

INTRODUCTION TO THE SYSTEM

*These Simple Rules allow you to understand the main properties of the SYW Battle System, by excluding the Standard Rules text covering leader activation, cavalry reaction charge and counter-charge, and the order system. As an aid to the player, comments below use **red highlight** where a Standard Rules text has been excluded. In some cases, comments use **green highlight** for information that only applies to the Simple Rules.*

For a better simulation of the battles of the Seven Years' War, we advise you to use the Standard Rules, which add the following important mechanisms:

- 1 : Activation per Leader (or per Large Line or per Wing);*
- 2: Cavalry Reaction Charge and Counter-charge (H.2); and*
- 3: Order System (C.12, C.13, D.12, D.13, and E.16).*

It is possible (and even desirable), for progressive learning, to first add point 1 (i.e., to play the Standard Rules without the above points 2 and 3); then to add point 2; and finally point 3.

Once all these are mastered, the players will encounter a rich simulation of the battles of the Seven Year's War.

1.0 THE BASICS OF THE "SYW BATTLES SYSTEM"

The "SYW Battles System" is a rules system for simulating the Battles of the Seven Years War in Europe, between 1756 and 1763.

The intent of the designer is that each player commands one army composed of lines of infantry, wings of cavalry, special detachments, Brigades, batteries of guns, battalions of infantry and 'divisions' of one, two or three squadrons.

The "SYW Battles System" can be used to simulate battles ranging in size from 20.000 combatants to hundreds of thousands.

1.1 Scale

Each hex on the map equals 200 to 250 meters, depending on the battle simulated.

For a proper map reading, there is only one elevation per hex. The elevation scale can be different for each game but is usually 20m per level.

Each turn represents half an hour and is made up of several successive phases spread over 30 minutes.

Counters represent one Brigade (or one "1/2 Brigade" for very large Brigades of at least seven battalions), one battery, one battalion, or one, two or three squadrons.

Design Note: The frontages occupied by the Unit counters represent not only the actual frontage of the men but the maintained intervals on the flanks of the formation as well.

1.2 Contents of a Game

- A1 size hexagonal map (and additional maps if necessary)
- One 40-page "SYW Battles System Rules" booklet

- One 28-page "SYW Battles System Simple Rules" booklet
- Two Playbooks with Historical Notes, several Scenarios, Orders of Battle: one per player
- Front & back colour printed Counters Sheets
- Front & back colour printed Player Aid Cards
- (One six sided die is needed but not included)

[Standard: Orders / Organisation Sheets (in A3 and A4 format as necessary.)

2.0 GAME COMPONENTS & CONCEPTS

2.1 The Game Map

The map depicts the area on which the battle was fought.

There is no numbering system to identify each hex.

The initial positions of the troops are shown in the scenarios.

2.2 The Rulebooks

Every game contains two "SYW Battles System" Rulebooks (one for Simple rules and one for Standard rules) and two Playbooks (different for each player).

For rules references, those with only numbers refer to the Introduction and those with letter and number refer to the Detailed Sequence of Play.

Each Playbook gives the details needed for a specific game, including any special rules, historical and "what if" scenarios, set up information, historical notes and Order of Battle.

[Standard: explanation of the Orders / Organisation Sheets and definition of the chain of command.]

2.3 The Counters and Markers

The primary combat unit in this game is the infantry or cavalry Brigade, which can vary in strength depending on the number of battalions or squadrons in the particular Brigade.

The artillery units represent batteries for each side.

There is only one type of cannon per unit (3, 6, 9, 12 pdr cannons, howitzers, etc...), so a battery is usually made up of several artillery units.

Individual Brigades or batteries are organized into larger units called Corps, Columns, Avant-garde, Reserve, etc...

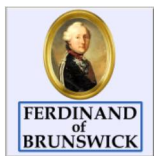
In some armies, Corps and Columns are defined into Large Lines or Wings.

Important to note: The term 'Corps' leader means not only the leader of a Corps but also the leader of equal sized units/formations: Column, Avant-garde, Reserve, etc...

There are four basic types of unit pieces (counters) that are used on the map during the game:

- Generals in Chief, Second Generals, Line/Wing leaders and 'Corps' leaders square counters: these Generals and leaders are represented each with one counter, they have no reduced side and do not have any formation.

Generals in Chief are always represented with their portrayal on the front of the counter and with their Identification number (= ID#) "000" on the back:



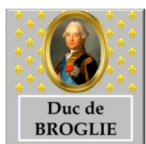
Front



Rear

Second General usually leads several 'Corps' which represent a sub army inside the main army.

As such, these leaders are also represented with their portrayal on the front of the counter but they do not have the ID# "000" on the back, which is exclusively for the Generals in Chief but an ID# "x00" instead:



Front



Rear

'Corps' and Line/Wing leaders are represented with the coats or arms of their country on the front of the counter. They generally have an ID# "x00" or "x50":



Front



Rear

- Infantry and cavalry Brigade counters: Brigades are simulated using one counter **1, 2 or 3 hexes long**, front & back printed, showing a Brigade in Line or in Column (mobile) formations.

They have an ID# "xx0":

These counters display the subordinate units with their ID#, all at full strength and with the same formation.

On these counters, rectangles indicate the quantity of battalions or squadrons, making up the Brigade.



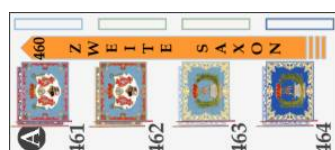
1 hex in Line



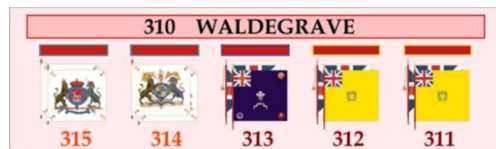
1 hex in Column



2 hexes in Line



2 hexes in Column



3 hexes



3 hexes

- Infantry and cavalry unit square counters: battalions and squadrons, when they do not have the same formation as their Brigade, or when Disorganised or when Independent (not belonging to a Brigade), are simulated with two different square counters: one counter is for units still Well Formed and the other counter is for reduced strength units: when the unit is Shaken or Panicked.

Each of these counters has an ID# "xxx".

The Well Formed counter is front & back printed, showing the unit in Line or in Adapted formations:



Line



Adapted

When not reduced, the two possible formations that infantry and cavalry can take at any given time are in Line or Adapted (= in Column of March, in Massed Column or in Loose Formation).

On the side representing the unit in Line, rectangles indicate the quantity of battalions or squadrons.

The Adapted side of a counter has an "A" in the top centre.

Design note: in the game, a unit in Column formation (= "A" Adapted side) will present the same frontage as a unit in Line formation, because of the space normally left to allow a fast and easy change of formation to Line, when needed.

The reduced strength counter is also front & back printed, showing the unit in Shaken or Panicked formations:



Shaken



Panicked

The Shaken side of a counter has an "S" in the top centre and the Panicked side of a counter has a "P" printed on the top-left centre.

Some infantry and cavalry unit square counters have the same formation on the front and on the back.

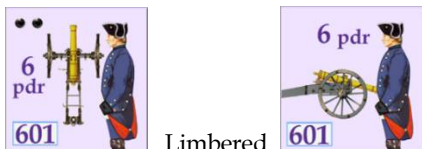
These counters are representing units not reduced but in a Dispersed Formation, used by special units (light troops for example) to harass enemy units:



Dispersed (Front & Rear)

These units have also a reduced strength counter, front & back printed, showing the unit in Shaken or Panicked formations, exactly as the other infantry and cavalry units.

- Artillery square counters: Each gun type of a battery is simulated with one square counter only, front & back printed, showing the unit unlimbered or limbered. Each of these counters has an ID# "xxx.:



On the side representing the unit Unlimbered, on the top left, cannonballs show the number of guns represented by the unit, depending of the category of the gun: one shell for one heavy gun, each pair of 12 pdr guns, each four 6-8 pdr guns and each eight 4-6 pdr guns. For howitzers, cannonballs are replaced by bombshells.

If a small wheel is present on the top left of the 'Limbered side' of the counter, it means the unit is "heavy artillery" (such as heavy guns, heavy howitzers and mortars). The above sample of a 6 pdr limbered artillery unit is showing a "light artillery" unit (there is no wheel on the top left) and the following sample of a 12 pdr limbered artillery unit is showing a "heavy artillery" unit (a wheel is present on the top left). If unlimbered, the unit can be moved exactly as infantry in Line, if limbered, the unit has a special movement rate (see the column "Limbered Heavy Artillery" on the "Terrain Effects Table").



If there is no such small wheel on the top left on the 'Limbered' side, it means the unit is "light artillery" (such as light guns and light howitzers). If unlimbered, the unit can be moved exactly as infantry in Line, if limbered, the unit can be moved exactly as infantry in "A" formation.

- Baggage counters: Army Baggage is simulated with one 2 hexes long counter front & back printed, showing the unit. These counters don't have any ID#. This unit has a special movement rate (see the column "Baggage" on the "Terrain Effects Table").



Four types of markers are used on the map:

[*Standard: definition of the four Orders markers.]*

- One marker Game Turn "T.00" and "T.30":



- One marker Defend "DEF":



- One marker Aflame "FLAM":



- One marker Destroyed Bridge :

2.4 The Order of Battle in the Playbook

It shows the army organized by "Corps" and, inside these "Corps", Brigade per Brigade.

Note that each "Corps" is colour coded and that all the ID# follow each other inside the same "Corps".

For example, in Minden Allied 1st column ID#100 is composed of three Brigades: ID# 110, 120 and 130 and Brigade ID# 110 has three units: ID#111, 112 and 113, Brigade ID#120 has four units: ID#121, 122, 123 and 124 and Brigade ID#130 has five units: ID#131, 132, 133, 134 and 135.



All units on the Order of Battle have important values, under their name:

- Four different values shown in seven square boxes = Effectiveness rating (Effectiveness means here quality and cohesion for "Combat" units and ability to command for "Command" units).

Each value is for each status of the unit: 'B' if the unit is still within its 'B'rigade and in the same formation (Brigade counter used, unit's square counter still not used), 'F' if the unit is Well 'F'ormed within or not within its Brigade (unit's

square counter used), 'S' if the unit is 'Shaken' and, finally, 'P' if the unit is 'Panicked'.



For example: if unit ID# 111 "Royal Horse Guards" is still within its Brigade and has the same formation as the Brigade (no square counter used) the value is 5, if the unit square counter, still Well Formed, is on the map, the value is 4, if the unit is Shaken, the value is 3 and, finally, if the unit is Panicked, the value is 1.

Note that all Panicked units have a value of 1.

- One value on the right in a circle = Combat strength (*strength means here multiples of around 100 men*).

Important: For each value, higher is better.

The Generals in Chief, Second Generals, Line/Wing leaders and 'Corps' leaders do have only one value, on the right of their name, in a square, and showing their Effectiveness rating.

As they cannot take part in combat actions, their Combat strength is always 0 and is not shown:



2.5 The Game Turn Record Track

This Turn Record Track is situated on the map, usually on a corner.

It's composed of twelve circles surrounding a compass indicating the North.

Each of the twelve circles shows a different hour of the day, AM and PM:



The "Game Turn" counter will be used on this Game Turn Record Track, the "T.00" side showing the 1st half hour turn and the "T.30" side showing the 2nd half hour turn.

2.6 The Terrain Effects Table

The Terrain Effects Table provides details regarding the effects of terrain on movement (see example below).

On the top line of the Table are indicated the movement points for each type of unit: these points are the maximum number of Movements Points the unit is able to expend within a turn.

For example, a unit of infantry in Line is able to move 6 hexes on clear ground, a unit in "A" formation is able to move 12 hexes on the same Terrain.

