

THE CLS3 INTRODUCTORY GAME

Contents:

1. Turn Phases
2. Formations
3. Operations
4. Melee
5. Morale
6. Combat Effectiveness
7. Terrain
8. Visibility & Observation
9. Personal Command Castings
10. Casualty Marking System

1. Turn Phases

1. General Movement first one side (determined by dice) moves, and the other if threatened responds, then the second side moves and the first responds. Opposing units in physical contact may not disengage prior to melee. [Responses: Formed cavalry may countercharge. Formed infantry may countercharge infantry or attempt to form square against cavalry. In Order to form square, the charging cavalry must be over 6" away, and the infantry must roll 5 or 6 on a die. Guards and units in column add one; units in line subtract one. Skirmishers may attempt to evade. While evading, infantry move 1", heavy cavalry 1 ½" and light cavalry 2" until contact is made or movement distances exhausted.

2. Fire (Effects simultaneous within type; See FIRE.) Combat Effectiveness tests conclude the Fire segment. After the end of each fire phase, all gaps in unit formations shall be closed up so that all stands are again touching and all units are in a legal formation. This must be done without changing the face or formation of the unit, and without moving the foremost stand of that formation closer to the enemy.

3. Melee.

4. Successful attackers now take breakthroughs as in General Movement.

5. Small arms fire and canister fire of units taking breakthrough, by the units being charged.

6. Melee (as 4 above).

2. Formations

The basic unit for tactical maneuvers is the artillery battery (one piece) the infantry battalion, and the cavalry squadron or group of squadrons of an historical regiment. All figures must be purchased, deploy and maneuver by historical battalion, squadron/regiment or battery unless specifically otherwise noted. Each basic unit must be in unit formation at all times.

Infantry and cavalry formations:

2.1 LINE

A line consists of a stand, or stands touching side by side in a straight line. The figures may be from one to three ranks deep. The line may bend to conform to the borders of terrain features, such as hills or streams and fences.

2.2. COLUMN OF DIVISIONS Two stands wide in column formation. The figures must be over three ranks deep with all stands touching.

2.3. ROAD COLUMN A road column is a column a single stand wide, with stands out of alignment if necessary to follow the "center line" of the road. The head of the column must start, remain and end its move on a road to obtain the advantage of a road move. Units using the road column move may not receive a column charge increment, they may attack, however and units on a road may make a column charge if the normal column charge move will suffice. Two units may not go side by side down a road each claiming road movement bonuses.

2.4. SQUARE (Infantry Only). A square is a square or (if necessary) rectangular formation with stands facing in four directions and with right angled comers. It must be composed of no less than four stands, and no fewer than four men per stand. If the battalion attempting to form square no longer has sufficient stands, "dead" stands may be brought back, so long as the total number of "live" castings in the battalion is not increased. The player whose troops are formed in square is required to keep the formation as nearly square as possible. No movement of the center of the square is allowed, but stands and units in the square may be shuffled. Regardless of the physical shape, it remains a square so long as it contains 16 men or more. Artillery batteries may be part of an infantry square, and command figures may be within one.

2.5. SKIRMISHER (Light troops only) A skirmisher formation consists of stands one rank deep not touching, in no particular formation or organization. At least one stand's width and no more than one and a half stand's width may separate a skirmisher stand from another stand of the same battalion. Units in skirmisher may not charge, but may attack, forming a line at the point of impact. Infantry skirmishers are automatically destroyed if contacted by formed enemy units in open terrain. Skirmishers may fire if eligible, before being destroyed. A formed unit of light infantry reduced to a single stand will operate for that turn as a formed unit, but will be regarded as a skirmisher stand at the start of the next turn.

2.6. Artillery Formations An artillery battery contains only two stands, and is either limbered or unlimbered. One stand contains a gun and the other a limber and two horses. The battery includes four gunners, customarily glued three to the gun stand and one to the limber stand. (In the case of horse artillery, the gunner is riding one of the horses.) A battery is limbered if the limber horses face away from the gun trail, and unlimbered they face toward it. The two stands must remain touching. Firing a gun requires one gun and at least one gunner. Movement requires one gunner and one horse.

