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## *Et sans résultat* Terminology

**A Date with Death [DD]** The Leadership Characteristic of a Commander that makes him more likely to be harmed during the Leader Fate step of the Artillery & Skirmish Phase. Commonly used in scenarios to ensure that generals who were harmed at a historical battle are more likely to be harmed during the scenario. See *Player's Guide: The Characteristics of an Army* (1.3), *Determining the Fate of Leaders* (5.3.1) and *Raising an Army: Luck and Death* (2.1.1).

**Active Order** An order objective or directive that was converted or that has successfully tested for activation during an Order Activation test. See *Player's Guide: Activate Orders* (3.2) and *Order Conversion* (4.1).

**Army** All commands of friendly players united under the command of a single Army Commander. Typically, multiple Forces, each commanded by different players, constituting all the Forces on one side. Sometimes multiple Armies will be fielded by one side, in the form of wings. See *Introduction: Armies of the Napoleonic Wars* (10.2) or *Raising an Army: Organizational Terminology* (1.1).

**Assessment** The test performed by a Formation to determine the effect of negative pressure upon it from artillery, skirmishing, and combat. Assessments are potentially performed during both the Artillery & Skirmishing Phase and the Combat Phase. The ultimate outcome of an Assessment is fatigue. See *Player's Guide: Assessments from Artillery Fire & Skirmishing* (5.4) and *Assessments from Combat* (6.5).

**Attack [A]** Refers to the order directing a Formation to close to contact with enemy Formations intervening between it and its objective. See *Player's Guide: Attack [A]* (3.6.1).

**Break (Breaking, Broken) [BK]** A Formation status caused when the amount of Fatigue equals 1½ times the number of deployed Units during the Status Check step of the Combat Phase. Broken [BK] Formations are immediately moved 1800 yards away from the nearest enemy. Cavalry of a broken [BK] Formation is removed. See *Player's Guide: Formation Statuses* (3.7).

**Breakthrough** A result of Combat Resolution that requires winning infantry to advance 225 yards, or winning cavalry to advance 450 yards, making contact with the closest enemy. See *Player's Guide: Combat Results* (6.3.2).

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**Brittle [BR]** A Formation Characteristic that indicates that a Formation is more likely to fatigue during an Assessment than the average Formation. See *Player's Guide: The Characteristics of an Army* (1.3) and *Raising an Army: Brittle [BR]* (2.2.1).

**Charmed Death** The Leadership Characteristic of a Commander that makes him less likely to be harmed during the Leader Fate step of the Artillery & Skirmish Phase. See *Player's Guide: The Characteristics of an Army* (1.3), *Determining the Fate of Leaders* (5.3.1) and *Raising an Army: Luck and Death* (2.1.1).

**Class (of Unit)** Indicates the Unit type, i.e. infantry, cavalry, or artillery.

**Characteristics** A distinguishing trait or attribute of a Commander, Formation, or Unit that causes it to act differently in specific circumstances, such as Units with the light [L] or irregular [I] characteristic ignoring rough terrain penalties for movement. See *Player's Guide: The Characteristics of an Army* (1.3) *Raising an Army: Characteristics* (2).

**Combat Rating [CR]** The combat prowess of a Unit, indicating its expected performance in combat relative to other Units. See *Player's Guide: Combat Modifiers* (6.3.1).

**Defend [D]** Refers to the order directing a Formation to defend their Force's objective. See *Player's Guide: Defend [D]* (3.6.2).

**Delayed Order (Marker)** The result of an Order Activation test calling for a delay in activation of the order being tested for. The duration of the delay can vary between one and three turns. See *Player's Guide: Order Activation Test* (3.2.1).

**Dense Terrain** Major obstacles that impede movement rates substantially, and commonly require Units to constantly disperse, reform, or dress lines to traverse. Examples include poor fords, streams with high banks, marshy ground, and dense villages. See *Player's Guide: Movement Rates* (4.2.1).

**Deploy (Deployed, Deployment)** Any arrangement of Units of a Formation other than played. Typically the arrangement of Units of a Formation into battle waves. See *Player's Guide: Deployed* (4.3.2).

**Determined [DT]** A Formation Characteristic that indicates a Formation is less likely than average to fatigue during an Assessment. See *Player's Guide: The Characteristics of an Army* (1.3) and *Raising an Army: Determined [DT]* (2.2.4).

**Displace (an Unlimbered Artillery Battery)** A Leader Action that limbers an unlimbered, committed artillery battery, allowing it to move during the Movement Phase. See *Player's Guide: Displace an Unlimbered Artillery Battery* (3.8.6).

