

# GROGNARDS & GRENADIERS.



***Napoleonic card driven  
wargames rules  
“command by colour” series.***

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# GROGNARDS & GRENADIERS.

## Napoleonic fast play card driven wargames rules

### "command by colour" series.

#### COMMAND CARDS.

The mechanism of these rules is largely based on dividing the opposing armies in 3 "colour-coded" types of units (red, blue & green, each unit is assigned a colour), whereby units are activated by means of *command cards*.

Units can only be *moved*, *battle* or execute a special action according to the *orders* written on these cards. Therefore the players have to be aware that they must be able to adapt their tactics at all times to new situations arising due to orders.

There are two types of *command cards* in the game:

- **STANDARD COMMAND CARDS:** these activate units for *movement* and in *battle*. They indicate to which units (red, blue or green) the *orders* refer and how many units can be activated.
- **SPECIAL COMMAND CARDS:** allow a specific (or special) action as mentioned on the card in question.

The STANDARD & SPECIAL COMMAND CARDS are combined & shuffled into one deck for the game.

The cards in the game can be supplemented by cards designed by whoever wishes to create a new scenario (take care to keep in mind the balance and spirit of the original game!).

At the beginning of each game, the players take the number of standard/special *command cards* as per scenario. The information on the cards is only revealed when they are played.

#### OBJECTIVE OF THE GAME.

Is to eliminate a number of enemy units/figures (**1 victory point per figure killed, 2 per colonel, 3 per general and an additional 3 per unit destroyed**) as per scenario (possibly within a timeframe) and/or reaching and holding certain objectives (1 or more victory points apiece). The first player to gain his quota is the victor.

#### GAME TURN.

The player listed in the staffing notes goes first. If no mention is made of this, a die is thrown; highest score chooses who goes first.

1. **Play a *command card*.**
2. ***Order* units.**
3. ***Move* units.**
4. ***Battle & retreat*.**
5. **Draw a new *command card*.**

##### 1. Play a *command card*.

*Command cards* are normally used to order *movement* and/or an *attack*. At the start of your turn, play one card from your hand. The card will tell you what colour of units (and how many) you may issue what orders to. Some cards allow you to take special actions (as explained on the card).

If none of the *command cards* you hold allow you to *order* any of your units, discard 1 card and draw a replacement from the command card draw pile. This ends your turn.

##### 2. Order units.

After playing a *command card*, announce which of your units you will *order*. Only those units that are given an *order* may *move*, *battle* or take a special action. You may not give more than one *order* to each unit.

Note: generals may participate in battles even if they have not been given an *order*. See *commanders in battle* section for details.

### 3. Move units.

You may *move* units you've *ordered* in any sequence you wish. However, you must complete each *move* before beginning another. Each unit may *move* only once, except under the "*breakthrough*"-rule. All *moves* must be completed each turn before you may *battle* (battling is explained in the next section of the rules).

**Line, conscript/Landwehr & elite infantry:** can *move* up to two hexagons without *battling*, or *move* one hexagon and *battle*. Infantry is designated "unit" or "units". A full strength infantry-unit is 8 figures.

**Light infantry & rifles:** can *move* up to two hexagons and *battle*. Light infantry and rifles are designated "unit" or "units". A full strength light infantry- or rifle unit is 6 figures.

**Light cavalry, elite light cavalry and lancers:** can *move* up to 4 hexagons and not battle or 3 hexagons and *battle*, *move* and *dismount* or *mount* and *move*. Light cavalry is designated "unit" or "units". A full strength light cavalry-unit is 5 figures.

**Heavy cavalry & elite heavy cavalry:** can *move* up to 3 hexagons and *battle*, *move* and *dismount* or *mount* and *move*. Heavy cavalry is designated "unit" or "units". A full strength heavy cavalry-unit is 5 figures.

**medium artillery & heavy artillery (foot):** can *move* up to 1 hexagon without *battling*, of *not move* and *battle*. Foot artillery is designated "unit" or "units". A full strength foot artillery-unit is 4 figures and a gun.

**Horse artillery:** can *move* up to 2 hexagons without *battling*, of *move* 1 hexagon and *battle*. Horse artillery is designated "unit" or "units". A full strength horse artillery-unit is 4 figures, a gun and a limber.