The map shows distinct types of hexes characterized by different terrain features:

- Clear hexes: a hex which contains no symbol.
- Difficult ground: a hex which contains any heather, bush, vineyard or marsh symbol.
- Soft cover hexes: a hex which contains any village or town symbol (they have a white dot on their centre).
- Hard cover hexes: a hex which contains any fortification or redoubt symbol (they have a red dot on their centre).
- Wood hexes: a hex which contains any wood or forest symbol.
- Impassable hexes: a hex which contains any swamp, pond, lake or river symbol.
- Minor and Major Roads: the Major roads have trees on either side, the Minor roads do not have trees.

There are three distinct types of hexsides characterized by different terrain symbols:

- Soft cover hexsides representing fences, hedgerows or an abrupt slope.
- Stream hexside representing streams or deep ditches.
- Elevation hexside representing a moderate slope.

As such, these hexsides have no effect on movement, although they do have a cumulative impact on LOS (see G.2).

Terrain Type	Unit Type											
	6	12	9	8	12	18	15	24	6	12	9	8
Change Facing, Moving Formation	0	0	0	0	0	0	0	0	0	0	0	0
Clear	1	1	1	1	1	1	1	1	1	1	1	1
Difficult Ground	1	1	1	1	1	1	1	1	1	1	1	1
Soft Cover	1	1	1	1	1	1	1	1	1	1	1	1
Hard Cover	1	1	1	1	1	1	1	1	1	1	1	1
Wood	1	1	1	1	1	1	1	1	1	1	1	1
Impassable	1	1	1	1	1	1	1	1	1	1	1	1
Minor Road	1	1	1	1	1	1	1	1	1	1	1	1
Major Road	1	1	1	1	1	1	1	1	1	1	1	1
Stream	1	1	1	1	1	1	1	1	1	1	1	1
Elevation	1	1	1	1	1	1	1	1	1	1	1	1
Other	1	1	1	1	1	1	1	1	1	1	1	1

In open ground, they are in considerable difficulty when attacked in melee combat.

Units in Dispersed formation:

* May use Road Movement.

* Have all-around facing.

Changing facing is not an issue for units in Dispersed Formation.

They may move, fire or fight in any direction at any time at no cost.



3.14 Shaken or Panicked Formations: Any infantry or cavalry units, when Shaken or Panicked, are no longer Well Formed.

Shaken units are in considerable difficulty and disordered.

Panicked units only want to leave the battlefield.

Units in these formations:

* May not use Road Movement.

* Do not have any facing.

* Can be oriented towards a vertex or a hex side.



3.2 Artillery

3.21 in Unlimbered Formation: Any artillery counter unit, facing a hex vertex, is considered to be in Unlimbered Formation.

The "Unlimbered" face of the counter must be shown.

The Unlimbered Formation is simulating a group of several guns, ready to fire.

This is a formation which is difficult to move but which is formed to get maximum firepower.

Historical Note: during the Seven Years War, light guns, even if not limbered, were moved fairly easily thanks to the "Bricole" ("AvancierRiemen" in German).

With this special process, no problem for light artillery (even light 12pdr guns) to follow infantrymen marching in line or marching on the road.

Light guns (artillery counters without a small wheel on the top left corner of the Limbered side) in Unlimbered Formation:

* May not use Road Movement.

* May change facing any number of hexsides per activation, with a cost of **one** movement point per hex vertex.

* If changing facing more than one vertex per activation, must make a Task Check, one Check per additional vertex.

Each failed Task Check costs one movement point.

* May slide one time: may move sideways one hex only and only once per movement phase.

* May use Reverse Movement (move one hex into either of its rear hexes) at a cost of its entire movement allowance.

* May About Face (change its rear hexside to its front) at a cost of its entire movement allowance.



Heavy guns (artillery counters with a small wheel on the top left corner of the Limbered side of the counter) in Unlimbered Formation:

* May not use Road Movement.

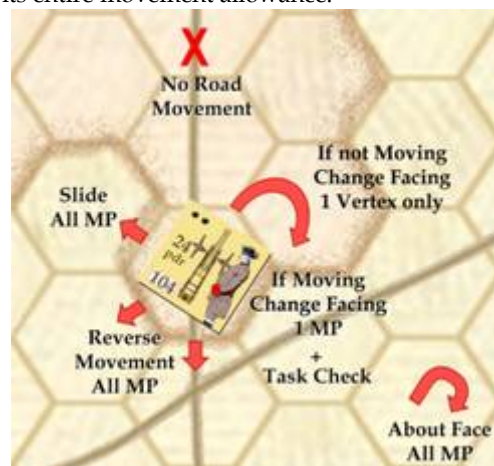
* If not moving, may change facing only one vertex per activation at a cost of its entire movement allowance.

* If moving, may change facing any number of hexsides per activation, with a cost of **one** movement point per hex vertex but must make a Task Check, one Check per change of facing. *Each failed Task Check costs one movement point.*

* May slide: may move sideways one hex only, at a cost of its entire movement allowance.

* May use Reverse Movement (move one hex into either of its rear hexes) at a cost of its entire movement allowance.

* May About Face (change its rear hexside to its front) at a cost of its entire movement allowance.



3.22 in Limbered Formation: Any artillery counter unit, facing a hexside is considered to be in Limbered Formation. The "Limered" face of the counter must be shown.

The Limbered Formation is simulating a group of several guns harnessed to horses. It's a formation which is easy to move on a road but which has no firepower.

Historical Note: during the Seven Years War, limbered artillery was manned by civilians who, as such, were not able to be in the enemy fire range.

Artillery was therefore unlimbered as soon as close to the enemy fire range (about 1200 to 1500 meters from the enemy) and stayed unlimbered for the rest of the battle.

Units (light and heavy guns) in Limbered Formation:

- * May use Road Movement.
- * May change facing any number of hexsides per activation by paying the appropriate movement costs, with no penalty.
- * May not slide: may not move sideways.
- * May not use Reverse Movement (move its rear hex).
- * May not About Face (change its rear hexside to its front).



Note: Baggage, for movement, is considered as a Limbered Formation.

3.3 General in Chief, Second General, Line/Wing Leaders and 'Corps' Leaders: Any General and leader simple counters simulate not only the individuals but also the attached headquarter staff.

These counters:

- * May use Road Movement.
- * Have all-around facing.
- Changing facing is not an issue for them.
- They may move in any direction at any time at no cost.
- * May not fire or fight.



4.0 ZONE OF INFLUENCE (= "ZOI")

A combat unit may or may not exercise a ZOI: it depends on its formation.

"Shaken" and "Panicked" units do not exert any ZOI.

ZOI can be constrained by Line of sight (see details in G.2).

4.1 For an Infantry Unit: Its ZOI corresponds to the zone in which it can fire, i.e.:

- the two hexes in front of the hex it occupies when in Line.
- the hex in front of the hex it occupies when in Column (Adapted on a road or in open ground).
- the six hexes around the hex it occupies when it is in Loose (Adapted in a village or in a wood) or Dispersed Formation.

4.2 For a Cavalry Unit: Its ZOI corresponds to the zone in which it can move, i.e.:

- the two frontal hexes in front of the one it occupies when in Line and all the hexes that the unit can reach, without exceeding its movement points, and if in the Line of sight (see details in G.2)

Important: Cavalry units in Adapted (Column) or Dispersed formations do not have any ZOI.

These units cannot charge.

4.3 For an Artillery Unit: For Unlimbered artillery units, the ZOI is the Point Blank Fire Zone which is the zone extending from the two frontal hexes in front of the hex it occupies to all hexes at point-blank fire range: 1 to 4 hexes, depending on the category of the gun, and if the Line of sight is not blocked (see the Fire procedure, rules G.2 and G.3).

Important: Limbered artillery units do not have any ZOI.

4.4 Effects:

Any units that have an Enemy unit in their ZOI are not obliged to fire or charge.

[*Standard: explanation of the possibility for cavalry units to make a Reaction-charge in a ZOI.]*

During a same movement, a unit entering an Enemy ZOI does not have to stop upon entry **BUT** it is obliged to stop when it enters a frontal hexagon of an enemy unit.

During a same movement, a unit can exit an enemy ZOI and enter another enemy ZOI.

An Enemy ZOI is not negated by a hex containing a friendly unit.

Important: Artillery units cannot change formation when they are within an enemy ZOI (see D.4: Transition from a formation to another).

Design Note: As limbered artillery units are destroyed as soon as they are fired upon (see the Fire Combat Results Table), it is important to not let them enter an Enemy ZOI.

5.0 STACKING (placement of several units in a same hex)

The following limits apply to the placement (i.e., "stacking") of several units in the same hex:

5.1 For Infantry: The stacking limit is up to **two** battalions (two infantry unit square counters). These **two** battalions can be on a Brigade counter or not.

If they are on a Brigade counter, they must be from this brigade and they must strictly be stacked on the part of the Brigade counter concerning them. A battalion cannot be stacked on a Brigade counter if it isn't from this Brigade counter.

If **two** battalions are stacked but are not on a Brigade counter, they can come from different brigades.

5.2 For Cavalry: The stacking limit is up to **five** squadrons (rectangles shown on the top of the cavalry unit square counters). These **five** squadrons can be on a Brigade counter or not.

If they are on a Brigade counter, they must be from this brigade and they must strictly be stacked on the part of the Brigade counter concerning them. Any squadron cannot be stacked on a Brigade counter if it isn't from this Brigade counter.

If up to **five** squadrons are stacked but are not on a Brigade counter, they can come from different brigades.

5.3 For Artillery: A hex can contain several artillery unit square counters but the total quantity of cannonballs shown on the top left of the counters cannot exceed **eight**.

or a hex can contain one infantry unit square counter (one battalion) + one or more artillery unit square counters but the total quantity of cannonballs shown on the top left of the counters cannot exceed **four**.

5.4 Limitations: Stacking limitations apply at all times, even during all parts of the movement.

At any time, infantry and cavalry units cannot stack together, nor can artillery and cavalry units.

Artillery units cannot stack with an infantry Brigade counter.

Neither Generals in Chief and Second General nor Line/Wing and 'Corps' leaders count against stacking limitation.

Units can never "overstack", at any moment.

Units from opposite sides may never stack in the same hex.

Units that violate stacking requirements must be moved into the nearest open hex by the opposing (i.e., non-owning) player.

5.5 Alignment: Units stacked together may face in different directions.

Design Note: When several square counters are stacked, the unit on top is always considered to be on the right side of the hex (if the units are in Line or Unlimbered formations) or ahead (if the units are in Column, Adapted or Limbered formations); the unit on the bottom is thus considered to be on the left side of the hex (if in Line or Unlimbered formation) or at the rear (if in Column, Adapted or Limbered formations).

If a unit square counter in Column, Adapted or Limbered is stacked with a unit square counter in Line or Unlimbered, the owner of the two counters has the choice: if the counter in Column, Adapted or Limbered is on top, the unit can be considered either ahead or on the right side of the other unit, if the counter is on the bottom, the unit can be considered either at the rear or on the left side of the other unit.

6.0 EFFECTIVENESS CHECK (= "EC") and TASK CHECK

EC and Task Check are generic but **very important** tools used in this game for a variety of purposes.

EC leads to **disorganisation, recoil or panic if failed**.

Task Check, if failed, leads to the **impossibility to do a task but doesn't lead to a disorganisation**.

These checks are always performed per unit, never per brigade.

To help both players, all Strengths and Effectiveness ratings of all their units are compiled into a "Units Data Sheet", one for each opponent.

Example of "Units Data" for the French in Minden:

And for the Allied in Minden:

To conduct an EC or a Task Check, the Enemy player rolls the die and the player owning the unit checks the result of the die roll against the unit's current Effectiveness rating (available onto the Order of battle but also onto the "Units Data Sheet"): if the result of the die roll is less than the unit's current Effectiveness rating, the unit passes the check and is not affected.

A unit with an Effectiveness rating of 7 will always pass the check: the only way to disorganise it is to charge or fire on it and to try to get a D or P result.

If the result of the die roll is higher than or equal to the unit's current Effectiveness rating, the unit fails and:

- suffers a Disorganisation for an EC
- cannot do the task for a Task Check.

