

# Et sans résultat!



## 50 Yard Scale

### TURN SEQUENCE

Each phase and step in the turn sequence is highlighted by a color corresponding to the relevant charts and section of the Player's Guide.

COMMAND	MOVEMENT	ARTILLERY & SKIRMISH	COMBAT
Activate Order Issue Orders Leader Actions	Order Conversions Movement Ploy & Deploy Fatigue Recovery	Artillery & Skirmishing Leader Fate Assessments	Order Conversions Combat Resolution Assessments Order Conversions

### LIST OF ORDERS & ACTIONS

ORDER DIRECTIVES	STATUSES
Attack [A] Defend [D] Support [S]	Retreat [RT] Broken [BR] Rally & Reform [RR]
Move [M] Reserve [R]	

### LEADER ACTIONS

Take Personal Command <sup>1</sup> Abandon Personal Command <sup>2</sup> Change Own Objective Commit an Artillery Battery Dispatch Imperial ADC <sup>1</sup> Commit a Specialty Unit	Recall Committed Artillery Battery Displace Unlimbered Battery Create Detachment Create Grand Battery Rally a Unit Inspire Formation <sup>1</sup>
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<sup>1</sup> No Leader Action Test required.

<sup>2</sup> Abandoning Personal Command of a Retreating [RT] or Broken [BK] Formation does not require a Leader Action Test.

### ORDER ACTIVATION & LEADER ACTIONS

Pending orders may attempt activation once per turn.  
Corps & Army Commanders may attempt Leader Actions for Formations within the chain-of-command until one fails.

### MODIFIERS

Roll 2D6 to attempt an Order Activation or a Leader Action.

Issuing Commander's Leadership Rating [LR]:	A B C	+3 +2 +1
Issuer is Personally Commanding:	This Formation Another Formation	add LR (again) subtract LR
Receiving Commander's Leadership Rating [LR]:	A B C	+3 +2 +1
Double Army Cmdr's [LR] if Force Commander	A B C	-3 -2 -1
Changing Own Objective	C	-1
Issuing Commander has Superior Vantage Point		+2
Every 36" from Receiving Commander		-1
Per Fatigue Marker		-1 each
Per Delay Marker		-1 each
Either Party is within:	18" of the enemy 9" of the enemy	-1 -3
Formation is:	Reserved Retreating Broken	+3 -2 -3
Commit Artillery Battery from Formation Reserve		+2

### RESULTS

7 or More	Success
3 to 6	Delay Order Half 1D6 Turns Leader Action Failure
2 or Less	Failure

### MOVEMENT

DEPLOYMENT STATUS	INFANTRY & FOOT ARTILLERY	CAVALRY & HORSE ARTILLERY	GENERAL OFFICERS
Ployed on-road	36"	45"	72"
Ployed off-road or on poor roads	30"	36"	54"
Deployed	22"	30"	-

### MODIFIERS

Retreating [RT] or Breaking [BK]	x1/2, must attempt to stay at least 18" away from the enemy.
Rough Terrain	Lights & Irregulars: No effect. All others: x1/2.
Dense Terrain	Lights and Irregulars: x1/2. All others: x1/2, entrance and exit cause a halt.
Unlimber Artillery	Free.
Limber Artillery	Leader Action: Displace Unlimbered Battery.

### PLOY & DEPLOY

Roll 2D6 to ploy or deploy units from a Formation after it has completed its Movement.

### MODIFIERS

Leadership Rating of Formation's Commander:	A B C	+3 +2 +1
Per Fatigue Marker		-1 each
Each Full Third of Movement Used		-1
French, Poles & Italians:	Guard Line 1804-1808 Line 1809-1812, 1815	+3 +2 +1
Other French Allies 1806-1812, 1815		+1
Austrians & Russians through 1805		-1
Prussians through 1806		-2
Deploying into:	Rough Terrain Dense Terrain	-3 -5
Only Deploying Cavalry		+3
Rush Deployment, take +1 Fatigue on classes rushed		+7
Currently on Reserve Order		+5
Everyone & Everything Not Listed		+/- 0

### RESULTS

Ploy or deploy the resulting number of units. The last unit is automatic as is artillery transferring to a deployed reserve.

12 or More	Up to 5 Units.
8 to 11	Up to 4 Units.
4 to 7	Up to 3 Units.
3 or Less	Up to 2 Units.

Units transitioning between ployed and deployed may be moved up to 4" and may contact the enemy.

### ARTILLERY FIRE & SKIRMISHING

Declare target Formation(s), intensity of artillery and skirmishing, sum each Artillery and Skirmish modifiers, and add 2D6.

#### ARTILLERY (0 TO 18") MODIFIERS

Artillery score may not be less than '0'.

Per Two Gun Section:	3 & 4-pdrs	+0 each
	6, 7 & 8-pdrs	+1 each
	French 8-pdrs	} +2 each
	British 9-pdrs	
	Russian 12-pdrs	
	12-pdrs	
Per Artillery Fatigue Marker		-4 each
Snow, Heavy Rain, or Mud		x ½
Intense Bombardment (+1 Artillery Fatigue)		x 1½

#### SKIRMISHING (0 TO 9") MODIFIERS

Skirmish modifiers are ignored vs attacking cavalry.