**Commanders:** may *move* up to 4 hexagons, when ordered to do so (with or without units under their command). A commander is represented by 1 figure. There are 2 types of commanders:

- Generals may command 1 or 2 units (*regiment*) or a *brigade*.
- Colonels may command 1 or 2 units (*regiment*).

When a card mentions "individual commanders", this is interpreted as "unattached commanders".

#### **Moving units.**

Units cannot *move* onto or through a hexagon that already contains another unit (except: "artillery formed in *square*"). A friendly commander does not count as a unit, an enemy commander does. When a unit enters a hexagon already occupied by a friendly commander, movement ends there. A hex may contain only 1 commander.

You may never split a unit (except: "skirmishers"). The individual figures within a unit must stay together in one hex and *move* as a group. Units that have been reduced through casualties may not combine with other units, except commanders.

**You may move activated units in any sequence you wish.** However, **you must complete each move before beginning another.** Each unit may *move* only once, except under the "*breakthrough*"-rule. **All moves must be completed before you may battle (battling is explained in another section of the rules).**

**A unit (not individual commanders) entering the ZOC (Zone Of Control) of an enemy unit must end its move there.**

Some terrain features affect movement and may prevent a unit from moving its full distance or battling (see *terrain effects*).

Note: "*retreating*" is a different type of movement with slightly different rules. See *retreat section* for details.

**A unit must end its movement facing a flat hex side:**



: correct



: not allowed.

The choice which one of the 6 hex sides to face is up to the active player at the end of the unit's *move*.

### **Moving commanders.**

You may *move* a *commander* onto a hex occupied by a friendly unit, as long as there is no other friendly commander in the same hex. If a *commander* enters a hex occupied by a friendly unit, he must end his movement for that turn. A *commander* may never *move* onto or through a hex occupied by an enemy *commander* or unit. A lone (= individual, freestanding) *commander* is considered a unit for movement purposes.

### **REGIMENTS - commanders “controlling” two units.**

As soon as a *commander* enters a hex already occupied by a friendly unit, the *commander* takes *control* of this unit (and up to one more other friendly unit in an adjacent hex).

A commander *commanding* one or two units may be relieved of his *command* (this counts as a unit activation), move away and take *command* over another unit or units.

As long as a **general** commands **two units** (*regiment*) in adjacent hexagons, these units are counted as ONE in relation to *command cards*.

**Example:** you play a *command card* with the order “activate 2 red units or individual (= freestanding) commanders”. In case you have two units (of which at least one red) under *command* of a general (in adjacent hexes), you can activate both units (*move* & *battle*), as well as another red unit (or two, should you have another general commanding 2 units of which at least one red). The general adds 1 die to the score of the unit he is with (except artillery).

As long as a **colonel** commands **two units of the same colour** (*regiment*) in adjacent hexagons, these units are counted as ONE in relation to *command cards*.

**Example:** you play a *command card* with the order “activate 2 red units or individual (= freestanding) commanders”. In case you have two red units under *command* of a colonel (in adjacent hexes), you can activate both units (*move* & *battle*), as well as another red unit (or two, should you have another colonel commanding 2 red units). **If only one of the units is a red unit, the other unit may also move with the colonel, but may not battle.**

If a unit commanded by a *commander* is given an *order*, the *commander* may move with the unit, or he may stay in place. This counts as one *order*. A *commander* who moves with his unit must *move* to the same hex. Exception: you may not *move* a *commander* commanding unit or units if he has already moved on this turn. A regiment is disbanded simply when the commander no longer has both units in its ZOC.

### **BRIGADES - generals “controlling” up to 4 units.**

At the start of the game the players are allowed to form one or more “*brigades*” (each *commanded* by a **general**). The other players are informed about the composition and location of these *brigades*. You can never form more *brigades* than the number of generals present.

**A brigade is composed of one general and (max) four units (any mix of units is possible) in one or two colours.** To be able to act as a *brigade*, these units must remain in the ZOC (“zone of control”) of their general. The ZOC is formed by the hex containing the general and the 6 adjacent hexes.

