

Et sans résultat!



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

² 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 9" from Receiving Commander		-1
Per Fatigue Marker		-1 each
Per Delay Marker		-1 each
Either Party is within:	5" of the enemy 2.5" 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	9"	12"	18"
Ployed off-road or on poor roads	7.5"	9"	14"
Deployed	5.5"	7.5"	-

MODIFIERS

Retreating [RT] or Breaking [BK]	x1/2, must attempt to stay at least 5" 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 1" and may contact the enemy.

ARTILLERY FIRE & SKIRMISHING

COMBAT RESOLUTION

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

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

ARTILLERY (0 TO 5") MODIFIERS

MODIFIERS

Artillery score may not be less than '0'.

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], 1 st 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

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	+4 each
Per Artillery Fatigue Marker		-4 each
Snow, Heavy Rain, or Mud		x ½
Intense Bombardment (+1 Artillery Fatigue)		x 1½

SKIRMISHING (0 TO 2.5") 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	+1 each
Per deployed:	Light [L] Battalion	+2 each
	Irregular [I] Battalion	+1 each
Per Committed Rifle Company [RF1, RF2, RF3]		+1, 2, 3 each
Per Infantry Fatigue Marker		-3 each
Intense Skirmish Assault (+1 Infantry Fatigue)		x 1½

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 5" of artillery or 2.5" 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:		7 to 8	Unhorsed & stunned, command converts to defend.
Wandered Off [WO]	Exempt	5 to 6	Severely Wounded. Remove from game.
Charmed Death [CD] / Invincible	+1	4 or Less	Killed outright. Remove from game.
A Date with Death [DD]	-1		
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 2.5"	-1
Per Enemy Battery with this Formation in arc:	In Short Range (2.5")	-1 each		Broken [BK] within 5"	-3
	Enfilade Fire	-1 each	Formation is Occupying:	Town/Fortification	+1
Per Friendly Battery of this Formation or within 1":	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 5" from enemy. Replace orders with retreat [RT] status.
Break	If fatigue equals 1½x deployed Units, move Formation to 9" from enemy. Replace orders with broken [BK] status, remove cavalry.