Effects of a Disorganisation:

- A unit in a Brigade (unit's square counter still not used), that fails an EC is Disorganised: the unit's square counter must be put on the Brigade counter, either on its Line side or on its Adapted side.

Important to note: When more than half of the units making up a Brigade are Disorganised, the multi-hex counter must be removed from the map and exchanged by the relevant units square counters.

- A Well Formed unit (unit's square counter used) that fails an EC becomes Shaken: the Shaken/Panicked counter must replace the Well Formed unit counter and be shown on its Shaken side.

- A Shaken unit that fails an EC becomes Panicked: the Shaken/Panicked counter must be flipped on its Panicked side and the unit must recoil 3 hexes in the opposite direction to the nearest enemy unit.

- A unit with an Effectiveness rating of 1 (all Panicked units) will always fail the EC: when a Panicked unit has to make an EC, no check is made and, instead, the unit fails automatically and must recoil 3 hexes in the opposite direction to the nearest enemy unit.

Important to note: If a General in Chief, Second General, Line/Wing leader or 'Corps' leader is in the same hex (i.e., stacked) with the unit conducting the EC, you can use the Effectiveness rating of the General in Chief, Second General, Line/Wing leader or 'Corps' leader.

7.0 BAD WEATHER & NIGHT

If weather and night conditions combine, the most unfavourable effects must be taken into consideration.

7.1 Fog

If fog occurred during a battle, the relevant turns and hexes will be indicated in the scenario.

Fog limits visibility and unit's movement: no unit can see or shoot further than a certain distance.

There are two types of fog turns: Light Fog and heavy Fog.

Light Fog effects:

- Maximum Fire Combat range for artillery units is 3 hexes.

[Standard: effects for Reaction Charges.]

- Any unit that expends more than half of its movement points must make an EC at the end of its movement.

- Units performing Road March have only 1 Hex bonus and only on Major roads.

Heavy Fog effects:

- Maximum Fire Combat range for all units is 1 hex.

[Standard: effects for Reaction Charges.]

- No unit may expend more than half of its movement points.

- Any unit that moves outside a road (Major or Minor) must make an EC at the end of its movement.

- Units performing Road March do not have any movement point bonus.

- Units moving in heavy Fog turns may take a Wrong Direction: when approaching a road intersection, evenly allocate the options, roll a die and move the units their full movement in the specified direction.

A unit taking a Wrong Direction stops movement when it reaches an Enemy ZOI or a friendly unit.

Reinforcements are not subject to Wrong Direction during their initial activation entering the map.

Leaders stacked with units taking Wrong Direction must remain with the units for the duration of the movement.

7.2 Heavy Rain

If a heavy Rain occurred during a battle, the relevant turns will be indicated in the scenario.

Heavy Rain limits visibility, unit's movement and fire combat: no unit can see or shoot further than 3 hexes.

Heavy Rain effects:

- Any Fire Combat is impossible.

[Standard: effects for Reaction Charges.]

- Any unit that expends more than half of its movement points must make an EC at the end of its movement.

- Units performing Road March do not have any movement point bonus.

- Units moving in heavy Rain turns may take a Wrong Direction: when approaching a road intersection, evenly allocate the options, roll a die and move the units their full movement in the specified direction.

A unit taking a Wrong Direction stops movement when it reaches an Enemy ZOI or a friendly unit.

Reinforcements are not subject to Wrong Direction during their initial activation entering the map.

Leaders stacked with units taking Wrong Direction must remain with the units for the duration of the movement.

7.3 Heavy Snow

If a heavy Snow occurred during a battle, the relevant turns will be indicated in the scenario.

Heavy Snow limits visibility and unit's movement: no unit can see or shoot further than 3 hexes.

Heavy Snow effects:

- Maximum Fire Combat range for all units is 3 hexes.

[Standard: effects for Reaction Charges.]

- Any unit that expends more than half of its movement points must make an EC at the end of its movement.

- Units performing Road March do not have any movement point bonus.

- Units moving in heavy Snow turns may take a Wrong Direction: when approaching a road intersection, evenly allocate the options, roll a die and move the units their full movement in the specified direction.

A unit taking a Wrong Direction stops movement when it reaches an Enemy ZOI or a friendly unit.

Reinforcements are not subject to Wrong Direction during their initial activation entering the map.

Leaders stacked with units taking Wrong Direction must remain with the units for the duration of the movement.

7.4 Night

If Night occurred during a battle, the concerned turns will be indicated in the scenario.

Night limits visibility and unit's movement.

No unit can see or shoot further than a certain distance, depending of the kind of night.

There are two types of Night turns: Light Night (nightfall or dawn) and Dark Night.

Light Night effects:

- Maximum Fire Combat range for artillery units is 3 hexes.
- [*Standard: effects for Reaction Charges.*]

Dark Night effects:

- Maximum Fire Combat range for all units is 1 hex.
 - Any unit that expends more than half of its movement points must make an EC at the end of its movement.
 - Units performing Road March have only 1 Hex bonus and only on Major roads.
 - Units moving in Dark Night turns may take a Wrong Direction: when approaching a road intersection, even allocate the options, roll a die and move the units their full movement in the specified direction.
- A unit taking a Wrong Direction stops movement when it reaches an Enemy ZOI or a friendly unit.
- Reinforcements are not subject to Wrong Direction during their initial activation entering the map.
- Leaders stacked with units taking Wrong Direction must remain with the units for the duration of the movement.

DETAILED SEQUENCE OF PLAY

Prologue: this Detailed Sequence of Play is designed to allow both players to begin playing by simply following the course of the game phases, with a maximum of details and explanations for each phase. This way, similar rules could be repeated in several game phases.

A.0 SET-UP AND ARRIVAL OF TROOPS

A.1 Set-Up

Before play can start, the map must be set up on the table.

[*Standard: explanation of the use of the Orders / Organisation Sheets.*]

The counters must be set up on the map according to the chosen scenario instructions.

For each scenario, a picture is showing the starting positions of troops.

Each player has to deploy his forces, following this picture.

Do not forget to put the "Game Turn" marker (see 2.3) on the Game Turn record Track (see 2.5) at the hour indicated on the scenario instructions.

A.2 Arrival of Units (1st half hour turns only)

In some scenarios, the arrival of the units is fully defined: the Approach March Table is not filled in (i.e. "none" is written) and the player must strictly follow the scenario.

But, sometimes, an Approach March Table is provided giving the earliest possible time that Line/Wings or "Corps" may be scheduled to arrive at given **entry points**.

And, other times, no Approach March Table is provided: one of the players (or both) should decide on his strategy and has

to create his own Approach March Table for the arrivals of any or all of his units at **entry points** on the map. Player should indicate which Line/Wing or "Column" will enter where and when in writing its strategy on a paper sheet.

On each map, there are entry points on the sides of the board (always indicated by a rectangle with a direction name). For example, on the Minden map, *Porta Westfalica* is a possible entry point and the first move of incoming units could be to any of the 3 hexes touching the rectangle:



When the arrival of units is not fully defined (i.e. when there are entry points), players must roll to see through which entry points and at exactly what time their units will arrive:

One hour before the projected arrival time of each Line/Wing or "Corps", player rolls the die to determine the actual arrival time of the units:

- # On a roll of 6, it arrives one hour ahead of schedule
- # On a roll of 5, 4 or 3, it arrives on time
- # On a roll of 2, it arrives one hour late
- # On a roll of 1, it arrives two hours late.

Note that, during the first turn, on a result of 6, the units will be able to carry out two movements upon their arrival (they arrive one hour earlier).

Then, when a Line/Wing or "Corps" arrives, a die is rolled to determine where it arrives:

- # On a roll of 6, 5, 4 or 3, it arrives at the projected entry point
- # On a roll of 2, it arrives one entry point to the right of its projected entry point, in the direction of the march.
- # On a roll of 1, it arrives one entry point to the left of its projected entry point, in the direction of the march.

If there are no possible given entry points to the left or to the right of the projected entry point, the Line/Wing or "Corps" arrives at the projected entry point, in the direction of the march.

B.0 INITIATIVE

B.1 Look at who is the First Player.

He is announced in the chosen scenario instructions.

Generally, the historical attacker is the first player.

B.2 At the Beginning of each Turn, the First Player decides if he keeps the Initiative or not.

If he keeps the initiative, he'll be the beginner for all phases of this turn.

B.3 If the First Player gives up the Initiative, the Second Player will be the Beginner.

It will be him who will begin all phases of this turn.

[Standard: the Activation of Leaders and units is completely different from the Simple Rules - namely players alternate their activations of individual "Corps", Large or Small Lines, or Wings, starting with the First Player, and continuing "alternatively" (back and forth). In the Simple Rules, however, the First Player will move all, some, or none of his units, followed by the Second Player doing the same. Note that the procedures for Movement remain the same between the Simple and Standard Rules. Moreover, procedures for Fire, Charge, Rally, Rout, and Reorganization (which are done "reciprocally," meaning, one unit at a time) remain the same between the Simple and Standard Rules.]

C.0 OUT OF COMMAND CHECK

The player has to check if his Line/Wing or "Corps" leaders are Out of Command and, afterwards, he has also to check if the Brigades and Units of these Leaders are Out of Command.

Important: the Command status stays unchanged (with all effects) until the next turn.

C.1 Ranges of Command

All Generals in Chief have a range of Command of **ten** hexes, as the crow flies (the path must be free of enemy units). All Line/Wing leaders and "Corps" leaders inside this range of **ten** hexes are in Command.

Even if a Line/Wing leader is Out of Command, each "Corps" composing that Line/Wing is in Command if its "Corps" leader is inside the range of **ten** hexes of the General in Chief. All Brigades and units inside this range of **ten** hexes are also in Command.

Second General is an independent commander who does not have to trace a line of command to the General in Chief: **he is never Out of Command** since he himself is source of command.

But, the player has to check if Line/Wing and "Corps" leaders, but also the Brigades and Units of this leader are Out of Command.

All Second Generals have a range of Command of **eight** hexes, as the crow flies (the path must be free of enemy units). All Line/Wing leaders and "Corps" leaders, all Brigades and Units inside this range of **eight** hexes are not Out of Command.

If a Second General is captured or killed (See I.0), all Brigades and Units belonging to him are Out of Command if they are not inside the range of **ten** hexes of the General in Chief.

Line/Wing leaders and "Corps" leaders have a range of Command of **six** hexes, as the crow flies (the path must be free of enemy units).

All Brigades and units belonging to the concerned Line/Wing or "Corps" and which are inside this range of **six** hexes are not Out of Command.

If a Line/Wing leader or a "Corps" leader is captured or killed (See I.0), all Brigades and Units belonging to him are Out of Command if they are not inside the range of **ten** hexes of the General in Chief (or inside the range of **eight** hexes of the Second General).

Important:

- When only part of a brigade's counter is within the range of Command of a General, the rest of the brigade's counter is not Out of Command, as well as all the units belonging to

this brigade and being on the brigade's counter (whether they are disorganised or not).

- Independent and artillery units cannot become Out of Command.

- Panicked units are always Out of Command.

C.2 Out of Command Effects

When Out of Command (and even if their "Corps" leader is in Command), Brigades and Units take defensive positions.

The player must place a Defend marker on the counter of the concerned units.

These units may not move more than one hex, in any direction and may not move into enemy ZOI.

However, a unit already in an enemy ZOI at the beginning of his turn may remain in the hex or withdraw one hex.

Units which are Out of Command are moved after the units which are In Command.

As all Panicked units are Out of Command, Panicked units can move but only one hex.

Then, during the Rout phase (See K.0), and if these units are still Panicked after the Rally phase (See J.0), they must spend all Movements points they have in "A" formation (see the "Terrain Effects Table").

D.0 MOVEMENT OF ALL UNITS IN COMMAND

All the units which are not Out of Command can be moved. The player who has the Initiative for this turn can move all, some, or none of his units, and once he has finished any and all movement, the Second player does the same.

