, remember cavalry always receives an extra fatigue level in combat.

Countercharge: Non-disorganized cavalry in a hex attacked by a charge checks Morale; if the check succeeds, its strength is doubled.

7.14 Organic Cavalry. Some divisions have organic light cavalry components (chasseurs, hussars or dragoons). Write the number corresponding to the cavalry strength in front of the ‘C’ on the status chart. This component has no effect in combat and takes no losses except in the following situations:

- If the enemy retreats after combat out of a hex into which cavalry can charge, organic cavalry of adjacent units that just fought in the combat can charge the enemy. The enemy strength is 1 (see however the next rule in case the retreating enemy has an organic cavalry component). Though the dice are rolled, this is not considered a separate combat resolution. Only casualties are applied, no other results. Attacker losses are taken by moving the organic cavalry marker down on the status track or removing it. Excess losses are ignored. Defender losses are applied as below.
- When a unit is charged, the defender’s organic cavalry strength is added to the unit’s strength. It also attempts a countercharge (see 7.13): if it passes the check, the organic cavalry strength is doubled. If casualties are taken in the charge, they are first taken from the organic cavalry, and only then from the infantry.

If the unit is Tired or Spent, the organic cavalry has no effect on combat. It never has an effect on fatigue.

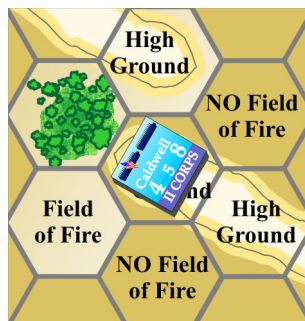
8.0 HIGHER GROUND, SLOPES, & MOUNTAINS

There are three types of features on the map that reflect elevated ground: 1) higher ground hexes (possibly at multiple elevations, 2) slopes, and 3) mountains. These features can have an effect on both movement and combat as described below.

8.1 High Ground. A higher ground hex is indicated by a contour line on the map separating lighter (higher) terrain from darker (lower terrain). Unless indicated so in a specific game’s terrain key, Higher Ground does not require the presence of a slope symbol.

8.2 Field of Fire. An artillery occupied higher ground hex creates a “*field of fire*” (a dominated zone) in lower ground hexes in the unit’s frontal ZOC (6.7). The artillery will usually be the battery component of a division counter (7.9) but can also be detached (16.4). A field of fire does not extend into Forest or Town hexes.

Movement Into A Field of Fire Hex: A unit may never end its activation in an enemy field of fire hex. A unit may attack after entering an enemy field of fire hex. However, if after all attacks of the unit’s formation have been resolved, and the unit still occupies an enemy field of fire hex, it must retreat out of it.



A field of fire only extends from a hexside containing a contour line. A higher ground hex cannot create a field of fire on other high ground hexes of the same level. In addition, a friendly unit on a higher ground hex that is adjacent to an enemy unit on the same

contour level nullifies any field of fire created by the enemy unit and vice versa. For example, if a friendly unit successfully attacks an occupied higher ground hex along a ridge and occupies the vacated hex, enemy units adjacent to the friendly attacking unit lose their ability to create a field of fire from the higher ground hexes. **Example:** if either of the hexes labelled “High Ground” above were occupied by an enemy unit, the displayed unit’s field of fire would disappear (although its ZOC would remain).

Movement Onto Higher Ground (Effects): If a unit ends its activation in a higher ground hex as a result of movement or combat, any enemy units located within the newly created field of fire must move away from and out of the field of fire hexes, unless they have a higher attached artillery value. This movement must occur immediately after the unit completes its activation. Enemy units that are forced to move out of a field of fire in this manner gain 1 level of fatigue.

8.3 Slope Hexsides. A unit attacking upwards across a slope hexside must do so at $\frac{3}{4}$ strength. If it is a steep slope it attacks at $\frac{1}{2}$ strength.

8.4 Mountains. Mountain hexes appear only on certain maps. Units cannot enter a mountain hex. Otherwise they have not effect on game play.