3. Operations

Line and grenadier infantry and all cavalry may perform two operations per turn, and light infantry three. Units may not move or shoot twice in one turn. For infantry and cavalry, operations are movement and changes of face/formation. Fire only counts as one of the operations when taken in the form of a "Fire and Charge." The possible operations are:

3.1. Move

Movement, up to the extent of the move allowance, by the entire basic unit formation, in the direction in which the basic unit formation is facing. Infantry is allowed a deviation from the direction facing of up to 45 degrees. Cavalry may wheel up to 90 degrees, but the distance between the pivot point and the outside curve of the wheel may not be reduced, and movement distance is measured from the outside of the curve. Allowable movement distance is determined by formation at the start of movement

Charging- This is a special type of movement in that the unit intends to melee an enemy unit. Charge move bonuses can be taken if a melee results from the move; otherwise normal movement must take place. After the first 6" of movement, if a melee will not take place, the attacker may either continue the move (which is no longer a charge) or stop moving. If during fire so many men are killed off that a charge move will no longer bring the survivors into contact (this presumes the loss of entire front stands) the survivors must be moved back to their maximum non-charge move. Gunners may not charge. Infantry may not charge (or attack) cavalry.

Fire and Charge- This double order requires certain specific clarifications. The unit fired on must also be the object of a charge by the firing unit. Fire is returned simultaneously. This order may be used by either line or column infantry formations. For columns, it has the disadvantage that the charge move is shorter (3") than the normal column charge move. In the "move" sequence, the mover announces "fire and charge" moves his men, and the fire is resolved during the fire portion of the turn

Face and/or Change of Formation- This consists of the transition from one formation to another and/or a change in the direction the unit is facing up to 180 degrees. Change of Formation is done during the movement portion of the turn, and either before or after movement. Units may not move closer to the enemy by changing their formation, and no more stands may be moved than are necessary to place the units in its new formation. Skirmishers may change face without penalty, but a change of formation is accomplished by the measured movement of each skirmisher stand.

An artillery battery is capable of the following four operations: **Limber, Move, Unlimber and Fire**. Horse artillery may carry out any three of these operations in a turn, and foot artillery any two operations. A gun must be limbered to move, and unlimbered to fire. A live gunner must be present to carry out any operation. A live artillery horse is required for limbered movement. In addition to these operations, a piece may be rotated up to 180 degrees and be manhandled up to one inch by the crew as part of the fire operation. When artillery is moved and unlimbered, the unlimbering is a "change of face/formation;" not allowing the gun to be moved forward any closer to the enemy than the forward end of the part of the artillery closest to the enemy. Similarly, limbering is a "change of face/formation." Movement is made from the front of the horse stand for the move portion of the turn.

3.2. Fire

All fire, artillery ball, case, and small arms must be directed within an arc of 45 degrees from the front of the firing stand. The firer chooses his target from eligible units, and may pre-measure. Fire is by stand and may be directed at either a basic unit or a stand. Firing will begin at either the right or left edge of

the table as determined by a die roll. Fire is presumed to penetrate at least two ranks—more in the case of elevation or enfilade—so that if a single rank infantry stand may be shot, so may any touching stand behind it, even though that stand may belong to another unit. This is to prevent any "gamesmanship" advantage from single-rank stands and odd formations. Fire takes place at the conclusion of all movement. Fire effects are simultaneous within type; that is casualties of artillery ball fire are removed and CE checked, then canister, then musketry. After each of these three phases, casualties are removed and CE checked, with morale casts as necessary, before proceeding to the next phase. The actual die rolling within each type will begin either on the right or the left table edge (determined by die roll) and proceed across the table. To be eligible to fire, units must have an enemy stand visible, within legal range, and no friendly stand within a gap the width of the firing stand. Full enemy formed units blocking the "fire lane" must be shot before units behind them, but partial blockages or skirmishers may be ignored or shot at the firer's option. Stands firing while on an elevation may fire over blocking enemy units, though not friendly ones. Attackers with two operations available may "fire and charge" a hostile unit, given that it is an eligible unit before movement, and that the unit is the object of the charge. Case shot or musketry fire against gunners is -3, against skirmisher infantry- 2, and -1 against skirmisher cavalry. These are regarded as terrain penalties (q.v.) for the purposes of cumulative penalties. Fire may not be directed at horses rather than men. However, artillery fire may be directed against terrain features. Light infantry in buildings may fire either skirmisher fire or volley fire as they desire. Note that only terrain penalties are not cumulative. If a unit firing is penalized for unit type, morale grade, weather and terrain, these are cumulative. However, cumulative penalties may not exceed -4.