A unit can be moved out of its Brigade counter and can come back to it later, but remember:

- the Brigade counter will be removed if more than half of the units that compose it are disorganised
- the moved unit could be Out of Command the next turn.
- the unit which came back on its Brigade counter remains disorganised as long as the unit has not been rallied (see J.0).

Once a square counter of a unit is placed on the map, the corresponding part of its Brigade counter is no longer taken into account for Movement: only the square counter is.

Note that, if two square counters, coming from the same Brigade and the same hex, come out of the Brigade counter, the hex from which they come is not considered empty if the Brigade counter is still present: the enemy cannot occupy this hex (but the enemy cannot fire nor charge on this hex).

D.1 Procedure for the movement of a unit

Any unit individually spends movement points to move from hex to adjacent hex: the number of movement points spent to enter a hex depends on the type of terrain in the hex or along its hex sides (see the column of the selected type of units in the "Terrain Effects Table", depending of the terrain type). The cost to cross hexsides is added to the cost to enter a hex.

The selected unit may not enter a hex if it has insufficient movement points to enter or cross that terrain type.

The selected unit may continue to move until his movement allowance is expended, or until the player decides to stop moving it.

The selected unit may not be moved again in that Phase.

Unused movement points may not be accumulated from turn to turn or transferred to another unit.

The movement allowance for each type of units is indicated at the top of the "Terrain Effects Table" (see 2.7) in the column where the type of unit is listed and depending of the army.

Terrain Type	Unit Type	Infantry	Light Infantry	Light Cavalry	Artillery	Armored Cavalry	Armored Infantry	Armored Artillery	Armored Cavalry	Armored Infantry	Armored Artillery
Movement Points		6	12	9	9	12	18	19	24	6	
Change Facing during Movement		1	1	1	1	1	1	1	1	1	
Clear		1	1	1	1	1	1	1	1	1	
Roads		1	1	1	1	1	1	1	1	1	
Road March		+1 H, +3 H, +3 H	+1 H, +3 H, +3 H	+1 H, +3 H, +3 H	+1 H, +3 H, +3 H	+1 H, +3 H, +3 H	+1 H, +3 H, +3 H	+1 H, +3 H, +3 H	+1 H, +3 H, +3 H	+1 H, +3 H, +3 H	
Minor road		1	1	1	1	1	1	1	1	1	
Major road		1	1	1	1	1	1	1	1	1	

A unit's movement allowance may vary, depending on its formation.

The shown number represents the maximum number of movement points the selected unit may expend in a single phase (Road March movements can add one or three hexes to this maximum number).

Roads passing through bridges or villages (and towns) are not interrupted and therefore the hexes of bridge and village (or town) count in the calculation of the expenditure of movement points for the Road March.

Every village (or town) hex is considered to be connected to adjacent village (or town) hexes, even if a road is not drawn. The fords and the destroyed bridges interrupt the roads.

Change of facing during movement does cost **one** movement point for all units except for infantry in "A" formation, limbered light artillery, light infantry, cavalry in "A" formation, light cavalry in "A" formation, and leaders (see the second line of the "Terrain Effects Table").

The units which are light cavalry units or light infantry units are indicated in the "Type of Unit" columns on the Units Data player aid card.

Important: For movement, units in Dispersed formation are always considered as light infantry or light cavalry in "A" formation and Shaken units are always considered as units in "A" formation.

D.2 Road March

All units not in Line or Unlimbered formations may add to their movement allowance a number of hexes (given by the Terrain Effects Table) on Minor and Major roads.

Units using Road March to enter a hex pay the cost of the road (one movement point), not the cost of the other terrain in the hex.

To use Road March, a unit may not be in Line or Unlimbered and must be moving directly from one road hex to another: this unit must move along a road throughout its movement.

If so, the unit has a bonus of movement points, as indicated on the "Terrain Effects Table" in the column where the type of unit is listed and depending of the army.

The value of this bonus depends of the kind of the road and can change depending of the battle (for Minden, the bonus is: **1** hex more on a Minor road or **3** hexes more on a Major road).

A unit can obtain the Minor roads bonus if it performs **ALL** its movement on Minor roads.

If a unit makes **ALL** its movements on a mix of Minor and Major roads, then it only benefits from the Minor road bonus.

To obtain the Major roads bonus, a unit must perform **ALL** its movement on Major roads.

Reminder: on the maps, the Major roads are those with trees on either side

Roads passing through bridges or villages (and towns) are not interrupted and therefore the hexes of bridge and village (or town) count in the calculation of the expenditure of movement points for the Road March.

Every village (or town) hex is considered to have connecting roads, even if a road is not drawn.

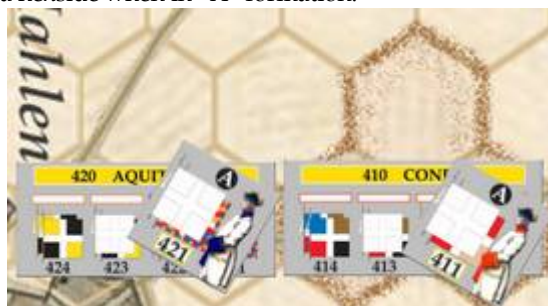
Fords and destroyed bridges interrupt the roads.

D.3 Movement of a Brigade with a multi-hex counter

The movement allowance of a Brigade is always that of the least rapid unit forming the Brigade.

Movement of a Brigade in Line:

Remember that counters face vertices when in Line and they face a hexside when in "A" formation:



Whenever a multi-hex counter enters more than one type of terrain simultaneously, it expends movements points equal to the highest terrain cost (see the "Terrain Effects Table").

If a multi-hex Brigade counter enters terrain requiring a unit to become Disordered, only the units affected by the disordering terrain become Disordered.

Even though an unit in Line is not allowed to move into Woods, Forests or Soft Cover (i.e. with a white dot) hexes, a multi-hex Brigade in Line may move into such a hex, but the square counter(s) of the unit(s) affected by the disordering terrain must be placed (i.e. stacked) on the Brigade, on the "A" side and facing a hexside.

Important: For brigades composed of 3 units, the central unit can be considered as being on the left or on the right, at player's choice.

For brigades composed of 5 units, the 2nd and the 4th units can be considered as being on the centre (while respecting the stacking limits), at player's choice.

Reminder: when more than half of the units making up a Brigade are Disordered, the multi-hex counter must be removed from the map and exchanged by the relevant units square counters.

Movement of a Brigade in Column:

Remember that Brigade (and Unit) counters face one hexside when a Brigade is in Column.



Only the front side (i.e the first part of the Brigade counter which is represented by the head of the arrow drawn on the multi-hex counter: here, for the 3 Brigades shown, the units numbers "611", "621" and "631") of the multi-hex counter must be taken in consideration.

The parts of the counter stretched into hexes behind do not have to be considered and, when a Brigade is following a road in Column, it must be considered that all the units of the Brigade follow the twists and turns of the road, not having to occupy their exact physical space.

For example, if we take back the situation shown just above, the Brigade "620" is in fact following the road and, because the road is turning, the second part of the Brigade (units "623" and "624") must be considered not behind the first part but situated in a 'dog leg' on the left, with their facings to the top of the hex, where the road is exiting the hex.

Ignore the off-road portion of the counter: it does not count against friendly stacking, nor block enemy movement. Remember that the units which are forming the second or the third part of the Brigade must be considered on the road, not on the hex where the counter is: thus, if a Brigade following a road is fired on, the target hex is the hex of the road, not the hex where the second or third part of the counter is.

Important: Reverse movement is not permitted for any brigade in column.

For a Brigade in Column that is not on a road: Even if it is indicated on the Terrain Effects Table that changing facing during Movement does not cost any movement point to units in Column (in "A" formation), a Brigade in Column which does not move on a road, to benefit from the free change of facing, must move after the change of facing at least one hex (for a 2-hex Brigade) or two hexes (for a 3-hex Brigade).

If these additional movements are not possible and the Brigade wishes to change facing, and thus stay in place, it must "**wheel**".

A "**wheel**" can be done only in Clear, Difficult Ground, Marsh hexes and across Elevation hexsides but it's not possible in or across all other Terrain hexes or hexsides.

When done in Clear hexes, a "**wheel**" costs **one** movement point per degree of wheeling (there are 6 degrees of wheeling) for a 2-hex Brigade and **two** movement points per degree of wheeling for a 3-hex Brigade; when done in Difficult Ground or Marsh hexes, a "**wheel**" costs **three** movement points per degree of wheeling for 2-hex and 3-hex Brigades.

Crossing Elevation hexsides costs no movement point.

When changing facing, multi-hex counters in Line must "**wheel**" through intervening hexes, which must be clear of any units or any prohibited ground features.

To properly execute the "**wheel**", one end of the multi-hex counters must remain in place and the other end must be moved to form a new line that still faces vertices.

The "**wheel**" can be made on the left or on the right.

Each unit of a Brigade, even the units which remained in place, is considered to have used the same Movement Points as the units which are in the moving end of the multi-hex counter.

A rearward "**wheel**" (of 1 degree on the left or in the right) is allowed but at the cost of the entire movement allowance and for a 2 hex Brigade only.

For a 3 hex Brigade, a rearward "**wheel**" is not allowed.

Example of forward "**wheel**", with three Allied Brigades in Minden: we suppose the player wants to do a "**wheel**" on the left with all the three Brigades (the numbers in the circle indicates the movement points spent):



Brigade "820 Urff" will spend only one movement point to do the "**wheel**" one degree on the left (Clear hexes).

Brigade "710 Einsiedel" will spend three movement points to do it (Difficult Ground).

Brigade "810 Holstein" will spend six movement points (all their available movement points) to do it: two degrees of wheeling with Difficult Ground.

Important: when a Brigade in Column is fired on or charged, the multi-hex counter of this Brigade is automatically replaced by all the relevant square counters of the composing units, in "A" formation.

It is therefore definitely more secure for a Brigade in Column not to be within range of the enemy!

For an example of replacement of a multi-hex counter by the relevant square counters, here would be the situation if we take back the Brigade "620" following the road and targeted by enemy artillery:



D.4 Transition from a formation to another

Historical Note: during the Seven Years War, units took Line formation before being in enemy line of sight, to minimize its artillery and cavalry effects.

Reminder: Artillery units cannot change formation when they are within an enemy ZOI (see rule 4.4).

To change from Line formation to "A" formation (column) AND from "A" formation (column) to Line formation) costs :

- **Zero** movement point for infantry and cavalry units.
- **One** MP for 1, 2 or 3 hex Brigades and artillery units.

Square counter units that change formation have to keep the same orientation: if before the transition, the unit faced an hexside, it must face after the change one of the two vertex which are in each side of this hexside.

If the unit faced a vertex, it must face after the transition one of the two hexsides which are in each side of this vertex.

The player has just to flip the counter when he wants the transition to occur: it costs **zero** movement point for infantry and cavalry units, and **one** movement point for artillery units.

For the Brigades (1, 2 or 3-hex counters), the player has to flip the counter when he wants the transition to occur.

But, as historically, to pass a Brigade from Column to Line, the best to do is, before the change of formation, to turn to the left or to the right and to move parallel to the enemy line.

Then, when the player wants the transition to occur, he'll have to stop, and, if the brigade is moving to the left, to make an about-face then flip the counter or, if the brigade is moving to the right, just to flip the counter.

To pass a Brigade from Line to Column, the player has to flip the counter when he wants the transition to occur and he has the choice to place the head of the column facing to the right or facing to the left.

These transitions for the Brigades cost **one** movement point.

Historical Note: during the SYW, the « senior » unit (the unit #1 of a brigade) was generally placed on the right of the brigade when in Line and at the head when in Column.

Especially for the 3-hex Brigades in Column and only when they want to make a transition from Column to Line, they can "wheel" and advance only one hex on the left or on the right and then make the transition from Column to Line.

This special deployment costs **three** movement points if it is done in Clear hexes and **six** movement points if there is any Difficult Ground or Marsh hex crossed during the deployment.