9.0. DISORGANIZED EFFECTS

A unit can become disorganized as a result of combat, by overstacking, and, for cavalry units, as a result of retreats before combat (7.6). A disorganized unit has only $\frac{1}{2}$ of its strength, $\frac{1}{2}$ of its movement allowance, and may NOT attack. A unit which begins its turn disorganized may not enter an EZOC (6.1) or conduct a Forced March (15.14). It removes the disorganized marker after its activation is over.

10.0 STRAGGLERS

Units can lose steps (i.e., strength levels) in the form of “stragglers” as a result of either forced marches (15.14), combat (7.0), and, for cavalry units, retreats before combat (7.6). A loss due to stragglers reflects a temporary displacement of a portion of the unit due to stress, confusion, or mere exertion.

Keep track of the step losses due to stragglers on the force chart for each unit using the boxes marked “Stragglers.” Each unit begins the game without marked boxes. Whenever a unit takes a step loss due to stragglers, mark the next empty box. A unit may not have more than 2 steps “missing” as a result of stragglers at any one time. If a unit is already missing 2 steps to stragglers, any additional step reduction due to stragglers must be treated as a casualty (i.e., permanent) step loss.

MIB ‘Lite’ straggler rules: If a unit takes a straggler loss, simply place the straggler marker underneath it.

10.1 Straggler Recovery. A unit that loses a step (or steps) due to stragglers may attempt to recover stragglers on subsequent turns. In order to attempt to recover stragglers, the unit must be in supply (12.2) and must conduct either a stationary or rest action. I.e., it may not move or attack during the turn. If this condition is met, the unit may attempt to recover ONE straggler step per turn by conducting a Morale Check (5.0). If the check passes, the step loss due to stragglers is recovered and one marked box is erased. If the check fails, the step loss is not recovered and the player will have to wait until the next turn to attempt to recover stragglers again.

Cavalry have their Morale increased by 1 for a straggler recovery attempt. Also, all units receive a modifier of 2 during a night turn (12.0).

10.2 Smashed Units. In some cases, combat or a forced march may remove the last remaining step of a unit from the map but the unit may still have straggler steps missing as indicated on the force chart (in other words, not all of the unit’s losses have been due to casualties). When this occurs, the unit is designated as “smashed” by placing a Smashed marker on top of its weakest (i.e., 1 step) side. No disorganized marker is needed on a Smashed unit. The owning player has the option of retreating the unit up to 2 hexes when it becomes Smashed.

The sole action of a unit that is Activated while Smashed is to attempt to recover by conducting a Straggler Recovery Check (10.1). If the check succeeds, the Smashed marker is removed. In addition, the marker on the unit’s straggler track is moved down one box and there is no change in the unit’s fatigue level. If the straggler is not recovered, the unit remains Smashed, increases its fatigue 1 level, and retreats 2 hexes.

If a Smashed unit is attacked by an enemy infantry or cavalry unit, the Smashed unit defends at 1 SP. A Smashed unit suffering any combat step losses due to stragglers or casualties is completely eliminated from the game, and any remaining straggler steps indicated on the chart are counted as permanent casualty step losses for the purposes of victory conditions (see 16.0 and 17.0). Exception: Straggler losses to a Smashed cavalry unit only have an effect if they were inflicted by cavalry charge (7.13) or bombardment (16.5).

A unit may not lose more steps from a given combat than it has currently on the map.

Example: Assume an attack occurs against a unit with 1 step on the map and 1 straggler step marked on the force chart. After the die is rolled for combat, the Combat Effects Table (CET) indicates that the unit loses 1 step to casualties and 1 step to stragglers from the attack. In this case, the unit loses 1 step to casualties (and becomes Smashed - see 10.2) BUT the straggler loss from the attack is ignored because the unit only had 1 step on the map. The straggler step loss that was on the force chart before the attack remains.