**A brigade is regarded as one unit for movement purposes but NOT for battle! However, the unit the general is in the same hex with may add one die to its score (except artillery) and (apart from the command card's instructions) ONE of the units in a non-active colour & adjacent to the general's hex may also battle under the regiments rule** (see above).

The *brigade* **moves at the speed of its slowest component**. The units composing the *brigade* are never allowed to voluntarily leave the ZOC of their general, except under the “*breakthrough*”-rule.

**When – for whatever reason – one or more units belonging to a brigade end up outside the ZOC of their general (e.g. due to a forced retreat), they are no longer part of the brigade for the rest of the game and are treated as separate units, unless the brigade is regrouped the NEXT turn by playing an appropriate card (allowing the unit to rejoin the brigade or visa versa), if the player wishes so.**

A **general** commanding a *brigade* may only leave his *brigade* when giving up his *command*. Thus the *brigade* ceases to exist and the components are treated as separate units. This action is an *order* and takes one turn whereby the units of the *brigade* cannot take any other action. The inverse process is used to create a new *brigade*, whereby the components must be in the general's *ZOC* when the new *brigade* is formed. When forming a *brigade* the units of the new *brigade* cannot take any other action.

**Example of *brigade*-movement:** you play a card with the *order* “activate 2 red units or individual commanders”. In case you have a ***brigade under command of a general containing at least one red unit*** you can activate all the units of this *brigade* in the general's *ZOC* (movement only!) as well as another red unit (or two, should you have a regiment containing at least one red unit, or even another *brigade*, should there be one present containing at least one red unit). However, when the whole (or part of) the *brigade* is eligible to do *battle* after moving, only the red units as per the command card can *battle*.

### **Forcing a *breakthrough*.**

When an infantry unit engages in “*close combat*” (*battling* an enemy in a adjacent hex) and succeeds in either destroying the enemy unit or forcing it to *retreat* (and thus emptying the hex), the unit can force a “*breakthrough*” by entering the now free hex.

Artillery can never force a *breakthrough*. When forcing a *breakthrough*, terrain restrictions are taken into account as otherwise. When a cavalry unit forces a *breakthrough*, it can engage the retreating unit in *battle* once more (but not follow up again).

### ***Battle formations.***

As the term says, the “horse & musket” era of warfare (including the Napoleonic wars) depended mainly on artillery, fast moving horsemen and infantry equipped with firearms with a relatively short range and little change of hitting targets individually... Therefore a number of battle formations (line, column, square, *l'ordre mixte* etc) were used to gain tactical advantage, enhance speed and bring more firearms to bear.

In these rules, **all formations (except the square) are called “*battle formations*” and are represented by placing a unit two ranks deep in its hex.** A unit in this game is supposed to form the best formation for the situation given, either during its own turn or during the opponent's turn when being approached by enemy units. This is not a simplification, but must be viewed in relation to the rules mechanics and the use of the cards (the engine of the game).

### **The *square*.**

Infantry is vulnerable to cavalry attacks, unless it adopts the *square* formation. A *square* can be formed (or broken up) either by playing a *special command card* or by spending the unit's entire turn by doing so. Therefore, a unit forming *square* cannot battle the same turn.

The *square* is also the only formation that allows 2 units (one infantry and one artillery) to occupy one hex. This is done by moving the artillery unit in a hex where an infantry square is being formed (or has been formed). However, both units remain independent as per rules. *Squares* (being immobile) ignore *forced retreat* and cannot make a *voluntary retreat*.

### ***Square firepower:***



Full strength **line, conscript/Landwehr or elite infantry unit** in *square* formation. **Rifles and Jägers cannot form square. Each side of the square may battle with the number of dice as per range for the unit minus 1 die.** Observe that – due to the system - the square is actually hexagonal in shape. Therefore (at full strength), 2 sides are only manned by one figure. A marker is placed in the centre of the hex to show that the unit is in square formation.

**The number of *kills* of square versus cavalry in close combat are doubled.**

A square is **broken** (= becomes a standard *battle formation* automatically) when the number of figures remaining in the unit forming square falls below:

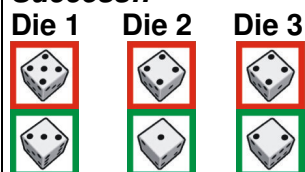
- elite: 2
- line: 3
- conscripts & Landwehr: 4

Artillery inside an infantry square fires as per range & firepower table **minus 1 die**.