For example (picture below): 3 French Brigades under De Muy, the Brigades "620 Royal Baviere" and "630 Waldner" have already made their transition from Column to Line.

The 3-hex Brigade "610 Piémont" is situated in Column just between the two other French Brigades.

The French player wants to deploy the "610 Piémont" Brigade in Line between the two other French Brigades (at the cost of **three** movement points).



The reverse deployment is not possible: to change formation from Line to Column, a 3-hex Brigade counter must be flipped, at a cost of **one** movement point.

Important: when a unit changes its formation (from Line to Column, from Column to Line, from Line to Adapted, from Adapted to Line, from Limbered to Unlimbered, from Unlimbered to Limbered) during a same movement, the Movement allowance of the unit in Line or Unlimbered has to be considered.

If a unit changes its formation from "A" (Column) or Limbered to Line or Unlimbered, it has to finish its movement with the Line or Unlimbered movement allowance.

For example: a Limbered artillery unit (Movement Points = 9) spends 7 or 8 MP and changes Unlimbered (MP = 6), there is 0 MP left.

If it spends 4 MP and changes Unlimbered, there are 2 left.

If a unit changes its formation from Line or Unlimbered to "A" (Column) or Limbered, it has to keep the Unlimbered movement allowance (until the end of this turn). Next turn only, the unit will be able to use the "A" (Column) or Limbered movement allowance.

For example: an Unlimbered artillery (MP = 6) spends 4 and changes Limbered (MP = 9), there are 2 left only.

Next turn, this unit will be able to spend 9 MP if it remains Limbered throughout the turn.

This principle applies across all formation changes for all unit types.

E.0 PHASE OF THE BRIGADES OR UNITS NOT PREVIOUSLY MOVED (alternatively)

E.1 Movement of Out of Command Brigades or Units

All the units which are Out of Command (marked with a Defend marker per C.2) can be moved.

These units may not move more than one hex, in any direction and may not move into enemy ZOI.

However, a unit already in an enemy ZOI at the beginning of his turn may remain in the hex or withdraw one hex.

As all Panicked units are Out of Command, Panicked units can move but only one hex.

E.2 Movement of Independent Brigades or Units

Each player could have some Brigades, or rather Units, which are independent: they are often detachments of light infantry or light cavalry and are generally identifiable by their dark green picture frame on the "Order of Battle" (at the end of the Game Rulebook).

To help the player, all independent units are listed at the beginning of each scenario.

These units do not have any "Corps" leader, they do not receive any order and are never Out of Command.

The player may move successively all these units, one by one. The procedure for the movement of each unit is the same as the one described in D.0

F.0 MOVEMENT OF UNITS FROM ENTRY POINTS AND MOVEMENT OF REINFORCEMENTS

After the player has decided which Line/Wing or "Column" will enter where and when (see phase A.2), units have to arrive at entry points on the edges of the board.

These arriving units will enter the map following the organisation shown on the Order of Battle and always in numerical order (from the smallest to the highest). Sometimes, reinforcements could enter the game at time and location specified in a scenario: they are considered as arriving units from entry points and the player has to follow the same procedure than described in A.2

It must be considered that, for one arrival point, the arriving units (or stacks) follow one behind the other: they do not arrive at the same time but one after the other.

Thus, if the first unit (or stack) pays one movement point to enter, then the second would pay two movement points, and so on.

If an entry point on one side of the map is blocked by an enemy unit or an enemy ZOI, the player has the option of delaying the arrival of his units or moving them at the closest available hex free of enemy unit or ZOI. If there are two equidistant hexes, the player may select one of the two.

Arriving units and Reinforcements are always in command and activated at the end of the turn in which they enter.

G.0 FIRE PROCEDURE (reciprocal)

Historical Notes: During the Seven Years war, all armies were armed with smoothbore muskets. These weapons made a lot of smoke and noise but were very inaccurate. The musket's maximum range was near 300 meters and the effective range was between 180 and 225 meters. To increase firepower, massed volleys, with infantry in Line, were used but they made more loss to morale than to health. Artillery was much more effective, bloody and deadly but it was used without mass effect and sparingly.

G.1 Arc of Fire

An infantry unit in Column can only fire at a unit out of its lone frontal hex.

Unlimbered artillery, in Line, Shaken or Panicked infantry can fire at a unit out of its two frontal hexes.

Dispersed infantry can fire at a unit from all sides.

The distance of this fire depends on the range of the firing weapon: 1 hex for an infantry unit and up to 12 hexes for an artillery unit, depending on the firing cannon.

Here are several examples:

- For an Austrian 24pdr having a maximum range of 12 hexes:



- For a single infantry unit in Column and in Line:



When in Column, the unit can fire on the frontal hex, when in Line, it can fire on two hexes.

- For a 1-hex infantry Brigade in Column and in Line, composed of two units:



When the Brigade is in column, the lead unit can fire on the frontal hex, when in Line, both units can fire, each, on one of the two hexes in front of them.

- For a 2-hexes infantry Brigade in Column and in Line, composed of three units:



When the Brigade is in column, the lead unit can fire on the frontal hex, when in Line, the unit on the right can fire on the two hexes on the right, the unit in the centre can fire on the hex in the centre and the unit on the left can fire on the two hexes on the left.

- For a 2-hexes infantry Brigade in Column and in Line, composed of four units:



When the Brigade is in column, the lead unit can fire on the frontal hex, when in Line, the two units on the right can fire on the hex on the right and the hex on the centre, the two units on the left can fire on the hex on the left and the hex on the centre.

- For a 3-hexes infantry Brigade in Column and in Line, composed of five units:



When the Brigade is in column, the lead unit can fire on the frontal hex, when in Line, the two units on the right can fire on the two hexes on the right, the unit in the centre can fire on the

two hexes in the centre, the two units on the left can fire on the two hexes on the left.

- For a 3-hexes infantry Brigade in Column and in Line, composed of six units:



When the Brigade is in column, the lead unit can fire on the frontal hex, when in Line, the two units on the right can fire on the two hexes on the right, the two units in the centre can fire on the two hexes in the centre, the two units on the left can fire on the two hexes on the left.

G.2 Line of Sight (= LOS)

A unit may only fire at a unit it can see and a unit sees only out of its frontal hex sides, constituting its ZOI (see 4.0): it may never see out of its flanks or rear hex sides.

So, a unit can only fire into or through its front hexes.

A LOS only exerts through the front of a unit = the hex(es) touching the front of the counter, not through the flanks of a unit = the hex(es) to the side left and right of the counter, or the rear of a unit = the hex-es touching the rear of the counter. A unit in Column always has only one front hex and one rear hex while a unit in Line always has only one flank hex to the side left and right.

A LOS is determined by tracing a straight line from the centre of the firing unit's hex to the centre of the target unit's hex.

The LOS is blocked if any hexes along the LOS contain any **units**, Soft covers (wood, village, etc...) or elevation levels higher than those occupied by the firing and the target units.

The LOS is not blocked if any **units** or Soft covers (wood, village, etc...) are on elevation levels lower than those occupied by the firing unit and the target unit.

If there is an elevation where the firing unit is, then a lower elevation level and then a second elevation at the same level than the firing unit, the LOS is blocked at the end of the second elevation or by **units** or Soft covers on this elevation.

When a LOS is blocked by **units** or Soft covers, it's at the end of the first **unit** or Soft cover hex and when the LOS is blocked by elevations, it's at the end of the elevation hexes.

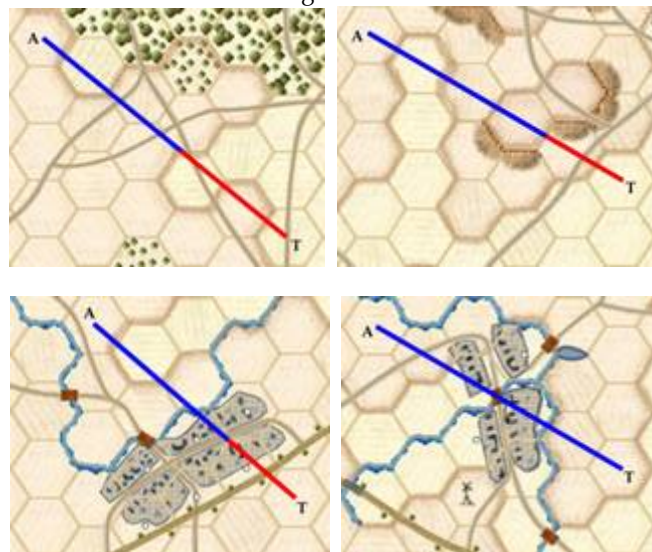
Design Note: the differences in elevation simulate very gentle slopes: flat terrain going down or up (there is no "plateau effect").

It must be noted that, if there is a upslope hex side (not an elevation) between the firing artillery unit and a targeted unit which is on a higher ground than the firing artillery unit, the upslope hexside stops the fire (the targeted unit is safe).

Howitzer and Mortar artillery batteries are not affected by this rule.

When at the bottom of a slope (not an elevation) hex side, only muskets, howitzers and mortars may fire but only into an adjacent hex, guns cannot fire.

Some examples of LOS where A = Player's unit, T = Targeted unit and red color is showing where the LOS is blocked:



G.3 Fire Phase for Unlimbered Artillery

Only Unlimbered artillery may fire.

Each unit always fires individually: two or more units may not combine their strength to fire on the same enemy unit.

But the same enemy unit could be the target of several units, which will fire one by one against it.

Since Unlimbered artillery cannot enter Wood, Forest, and Soft cover hexes, it cannot fire from these hexes.

Unlimbered artillery, when targeted, has protection when "on the edge" (i.e. adjacent to) a Wood, Forest and Soft cover hex.

The benefit of being in the edge of a Wood/Forest hex is lower than being in the edge of a Soft cover hex, which is itself lower than being in a Hard cover hex (see the Fire Combat Results Table).

The player who has the initiative for this turn decides if artillery units are fired from left to right or the other direction by selecting the left- or rightmost eligible unlimbered artillery unit he wishes to start with.

Only a single counter can be selected, not a stack.

The player, then, selects one enemy unit which is situated in the range of fire and in the LOS of its selected artillery unit and then resolves his fire.

Remember that, if two square counters, coming from the same Brigade and the same hex, come out of the Brigade counter, the hex from which they come cannot be fired upon.

The other player (the second one) then follows the same Fire Phase by selecting a unit on one of his flanks (not necessary the same flank than the first player) and resolving his fire.

The first player then fires a second unit by proceeding down the length of his army from the side he started to the other. Then continue alternating until all desired and permissible fires have been executed.

Once a player chooses a direction of fire resolution, he may not change that direction, but may skip over units he does not want to fire at all during this phase.

Important: It's never mandatory to fire.

Artillery's three different ranges of fire:

- Point blank (or short range) which corresponds to the very short distance where Canister or Grape shots were fired.

Historical Note: This fire was very lethal and can annihilate charges (essentially the cavalry charges): that's why 3pdr or 6pdr guns were added to infantry battalions.

Infantry battalions without 3pdr or 6pdr guns were much more vulnerable to cavalry charges.

- Medium range (or effective range) which corresponds to the distance made directly by the solid shots, without ricochets: this fire is effective and could be lethal.

Design Note: It is strongly recommended to put infantry units in Line before entering Medium effective range of artillery because staying in Column would be too lethal.

- Maximum range which corresponds to the distance made by the solid shots with ricochets.

Design Note: Artillery fire at this range is not effective as such, but can disturb the targeted unit, able to shake or even panic it.

Firing at this distance is so inaccurate and harmless that the enemy can still be in column without too much damage.

In the following example of Arc of fire, Range of fire and LOS, we have one unit of 4pdr French guns.

The red crosses designate hexes which are not in the LOS of the artillery unit which therefore cannot target units hidden by woods, elevation and village hexes.

Only howitzers and mortars would have been able to fire into these hexes with a red cross.