**Doctrine [ED or ID] (Skirmishing)** A Formation Characteristic that indicates a Formation is either effective [ED] or ineffective [ID] at skirmishing. See *Player's Guide: The Characteristics of an Army* (1.3) *Performing Artillery & Skirmishing* (5.1) and *Raising an Army: Formation Characteristics* (2.2)

**Engineers [E]** A Unit Characteristic that designates a Unit as engineers, able to be committed to an infantry battalion, modifying their Combat Rating [CR] when fighting in built-up-areas. See *Player's Guide: The Characteristics of an Army* (1.3) and *Raising an Army: Engineers [E]* (2.3.1).

**Enthusiastic [EN]** A Formation Characteristic that indicates that a Formation is less likely than the average Formation to fatigue during an Assessment if it is on an attack [A] directive. See *Player's Guide: The Characteristics of an Army* (1.3) and *Raising an Army: Enthusiastic [EN]* (2.2.3).

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- Evade** A result of Combat Resolution or an Assessment that requires a Unit to be placed a distance away from the nearest enemy: 450 yards away from enemy infantry and cavalry, or 900 yards away from unlimbered enemy artillery. Under some conditions Units may be allowed to do this voluntarily. See *Player's Guide: Assessments from Artillery Fire & Skirmishing* (5.4) and *Assessments from Combat* (6.5).
- Fatigue** Indicates the degradation of Formation's fighting ability due to the stress of combat. Fatigue impacts the responsiveness of a Formation to Order Activation and Leader Actions, its ability to remain functional following Assessments, and the fighting prowess of individual Units. Enough fatigue will cause a Formation to retreat [RT] and eventually to break [BK]. See *Player's Guide: Fatigue Recovery* (4.4) and *Assessments from Artillery Fire & Skirmishing* (5.4) and *Assessments from Combat* (6.5).
- Fire Mission** The ability of a grand battery to prioritize specific targets instead of following the normal artillery fire restrictions for targeting. See *Player's Guide: Fire Mission* (5.2.2) and *Assessments from Artillery Fire & Skirmishing* (5.4) and *Assessments from Combat* (6.5).
- Force** A player's command, made up of multiple Formations. Somewhat analogous to a corps, always one step of command below Army. See *Introduction: Armies of the Napoleonic Wars* (10.2) or *Raising an Army: Organizational Terminology* (1.1).
- Formation** A grouping of Units, may represent a division, brigade, or other similar organizational structure, depending on the scenario and nationality of the army. A player's command is normally made up of two to five Formations. See *Introduction: Armies of the Napoleonic Wars* (10.2) or *Raising an Army: Organizational Terminology* (1.1).
- Formation Reserve** Refers to the space directly behind a Formation's center up to 225 yards where uncommitted artillery batteries, engineering and rifle companies, and the Formation Commander are placed.
- Grand Battery** A gathering of artillery batteries under a central command authority for a specific Fire Mission. See *Player's Guide: Grand Battery* (5.2).
- Harmed** The negative outcome of a Leader Fate test, indicating that the Commander being tested for is hurt. A second roll is then made to determine what happened to the commander. See *Player's Guide: Determining the Fate of Leaders* (5.3.1).
- Hold** Indicates a Unit or Formation will remain in its current location and not move. See *Player's Guide: Combat Results* (6.3.2).
- Inspire Formation** A Leader Action that removes fatigue by consolidating Units, only available to Formations farther than 900 yards from the enemy and currently under a rally & reserve [RR] status. See *Player's Guide: Inspire Formation* (3.8.7).
- Intense (Artillery Bombardment)** A choice by the player to have artillery fire at a more intense rate than the standard, paced bombardment, causing artillery fatigue on the firing Formation but increasing the number of points against the targeted enemy and positively modifying the Formation's Assessment. See *Player's Guide: Intense Bombardment* (5.1.1).
- Intense (Skirmish Assault)** A choice by the player to press a more aggressive skirmishing band forward, drawing more men from the Formation's Units, causing infantry fatigue on the skirmishing Formation but increasing the number of points against the targeted enemy. See *Player's Guide: Intense Skirmish Assault* (5.1.2).
- Invincible** The only positive outcome if a Commander is deemed to be harmed during a Leader Fate test. A Commander who is deemed to be harmed but subsequently receives an 'invincible result' receives a positive modifier on future Leader Fate tests, similar to the Charmed Death [CD] characteristic. See *Player's Guide: Determining the Fate of Leaders* (5.3.1) and *Quick Reference Guide: Leader Fate*.