10.3 Brigade/Regiment Detachments. Certain corps may detach a brigade or regiment from one of their divisions to act as an independent unit. There is no limit on the number of times a unit can be detached from a single corps, but there can be only one detached unit in existence from a single Corps at any one time.

Creation: In order to create a detachment, the owning player must reduce an existing division by 1 or 2 steps. These steps are then used to form a detachment - place the “detach” counter for that Corps on top of the parent division (in the same hex). The detachment cannot have more steps than the division. There is a separate track on the force chart for detachments in each division. The detachment begins with the same fatigue (11.0) and supply (12.0) level as the parent division. When a detachment is created, the owning player should place a generic marker above the parent division’s track to denote the source of the detachment.

A detachment may be created at any time during the parent division’s movement. Once the detachment is split off from the parent division, the unit operates as any other unit (for the purposes of fatigue, movement, combat, stragglers, etc.).

Rejoining: A detachment may rejoin its parent division at any time during the detachment’s movement. The detachment and the parent division must be located in the same hex in order to reattach. If the fatigue or supply level of the parent division is different from that of the detachment, the division’s resulting fatigue level is adjusted 1 level to account for the attachment’s fatigue level. In other words, if the detachment’s fatigue or supply level is greater, then the parent division’s fatigue or supply level moves up 1 level (and vice versa). Any

straggler steps associated with the detachment are assigned to the parent upon re-attachment.

11.0 FATIGUE

A unit's fatigue level is indicated by the unit's fatigue track on the Force Chart. As with stragglers (9.0), mark the boxes on the status sheet to indicate the fatigue levels. No box marked indicates a unit that is at fully rested state. **The specific fatigue effects of particular actions are detailed on the Fatigue Effects Tables.** The fatigue rules do not apply to trains. If a unit marches and/or fights, the marker moves up the chart indicating increasing fatigue. If the unit is inactive and rests during a turn, the fatigue marker moves down the chart. Almost anything a infantry or cavalry unit does has some impact on its fatigue level. Combat can also increase the fatigue of a unit. The Combat Effects Table (7.5) determines whether an individual unit increases its fatigue as a result of combat.

11.1. Fatigue Effects. Fatigue can affect both strength and movement capabilities of a unit. However, fatigue only has adverse effects at the Tired and Spent levels:

“Tired”: If all white boxes are ticked off, the unit is Tired. It has ½ its strength and movement points. Tired cavalry cannot charge.

“Spent”: A unit with all boxes marked off has only 1 movement point and 1 strength point, and cannot attack. If cavalry it cannot retreat before combat.

11.2 'MiB Lite' Fatigue Rules. When playing with the basic fatigue rules, fatigue is not tracked by unit, but by higher formation (typically corps). A marker is placed, either underneath the leader counter or on the leader's command display, to indicate the status of the formation as a whole. The different markers are, in order: Active, Near Tired, Tired, Spent. Absence of a marker indicates Rested status.

Assigning fatigue. Unlike the standard fatigue rules, there is no constant individual cost for actions. Ignore the Fatigue Effects Table. Instead, if a corps receives an order on the first afternoon turn or starts the turn with one, its marked fatigue status is increased by one (Rested to Active, Active to Near Tired and so forth).

Combat and fatigue. When any units of a formation are involved in combat and receive any F results during a single activation (friendly or enemy), increase the formation's fatigue status to the next higher level.

DESIGN NOTE: The straggler marker on the leader represents an intermediate state of fatigue.

Other effects. When any unit in the formation conducts Double Time movement (6.12), increase the formation's fatigue status.

Resting. A formation that has all units except those marked “Held Back” (see below) conducting “rest” actions can reduce its fatigue status by one level (two levels if at night and it consumes supply).

DESIGN NOTE: The net effect of these rules is that your army overall will tend to accrue fatigue somewhat faster (because you are no longer considering units that don't do anything while the rest of the army fights around them). On the other hand, fatigue can also be lost more quickly.