Concerning the 5 red crossed hexes behind the elevation, if we trace a straight line from the centre of these hexes to the centre of the firing unit's, this line crosses or touches the hex of the elevation.



Important: Artillery units can fire into the wood hexes, the elevations and the hexes of villages but not through them.

Another example of Arc of fire, Range of fire and LOS:



We have here 3 Allied artillery units firing on French units in Line in Minden: the Hanoverian 6pdr guns have a limited range of fire and LOS (in orange) because the elevation just in front of the guns prevents firing to the right: the guns are able to fire on one of the two units on the right of the French Brigade "120 Belsunce", which is at Maximum range.

The Hanoverian guns aren't able to fire on the French Brigade "170 Auvergne", even if this Brigade is well in the range of fire and LOS, because this Brigade is behind the French Brigade "120 Belsunce" which must be the first target.

Only howitzers and mortars would have been able to fire on the Brigade "170 Auvergne".

The Hessian 6pdr guns have also a limited range of fire and LOS (in pink) because of, on the left of the arc of fire, the Malbergen building which hides 4 hexes and, on the right of the arc of fire, the end of the elevation (the 5 hexes of ground on the other side of the elevation are out of the LOS).

The Hessian guns are still able to fire on a good part of the French 1st line of infantry and cavalry, but also on the artillery unit, in front of them.

Let's assume that the British guns below the Hessian ones are 12pdr guns, they would have the same range of fire and LOS but, thanks to their longer range, they would be able to fire on the two red hexes (only these two hexes because LOS is stopped by the Neuland building and the end of the elevation).

Artillery Fire Routine:

The Artillery Fire Routine is used to resolve all artillery fires.

1/ Refer to the Fire Combat Chart (two sides).

2/ Look at the "Relative Firepower Tables" in the "Firing Artillery" table.

3/ Determine the line corresponding to the firing artillery unit, depending of the type of gun and then of the range of fire (distance in hexes of the target from the firing unit).

4/ Determine the column depending of the quantity of firing guns, which is always split in four columns on the "Firing Artillery" table.

The quantity of guns for an artillery unit is written on the Order of Battle, under the concerned unit.

But, for ease of use, one to four shells are also shown on each artillery unit counter: when there is one shell on the counter, look at the leftmost quantity of guns... and, in the same way, when there are four shells on the counter, look at the rightmost quantity of guns.

5/ After the column is determined, look at the letter in a circle at the top of the column ("A" to "F") and memorize it.

6/ Flip the Fire Combat Chart and look at the "Fire Combat Results Table".

7/ Determine the type of "Targets" corresponding to the target (its kind and/or its situation).

8/ In this type of "Targets", roll the die (1 to 6) and determine the corresponding line.

9/ Cross-index this line with the column corresponding to the memorized letter ("A" to "F") and determine the result.

10/ Look at the "Fire Combat Results" to execute the result immediately, before any other unit fires.

If an artillery unit is firing at Point blank on a unit with a stacked leader, the firing player must roll the die for the leader, to see if this one is killed (See I.0).

Fire Effects (Fire Combats Results):

The Fire Combat Results, situated at the bottom of the "Fire Combat Results Table" dictates the effects of fire.

These effects include:

- **"EC" = Effectiveness Check:** an EC has to be done for the unit of the defender.

If the Check is successful, it is unaffected.

If the Check fails, it suffers a Disorganisation: it is reduced one «morale» level (a unit within a Brigade counter brakes into its single square counter unit, a well formed unit becomes shaken and a shaken unit will panic). Replace the counters on map by the relevant counters of the unit;

See Rule 6.0 "Effects of a Disorganisation" for more explanation.

Very important: for targeted artillery units, the "EC" effect is not taken in consideration in the "Fire Combat Results Table".

A targeted artillery unit ignores this result!

- **"D" = Disorganisation:** the unit of the defender suffers automatically a Disorganisation and the present unit's counter on the map must be replaced by a new counter.

A targeted artillery unit is destroyed: the counter is removed.

- **"D/P" = either D or P results:** an EC has to be done for the unit of the defender.

If the Check is successful, it suffers a Disorganisation and the present unit's counter on the map must be replaced by a new counter, and if the Check fails, it is automatically Panicked: the Panicked counter of the defender's unit must be placed on the map, replacing the present counter.

A targeted artillery unit is destroyed: the counter is removed.

- **"P" = Panic:** the unit of the defender is automatically Panicked and the Panicked counter of the defender's unit must be placed on the map, replacing the present counter.

A targeted artillery unit is destroyed: the counter is removed.

Artillery fire on buildings and wooden bridges:

Artillery can fire on buildings and bridges trying to set them on fire or destroy them.

Only heavy artillery can attempt to destroy wooden bridges.

A wooden bridge is destroyed if a heavy artillery unit fires at it at Point blank range and is successful by rolling a "6".

Buildings and stone bridges cannot be destroyed.

Historical Note: On the day of a battle, artillery was not used to bring down walls, buildings, or fortifications. Mortars, specifically used for this purpose, were even kept in reserve.

When a wooden bridge is destroyed, it can no longer be used and this Marker is put on it until the end of the battle:



Only Howitzers (any) can attempt to set fire to buildings or wooden bridges.

A wooden bridge is set on fire if a Howitzer unit fires at it at Point blank range and is successful by rolling a "6".

A building is set on fire if a Howitzer unit fires at it at Point blank or Medium ranges and is successful by rolling a "5" or "6".

If it fires at it at Maximum range, a roll of a "6" is required to succeed.

When a wooden bridge or building is set on fire, no unit can remain, enter it or use it and this marker is placed on it until the end of the battle:



If a unit is in the building set on fire, a "D/P" EC has to be done, apply the appropriate result ("D" if passed, "P" if failed) and, if the result is "D", the unit has moreover to recoil 1 hex in the opposite direction to the nearest enemy unit and keeping its facing.

G.4 Fire Phase for Infantry

Only the infantry units may fire in this phase.

Cavalry units, leaders and baggage may never fire.

Each unit always fires individually: two or more units may not combine their strength to fire on the same enemy unit. But the same enemy unit could be the target of several units, which will fire one by one against it.

The player who has the initiative for this turn selects one of the eligible infantry units (one battalion from a Brigade counter or one counter from a stack) which is occupying a hex on the far side of either his army's flank.

The player, then, selects one enemy unit which is situated in the front hex(es) and in the LOS of its selected infantry unit and then resolves his fire.

The other player (the second one) then follows the same Fire procedure by selecting a unit on one of his flanks (not necessary the same flank than the first player) and resolving his fire.

The first player then fires a second unit by proceeding down the length of his army from the same flank where his first unit was selected.

Then the second player fires with a second selected unit, in the same way, from the same flank he has already and previously chosen.

Continue alternating until all desired and permissible fires have been executed.

Once a player chooses a direction of fire resolution, it may not change that direction, but may skip over units that do not fire at all in that phase.

Important: It's never mandatory to fire.

Infantry Fire Routine:

The infantry Fire Routine is used to resolve all infantry fires.

But, very important: if the player wants a unit to fire, a Task Check (see 6.0 for the procedure) has first to be conducted for this unit, to see if it has enough effectiveness to well conduct a Fire Routine.

If the Task Check is successful, the unit can begin the Fire routine.

If the Task Check fails, the phasing player has instantly the choice to:

1/ not begin the Fire Routine for this unit (it will not fire this turn) **or**...

2/ to conduct an EC: if successful, the unit can begin the Fire Routine, but, if failed, the player will not begin the Fire routine for this unit (it will not fire this turn) **AND** the owning player has to apply a Disorganisation to the unit.

In these Simple Rules, players can choose not to perform this Task Check: this will result in giving the infantry a capacity of fire too high for the time, but it will make the game faster and more fluid.

A unit which can fire at a targeted enemy unit follows this process:

1/ Refer to the Fire Combat Chart (which has two sides).

2/ Look at the "Relative Firepower Tables" in the "Firing Infantry" table.

3/ Determine the line corresponding to the firing infantry unit, depending of its kind and/or its situation.

4/ To determine the column normally depends on the result of the addition of the Combat strength and the Effectiveness rating of the firing unit, values which are written on the Order of Battle, under the concerned unit.

But, for ease of use, the result of this addition is summarized and the identification's number of each unit is shown on the Firing Infantry Table into the right case: so the player only has to look for the identification's number of the concerned unit to determine the column.

5/ After the column is determined, look at the letter in the circle at the top of the column ("A" to "F") and memorize it.

6/ Flip the Fire Combat Chart and look at the "Fire Combat Results Table".

7/ Determine the type of "Targets" corresponding to the target (its kind and/or its situation).

8/ In this type of "Targets", roll the die (1 to 6) and determine the corresponding line.

9/ Cross-index this line with the column corresponding to the memorized letter ("A" to "F") and determine the result.

10/ Look at the "Fire Combat Results" to execute the result immediately, before any other unit fires.

If an infantry unit is firing on a unit with a stacked leader, the firing player must roll the die for the leader, to see if this one is killed (See I.0).

Example of Fire Routine in Torgau, when the Prussian grenadiers attacked the Austrian line, around 2PM:

9 Prussian battalions are adjacent to Austrian units.

The Prussian player, who has the initiative, wants to begin a Fire Routine against the Austrian units.

He selects first the unit of Grenadier "012" (#1 in blue circle), the last on the right of his line.

The Task Check is a success.

The Prussian player decides to fire on the Austrian unit "124" (but he could have also decided to fire on the Austrian unit "123", or even on units "122" or "121").

The Prussian player looks at the "Relative Firepower Tables" in the "Firing Infantry" table and determines that the right column for this 'Unit in Line' is the third one and he memorizes the letter "C".

Then, he flips the Fire Combat Chart and look at the "Fire Combat Results Table".

The target is a unit in a 'Brigade in Line'.

The Prussian player rolls a "3" and the determined result, after having cross-indexed the line and the column "C", is an Effective Check for the Austrian unit, which is a success for the Austrian player: nothing happens, the Austrian unit stay in good order.



Note: Slopes are present at the left side of the Austrian Brigade "120 Pellegrini" and at the right side of Austrian Brigade "110 Hartenegg" but the slopes have no effect for firing infantry units (See G.2).

The Austrian player decides now to begin his Fire Routine with the infantry unit "123" (#2 in orange circle) which is selected.

The Task Check is a success and the Austrian player decides to fire on the Prussian unit "013" (#2 in blue circle) which is under Prussian unit "012" (both are stacked).

If the Austrian player causes losses to the Prussian player's unit "013", the latter must remove the Well Formed counter's unit from the map and replace it by the Shaken counter's unit.

When it will be the turn of the Prussian player to continue his Fire Routine, he will have the choice to either fire with this weakened unit "013", or bypass this unit and fire with any another Prussian unit not yet selected.

Each player reciprocally selects the following units they wish to fire.

For example, Prussian player could select unit "022" (#6 in blue circle) after selecting unit "012" and thus not select the units "013", "014" and "021".

The Austrian player can select unit "124" (#3 in orange circle) even if the Prussian player have decided to not select some of his units.

A player may select only part of his units ready to fire and the other player, in the same time, may select all his units ready to fire: he will have to select, one after the other, all his remaining units ready to fire, even if the enemy is not firing with his units.

In this example, the Fire Routine ends when the Prussian unit "025" (#9 in a blue circle) and the Austrian unit "111" (#10 in an orange circle) have been reached.

H.0 CHARGE PROCEDURE (reciprocal)

Charges represent the psychological and physical confrontation that occurs when opposing units come close to hand-to-hand combat.

Unit that has an opponent in its **Arc of Charge**, can launch a Charge.

The Arc of Charge for cavalry and infantry is strictly identical to the Arc of Fire for infantry in Line (see G.1).

Charging only from adjacent hexes during the Charge phase is also true for cavalry.

[Standard: overview of Reaction Charges.]

The purpose of a Charge is to overwhelm the enemy unit and force it out of the hex.