**Cavalry entering melee with infantry in square only scores hits if 2 identical ■ dice results are obtained (automatic kill). Only cavalry versus square may score multiple automatic kills.**

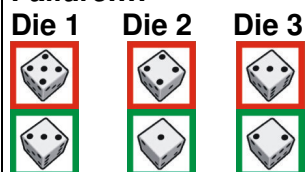
**Example:** a heavy cavalry unit engages ("walk in") a line infantry unit in square in close combat. 4 dice (see **Range & firepower table**) minus 1 die (see **terrain effects & modifiers**) must be cast and minimum 7 must be scored to hit (to fully grab this, read 4. Battle & retreats first).

**Success!:**



The ■ results of **Die 2** and **Die 3** are **identical**. By combining **Die 1** with **Die 2** a ■ result of 9 is scored, only countered by a ■ of 4, thus resulting in a **kill**.

**Failure...:**

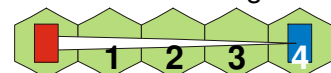


No identical ■ results are scored, although (when the enemy would not be in *square*) any combination of the dice would result in a **kill**.

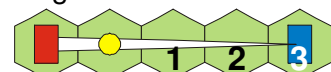
### Skirmishers.

**French infantry, British infantry and elite infantry of other nations** may deploy **one skirmish figure per unit**. This figure must be marked as such (e.g. by a small yellow or white sticker on its base).

Deploying/retreating skirmishers is part of the *movement* and the skirmish figure may be moved 3 hexes if the unit doesn't *battle* (otherwise 2), always remaining in the *ZOC* of its parent unit. The skirmish figure does not add dice to the *battle* power of the unit, but adds one hex to the range of fire of the unit:



The red infantry unit fires at the blue unit (no skirmisher deployed): range is 4 hexes = 2 dice with 8 to *hit*.



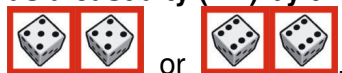
The red unit fires at the blue unit with its skirmisher deployed: range is 3 hexes = 2 dice with 7 to *hit*.

**When a French infantry, British infantry and elite infantry of other nations is fired upon with its skirmish figure deployed, the skirmish figure may be picked as a casualty (kill) by the opponent** if he obtains an automatic kill of:



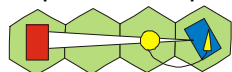


When a French infantry, British infantry and elite infantry of other nations falls below a strength of 5 figures, the skirmish figure (even if not deployed) may always be picked as a casualty (*kill*) by the opponent if he obtains an automatic kill of:



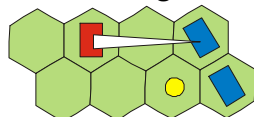
or

When a player activates a unit and announces he is going to **engage in close combat with an enemy unit with its skirmish figure deployed**, the **skirmish figure MUST fall back** to its parent unit prior to the attacking player moving.



The red cavalry unit attacks the blue infantry in close combat: the yellow skirmisher must join its (blue) parent unit to allow the red unit to attack the blue one.

**Skirmish figures do not have a ZOC.**



The red cavalry unit attacks the top blue infantry in close combat: the yellow skirmisher belonging to the bottom blue unit cannot stop the red cavalry in its ZOC, nor must it join its (blue) parent unit, since this is not under attack.

**In case the skirmish figure is the last remaining one of its unit, it is replaced by a standard infantry figure.**

### Fronts.

All units have an active (A) and a passive (B) front:



**Units may only battle on their active front hex flats (including artillery). An infantry unit attacking an enemy unit on its passive front in close combat may cast one additional die, cavalry two.**

Units must end their move with their front facing one of the hex sides of their active front at the beginning of the move and are thus automatically allowed to make a change of **facing** of 60°. **Units are allowed to change facing at the end of their move.**

<i>Unit's facing prior to moving.</i>	<i>Unit is allowed to end its move with one of the above facings without penalty.</i>		

Changing from active front to passive front (except with a "route" or commanders alone in a hex) is regarded as (part of) a move and **equivalent to moving one hex. Units are allowed to change front at the end of their move.**

<i>Unit's facing prior to moving.</i>	<i>Unit has to deduct one hex of its movement in order to end its move with one of the above facings.</i>		

#### 4. Battle & retreats.

After completing all moves, the ordered unit(s) must be close enough to the enemy (and in a position to “see” the enemy) in order to *battle*. (see “*range*” and “*line of sight*”).