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- Irregulars [I]** A Unit Characteristic that designates a Unit as irregulars [I], suffering reduced penalties when moving through bad terrain and receiving Combat Rating [CR] benefits when fighting in dense terrain but are likely to evade during an Assessment. See *Player's Guide: The Characteristics of an Army* (1.3) and *Raising an Army: Irregulars [I]* (2.3.4).
- Larger Unit** Refers to a Unit with a wider frontage than the one it opposes; this influences Combat Resolution. See *Player's Guide: Combat Modifiers* (6.3.1).
- Lead Advanced Guard [AG]** A Commander Characteristic that indicates a commander who has higher recommended ratings when designated by the scenario to command an advanced guard. See *Player's Guide: The Characteristics of an Army* (1.3) and *Raising an Army: Leadership Specialties* (2.1.1).
- Lead Grand Battery [GB]** A Commander Characteristic allowing a commander to lead a grand battery. See *Player's Guide: The Characteristics of an Army* (1.3), *Cavalry Assaults* (6.4), and *Raising an Army: Leadership Specialties* (2.1.1).
- Lead Mass Cavalry [MC]** A Commander Characteristic allowing a commander to lead mass cavalry assaults. See *Player's Guide: The Characteristics of an Army* (1.3), *Cavalry Assaults* (6.4), and *Raising an Army: Leadership Specialties* (2.1.1).
- Lead Rearguard [RG]** A Commander Characteristic that indicates a commander who has higher recommended ratings when designated by the scenario to command a rearguard. See *Player's Guide: The Characteristics of an Army* (1.3) and *Raising an Army: Leadership Specialties* (2.1.1).
- Leader Action** A group of actions that may be conducted by either an Army or Force Commander, during the Command Phase, to directly interact with a Formation. See *Player's Guide: Leader Actions* (3.8).
- Leadership Rating [LR]** Indicates the administrative ability of a Commander; this influences his ability to execute and respond to orders as well as positively modify a Formation's Assessment result. See *Player's Guide: Combat Assessment Modifiers* (6.5.1) or *Raising an Army: National Organizations & Recommended Ratings* (3).
- Leadership Specialty** A category of Commander Characteristic that allows a Commander to perform specialized types of leadership or that provides higher ratings when in specific roles. See *Raising an Army: Leadership Specialties* (2.1.1).
- Lights [L]** A Unit Characteristic that designates a Unit as lights [L], suffering reduced penalties when moving through bad terrain and receiving Combat Rating [CR] benefits when fighting in dense terrain. See *Player's Guide: The Characteristics of an Army* (1.3) and *Raising an Army: Lights [L]* (2.3.2).
- Luck & Death** A category of Commander Characteristic that modifies a Commander's Leader Fate test. See *Player's Guide: The Characteristics of an Army* (1.3) and *Raising an Army: Luck & Death* (2.1.2).
- Move [M]** Directs a Formation to move towards its objective. See *Player's Guide: Move [M]* (3.6.4).
- Order Conversion(s)** Allows for a Formation to change from one order directive to another during the Movement Phase or Combat Phase without an Order Activation Test. This must be allowed by either the current active order of the Formation or by the Formation's class. See *Player's Guide: Order Conversions* (4.1) and *Orders Conversions during Combat* (6.1).
- Order Directive** The category of orders given to Formations. Order directives indicate a behavior: attack [A], support [S], defend [D], move [M], reserve [R]. See *Player's Guide: Formation Order Directives* (3.6).

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- Order Objective** The category of orders given to Forces. Order objectives typically indicate a geographic location such as a town or forest. See *Player's Guide: Force Order Objectives* (3.5).
- Outflanked (Grand Tactically)** When an enemy Unit is located between a Formation's Reformation Area and the rear of its deployed Units. See *Player's Guide: Assessments from Artillery & Skirmishing* (5.4) and *Assessments from Combat* (6.5).
- Passage-of-Line** The act of a friendly Unit passing through another. See *Player's Guide: Passage-of-Lines* (4.2.1).
- Pending Order** An order objective or order directive that has been issued to a Force Commander or Formation but has not yet tested for activation. See *Player's Guide: Issue Orders* (3.3).
- Personal Command** A Leader Action allowing an Army or Force Commander to supersede a Formation Commander to directly influence the conditions of a specific Formation. See *Player's Guide: Take of Abandon Personal Command* (3.8.2).
- Ploy (Ployed)** The arrangement of Units of a Formation into a march column. See *Player's Guide: Ployed* (4.3.1).
- Rally** The act of transitioning a Unit from the Formation's Reformation Area to its deployed battle waves. See *Player's Guide: Rally a Unit* (3.8.11).
- Rally & Reform** Indicates that a Formation is reducing its fatigue by consolidating Units. Only available if an Army or Force Commander had Taken Personal Command of the Formation. See *Player's Guide: Rally & Reform [RR] Status* (3.7.3).
- Recall (an Artillery Battery)** A Leader Action that attempts to transition a committed artillery battery back to the Formation's reserve area. See *Player's Guide: Recall an Artillery Battery* (3.8.5).
- Reformation Area** A dynamic location approximately 450 to 900 yards behind a Formation where routed Units gather. It represents the rear area of the Formation, and attacks on it are highly detrimental to the Formation's morale. See *Player's Guide: Game Pieces* (1.2).
- Reserve [R]** The order directing a Formation to wait, ready and alert for a new order, allowing it to convert to another directive with an Order Activation test during the Movement or Combat Phase. See *Player's Guide: Reserve [R]* (3.6.5).
- Retire** A result of Combat Resolution or an Assessment. An infantry battalion that retires is placed 225 yards away from the enemy and a cavalry squadron group 450 yards away. Artillery batteries that retire are placed in their Formation's Reformation Area. See *Player's Guide: Combat Results* (6.3.2).
- Retreat** A Formation status caused when the amount of Fatigue equals the number of deployed Units and applied during the Status Check step of the Combat Phase. Retreating Formations are immediately moved 900 yards away from the nearest enemy. See *Player's Guide: Formation Statuses* (3.7).
- Rifles (Rifle Company) [RF1, RF2, RF3]** A Unit Characteristic that designates a Unit as rifles, able to be committed to an infantry battalion, modifying their skirmishing prowess during the Artillery & Skirmish Phase. See *Player's Guide: The Characteristics of an Army* (1.3) and *Raising an Army: Rifles [RF1, RF2, RF3]* (2.3.5).
- Rough Terrain** Minor obstacles that impede movement rates, such as managed woodlots clear of brush, narrow creeks with low banks and solid surrounding soil, and sparse villages. See *Player's Guide: Movement Rates* (4.2.1).

