

THE
OVERVIEW

Et sans résultat!

The Player's Guide



SETTING UP THE GAME

If using a pre-designed scenario, these parameters will be provided by that scenario. If playing a pickup game, players should agree upon these conditions before beginning the game. Players are advised that *Et sans résultat!* does not provide any weather specific rules or guidelines, and those are left to either the players, the host, or the scenario design.

In smaller scenarios the Army Commander may simply be the senior Force Commander and command their own Force as well as issue orders to the other players of their army. In very large scenarios it often makes sense to have multiple Army Commanders, each running their own 'wing' of multiple Forces. These additional Army Commanders may act as a form of biased umpire for their side, assisting newer players with methods and mechanics.

If using a scenario from ESR Campaign Guides, specific briefings and maps are provided for each army. Game hosts may share these briefs with players and have them form their battle plan and issue their initial orders from the less exact information of the briefing – before revealing the game table.

The general arrangement of a Formation is to have Units in front, followed by the Formation's reserve, and lastly the Formation's Reformation Area. This allows the status of the Formation and its elements to be determined just by looking at the game table.

1. SETTING UP THE GAME

Setting up the game includes determining the circumstances of the scenario. These would normally include the size and terrain of the battlefield, the sub-period of the battle – Early, Mid, or Late War – the opposing nations and their available armies, the number of players, and the weather conditions.

Once the game space and opposing armies are prepared, players should select their sides by whatever method is amenable to the group. When in doubt, players are encouraged to dice-off for sides: each player rolls a die, with the high rolls taking one side and the low rolls taking the other.

After players have been allotted, each side should choose an Army Commander for each army. Some scenarios will have no need for an Army Commander as none was historically present. When in doubt, follow the scenario design or in the absence of a pre-designed scenario do what works best for your gaming group.

1.1 ORIENTATING THE PLAYERS

The game host should provide players a brief overview of both the scenario being played and of *Et sans résultat!* The scenario overview should give players a general understanding of the context of the battle, the troops available, number of commands, and objectives. The ESR campaign guides provide this information in briefings.

If available, a game host should provide different information to each army. One side may have a better or different understanding of the terrain or of their enemy's dispositions. This better represents the variable military intelligence that would ordinarily be available to each side and causes players to consider the battle from the information they have rather from an omnipotent player perspective.

Players new to *Et sans résultat!* should also be orientated as to the general parts of the ESR game system. This should include an overview of the turn sequence and game mechanics, as well as identification of the various game pieces and terminology.

1.2 GAME PIECES

Et sans résultat! uses game pieces – normally painted and based miniatures – to represent elements of Napoleonic armies. The most unique game piece in *Et sans résultat!* is the Reformation Area. This is a marker that indicates the rear area of a Formation. It serves as a rally point for Units that have left the battle wave, typically due to a combat loss. It is also used to determine the Formation's rear and flanks.

ELEMENT	WHEN PLOYED	WHEN DEPLOYED
Formation Commander	Head of column	In Formation reserve
Units	In column	In battle waves
Uncommitted Artillery	In Formation reserve	In Formation reserve
Formation Reserve	Behind units in column	Behind battle waves
Reformation Area	Behind Formation reserve	Behind Formation reserve

SETTING UP THE GAME

1.3 THE CHARACTERISTICS OF AN ARMY

Each Commander, Formation, and Unit of an Army have different characteristics. Commanders are rated for both Leadership [LR] and Tactical [TR] abilities, while Units receive a Combat Rating [CR]. These are provided by the scenario or game host.

COMMANDER CHARACTERISTICS

Leadership Specialties	
Lead Mass Cavalry [MC]	Allowed to command mass cavalry assaults.
Lead Grand Battery [GB]	Allowed to command grand batteries.
Lead Advanced Guard [AG]	Higher ratings when commanding an advanced guard.
Lead Rear Guard [RG]	Higher ratings when commanding a rear guard.

Luck & Death	
Charmed Death [CD]	Reduced risk of harm during battle.
A Date with Death [DD]	Increased risk of harm during battle.
Wandered Off [WO]	No risk of harm during battle.