Each *battle* must be resolved before the next is started (artillery first, then small arms fire followed by close combat). A unit may *battle* another unit only once per turn (exception: cavalry in a “*breakthrough*”). A unit may never split its battle dice between several enemy targets (except *square*). To *battle*, do following:

- determine the *range* (distance to the enemy target);
- determine the *line of sight*;
- determine the *terrain* within the *line of sight*;
- roll the battle dice. The type of battling unit, battlefield terrain and the distance to the enemy target determine the number of dice rolled.

#### Commanders in *battle*.

A **general** *commanding* one or two infantry- or cavalry units in adjacent hexes may always **support the unit he is with by adding one** die to the number of dice eligible for the unit. A commander not attached to (a) unit(s) cannot *battle*.

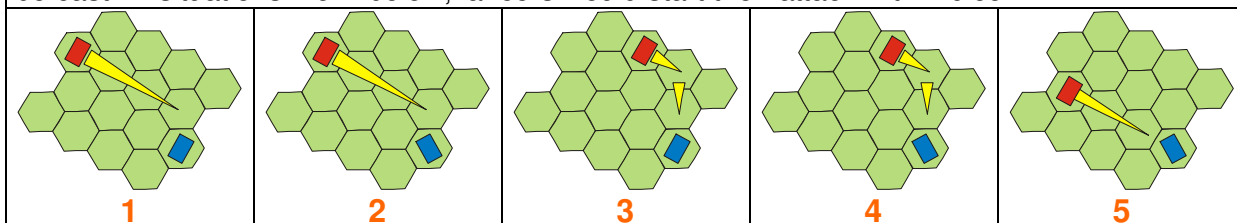
#### Characters in *battle*.

In some games or campaigns “characters” might be included, who – for the story’s sake – better not die... These characters are treated as “commanders” (possibly non combatants with no + influence on units) and are only “wounded” instead of “killed”. If they are wounded and alone in a hex, they can be taken prisoner and may be counted as victory points

#### Cavalry charges.

**In order to join *battle*, cavalry may *charge* an enemy unit which is not yet engaged in close combat by moving 3 hexes in a straight line (= *charge*), adding one additional die to its total.** Otherwise the contact is called a “*walk in*”. Remember: *squares* do not have a *passive front*.

**Example:** a **red** light cavalry unit attacks a **blue** line infantry unit (deployed in *battle formation*). According to the “*range & firepower table*” (see below) basically 3 attack dice may be cast. In situations **1 & 2** below, lancers would start their attack with 4 dice.



**1 = a *charge*:** The cavalry *charges* the infantry unit on its *active front*.

Dice total: 3 + 1 (*charge*) = 4.

**2 = a *charge*:** The cavalry *charges* the infantry unit on its *passive front*.

Dice total: 3 + 1 (*charge*) + 2 (cavalry attacking on *passive front*) = 6.

**3 = a *walk in*:** The cavalry *attacks (walk in)* the infantry unit on its *active front*.

Dice total: 3.

**4 = a *walk in*:** The cavalry *attacks (walk in)* the infantry unit on its *passive front*.













Dice total: 3 + 2 (cavalry attacking on *passive front*) = 5.

**4 = a *walk in*:** Although the cavalry *attacks* in a straight line, it covers only 2 hexes to make contact with the enemy's *active front*, not enough for a *charge*...

Dice total: 3.