Reserves. The player can decide that one or more of the units in a formation will be “held back”. These units have a “Held Back” marker placed on them. Their fatigue level is considered one less than their parent formations' as long as they do not engage in combat. The moment they do so, the “Held Back” marker is switched to its “Catching Up” side. At the end of a turn, all “Catching Up” markers are removed. If a combat involves only units from a formation that are marked “Held Back”, the formation fatigue status does not increase from that combat. If a formation Rests and a Held Back unit conducts an operation other than a Rest operation, replace the Held marker by Catching Up.

A unit cannot be marked “Held Back” twice.

Reinforcements. Combat units entering the map on a turn that begins before noon are assumed to be “Active”, otherwise “Near Tired”. If this is lower than the status of their formation, the units can be marked with a Held Back marker. If it is higher, switch the formation to that status and mark all other units in it with a Held Back marker.

12.0 SUPPLY

There are no supply rules in the minigames.

13.0 NIGHT TURNS

There are no night turns in the minigames.

14.0 TRENCHES

Field entrenchments are subject to game-specific rules.

15.0 COMMAND

The normal command rules are not used in the minigames. See the game specific rules for Command effects.

16.0 OPTIONAL RULES

16.1 Initiative. If a modified combat die roll result yields a 3 or less on the Combat Results Table (CRT), the defending player receives an initiative bonus and the marker on the initiative track is moved one box in that player's direction. Conversely, if the modified combat die roll result yields a 5 or more on the CRT, the attacking player receives an initiative bonus and the

marker on the Initiative Track is moved one box toward that player's side. (These results are marked as "I D" and "I A" on the CRT.)

If the marker is on one end (or the other) of the Initiative Track at the beginning of a turn, the player owning that end of the Track has Initiative for that turn. The player with the initiative may choose 2 selection chits out of the cup at the beginning of the turn and activate the units from those two formations at the same time. Once the activation for units in those 2 formations has finished, the turn is completed normally through the random draw of the remaining selection chits.

On a turn where no fighting occurs, the Initiative marker shifts back into the middle box if it is not already there.

16.2 Capturing Supply. There is no supply in the minigames.

16.3 PBEM Play. When playing by email, do not use the chits. Instead, all units of one player move and attack at the same time. However, units of different formations cannot join in one attack; they must attack separately even if they attack the same units. At the start of the turn, the player with the initiative marker on his side of the track can decide whether he wants to move first or second. If it is in any other space, initiative remains with the player who had it before.

16.4 Positioning Artillery. The only positioning in the minigames is through Grand Batteries (see below).

16.5 Grand Batteries. Individual games will identify sides that can establish a Grand Battery. In this case, multiple artillery markers within command range to the leader can move to his hex, or to a hex connected to his hex by contiguous hexes containing detached artillery markers. To be detached from a unit in this way, the unit must be in supply, not Smashed, and not Tired or Spent. Up to 10 artillery strength points can stack in one hex. Such a grand battery counts as one formation (it will have an individual chit). At the end of any one impulse per turn after it has been established (including the impulse in which it was established), it can attack units in front hexes within two hexes except if a town, woods or higher ground hex is in between, and ignores attacker losses. Always apply odds as if the target has strength 10. The only other modifiers applied are terrain-based. Attacker (Grand Battery) losses are ignored. The first F result on the defender is counted as a 1c result. The target stack can change each hex of retreat into an additional 1c if desired.

Since bombardment is combat, cavalry can retreat before being bombardment. The battery can then bombard any other target in range instead.

Once established, the Grand Battery's units cannot move that day, retreat, or even change facing. On the next day, artillery strength points can be moved or reintegrated to

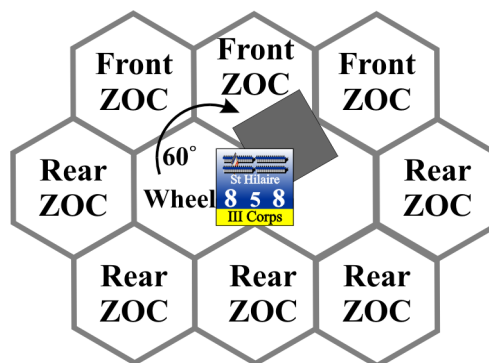
combat units up to the original limit. When attacked from the front, the number of batteries is doubled to compute combat strength in a hex.

