Et sans résultat!

The Player’s Guide
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 than 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.

<table>
<thead>
<tr>
<th>ELEMENT</th>
<th>WHEN PLOYED</th>
<th>WHEN DEPLOYED</th>
</tr>
</thead>
<tbody>
<tr>
<td>Formation Commander</td>
<td>Head of column</td>
<td>In Formation reserve</td>
</tr>
<tr>
<td>Units</td>
<td>In column</td>
<td>In battle waves</td>
</tr>
<tr>
<td>Uncommitted Artillery</td>
<td>In Formation reserve</td>
<td>In Formation reserve</td>
</tr>
<tr>
<td>Formation Reserve</td>
<td>Behind units in column</td>
<td>Behind battle waves</td>
</tr>
<tr>
<td>Reformation Area</td>
<td>Behind Formation reserve</td>
<td>Behind Formation reserve</td>
</tr>
</tbody>
</table>
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]
- Lead Grand Battery [GB]
- Lead Advanced Guard [AG]
- Lead Rear Guard [RG]

Allowed to command mass cavalry assaults.
Allowed to command grand batteries.
Higher ratings when commanding an advanced guard.
Higher ratings when commanding a rear guard.

Luck & Death
- Charmed Death [CD]
- A Date with Death [DD]
- Wandered Off [WO]

Reduced risk of harm during battle.
Increased risk of harm during battle.
No risk of harm during battle.

FORMATION CHARACTERISTICS

- Brittle [BR]
- Stoic [ST]
- Enthusiastic [EN]
- Determined [DT]

More susceptible to fatigue.
Less susceptible to fatigue when defending [D].
Less susceptible to fatigue when attacking [A].
Less susceptible to fatigue.

Effective Doctrine [ED]
- Ineffective Doctrine [ID]

Indicates the skirmishing doctrine of the Formation is good.
Indicates the skirmishing doctrine of the Formation is poor.

UNIT CHARACTERISTICS

- Lights [L]
- Irregulars [I]
- Impetuous [IM]
- Shock [S1, S2, S3]
- Engineers [E]
- Rifles [RF1, RF2, RF3]

Advantages in bad terrain.
Advantages in bad terrain and may involuntarily evade.
May involuntarily convert to attack [A].
Advantage during first combat round of a turn.
A Specialty Unit that provides an advantage in built-up-areas.
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
- Guards
- May be considered to have Shock [S1, S2], French Old Guard [S3]. Some Guards may be considered Lights [L].
5-7
- Heavy Cavalry
- Lancers/Uhlans
4-6
- 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
- Poor Infantry
- Landwehr
- Aggressive troops with poor staying power may have a lower CR and Shock [S2] such as Late War conscript French.
2-3
- Cossacks
- Freikorps
- Irregulars [I]. Late War cossacks may sometimes have Shock [S2, S3] to represent the fear they inspired.
1-2
- Freikorps

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

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.

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.

Statues 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.
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).

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:

<table>
<thead>
<tr>
<th>Town or Village</th>
<th>Fort or Fortification</th>
<th>River or Stream</th>
<th>Marsh, Pond, or Lake</th>
</tr>
</thead>
<tbody>
<tr>
<td>Road or Trail</td>
<td>Designated Table Edge</td>
<td>Bridge or Ford</td>
<td>Hill or Ridge</td>
</tr>
<tr>
<td>Cross Roads</td>
<td>Woods or Forest</td>
<td>Valley or Depression</td>
<td>A Specific Enemy</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
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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 Table]

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1 No Leader Action Test required.

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 deployed and deployed states also occurs during the Movement Phase. Lastly, fatigued Formations may recover fatigue. There are four steps in the Movement Phase.

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.

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.
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.

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.
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.

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.

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.

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.
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.

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.