FORMATION CHARACTERISTICS

Brittle [BR]	More susceptible to fatigue.
Stoic [ST]	Less susceptible to fatigue when defending [D].
Enthusiastic [EN]	Less susceptible to fatigue when attacking [A].
Determined [DT]	Less susceptible to fatigue.
Effective Doctrine [ED]	Indicates the skirmishing doctrine of the Formation is good.
Ineffective Doctrine [ID]	Indicates the skirmishing doctrine of the Formation is poor.

UNIT CHARACTERISTICS

Lights [L]	Advantages in bad terrain.
Irregulars [I]	Advantages in bad terrain and may involuntarily evade.
Impetuous [IM]	May involuntarily convert to attack [A].
Shock [S1, S2, S3]	Advantage during first combat round of a turn.
Engineers [E]	A Specialty Unit that provides an advantage in built-up-areas.
Rifles [RF1, RF2, RF3]	A Specialty Unit that provides an advantage in skirmishing.

COMMANDER LEADERSHIP RATINGS [LR]

A	Very decisive and responsive.
B	Moderately decisive or responsive.
C	Indecisive and/or plodding.

COMMANDER TACTICAL RATINGS [TR]

+3	Genius tactician and exceptionally inspirational.
+2	Exceptional tactician or very inspirational.
+1	Average tactician or moderately inspirational.
+0	Poor tactician and not inspirational.

TYPICAL UNIT COMBAT RATINGS [CR] AND CHARACTERISTICS

6-7 5-7 5-6	Guards Heavy Cavalry Lancers/Uhlans	May be considered to have Shock [S1, S2], French Old Guard [S3]. Some Guards may be considered Lights [L].
4-6 3-4	Line Infantry Light Cavalry	Grenadiers and similar elite infantry may have Shock [S1, S2]. Light cavalry and infantry would be considered Lights [L].
3-4 2-3	Poor Infantry Landwehr	Aggressive troops with poor staying power may have a lower CR and Shock [S2] such as Late War conscript French.
1-2	Cossacks Freikorps	Irregulars [I], Late War cossacks may sometimes have Shock [S2, S3] to represent the fear they inspired.

Raising an Army: Characteristics (2) provides additional details on the application of characteristics to different Armies during different campaigns. Game hosts can use these recommendations when constructing scenarios.



The Emperor Napoleon in His Study at the Tuileries by Jacques-Louis David

Et sans résultat!

THE TURN SEQUENCE

2. THE TURN SEQUENCE

This section briefly outlines the sequence of game play.

2.1 GAME TURNS

The first game turn follows the setup of the game and any initial briefing by the game host. Each game turn is divided into four phases. At the conclusion of the fourth phase of the turn, the sequence is repeated. Games end when the victory conditions of the scenario are met by one side or the other, the number of turns allotted by the scenario has expired, the host or umpire rules the game in favor of one side or the other, or the players choose to call the game.

The sequence of each game turn is divided among four phases:

Each phase is divided into a number of steps. The Sequence of Play table on the *Quick Reference Guide* shows each step highlighted in the color of its corresponding tables and section of the *Player's Guide*.

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 Play & Deploy Fatigue Recovery	Artillery & Skirmishing Leader Fate Assessments	Order Conversions Combat Resolution Assessments Order Conversions

3. THE COMMAND PHASE

This is the first phase of each game turn. The Command Phase is the primary decision making opportunity of the turn. There are three steps in the Command Phase.

COMMAND
Activate Order Issue Orders Leader Actions

3.1 ORDERS & STATUSES

Forces and Formations receive orders from their superior Commanders during the Issue Orders step of the Command Phase. Orders may then be activated during the Activate Orders step of any subsequent turn's Command Phase.

Orders are made up of objectives and directives; players may indicate the objective of Forces and directives of Formations on a order of battle, roster, or map.

Statuses indicate that either a Formation has failing morale or that it is presently trying to improve its condition by reorganizing; in neither case is it capable of following orders.

3.2 ACTIVATE ORDERS

The first step of the Command Phase is to attempt activation of pending orders. A pending order is an order previously issued and not yet activated. Rolling to activate a pending order is always optional. Players may elect not to attempt a pending order activation until a later turn in order to delay. An order that successfully activates is an 'active order' and governs what the Formation may do or is required to do during the turn. Active orders are persistent turn-over-turn. An active order only expires when the Formation has accomplished its order, activates a new replacement order, converts its order, or replaces its active order with a status. A Formation without an active order or a status is always considered to be acting on an active defend directive.