**Range & firepower table.**

Unit type & strength (target deployed in combat formation)	Max move		1  close combat		2 		3 		4 		5 		6 	
			Dice	Cast to hit	Dice	Cast to hit	Dice	Cast to hit	Dice	Cast to hit	Dice	Cast to hit	Dice	Cast to hit
Line infantry (8)	2 1	& &	- 4	- 7	- 3	- 7	- 2	- 7	- 2	- 8				
Elite infantry (8)	2 1	& &	- 5	- 7	- 4	- 7	- 3	- 7	- 2	- 7				
Conscript inf. (8)	2 1	& &	- 4	- 8	- 3	- 8	- 2	- 8	- 2	- 9				
Light infantry (6)	2	&	4	8	4	7	3	7	2	7				
Rifles (6)	2	&	4	8	4	7	4	7	3	7				
Dismounted cav. carbine (5)	0	&	2	7	2	8	2	9						
Light cavalry (5)	4 3	& &	- 3	- 8										
Elite light cav (5)	4 3	& &	- 3	- 7										
Lancers (5)	4 3	& &	- 3(+1)	- 8										
Elite lancers (5)	4 3	& &	- 3(+1)	- 7										
Heavy cavalry (5)	3	&	4	7										
Elite heavy cav (5)	3	&	4	6										
Med arty (ft) (4)	1 0	& &	- 5	- 7	- 4	- 7	- 3	- 7	- 2	- 7	- 2	- 8		
Heavy arty (ft) (4)	0 1	& &	- 5	- 6	- 5	- 7	- 4	- 7	- 3	- 7	- 2	- 7	- 2	- 8
Horse arty (4)	2 1	& &	- 4	- 7	- 3	- 7	- 3	- 8	- 2	- 8	- 2	- 8		
Automatic kill: when 2 identical results (or higher) are obtained, <u>ONE</u> automatic kill per battle may be scored with no saving allowed (except cavalry versus square).														
				x2		x2		x2		x2		x2		x2
<b>Lancers get an additional die (+1) when moving into close combat from at least 3 hexes away.</b> <b>For combat including square formations: see square rules. Cavalry charging: +1 die (see charge rules).</b> <b>Close combat attack on passive front: +1 die for infantry - +2 dice for cavalry (see fronts).</b>														

When a unit has suffered casualties, the number of dice thrown is not reduced, but **a unit can never inflict more casualties than the number of figures remaining in its own ranks (or front in the case of a square)**. For artillery units, only the figures count, not guns or limbers. An artillery unit is destroyed when all figures are killed.


### Line of sight.

A unit must be able to “see” the enemy unit it wants to *battle*. This is known as having a “*line of sight*”. Imagine a line drawn from the centre of the hex containing the battling unit to the centre of the hex containing the target. This *line of sight* is blocked only if a hex (of part of a hex) between the battling unit and the target hex contains an obstruction. Obstructions include a unit or general (regardless if friend or foe), woods, hills, fields or buildings. The terrain in the target hex does not block *line of sight*.

If the imaginary line runs along the edge of one or more hexes that contain obstructions, *line of sight* is not blocked unless the obstructions are on both sides of the line.

Only artillery may fire over a friendly unit or general in an adjacent hex on lower ground. Units situated 2 hexes or further away block artillery line of fire.

### Terrain effects & modifiers.

Unit	Move	+/- Dice	Terrain	Move	+/- Dice	Line-of-sight
Artillery on hilltop		+1. May fire over 1 friendly hex	Woods	Stop & not battle	-1 attacker	blocks
Artillery inside square		-1 die				
Arty or infant. versus square		+1 attacker	Orchard & low crops		-1 attacker	
Cavalry versus passive front		+2 attacker	Hill & high crops		-1 attacker	blocks
Cavalry versus square		-1. Hits only if 2 identical results are cast (e.g.  )	Wooden building	Stop & not battle	-1 attacker. Defender ignores forced retreat	blocks
Infantry versus Passive front		+1 attacker (in close combat)	Stone or fortified building	Stop & not battle	-2 attacker. Defender ignores forced retreat	blocks
Infantry <i>battling</i> in square formation		-1 but you may cast the dice per side of square eligible to <i>battle</i> . Double result in close combat against cavalry. Ignore forced retreat	Stream/marsh	Stop	-1 defender	
			Fence		-1 attacker	
General	4	+1 die when commanding unit (not for artillery)	Fieldwork Broken ground		-1 attacker	

### 5. Resolve *battle & retreats*.

Losses are calculated before a unit (voluntarily or forced) *retreats*.