This rule requires the use of the optional Initiative rule (16.1). This might become a game-specific rule.

Note: for obvious reasons it is highly beneficial to establish a Grand Battery on turns where you have the Initiative.

16.6 Extended Line. It is possible to place a division (not a detachment) in extended line formation (at least two brigades side by side in line formation). In this situation it is placed so as to lie across a hex boundary. It has three front and five flank/rear hexes (see image below). To establish extended line, the division chooses an empty, adjacent hex that it extends into during movement, pay the non-road cost for the hex. Neither its current nor the new second hex can be in an EZOC. To move, a division in extended line can either move into two of its front hexes (paying the higher non-road cost of the two), two of its rear hexes, move sideways, or wheel (turning 60 degrees backwards or forward so that it is placed on an adjacent hex boundary), paying the cost for the new hex. To leave Extended Line, move the unit fully back into either of the hexes it occupies and pay the non-road movement cost for the hex.

In combat, each hex is considered a separate combat unit with half the division's actual strength (round up). If one hex is forced to retreat, the whole unit immediately collapses into the retreating hex and retreats normally. Any units that would have attacked the now empty hex in a separate combat can advance into that hex.



Note: No agreement from the other player is needed to use this rule. Just do it if it seems convenient. (This may eventually become a game-specific rule.)

Acknowledgements

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Design Notes

The goal of the system is to have an operational 19th century game that makes you feel you are moving and fighting historical armies and not 1970s SPI quad counters, the style that by habit many wargamers associate falsely with "Napoleonic" gameplay. The core of the rules is derived from

Hampton Newsome's At All Hazards system, which I thought did an unparalleled job at showing how to run a campaign of a few days to a couple of weeks with an American Civil War army and yet provides enough detail so a battle is fought over multiple turns, without requiring a huge time commitment. Short or small scenarios fit in an evening.

General changes. *Though weapons and lower level tactics evolved, Napoleonic armies used the same technologies for movement (feet or horses) and command control (riders with orders). The main differences to the ACW version lie in the removal of the detailed supply rules (since Napoleonic units rarely ran out of ammo during a day's fighting) and, in exchange, tracking of artillery strength (since it played a much more tactical role) and cavalry (since it was much more powerful, relatively speaking, against the infantry of the days with its shorter ranged, slower firing muskets). The Mandatory Orders Check works differently, since commanders in Napoleonic times generally would have felt much less latitude to change their orders than would have been the case in later periods. This was still the age of absolute monarchs, or Wellington as an absolutist army commander in the British case, and more often than not the monarch was travelling with the Army HQ.*

There is an interesting relationship between the morale shifts and division sizes. Detachments do not count for morale; a player could therefore be tempted to detach a brigade or large regiment (because that's what a Detachment represents), and keep the Division itself out of harm's way so it will not be Smashed. This may seem gamey but is an acceptable tactic. One could argue that the Austrians practiced it all the time, in all their campaigns, leaving large bodies of troops to guard their flanks, their rear, and their retreat routes. Of course the price of this was that they often lacked sufficient troops at the point of decision.

Tactical considerations. *Cavalry is assumed to be conducting charges whenever it participates in combat, and so suffers extra fatigue. A very important but easily overlooked rule is that friendly units negate EZOCs for all purposes. In other words, if there is a gap in the enemy line, it is possible to put an attacking unit in front of the gap (that will have to stop in the ZOC and attack the units on either side), but then send in another that just walks past the EZOC as it is presumed to be screened from targeted artillery fire or cavalry charges by the unit already in the hex.*

The reduced retreat in a town reflects (possibly multiple) counterattacks in the space of a turn. Note that the unit refusing to retreat cannot be Smashed before the fight, but the extra loss could result in Smashing or destruction of units on both sides.