3.3. Artillery Fire

To fire a gun, there must be a live gunner on the stand. The gun must also be unlimbered and not suppressed, and must have a clear field of fire. All guns must be able to see their target, and so may fire into woods, hills or houses, but not into units behind unless the artillery is firing from a sufficient elevation. See Terrain.. A cannon not on an elevation cannot fire through friendly troops without a fire lane the width of the gun stand. Case shot may never be fired over friendly troops.

3.3a. Types of ammunition.

All horse or field guns fire either ball or canister /case shot. Ball: against infantry or cavalry, firing at a target in line, roll 1 die-1 for a field gun or -2 for a horse gun to determine the number of casualties. Add one for target in column, and two for square or enfilade. Against artillery, roll two dice. A roll of 12 or more destroys the target, and a roll of 10 suppresses fire for one turn, and 11 suppresses its fire for two turns. Even doubles kill a gunner, and odd doubles kill a horse. Subtract one for horse artillery. Canister/Heavy Case: 1d6 for field guns. Field gun range is 18". Canister/Lt Case- Canister is 1 die for horse guns, 2 dice for field guns. The width of case shot is the frontage of the battery. Range 12" for horse gun and 15"for field gun. The rules for small arms enfilade hold for canister as well except that the number dice is not doubled for canister

3.4. Small Arms Fire

Musket range is 12." Small arms fire will penetrate only two ranks.

3.4a. Volley Fire. Volley fire is used by all units in formation, and the targets of all fire must be declared before any volley is fired. For each group (stand or group of touching stands, up to battalion) firing, throw one die add volley fire increments (if any), subtract the appropriate values for the enemy's position, multiply by the number of men firing and divide by ten . The result is the number of hits. In volley fire, all fractions of one-half or greater are considered hits. The first two ranks of any formation may fire, provided they are of the same basic unit. All measurements are-on a stand to stand basis,

except that infantry based in single ranks but in a formation two ranks or more deep fire and are fired upon as though they were on two-deep stands--that is, the second rank may fire or be hit based on distance to or from the front rank. Subject to penetration limits, if the stand can be reached, every casting on it can be killed. An **enfilade position** is obtained when a line from the front edge of the stand which is firing runs completely across the stand being fired upon. When troops are fired upon from an enfilade position by a unit firing volleys, two dice are thrown per stand and the numbers are added prior to computing casualties in the normal manner. More than two ranks may be hit to the limit of the firing weapons range.

3.4b. Skirmisher fire- Skirmisher fire can be used only by light infantry. Skirmisher fire is aimed man to man fire, and is carried out one man at a time. Targets for skirmisher fire may be selected before each individual die cast. Range is determined by stand to stand measurement. Two dice are thrown, and from the total obtained the appropriate number is subtracted from the opponent's position, as stated under terrain. The corrected total is then applied to the scale 2-6 miss, 7-12 hit. ***To handle large volumes of skirmisher fire, and with the agreement of both commanders, roll 1 die for each, six men firing, taking appropriate modifiers. The number rolled is the number killed.*** Skirmishers and troops firing from houses have the penetration advantage of enfilade, but not the enfilade extra die.

4. Melee

4.1. Definition

A melee exists when and only when direct contact of opposing stands is made, the stands being physically touching, or both touching the same linear obstacle. There are two types of melee. A double attack exists where one side charges and the other side countercharges. An attacker-defender situation arises when one side charges and the other either chooses to stand on the defensive or is unable to evade or countercharge.

Charging and attacking- Note that as far as the rules are concerned, the only difference between charging and attacking is that the attacker will not receive a charge move or a charge increment when attacking. An example of attacking is loosely organized light infantry attacking as compared with the charge of serried ranks of massed units.