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	-3 -2
Changing Own Objective	C	-1
Issuing Commander has Superior Vantage Point		+2
Every 1800 yards from Receiving Commander		-1
Per Fatigue Marker		-1 each
Per Delay Marker		-1 each
Either Party is within:	900 yards of the enemy 450 yards 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

THE COMMAND PHASE

3.3 ISSUE ORDERS

After existing pending orders have tested for activation during the Activate Orders step of the phase, players may issue orders to Forces and Formations. Formations without an active order directive default to a defend [D] directive. Orders issued are considered 'pending orders' until they are activated on a subsequent turn during the Activate Orders step of the Command Phase. Formation Order Directives (3.6) may not be issued to Formations which are under a Formation Status (3.7).

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

3.4 ORDER CONVERSION

Some order directives may be converted during the Order Conversion steps of the Movement and Combat Phases. Order Conversions allow a Force or Formation to be issued a new order and test for its activation immediately, outside of the Command Phase. Some Order Conversions require an Order Activation test, and others do not.

3.5 FORCE ORDER OBJECTIVES

An order objective indicates the objective of a Force. The Formations of the Force issued the objective must all conduct themselves so as to converge on the objective. Objectives are typically geographic features that can be clearly identified.

Objectives should indicate a clearly identifiable target, such as a town, wood, or bridge. The Army Commander issuing the objective declares to the player receiving the order which specific town or village the objective refers to at the time the order is issued. Game hosts can aid players by providing names for substantial features of the tabletop either on a player's map or the game table.

Examples of order objectives would include:

Town or Village	Fort or Fortification	River or Stream	Marsh, Pond, or Lake
Road or Trail	Designated Table Edge	Bridge or Ford	Hill or Ridge
Cross Roads	Woods or Forest	Valley or Depression	A Specific Enemy Formation

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THE COMMAND PHASE

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Examples of order objectives would include:

3.6 FORMATION ORDER DIRECTIVES

Formation order directives indicate the action each Formation will undertake. They are issued by the Force Commanders to their subordinate Formations during the Issue Orders step of the Command Phase of a turn.

Formation directives are actions the Formation will take: attack [A], support [S], move [M], defend [D], or reserve [R]. These directives indicate what the Formation is required to do or restricted from doing. Some directives provide additional options and flexibility. Players should indicate the order directive for each of their Formations on their order of battle or roster unless using tabletop markers.

3.8 LEADER ACTIONS

Leader Actions are tactical interactions between an Army or Force Commander and a Formation. There are ten Leader Actions a player may attempt to perform.

LEADER ACTIONS	
Take Personal Command ¹	Recall Committed Artillery Battery
Abandon Personal Command ²	Displace Unlimbered Battery
Change Own Objective	Create Detachment
Commit an Artillery Battery	Create Grand Battery
Dispatch Imperial ADC ¹	Rally a Unit
Commit a Specialty Unit	Inspire Formation ¹
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.	

THE MOVEMENT PHASE

4. THE MOVEMENT PHASE

The second phase of the turn is Movement. Movement by Units is limited by the active directive or status of the player's Formations and by the actions taken during the Command Phase. Transition of Formations between ployed and deployed states also occurs during the Movement Phase. Lastly, fatigued Formations may recover fatigue. There are four steps in the Movement Phase.

MOVEMENT
Order Conversions
Movement
Ploy & Deploy
Fatigue Recovery

4.1 ORDER CONVERSIONS

The first step of the Movement Phase is Order Conversions. Formations whose active orders allow conversion to another order may do so at the start of the Movement Phase. To convert from one order to another, either the Formation's current active order or its class (infantry, cavalry, artillery) must allow it. The Order Conversion step occurs prior to the Movement step of the Movement Phase, Order Conversion may not be performed during the Movement Phase as a reaction to the movement of Formations during the Movement step. Formations under a status but which no longer meet the fatigue threshold of retreat [RT] convert to a defend [D] directive.

4.2 MOVING UNITS & FORMATIONS

The second step of the Movement Phase is Movement of Units and Formations. In the Movement step the Units of a Formation may move within the bounds of their active orders. Some orders restrict movement while other orders require it. Commanders also move during this step.