The charging unit is considered to be attempting to enter the hex occupied by the defender.

If successful, the attacker can advance into the hex vacated by the defender, but only if no other defender unit is still present in the hex.

Reminder: if two square counters from the same Brigade and the same hex come out of the Brigade counter, the hex from which they came is not considered empty if the Brigade counter is still present: the enemy cannot occupy this hex (but however, the enemy cannot charge this hex either).

H.1 Charge Phase

In all terrain types other than Wood, Forest and Soft cover, any cavalry and infantry units in Line formation may charge, all other units in any other formation may not.

In Wood, Forest and Soft cover, only units in Dispersed formation, infantry in "A" formation, light cavalry in "A" formation, and light infantry may charge, all other units in any other formation may not.

Note that light infantry is always in Dispersed formation.

Infantry units may not charge cavalry units: Cavalry units can be charged only by cavalry units.

Shaken or Panicked units, artillery units, leaders, baggage may never charge but can be target of a charge.

Important: when an infantry unit is stacked with an artillery unit, the infantry unit must be charged first.

When this infantry unit is charged, the artillery unit can be charged by another enemy unit.

Any charge can be made against no more than one enemy unit: multiple enemy units must be attacked one by one.

Per phase, a unit may charge only once and may only be charged once.

If a single unit is charging, the targeted unit must change its facing to face the charging unit: this change of facing is automatic and free of movement points.

A targeted unit cannot be charged on its flanks or rear if only one unit charges it.

For a targeted unit to be charged on the flanks and/or rear, there must be two or three charging units.

A maximum of three units may charge against one unit.

But, for these units, the charging player will be able to take in consideration only one unit from the frontal hexes.

Thus, the other two units will come from one or both flanks and/or the rear (two units can come from the same flank, but they cannot be stacked together) and they will be only used as support of the frontal charging unit.

Important: Any unit in support ignores the results of a charge.

To charge a unit on its flanks and/or rear gives a bonus to the charging unit (see the Charge Die Roll Modifiers at the bottom left of the Charge Results Table).

As units in Dispersed formation have all-around facing, they can be charged on all faces and they can charge by all their sides.

As Shaken and Panicked units have no facing, they can be charged on all faces.

The Charge procedure is:

- To make a first charge, the player who has the initiative (the first player) selects **one to three** of his eligible units, in any part of the map, and, then, he selects one enemy unit which is in the Arc of Charge of its selected unit(s) and executes the Charge Routine.
- The other player (the second one) then follows the same procedure by selecting one to three of his units and executing his charge.
- The first player then makes a second charge by selecting other unit(s) in the same way.
- Then the second player makes a second charge at his turn.
- Continue alternating until all desired and permissible charges have been executed.

Important: It's never mandatory to charge.

Recoil Before Charge or After Enemy Advance

When a charge is announced against a defender's cavalry unit, this unit has the option of recoiling 3 hexes before the charge at the owning player's option.

The recoil of 3 hexes must be done in the opposite direction to the announced charge and the facing of the recoiling unit at the end of the recoil is at player's choice.

An EC has to be done for the recoiling cavalry unit, at the end of the recoil, with a Die Roll Modifier of +2.

When an infantry unit in Line moves next to an enemy cavalry unit, that cavalry unit cannot remain in its hex without either charging the infantry unit or recoiling 3 hexes.

If a recoil of 3 hexes is chosen, no EC has to be done and the recoil of 3 hexes must be done in the opposite direction to the enemy movement and the facing of the recoiling unit at the end of the recoil is at player's choice; *if the unit is part of a brigade counter, the entire brigade counter must be recoiled.*

If a charge is chosen, it must be done during the Charge Phase: *the cavalry unit must stay in place and cannot move anymore during this turn.*

If a result of the Fire phase prevents the cavalry unit from charging, it doesn't charge, without any penalty.

Charge Routine:

The Charge Routine is used to resolve all charges.

1/ Refer to the Charge Chart (two sides).

2/ Look at the "Charge Opponents Ratio Table", used to determine the ratio which will be necessary to obtain the result of the charge.

To determine this ratio, the player will have to start from "A" to finish at "C", keeping the same column from "A" to "B" and the same line from "B" to "C" (follow the arrows on the Table).

3/ Go first to "A" chart and determine the column corresponding to the combat strength of the defender's unit, depending if this unit is an artillery unit or an infantry unit.

This combat strength is shown on the Order of Battle or on the Units Data.

4/ Go then to "B" in keeping the column you have just determined and, in this column, determine the line corresponding to the combat strength of the charging units.

If there are two charging units, you've to make the sum of the two corresponding combat strengths.

If there are three, make the sum of the three combat strengths.

5/ After the line from "B" is determined, look at "C" on the right, read the written ratio (5 possible ratios, from 50% to 300%) and memorize it.

6/ Flip the Charge Chart and look at the "Charge Results Table".

7/ Go to the left and find the ratio you've just memorized. There are six underlines attached to this ratio.

8/ Subtract the Effectiveness rating of the defender's unit from the Effectiveness rating of the attacker's unit which is on the front of the defender: the resulting number (negative or positive) is the Effectiveness rating differential.

Locate this number on the horizontal line at the top of the Charge Results Table.

9/ Look at the Charge Die Roll Modifiers, on the bottom left of the Table, and sum all applicable Die Roll Modifiers.

Roll the die (1 to 6) and add or subtract the sum from the die roll: results of less than 1 or greater than 6 are treated as 1 or 6, respectively.

Determine the corresponding under-line attached to the memorized ratio.

10/ Locate the Charge result in Cross-indexing this under-line with the Effectiveness rating differential (number found in 8/).

There are two different results in two columns: the left one for the attacker, the right one for the defender.

11/ Look at the "Charge Results" on the bottom right of the Table to see how to apply immediately the result of the charge, before any other charge.

Very important, in the Charge Results Table:

- Die rolls lower than 1 are treated as "1" results for the Attacker and "-" results (no effect) for the Defender.
- Die rolls greater than 6 are treated as "-" results (no effect) for the Attacker and "6" results for the Defender.

If a unit with a stacked leader is charged, the charging player must roll the die for the leader, to see if this one has to recoil, is captured or killed. (See I.O).

Example of Charge Routine in Minden, when the French cavalry charged the Spörcken's Brigades, around 7AM:



The French player wants to begin a Charge Routine against the Allied units and announces it.

Eight squadrons of French cavalry (Brigade "230 Mestre de Camp") are adjacent to five battalions of British infantry and Hanoverian guards (Brigade "310 Waldegrave").

The French player will make four successive charges and selects first the unit "231" (#1 in black circle), the last on the right.

The French player decides to charge the Allied unit "315" (#5 in a red circle) but he could have also decided to charge the Allied units "314" or "313".

The French player looks at the "Charge Opponents Ratio Table" in the "A" chart and determines the column to look at, knowing that the combat strength of the defender's unit is 7 (available on the Allied Order of Battle or on the Allied Units Data).

Then, the French Player looks at the "B" chart and determines the right line which is **1>6**, knowing that the strength of the French unit "231" is 3.

Then, the French Player looks at the "C" column and determines that the ratio of the charge is **50%**.

The French player flips the Charge Chart and looks at the "Charge Results Table", in the 50% part of the chart (top).

He determines the Effectiveness rating differential in subtracting the Effectiveness rating of the Allied unit "315" (= 5) to the Effectiveness rating of his French unit "231" (= 6) which gives a result of **+1**.

The French player rolls a "4" and, knowing there is a die roll modifier of **-1** because the defender is in heather (difficult ground), he has to look the line **3** in the column **+1**.

The final results of the charge are "**R**" for the French attacker and "**D**" for the Allied defender.

The French unit "231" has to recoil 1 hex: the square counter of the unit in Line is put one hex behind the French Brigade counter, keeping its facing and the Allied unit "315" is Disorganised: the square counter of the unit in Line formation is put on the Allied Brigade counter;

The French player will repeat the same charge routine for his 3 other units:

- Unit "232" (#2 in black circle) can charge Allied units "313" or "314" (#3 and #4 in red circles).
- Unit "233" (#3 in black circle) can charge Allied units "311", "312" or "313" (#1, #2 and #3 in red circles) if the latter was not already charged during this phase.

- Unit "234" (#4 in black circle) can charge one of the two remaining Allied units not yet charged this phase.



Historically, the French cavalry Brigade charged the 5 Allied battalions but the Fire phase of the Allied battalions strongly disorganised the French squadrons.

In our example, with a disorganised French unit, the Effectiveness rating differential would have been 0 instead of +1 and, so, the result of the charge would have been "R" for the French attacker and no incidence for the Allied defender.

What if the French had charged with two cavalry Brigades instead of only one?

Units of one of the two Brigades could have taken the Allied Brigade by the flank and the rear.

Let imagine this new situation:

The French player wants to begin a Charge Routine against the Allied units and announces it.

Sixteen squadrons of French cavalry (Brigade "230 Mestre de Camp", Brigade "220 Royal Cravates" and unit "214" from Brigade "210 Colonel General") are adjacent to five battalions of British infantry and Hanoverian guards (Brigade "310 Waldegrave") and the artillery unit "301".

Before this cavalry charge, the Allied units "611" and "612" have missed their Fire phase against the Allied unit "214".

The French player will make six successive charges and selects first the unit "222" (#1 in black circle).

This French unit is helped in its charge by the unit "221" (#1b in black circle) which is on the flank of the targeted enemy and by the unit "214" (#1c in black circle) which is on the rear of the targeted enemy which is unit "315" (#6 in red circle). So, this charge is made by 3 French cavalry units, which is the maximum of units for the attacker.

The French player looks at the "Charge Opponents Ratio Table" in the "A" chart and determines the column to look at, knowing that the combat strength of the defender's unit is 7 (available on the Allied Order of Battle or on the Allied Units Data).

Then, the French Player looks at the "B" chart and determines the right line in making the sum of the 3 Attacker's combat strength which is 7>10, knowing that the strength is 3 for each of the 3 French units (for a total at 9).

Then, the French Player looks at the "C" column and determines that the ratio of the charge is 100%.



The French player flips the Charge Chart and looks at the "Charge Results Table", in the 100% part of the chart.

He determines the Effectiveness rating differential in subtracting the Effectiveness rating of the Allied unit "315" (= 5) to the Effectiveness rating of his French unit "222" (= 5) which gives a result of 0.

The French player rolls a "4" and, knowing there is a die roll modifier of +1 because the defender is in heather (difficult ground = -1) but defender is also charged by cavalry on a flank (= +2), he has to look the line 11 in the column 0.

The final results of the charge are "D/R" for the Allied defender and "D or R" for the French attacker.

The Allied player has to conduct an EC, the French player rolls a 5 and the Check fails (the Effectiveness rating of the Allied unit "315" = 5), the unit suffers a "R".

For the French unit "222" (the one in front of the enemy), it suffers the opposite of the result of the Allied Defender, which has suffered a "R" result, and, thus, the French unit suffers a "D" result: the French player has to put the square counter of the unit in Line formation on the map.

The multi-hex Brigade counter "220" is removed.

The French units "221" and "214", which only helped the unit "222" on its charge, are not concerned by the result.

For the Allied unit "315", as it has suffered a "R" result, it normally has to recoil 1 hex BUT given that this unit is taken from the rear by French unit "214", it is therefore Panicked.

The square Panicked counter of the unit "315" is put three hexes behind the Allied Brigade counter.

The French player will repeat the charge routine for his 5 other units:

- Unit "223" (#2 in black circle), now with its square counter on the map, will charge Allied unit "314" (#5 in red circle)
- Unit "231" (#3 in black circle) will charge Allied unit "313" (#4 in red circle)
- Unit "232" (#4 in black circle) will charge Allied unit "312" (#3 in red circle)
- Unit "233" (#5 in black circle) will charge Allied unit "311" (#2 in red circle)
- Unit "234" (#6 in black circle) will charge Allied artillery unit "301" (#1 in red circle) which, before, has missed its artillery fire.