4.2. Involvement

An attacker is defined as that side which entered the melee on a charge in whole or in part. A defender is that side which did not enter the melee on a charge. The melee involvement of the two is not the same. For the attacker, all units in physical contact are involved, to their maximum charge distance even though morale routs may break the chain. For the defender, all units within 6" of the point or line of contact are involved. If any part of a battalion or squadron is involved, the entire basic unit and any attached troops are involved, or as much as is present in the unit formation. Skirmishers, squares, artillery and units in superior defensive terrain are not involved unless physically touched by the attacker.

4.2a. Procedure

Pre-Impact Morale- At the commencement of melee, the total number of troops remaining after gunfire are multiplied by one die cast and all units of the side having the lower number (attacker or defender)

must cast for morale. All units involved in the melee must roll. In the case of a fall back or rout, the winner extracts casualties from the loser by an opposed throw or even total annihilation in the case of a rout (if the winner has cavalry, and wins the following melee, if any). If one side or the other is already in bad morale it cannot win pre-melee morale, but rolls to see if morale is worse, takes an opposed throw (if in fall back) or an unopposed throw (if in rout) and retreats.

Melee Conflict- If both sides have troops in contact after pre-melee morale, each side rolls two dice. If one or both parties are charging, an increment may be added to the total of the respective side(s) for the duration of the melee, the size of the increment depending on the troops involved, and adjustments may be made for terrain. The respective totals are compared, the differences indicating the number of casualties by melee evaluation inflicted on the lower roller. Casualties must be in full kills, fractions do not count. Gunners, line and light infantry have a melee evaluation of one, light cavalry of two, and heavy cavalry and guards of three, so if the adjusted lower die roll was five and the higher die roll twelve, the lower side would lose seven gunners, line or light infantry, but only three light cavalry or two heavy cavalry.

Various Charging Considerations- Units which enter a melee as a column with column charge increment retain it for the duration of a melee, even if subsequently reduced to three or fewer ranks. Cavalry charging behind friendly infantry receive no charge increment, nor do formations charging behind converging skirmishers. The player taking casualties in a melee may choose casualties from his stands that are in physical contact with the enemy.

Multiple Units In Melee- Charge increment is determined by the actual stands in physical contact. In melee, when varied units in completely separate formations are involved on one or both sides, the melee is resolved by alternating die casts between different units. For example, when a column of grenadiers charges a line of line infantry, and then the grenadiers are in turn charged in the flank by heavy cavalry, the melee is resolved by:

1. Grenadier charge against the line infantry, one cast. The initial attacker always picks first combat. If both attack or charge, dice to see who picks.
2. Heavy cavalry charge against non-charging grenadiers, one cast.
3. Continue to alternate between 1 and 2 until melee is complete.

Morale Considerations In Melee- Any morale decisions are instantaneous and without waiting for the end of a complete cycle. If one player throws doubles, his opponent must check the morale of his involved unit as described under morale. If the unit which rolled the doubles is wiped out in the same exchange, no such cast is necessary. After the morale check the melee continues. Units struck in flank or rear check morale each round, as though their opponent rolled doubles each time.

Enfilade- For melee enfilade, a line perpendicular to the front of the attacking stand, and centered on that stand, must pass through the defending unit from one side to the other.

Melee Conclusion- A melee is completed when the two sides are longer in physical contact, which may come about either by the complete elimination of one side or the other, or by its retreat, either voluntary or involuntary.

Optional Method- *To quickly resolve large melees, and with the agreement of both commanders, each side rolls two dice, adding modifiers and determining casualties as above, then the lower takes six times the casualties determined, and both sides check morale, exactly as though both sides had conducted six rounds and rolled doubles once. This is continued until one side is eliminated or has retreated, just as above.*

4.3. Voluntary Retreat

The attacker may voluntarily retreat part or all of his forces from a melee at any time. To do so, he must roll for morale on all of the units he wishes to retreat voluntarily and the defender will take an opposed throw at each unit in contact (see involuntary retreat **4.4.**). If he does not retreat, the defender may retreat any of his units after the first throw of the dice in melee. A unit may conduct only one voluntary retreat per round. Since an infantry square may not normally move, it may not retreat voluntarily. Artillery pieces making a voluntary retreat get a free limber operation, prior to moving.