MOVEMENT			
DEPLOYMENT STATUS	INFANTRY & FOOT ARTILLERY	CAVALRY & HORSE ARTILLERY	GENERAL OFFICERS
Ployed on-road	1800 yards	2250 yards	3600 yards
Ployed off-road or on poor roads	1500 yards	1800 yards	2700 yards
Deployed	1125 yards	1500 yards	-
MODIFIERS			
Retreating [RT] or Breaking [BK]	x1/2, must attempt to stay at least 900 yards 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.		

4.3 DEPLOYMENT

Formations are considered either ployed in a march column or deployed for battle. Formations may ploy or deploy Units at the end of the Movement Phase, regardless of their orders. Formations may not move after ploying or deploying Units.

Ployed march columns allow a Formation to move quickly along roads across long distances, without concern over alignment or line dressing. However, a ployed column is also very fragile and, therefore, highly susceptible to enemy attack.

Deployed Formations are arrayed in one or more waves for battle. Waves provide support for front line Units and offer protection that potentially prevents a combat setback from turning into a rout.

4.4 FATIGUE RECOVERY

Formations on an active defend [D] directive, farther than 900 yards from the enemy, and which did not perform an Assessment during the Artillery & Skirmish or Combat Phases of the previous turn, recover one fatigue of the commanding player's choosing.

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	+3
	B	+2
	C	+1
Per Fatigue Marker		-1 each
Each Full Third of Movement Used		-1
French, Poles & Italians:	Guard	+3
	Line 1804-1808	+2
	Line 1809-1812, 1815	+1
Other French Allies 1806-1812, 1815		+1
Austrians & Russians through 1805		-1
Prussians through 1805		-2
Deploying into:	Rough Terrain	-3
	Dense Terrain	-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 225 yards and may contact the enemy.		

THE ARTILLERY & SKIRMISH PHASE

5. THE ARTILLERY & SKIRMISH PHASE

The third phase of the turn is the Artillery & Skirmish Phase. During this phase the results of artillery fire and skirmishing, and leader fate are determined. There are three steps in this phase. Artillery and skirmishing is involuntary and must be conducted against all available targets.

ARTILLERY & SKIRMISH

Artillery & Skirmishing
Leader Fate
Assessments

5.1 PERFORMING ARTILLERY FIRE & SKIRMISHING

To perform artillery fire and skirmishing the Formation must have at least one committed, unlimbered artillery battery within 900 yards and 45° of the target, or must have deployed infantry battalions within 450 yards and 45° of the target. Infantry do not require line-of-sight to the enemy. Artillery do require line-of-sight and a firing lane the width of their frontage, clear of friendly Units.

A Formation must perform artillery fire and skirmishing against the closest enemy Formations. Use the Artillery & Skirmish table of the *Quick Reference Guide*: sum the applicable modifiers, adding 2D6. If the resulting Artillery & Skirmish Score is '10' or more, the target Formation must perform an Assessment.

The number and caliber of guns in each battery, and the skirmishing doctrine of the infantry [ED or ID] should be provided by the game host or scenario.

If a Formation has multiple valid target Formations, its Artillery & Skirmish Score is split between them. Artillery batteries must contribute points against whichever target is most within their arc and closest. Infantry battalions must contribute points against targets within 450 yards and 45°. The Formation's 2D6 roll may only be made once and only added to the score used against one target Formation. The Force Commander controlling the Formation may choose which target to use the 2D6 roll against. The choice of which target to use the 2D6 roll against must be made before rolling.

If multiple Formations select the same target, each tallies their points and their 2D6 rolls, the results are then combined. If the total Artillery & Skirmish Score is '10' or more, the target Formation must perform an Assessment. Unless it is targeted by a grand battery, a Formation performs only one Assessment during the Artillery & Skirmish Phase from enemy Artillery and Skirmishing points.

5.2 GRAND BATTERIES

Grand batteries are the massing of artillery under a central command authority for a specific Fire Mission (5.2.2). Grand batteries are normally difficult to relocate, due to the amount of artillery and train equipment present. The benefit of a grand battery is that its central leadership allows for otherwise unobtainable coordination of fire and resource control.

Grand batteries may select any enemy Formation within the 45° arc and 900 yard range of its artillery batteries. Grand batteries are not required to combine their Artillery & Skirmish Score with other friendly Formations targeting the same enemy Formation. By declaring a Fire Mission (5.2.2), a grand battery may choose to total its Artillery & Skirmish Score separately from other friendly Formations targeting the same enemy Formation. This can result in the target Formation performing multiple Assessments.