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- Rout** The result of Combat Resolution. A Unit is removed from the table temporarily, and a rout marker is placed in the Formation's Reformation Area until the Unit is rallied. See *Player's Guide: Combat Results* (6.3.2).
- Rush Deployment** The option for a Formation to rush the transition of from ployed to deployed during the Ploy & Deploy step of the Movement Phase at the penalty of taking fatigue. See *Player's Guide: Deployment* (4.3).
- Skirmish Doctrine** Indicates the level of effectiveness of a Formation's skirmishing methods; skirmish doctrine is either effective [ED] or ineffective [ID]. See *Player's Guide: Performing Artillery Fire & Skirmishing* (5.1) and *Raising an Army*.
- Shock [S1, S2, S3]** A Unit Characteristic that provides a Unit an enhanced Combat Rating [CR] during the first combat round of a turn. See *Player's Guide: The Characteristics of an Army* (1.3) and *Raising an Army: Shock [S1, S2, S3]* (2.3.3).
- Specialty Unit(s)** A Unit whose sole purpose is provide modifiers to another Unit in specific circumstances. To provide the modifier, a Specialty Unit must be committed to another Unit. See *Player's Guide: The Characteristics of an Army* (1.3) and *Raising an Army: Unit Characteristics* (2.3).
- Status Check** A step of the Combat Phase during which players compare the amount of fatigue a Formation has built up to the number of the Formation's deployed Units. If the fatigue equals the number of deployed Units, the Formation will convert its orders to retreat [RT]; once fatigue equals 1½ times the number of deployed Units the Formation will break [BR]. See *Player's Guide: Status Checks* (6.5.3).
- Stoic [ST]** A Formation Characteristic that indicates that a Formation is less likely to fatigue during an Assessment if it is on a defend [D] directive. See *Player's Guide: The Characteristics of an Army* (1.3) and *Raising an Army: Stoic [ST]* (2.2.2).
- Supporting Unit, Supported Unit** Refers to a Unit within 225 yards of the rear of another friendly Unit with overlapping frontage; it provides a safety net during Combat Resolution. See *Player's Guide: Combat Results* (6.3.2).
- Support [S] (Order Directive)** Refers to the order directing a Formation to shadow a designated friendly Formation, allowing it to convert to defend [D] or attack [A] without an Order Activation test. See *Player's Guide: Support [S]* (3.6.3).
- Tactical Rating [TR]** Indicates the tactical prowess of a Commander; this influences the Combat Rating [CR] of Units within a Formation during Combat Resolution. See *Player's Guide: Combat Modifiers* (6.3.1) and *Raising an Army: National Organizations & Recommended Ratings* (3).
- Unit** An infantry battalion, artillery battery, or cavalry squadron group. Each Unit is represented by a single base on the game table. See *Introduction: Armies of the Napoleonic Wars* (10.2) and *Raising an Army: Organizational Terminology* (1.1).
- Wandered Off** The Leadership Characteristic of a Commander that makes him incapable of being harmed during the Leader Fate step of the Artillery & Skirmish Phase, because he has likely abandoned his troops and wandered off, leaving his Force or Formation in the hands of his subordinate or staff. See *Player's Guide: The Characteristics of an Army* (1.3), *Determining the Fate of Leaders* (5.3.1), *Raising an Army: Luck and Death* (2.1.1), and *Quick Reference Guide: Leader Fate*.