4.4. Involuntary Retreat

This is covered under morale, but in the event of units leaving a melee, there is the special matter of the "opposed" throw. In voluntary retreat or Fall Back the side leaving the melee casts two dice as for a regular melee round. The victor likewise does so, but only the side leaving the melee can sustain casualties.

4.5. Skirmishers in Melee

When infantry skirmishers in open country are contacted by formed enemy units, the skirmishers are automatically destroyed. Prior to removal they may, of course, first fire at the attacking unit if they have the power to do so. Remember that since skirmishers do not follow normal defensive involvement rules, every stand must be touched individually in order to be destroyed. Light infantry skirmishers may melee cavalry skirmishers on a normal basis. In woods or houses, light infantry skirmishers have normal melee power.

4.6. Breakthrough

At the conclusion of a melee, a successful charger/attacker may change face/formation and continue on to or toward a hostile unit without charge increment, a maximum of 6" (infantry), 9" (heavy cavalry) or 12" (light cavalry). Units being charged (and them only) may fire, retreat, form square or countercharge and supporting cavalry may countercharge exactly as during the initial charge even if they have acted earlier in the turn.

4.7. Miscellaneous Melee Rules

A. If there is more than one melee in any round then the involved parties dice to see who determines the direction of resolution, right-left or left-right. Each melee is fought out from pre-impact to the point of breakthrough (Note that there is not a distinct pre-melee phase, as with superior weapons) then the next and so on. When all have reached the point of breakthrough, then the first round of breakthroughs is fought out in the same order and so on.

B. Note that if a unit had a charge increment at the start of a melee, unless it fails a morale cast or is routed through, it retains that charge increment throughout the melee, though it might be a skirmisher for the next turn.

C. If the winner of a melee has chosen not to break through, his units may not be fired on, regardless of the number of types of units that have been unmasked during the melee, until the usual time of fire on the following round. A unit taking breakthrough may be fired on by any unit it contacts (given that the attacker is within the fire arc of the defender) regardless of whether the defender fired earlier or has used up its operations. Units which have fallen back out of melee may not fire if hit on breakthrough.

D. Note that in some cases charging units lose their charge increment meeleing defenders in some terrain, but have not lost their charge move or breakthrough

4.7a. Squares

Attributes- A square may not move. If it must do so due to bad morale, it retreats as a column of divisions. It is not possible to obtain either fire or melee enfilade against a square. Cavalry may not melee a square, but may charge one hoping to break it.

Mechanism for fighting cavalry-

1. The cavalry charges, and the infantry fire if eligible to do so.
2. A normal cast for pre-impact morale is made. If the infantry hold firm, cavalry must stop no more than 6" from the square.

Multi-battalion squares- Squares composed of more than one infantry unit must contain at least 16 men to constitute valid squares. Battalions in a multi-battalion square which have bad morale will be "held in" by their neighbors. However, if one should rout, the square will be broken. If an entire side of a square is killed in melee, its comrades will fill the gap, provided there is another basic unit within 6" of the melee. Otherwise the square is broken.

5. Morale

5.1. When to check

1. When a morale unit (defined below) is involved in a melee, and loses the pre impact morale roll, or when in the course of the melee the opponent rolls doubles. (In the latter case, only the unit against which the melee roll was cast or the unit holding it in if it is already in a fall back state need check morale.
2. When a unit wishes to conduct a voluntary retreat.
3. When a unit is passed by (within 6") or through by a friendly massed unit in bad morale, including those which have routed on a CE cast. (Note that Units making a skirmisher attack are regarded as a massed unit in the event of a fall back, save when, as for cavalry in a woods, they cannot legally be a massed unit.) Note also that the retreat of skirmishers cannot be halted by a formed unit. The skirmishers simply flow past, as with normal skirmisher movement.