ARTILLERY FIRE & SKIRMISHING		
Declare target Formation(s), intensity of artillery and skirmishing, sum each Artillery and Skirmish modifiers, and add 2D6.		
ARTILLERY (0 TO 900 YARDS) MODIFIERS		
Artillery score may not be less than '0'.		
Per Two Gun Section:	3 & 4-pdrs 6, 7 & 8-pdrs French 8-pdrs British 9-pdrs Russian 12-pdrs 12-pdrs	+0 each +1 each +2 each +4 each
Per Artillery Fatigue Marker		-4 each
Snow, Heavy Rain, or Mud		x 1/2
Intense Bombardment (+1 Artillery Fatigue)		x 1 1/2
SKIRMISHING (0 TO 450 YARDS) MODIFIERS		
Skirmish modifiers are ignored vs attacking cavalry.		
Effective Doctrine [ED]	Line Battalion Light [L] Battalion Irregular [I] Battalion	+2 each +3 each +3 each
Ineffective Doctrine [ID]	Line Battalion Light [L] Battalion Irregular [I] Battalion	+1 each +2 each +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 1 1/2

THE ARTILLERY & SKIRMISH PHASE

5.3 LEADER FATE

During this step of the Artillery & Skirmish Phase the fate of commanders is determined. Napoleonic era generals were at high risk of harm, as front line leadership was considered the standard of the day.

LEADER FATE			
Roll 2D6 for cmdrs within 900 yards of artillery or 450 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: Wounded Off [WC]	Exempt	7 to 8	Unhorsed & stunned, command converts to defend.
Charmed Death [CD] / Invincible	+1	5 to 6	Severely Wounded. Removes from game.
A Date with Death [DD]	-1	4 or Less	Killed outright. Removes from game.
Commander Harmed on a Modified '2' or Less.			

5.4 ASSESSMENTS FROM ARTILLERY FIRE & SKIRMISHING

Formations whose opponent achieved an Artillery & Skirmish Score of ten points or more, must take an Assessment. Formations whose opponent did not achieve an Artillery & Skirmish Score of ten points, but whose commander was harmed as a result of Leader Fate, or have an enemy Unit in contact with their Reformation Area, also perform an Assessment. Formations targeted by a grand battery Fire Mission will take one Assessment for each point of the grand battery Commander's Leadership Rating [LR], therefore a grand battery may cause up to three Assessments.

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	Soloic [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 450 yards -1
Per Enemy Battery in Short Range (450 yards) with this Formation in arc:	Enfilade Fire	-1 each	Broken [BK] within 900 yards -3
	Committed & Unlimbered	+1 each	Formation is Occupying: Town/Fortification +1
Per Friendly Battery of this Formation or within 225 yds:	Firing Intensely	+1 each	Fortified City +2
			Strong Point +1
RESULTS			
10 or More	No Effect.		
5 to 9	Impetuous [I] and Impetuous [IM] roll 2D6, ≤ 4 [I] evade and [IM] attack. Cavalry may evade. +1 Fatigue.		
0 to 4	Impetuous [I] and Impetuous [IM] roll 2D6, ≤ 8 [I] evade and [IM] attack. Cavalry may evade. Artillery retires 1/6 batteries. +2 Fatigue.		
-1 to -4	Impetuous [I] roll 2D6, ≤ 10 attack. Impetuous [I] and cavalry must evade. Artillery retires 1/6 batteries. +4 Fatigue.		
-5 to -9	Impetuous [I] are removed, cavalry rout, cavalry Formations break [BK] and are removed. Artillery retires all batteries. +5 Fatigue.		
-10 or Less	Impetuous [I] & cavalry are removed. Artillery retires all batteries. Formation converts to retreat [RT] status.		

6. THE COMBAT PHASE

Resolution of combat occurs exclusively in this phase. Combat resolution represents all forms of combat: morale contests of will, musketry firefights, point-blank artillery fire, and mêlée. All opposing Units in contact during the Combat Phase resolve combat.

Multiple rounds of combat may occur, and there may be additional combat opportunities that did not exist at the beginning of the Combat Phase. Upon conclusion of the Combat Phase no opposing Units will be in contact. There are four steps in the Combat Phase.