If two Allied units more (unit "315" is Panicked) are Disorganised, the multi-hex of the Brigade "310 Waldegrave" will be removed from the map.

A happy and lucky result ultimately... but a possible one.

Charge Effects (Charge Results):

The Charge Results, situated at the bottom-right of the "Charge Results Table" dictates the effects of Charges. These effects include:

"EC" = Effectiveness Check: an EC has to be done for the unit.

If the Check is successful, it is unaffected.

If the Check fails, it suffers a Disorganisation and a new counter must be placed on the map (any artillery unit is destroyed: the counter is removed).

See Rule 6.0 in the Rules Generalities for more explanation about the Effects of a Disorganisation.

"D" = Disorganisation: the unit automatically suffers a Disorganisation and the present unit's counter on the map must be replaced by a new counter (any artillery unit is destroyed: the counter is removed).

"D/R" = either Disorganisation or Recoil (always for the defender): an EC has to be done for the unit of the defender.

If the Check is successful, it suffers a Disorganisation and the present unit's counter on the map must be replaced by a new counter (any artillery unit is destroyed: the counter is removed).

If the Check fails, it must Recoil 1 hex, keeping its facing.

"D or R" = either Disorganisation or Recoil (always in correlation with the previous one ("D/R") and always for the attacker): the attacker has to apply the opposite of the result of the EC done for the defender.

If the defender's unit suffers a Disorganisation, the attacker's unit must Recoil 1 hex, keeping its facing.

If the defender's unit Recoils 1 hex, the attacker's unit suffers a Disorganisation and the present unit's counter on the map must be replaced by a new counter.

"R" = Recoil: the unit has to Recoil 1 hex, keeping its facing.

"R/DR" = either Recoil or Disorganisation + recoil (always for the defender): an EC has to be done for the unit of the defender.

If the Check is successful, it has to Recoil 1 hex, keeping its facing.

If the Check fails, it suffers a Disorganisation and must Recoil 1 hex, keeping its facing.

The present unit's counter on the map must be replaced by a new counter (any artillery unit is destroyed: the counter is removed).

"DR" = Disorganisation + Recoil (always for the defender): the unit of the defender automatically suffers a Disorganisation and must Recoil 1 hex, keeping its facing.

The present unit's counter on the map must be replaced by a new counter (any artillery unit is destroyed: the counter is removed).

"P" = Panic: the unit of the defender is automatically Panicked and the Panicked counter of the defender's unit must be placed on the map, replacing the present counter (any artillery unit is destroyed: the counter is removed). The unit must recoil 2 hexes and must perform a Rout during the next Rout Phase of this turn.

Special results for "P" units are indicated in the "Charge Results Table": they replace, for all Panicked units, the above results.

Design Note: When a unit is part of a Brigade and its square counter is not present, any result "R" = Recoil is in fact synonymous with result "DR" = Disorganisation + Recoil.

If the defender has to recoil, the attacker may (it's not mandatory) occupy with one or two of his charging units the defender's vacated hex, if this one is completely empty.

At the same time, he may change the facing of all the charging units, in order to face the enemy.

Important notes on Recoils after a Charge:

- Any recoiling infantry unit which has a friendly or enemy unit (leaders are not affected) in its directly adjacent recoil hex automatically becomes Panicked and must then move back 3 hexes instead of 1.

The friendly or enemy unit is not affected.

Design Note: It is therefore definitely more secure for a player to let a space of minimum 1 hex between the different lines of the army and to protect the rear of these lines.

- When it recoils, a unit can be stacked with a friendly unit if the stacking limits are not exceeded (see 5.0) and, for infantry units, if the friendly unit is not adjacent.

- If a Panicked unit is going to be stacked with a friendly unit during its recoil, an EC has to be done for this friendly unit.

If the Check is successful, it is unaffected.

If the Check fails, it suffers a Disorganisation and a new counter must be placed on the map.

- In the event of a recoil of All the opponents of a Brigade, this Brigade must occupy the defender's vacated hexes and change its order in **Attack**.

- In the event of a unit not able to recoil because of prohibited terrains (River, Lake, etc..) or stacking limits, the recoiling unit is disorganised.

If the unit is not able to recoil because of enemy units, the unit is captured and removed from play.

[Standard: H.2 the complete rules for the Enemy's Cavalry Reaction Charge and Cavalry Counter-Charge.]

I.0 LEADER CAPTURED OR KILLED

At the end of any fire made by an infantry unit, if a leader is stacked with the targeted unit, the firing player has to roll the die for the leader, to see if this one is killed.

If more than one leader is in the hex, the firing player has to roll for each leader individually: on a roll "6", the leader is killed.

If an artillery unit is firing at Point blank on an infantry unit, the same procedure is done.

Nothing occurs if an artillery unit is firing at Medium or Maximum ranges.

If a leader is alone in a hex, or with another leader(s), and is fired upon, the procedure and conditions are the same than just above.

Note that a leader behind a unit cannot be hit by a howitzer.

During the Charge phase, if a leader is alone in a hex or stacked with a targeted unit, the charging player has to roll the die for the leader, to see if this one has to recoil, is captured or killed.

If more than one leader is in the hex, the charging player has to roll for each leader individually.

On a roll of “1” to “4”, the leader must recoil 3 hexes in the opposite direction from the enemy’s charging units, and its facing at the end of the recoil is at player’s choice.

On a roll of “5”, the leader is captured and he is killed on a roll of “6” (being captured or killed in combat brings different victory points, as explained in each scenario in the Playbook). If a leader is surrounded (if he has enemy units on 3 of its sides) and/or is not able to recoil, he is captured and removed from play.

If the dead or captured leader is the General in Chief, the player will have during the next turn (during the General in Chief phase) to take, as new General in Chief, the leader planned for this in the Scenario and to place it at the player’s choice.

Specific repercussions of the death of the general in Chief can be included in the scenario.

If the dead or captured leader is not the General in Chief, the player, at the beginning of the concerned leader’s phase, can replace his counter by a generic replacement leader’s counter of the same or lower grade (whoever is available, as written in the scenario) and place it at the player’s choice.

If no replacement leader’s counter is available, the units commanded by the dead or captured leader are now without orders until the end of the game and ALL orders for these units are removed from play.

J.0 RALLY PHASE (reciprocal)

Units can only be rallied by their commanding leaders, according to the Order of battle.

Thus, a unit can be rallied by its ‘Corps’ leader, by its Line/Wing leader (if any), by its Second General (if any) and by the General in Chief.

J.1 For Well Formed Units:

A Well Formed unit can be rallied only if it is stacked with its Brigade counter (anywhere on this Brigade counter) and also stacked with one or more of its leaders.

If so, the Well Formed unit is automatically rallied and the Well Formed unit’s counter is removed.

Note that this rally is very dangerous for leaders: they could be killed or captured (see I.0)

J.2 For Shaken Units:

A Shaken unit can be rallied only if it is In Command and it depends of the position of the leaders:

- If the Shaken unit is stacked with one or more of its leaders, the unit is automatically rallied and the Shaken unit’s counter is replaced by its Well Formed counter.

- If the Shaken unit is not stacked with one or more of its leaders but the unit is In Command, a Task Check has to be done: if the Check is successful, the unit is rallied and the Shaken unit’s counter is replaced by the Well Formed unit’s counter, whose facing may be freely chosen by the owning player.

For the Task Check, the Effectiveness rating of a leader (see 2.4) can be used instead of the rating of the unit, if the leader is at six hexes or less of the unit.

Reminder: Independent units are always In Command.

If the Check fails, the unit stays Shaken.

J.3 For Panicked Units:

A Panicked unit can be rallied only if it is stacked with one or more of its leaders.

If so, a Task Check has to be done: if the Check is successful, the unit is rallied and the Panicked unit’s counter is flipped to show its Shaken side.

For the Task Check, the Effectiveness rating of the leader (see 2.4) can be used instead of the rating of the unit.

Panicked Independent units can only be rallied by Generals.

If the Check fails, the unit stays Panicked.

K.0 ROUT PHASE (reciprocal)

All units still Panicked after the Rally Phase must rout.

To rout, Panicked units must move to exit the map as quickly as possible by the retreat route designated in the scenario.

The unit must spend all movement points it has in “A” formation (see the Terrain Effects Table) or as a light infantry for units in Dispersed formation.

A Panicked unit cannot rout into a hex away from the map edge of the retreat route: instead the unit must stop its rout (and perhaps stay put).

Two routing units, even not of the same type, may end their rout stacked in the same hex: this is one way to make it easier to rally these units during next turn.

However, during the Rout phase of this next turn, if the stacked units are of different types, still stacked together and still Panicked, they must unstack.

If unable to unstack, the player must choose a unit which will be considered as captured and removed from play.

A unit may rout into or through hexes occupied by other friendly units thereby immediately disordering those units (see page 11: “Effects of a Disorganisation”).

If those units become Panicked, they must recoil 3 hexes but they do not rout this turn.

Routing units may never enter enemy-occupied hexes.

If a routing unit has enemy units on 3 of its sides, the unit, considered as surrounded, is automatically captured and removed from play.

L.0 REORGANISATION OF THE ARMY (reciprocal)

L.1 Reorganisation of the Lines

Each side may reorganise the troops of its army in moving or re-facing any Brigade, Unit or leader counters.

These reorganisation and re-facing “movements” are regardless of Formations and Orders.

But, for this reorganisation, a Brigade or unit counter can only be moved 1 hex back or sideways (not forward and not into Impassable or Prohibited terrain), or can be turned right or left by only 1 vertex or hexside.

Any 1 or 2 hexes brigade counter can make one backward wheel, 3 hexes brigade counter cannot make a wheel.

Leader counters can also only be moved 1 hex but in ALL directions (not into Impassable or Prohibited terrain), or can be turned right or left by only 1 vertex or hexside.

The goal of this reorganisation is to well form lines and Brigades, for the units to be well contiguous and facing the same direction.

Important: It is not possible to reorganise Out of Command units (and therefore Panicked units as well).

L.2 Reorganisation of a Brigade

A Brigade is always composed of several units.

Remember that when one of these units is disorganised, its square counter is put on the multiple-hex counter (1, 2 or 3 hexes long) representing the Brigade.

The unit is still Well-formed but its Effectiveness rating is minored.

If more than half the units composing the Brigade is disorganised, the multi-hex Brigade counter must be removed from the map: all units in the Brigade are considered disorganised and must be represented by their square counter only.

It's possible to re-introduce a long multi-hex Brigade counter on the map.

To do so, the player must leave contiguous more than half of the Well-Formed units composing the Brigade, without moving them at all and for two half hour turns.

At the end of this period, the Brigade is reorganised and the multi-hex Brigade counter can be put back on the map: the Well-Formed square counters, used for the reorganisation of the Brigade, are *removed*.

But, this process is very dangerous because, if any unit that is part of this reorganisation is charged or fired on and suffers a Disorganisation (or a Panic), all units in the process are automatically Shaken (or Panicked).

It is best to perform this process away from the enemy or well protected by a wood, a village, a hill or by hard covers.

M.0 END OF TURN

M.1 Reinforcements Placement

For the reinforcements, the player has, during the first turn, to follow the same procedure than described in A.2: he has to roll the die to determine the actual arrival time of the reinforcements and roll again the die to determine where exactly the reinforcements arrive.

Once this is done, the player has to place the concerned units at the right entry-point.

This placement of the units must be performed the turn just before the units enter the map.

M.2 Weather Record

Look at the scenario if any turns of fog, rain, snow or night occur during the game.

If so, for the concerned turns, follow the process indicated in the Rules Generalities: 7.0 "Bad Weather & Night".

M.3 Game Turn Record

This turn is finished.

For next turn, a player has to put the "Game Turn" counter on the right position on the Game Turn Record Track (where there is a compass) on the map.

Remember that turns are half hour turns, the "T.30" side of the "Game Turn" counter must be shown every two turns.

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