5.2. Who checks

Morale is checked by basic units such as battalions or squadrons. Units which have been detached, for example, to occupy a construction, or skirmishers more than 12" from the parent battalion, are not considered part of their original basic unit for the purposes of morale and must be checked separately, by single stands or by groups of touching stands. Units in houses need not check morale unless their construction is being meleed.

5.3. Mechanism

To check morale of any unit, two dice are thrown.

Guards fall back on a 2 or 3.

All other troop types fall back on a 4 or 5

All other troop types rout on a 2 or 3

5.4. Morale Modifications

An attached commander adds one pip to all morale rolls.

5.5. Types of Bad Morale

5.5a. Fall Back

1. Stands face the enemy.
2. The unit falls back one move.
3. The enemy takes one opposed throw. In pre-impact retreat the winner chooses the unit for the opposed throw. In a normal melee "doubles" cast, the unit which cast the doubles takes the throw.
4. Must continue to retreat if meleed on breakthrough or shoved back by another retreating unit.
5. May not fire during the breakthrough phase.
6. Fall back units are restored to good morale at the start of the next move.
7. If a massed unit in fall back strikes (cannot avoid) another massed unit which checks morale and stands, the fall back unit is halted. However, the holding unit must be a basic unit. Skirmishers and detached companies simply flow past formed units, though still sweeping along skirmishers.
8. In melee, units which roll a fall back result but which are held in by the good morale of those behind them remain in the melee, but forfeit charge increment. If such a unit is routed, it leaves as if skirmishers, and all units passed through forfeit charge increment.

5.5b. Rout

Unit retreats 6" causing morale casts by all units passed by or through within 6"

Cavalry and artillery units are then removed from play.

Infantry continue on for a total of three times their normal move in whatever formation they were in.

1. They are then in a state of rout, stands in all directions, and may not move or fire.
2. If meleed they are destroyed.
3. They must be rallied by a command figure to regain morale and assume a formation.
4. If the commander reaches them on movement phase of one turn, the unit is formed and in good morale at the end of movement phase of the next turn.
5. Within the requirements of falling back directly +/- 45 degrees away from the enemy, a unit must retreat its full distance if it can possibly do so.
6. It must in any event fall back as far as possible, avoiding friendly units.
7. Falling back units do deduct terrain penalties from their move distance.
8. They will dissolve and be lost for the game if they must enter terrain impassable to them (as, for example, an impassable river).

5.6. Special Morale Considerations

1. Commanders of multi-squadron (touching) cavalry units may check morale either by regiment or by squadron, but must be consistent within a melee.
2. Infantry skirmishers must check by the largest basic unit that they are operating in, up to battalion size. However, isolated (more than 6" gap, with an obstruction to visibility in

between, or involved in separate melees) elements will check as divisions, companies or platoons, as appropriate.

3. Skirmisher cavalry will check by squadron unless isolated as defined above. Remember that a retreating unit must retreat away from the immediate enemy, and may not approach any enemy unit within 2" without being destroyed.

6. Combat Effectiveness

6.1. When A Unit Checks Combat Effectiveness

If an infantry battalion, cavalry squadron (or group up to regiment) suffers 50% or more casualties from its original roster it becomes susceptible to combat effectiveness. Any casualties it receives from fire (not melee) which cause the unit to fall to 50% strength or less or any fire casualty inflicted after melee has reduced the unit to less than 50% strength forces cast one die. (This cast is made at 1/3 strength for charging units, occurring after fire and before any melee. In any event, units only cast for CE once per game.)

Generally CE. will be checked at the end of each fire sequence.

EFFECT:

- 1-2 Good Morale- No effect.
- 3-4 Unit is removed from play, but counts as alive for assessing victory at end of play. (Units so completely surrounded that in their narrowest formation they could not pass between enemy units with a 2" safety zone are considered to have surrendered.)
- 5-6 The unit routs instantly from the board at the end of the round of fire which forced the roll. Units passed within the first 6" or adjacent must check morale.

6.2. Special CE Considerations

1. Units in houses are exempt from unit CE checks.
2. CE Units need not remain fixed throughout the game. Portions of units entering houses are not regarded as part of their parent battalions for CE.
3. CE for cavalry is by the largest unit up to regiment in actual physical contact. If such a unit breaks up, CE. is by squadron. If squadrons with casualties form a larger unit, each squadron must retain its own dead.