COMBAT
Order Conversions
Combat Resolution
Assessments
Order Conversions

6.1 ORDER CONVERSIONS DURING COMBAT

Formations whose active orders allow conversion to another order may do so at the start of the Combat Phase or after the completion of a Combat Round. To convert from one order to another, either the Formation's current active order or its class (infantry, cavalry, artillery) must allow it. Order Conversion (4.1) details the conversion of order directives.

THE COMBAT PHASE

6.2 COMBAT ROUNDS

Combat is resolved in 'rounds'. A round consists of Combat Resolution execution and Assessments. Combat rounds may be caused either by movement during the Movement Phase or by order conversions made during the Combat Phase.

6.3 COMBAT RESOLUTION

The order in which Formations resolve combat is left up to players. Combat between Units in a Formation is resolved from the attacking player's right to the attacking player's left. If both Formations are attacking, resolve from the right of the Commander with the higher Leadership Rating. If the opposing Commanders have the same Leadership Rating [LR], players may roll off with dice or decide amongst themselves whose right combat will be resolved from.

Both players determine the Combat Rating of their Unit and modify it per the Combat Resolution table of the *Quick Reference Guide*. Both players roll 2D6 and add their modified rating.

The difference between the two modified ratings determines the result of the combat, with the higher modified rating winning and the lower modified rating losing.

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	
Vs Infantry, Per Three Fatigue	-1 each
Vs Artillery, Per Four Fatigue	
Opposing:	
Larger Unit(s)	-1
Multiple Units	-1
Characteristic:	
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
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.

6.4 CAVALRY ASSAULTS

Cavalry were a unique battlefield force, highly flexible and mobile, but also incredibly fragile. The use of cavalry also varied greatly. Napoleonic France employed cavalry as a mass shock force on the battlefield, responding to threats with huge numbers of horsemen. The Allied armies predominately used cavalry in smaller allotments, mass cavalry assaults being a far less common tactic. This was largely a difference of practical doctrine: the French army trained and exercised tactics based on large masses of cavalry; the Allied armies focused on smaller, unit level tactics. The result was that Allied cavalry was commonly better than their French opponent, but was also commonly outnumbered multiples to one.

To reflect this, *Et sans résultat!* employs the Lead Mass Cavalry [MC] commander characteristic. Commanders with the Lead Mass Cavalry [MC] characteristic may perform mass cavalry assaults.

6.5 ASSESSMENTS FROM COMBAT

Assessments during the Combat Phase are performed immediately after each Formation completes the Combat Resolution step. A Formation must perform an Assessment if it resolved combat or if an enemy Unit is in contact with the Formation's Reformation Area. To perform an Assessment, use the Assessment table of the *Quick Reference Guide*, sum the applicable modifiers, add 2D6, and consult the results section of the table to determine the Assessment's result.

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:	
	B	+2	Brittle [BF]	-1
	C	+1	Determined [DT]	+2
Grand Tactically Outflanked or Reformation Area Attacked		-3	Stoic [ST], if defending	+1
Per Ten Points of Opponent's Artillery & Skirmish Score		-1 each	Enthusiastic [EN], if attacking	+1
Per Three Combat Losses this Turn		-2 each	Current Status is:	
Per Fatigue Marker		-1 each	Retreat [RT]	-3
Per Enemy Battery with this Formation in arc:	In Short Range (450 yards)	-1 each	Rally [RR] or Broken [BK]	-4
	Enfilade Fire	-1 each	Any Friendly Formation:	
Per Friendly Battery of this Formation or within 225 yds:	Committed & Unlimbered	+1 each	Retreat [RT] within 450 yards	-1
	Firing Intensely	+1 each	Broken [BK] within 900 yards	-3
			Formation is Occupying:	
			Town/Fortification	+1
			Fortified City	+2
			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 1/6 batteries, +2 Fatigue.			
-1 to -4	Impetuous [IM] roll 2D6, ≤ 10 attack, Irregulars [I] and cavalry must evade, Artillery retires 1/6 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 900 yards from enemy. Replace orders with retreat [RT] status.			
Break	If fatigue equals 1/3x deployed Units, move Formation to 1800 yards from enemy. Replace orders with broken [BK] status, remove cavalry.			