Effective Doctrine [ED]	Line Battalion	+2 each
Per deployed:	Light [L] Battalion	+3 each
	Irregular [I] Battalion	+3 each
	Ineffective Doctrine [ID]	Line Battalion
Per deployed:	Light [L] Battalion	+2 each
	Irregular [I] Battalion	+1 each
	Per Committed Rifle Company [RF1, RF2, RF3]	
Per Infantry Fatigue Marker		-3 each
Intense Skirmish Assault (+1 Infantry Fatigue)		x 1½

### COMBAT RESOLUTION

Opposing units in contact each roll 2D6, compare result.

#### MODIFIERS

Commander's Tactical Rating [TR]		varies
Combat Rating [CR]		varies
Defending Fortification or Strong Point		+1
Attacked from Rear or Limbered Artillery		-3
Formation is Broken [BK] or Unit is in own Reformation Area		-5
Vs Cavalry, Per Two Fatigue		-1 each
Vs Infantry, Per Three Fatigue		
Vs Artillery, Per Four Fatigue		
Opposing:	Larger Unit(s)	-1
	Multiple Units	-1
Characteristics:	Shock [S1, S2, S3], 1st fight of turn only	+1, 2, 3
	Engineers [E] vs built-up-area, bridge, fort	+1
	Lights [L], in dense terrain	+1
	Irregulars [I], in dense terrain	+1

#### RESULTS

Won by ≥ 4	Infantry vs Cavalry Hold, otherwise Breakthrough.
Won by ≤ 3	Hold position. Cavalry +1 fatigue.
Tie	+1 fatigue, fight again, artillery retire.
Lost by ≤ 3	Retire. Cavalry +1 fatigue.
Lost by 4-6	Retire if supported. If unsupported rout to Reformation Area and +1 fatigue. If Cavalry retire +1 fatigue.
Lost by 7-9	+1 fatigue, rout to Reformation Area.
Lost by ≥ 10	+1 fatigue, remove Unit.

### LEADER FATE

Roll 2D6 for cmdrs within 18" of artillery or 9" other enemies.

Roll 2D6 for commanders who were harmed.

MODIFIERS		11 or More	Invincible! "Send me a courier who won't get himself shot just standing next to me!"
Army or Force Cmdr. Personally Commanding Formation	-2	9 to 10	Minor wound, ratings reduced to zero for 3 turns.
Characteristics:	Wandered Off [WO]	7 to 8	Unhorsed & stunned, command converts to defend.
	Charmed Death [CD] / Invincible	5 to 6	Severely Wounded. Remove from game.
	A Date with Death [DD]	4 or Less	Killed outright. Remove from game.
Commander Harmed on a Modified '2' or Less.			

### ASSESSMENTS

Roll 2D6 to perform an Assessment if: the opposing Artillery & Skirmishing Score is '10' or more, Formation's commander harmed during Leader Fate, enemy in contact with the Formation's Reformation Area or Formation resolved Combat. If targeted by a Fire Mission, Formation takes one additional Assessment per point of the grand battery commander's [LR].

#### MODIFIERS

Commander's Leadership Rating [LR]:	A	+3	Formation is:	Brittle [BR]	-1
	B	+2		Determined [DT]	+2
	C	+1		Stoic [ST], if defending	+1
Grand Tactically Outflanked or Reformation Area Attacked		-3		Enthusiastic [EN], if attacking	+1
Per Ten Points of Opponent's Artillery & Skirmish Score		-1 each	Current Status is:	Retreat [RT]	-2
Per Three Combat Losses this Turn		-2 each		Rally [RR] or Broken [BK]	-4
Per Fatigue Marker		-1 each	Any Friendly Formation:	Retreat [RT] within 9"	-1
Per Enemy Battery with this Formation in arc:	In Short Range (9")	-1 each		Broken [BK] within 18"	-3
	Enfilade Fire	-1 each	Formation is Occupying:	Town/Fortification	+1
Per Friendly Battery of this Formation or within 4":	Committed & Unlimbered	+1 each		Fortified City	+2
	Firing Intensely	+1 each		Strong Point	+1

#### RESULTS

10 or More	No Effect.
5 to 9	Irregulars [I] and Impetuous [IM] roll 2D6, ≤ 4 [I] evade and [IM] attack. Cavalry may evade. +1 Fatigue.
0 to 4	Irregulars [I] and Impetuous [IM] roll 2D6, ≤ 8 [I] evade and [IM] attack. Cavalry may evade. Artillery retires ½ 1D6 batteries. +2 Fatigue.
-1 to -4	Impetuous [IM] roll 2D6, ≤ 10 attack. Irregulars [I] and cavalry must evade. Artillery retires 1D6 batteries. +4 Fatigue.
-5 to -9	Irregulars [I] are removed, cavalry rout, cavalry Formations break [BK] and are removed. Artillery retires all batteries. +5 Fatigue.
-10 or Less	Irregulars [I] & cavalry are removed. Artillery retires all batteries. Formation converts to retreat [RT] status.

#### STATUS CHECK

Retreat	If fatigue equals the number of deployed Units, move the Formation to 18" from enemy. Replace orders with retreat [RT] status.
Break	If fatigue equals 1½x deployed Units, move Formation to 36" from enemy. Replace orders with broken [BK] status, remove cavalry.