7. Terrain

7.1. Woods.

1. Trees are symbolic. The perimeter should be clearly outlined.
2. Visibility is 12" though the woods.
3. Cover from fire is -1 for all troop formations who are not already -2 or -3.
4. In melees at the edge of the woods, an attacker outside of the woods is -1 on the die casts.
5. All troops have full normal operations per turn.
6. Troops may attack in the woods, but receive no charge benefits.

7. All formed infantry can move at full speed in column of companies formation, but move at 1/2 speed in all other formations, including wider columns.
8. Skirmishers have full normal movement in these woods.
9. Formed cavalry move at 1/2 speed, and move in road column only.
10. Formed cavalry are -2 in melee in these woods.
11. Formed units leaving the woods still gain no charge benefits that turn, and formed cavalry continue to be -2 in melee for the remainder of the turn.
12. Artillery have full operations with all movement and handpush being at 1/2 normal speed.

7.2. Streams and Rivers

1. Will affect movement fire and charge increment to a degree determined by the host.
2. All movement penalties must be paid before a unit leaves the water.
3. Going up or downstream 3" is presumed to involve the same penalties as crossing a 3" wide stream, and so forth.

Example - A normal penalty range might be - 1/3 movement, no charging, or - 2/3 movement, no charging and impassible to artillery.

7.3. Hills

7.3a. General Description Terrain elevations are normally represented by and measured in contours, which reflect elevation on a logarithmic scale. One contour is less than the height of a man. Four contours represents a serious elevation, and six contours effectively a mountain.

7.3b. Effect On Movement

1. Movement uphill costs 1/3 movement.
2. Certain steep slopes may be designated as cliffs, and are impassible. Any troops forced to retreat off a cliff are lost.
3. Cavalry and artillery may not enter buildings.
4. Hill contours other than cliffs do not effect downhill movement.

7.3c. Effect On Fire

1. Unless otherwise specified by the host, there is no penalty for firing uphill.
2. Troops on higher ground may fire over intervening cover and enemy (not friendly) troops to hit a designated target. This does not apply to case shot.
3. If the gun is elevated totally above an obstacle which would normally block visibility and hence fire such as a house roof it may fire normally.

7.3d. Effect On Melee

1. When the defender has superior elevation, subtract one point from each die total in melee (not in morale checks) for the attacker.
2. In a dual attack situation, elevation yields no advantage.

7.4. Effects Of Houses & Constructions

1. Each "house" or "built-up area" represents either a small number of buildings or a small walled farmstead a la la Haye Sainte.
2. Doors or windows are purely decoration.

3. The number of castings which may occupy a house is determined by the host prior to the game. (As a "rule of thumb" a built up area 12" on a side might contain a garrison of 24 castings.)
4. Units are -3 to shoot at troops in a house.
5. Units are -2 to melee units in a house
6. The entire garrison of a building constitutes a single unit for morale purposes, with the morale grade being determined by that held by half or more of the garrison.
7. No more than 1/2 the castings garrisoning a house may fire from any single side of the construction

7.5. Other Terrain Considerations

1. The effects of various types of cover are not cumulative, thus the net subtraction for a house in a woods on a hill is still 3.
2. No opening between terrain features is too narrow to enter. A column the width of a single stand is always able to pass through, though it may be subject to movement penalties or loss of charge benefits if so specified in game conditions.
3. When crossing rivers, going up contours or emerging from woods, the move penalty is determined from the head of the unit formation involved.
4. Units behind two or more contours of hill are screened from visibility.

8. Visibility & Observation

Normal visibility is 60".

Two higher contours between units prevent observation.

Units concealed within woods, houses, etc. require that the observer be within 12" before the concealed unit is detected.

Castings receive visibility at the end of movement and before fire.

Units may only fire on targets visible to them.

9. Personal Command Castings

Each player is expected to command a regiment/brigade of infantry, or a brigade of cavalry with attached artillery. A single command casting represents this player.

If this casting becomes a casualty, all units under his command may make only responsive moves for the remainder of that turn and the next full turn.

Then a new command casting is placed adjacent to a unit of the commanding players' choice.

Commanders move 24" a turn.

A command casting may not end movement within 12" of an enemy unit unless attached to or screened by a friendly one.

If he is approached by an enemy unit, he must move out of the way or attach himself to a friendly formed unit.

He may not be killed unless so attached.

If the unit to which a commander is attached takes casualties from fire, roll 2D6. The commander is killed on a roll of 12 or more. Add 1 for case shot, and 2 for volley and skirmisher fire.

If the commander is killed, the unit to which he is attached must check morale immediately.

If the unit is meleed, the commander is the last man killed.

If the unit routs on morale or combat effectiveness, he is considered killed, but not in the event of a fall back. If the unit is removed from the table, the commander is placed by his nearest remaining unit.

If a command casting is touching a unit, the unit is raised one point in morale as well as CE This can apply to multi-squadron groups of cavalry up to historical regiments, if so declared in advance and if the entire group casts for morale as one unit, as it would for CE.

10. Casualty Marking System

Infantry & Cavalry Marking - The casualties on a stand are a strength indicating artifact. Customarily the castings are divided by toothpicks, castings to the left of the toothpick (as the stand faces) being regarded as dead.

Artillery Battery Marking - For artillery batteries, the following system will be used:

One horse killed- place toothpick between horses .

Both horses killed- place toothpick across the back of the horses.

Crew on limber killed- place toothpick parallel to the axle under the wheels.

Gunners on gun stand killed- mark as if the stand was a three man infantry stand, keeping toothpick as nearly parallel to the gun barrel as possible.

All gunners killed- remove the battery.

Gun suppressed- place toothpicks through the spokes of the cannon wheels, removing one during the fire portion of each turn until the gun is again able to fire.

Gun destroyed- remove gun stand.

Destruction of gun means loss of entire crew & limber.

|

SUMMARY SHEET

LINE INFANTRY: Allowable formations line (6' move), column of divisions (9" move), road column (12" move) and square (no move.). Operations 2; Firing range 12"; volley fire increment—none. Melee Evaluation 1; Charge Increment—none; Morale fall back on 4, 5; rout on 2, 3.

LIGHT INFANTRY: Allowable formations line (6' move), column of divisions (9" move), road column (12" move) Skirmisher (12" move) and square (no move.) Operations 3; Firing range 12"; volley fire increment 1. Melee Evaluation 1; Charge Increment—none; Morale fall back on 4, 5; rout on 2, 3.

GRENADIER INFANTRY: Allowable formations line (6' move), column of divisions (9" move), road column (12" move) and square (no move.) Operations 2; Firing range 12"; volley fire increment. 1; Melee Evaluation 2; Charge Increment 1; Morale fall back on 3, 4; Rout on 2.

LIGHT CAVALRY: Allowable formations line (24") column of divisions (24"), road column (36") and skirmisher (24"). Operations 2; Melee evaluation 2; Line Charge Increment 2; Morale fall back on 4, 5; rout on 2, 3.

HEAVY CAVALRY: Allowable formations line (12"), column of divisions (18") and road column 24". (Line charge 24") Operations 2; Melee evaluation 3; Line Charge Increment 3; Morale fall back on 4, 5; rout on 2, 3.

FIELD ARTILLERY: Limbered movement 6" Road Movement 12" Handpush 1". (Libered movement 3" faster if all on lowest contour) Ball range 36" effect 1 Die -1; Heavy Case range 18" effect 1 die. Light case range 15" effect 2 dice. Melee evaluation 1. Morale fall back on 4, 5; rout on 2, 3.

HORSE ARTILLERY: Limbered movement 12". Road Movement 18" Handpush 1". (Libered movement 6" faster if all on lowest contour.) Ball range 30" effect 1 Die -2; Heavy Case None. Light case range 12" effect 1 die. Melee evaluation 1. Morale fall back on 4, 5; rout on 2, 3.

PERSONAL COMMAND CASTINGS: Move 24"; Melee Evaluation 2; Does not check morale. May not fire, and enters melee only as part of a unit.