To calculate the result of combat, special **battle dice** called “dice in dice” (search the net for suppliers, there are several) are used:



In these rules, the **big** (outside) “dice in dice” are called “**red dice**” (attack dice):



The **small** (inside) “dice in dice” are called “**green dice**” (defence dice):



With every die cast, an attack value  **AND** a defence value  are scored simultaneously. **In case of equal attack and defence values (or higher defence values), the attack is not turned into a kill. This is called “saving”** (see below).

**A.** See the **range & firepower table** for the number of dice to be cast in relation to the distance in hexes between attacking unit and target.

E.G.: if distance is 2 hexes, look under .

**B.** In case of **terrain effects**, add or deduct the number of dice as per reference sheet (see *terrain effects & modifiers*).

**C.** Attacker casts the battle dice.




**D.** Attacker decides whether or not to reserve some of his dice results to **force** the enemy unit to **retreat** (if applicable, see *retreat*).

**E.** Attacker calculates number of **kills** inflicted (see example below). Casualties are removed & **forced retreats** and **breakthroughs** are carried out **after all battles have been solved** (if applicable).

**F.** Defender decides to make **voluntary retreat** or not (if applicable).

### Hitting a commander.

A commander can only be attacked by infantry or cavalry and only when he is not together with a unit in the same hex. When attacking a general, cast one battle die.

The attacking player must then roll a  to *hit*. Unless the defender makes a successful *saving throw* of  or , the commander is eliminated and the attacker gains a victory point.

### Retreat.

Units may only (be *forced* to) *retreat* if strength falls below:

#### INFANTRY

Elite: 4

Line/light: 6

Recruits/Landwehr: 7

#### CAVALRY

Elite: 3



Line: 4






#### ARTILLERY:

Elite: 2

Line: 2

Units in the same hex as a general may deduct 1 further from the above numbers (except artillery).




**Forced retreat:** With every  or  result, the attacker has the **option** to reserve this die to let the target unit fall back one hex per such result, in so far as the unit strength has fallen to morale test level and as in so far as no

    is cast with the same  die.

   is cast with the same  die.

**In case the unit is forced to fall back only one hex, this is called a “forced retreat” and the unit stops facing the enemy. In case the unit is forced to fall back more than one hex, this is called a “route” and the unit stops facing away from the enemy.**

**Voluntary retreat (retreat in good order):** When the target unit's strength has fallen below

the number of figures mentioned above, with every  or  result, the defender has the option to use these dice (**after battle has been resolved**) to let the target unit make a “voluntary retreat” of one hex per such result, disregarding the  if he wants to, **with a maximum of the unit's full move + one hex** and facing the enemy. However, in doing so, the units may not leave its commander's ZOC when it is part of a *regiment* or *brigade*. The attacker battles against the unit before it is allowed to *retreat* (and casualties are inflicted). In case of a *voluntary retreat*, a breakthrough by the attacker is not possible. **In case a forced retreat has been executed, no further voluntary retreat is allowed. When retreating, terrain effects are ignored by the unit concerned.**


#### Retreat rules:

- A unit cannot *retreat* in a hex already occupied by another unit.
- If a unit *retreats* in a hex occupied by a friendly commander, it is rallied and all retreats no further.
- A unit *commanded* by a commander forced to *retreat* must take the commander with it.
- If a unit cannot *retreat*, 1 figure in the losing unit must be eliminated for each *retreat* move that cannot be completed. Such losses may include a commander.
- If a unit (and/or commander) is *forced* to *retreat* off the battlefield, the unit (and/or commander) is eliminated and (a) victory point(s) is (are) scored.

**Direction of retreat:** always towards the own baseline on the table.

### Attacker calculates number of casualties inflicted.


After reserving the dice mentioned under **D.** above, the attacker may combine the remaining dice to score as many kills as possible.

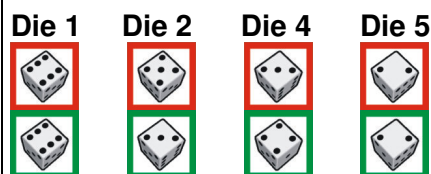
**Battle example:** an elite infantry unit (8 strong – “attacker”) attacks a line infantry unit (6 strong, having suffered 2 kills previously - “defender”) in close combat. Both units are in battle formation. The range & firepower table  shows the attacker must cast 5 dice (see **A** above). The attack takes place in open ground, so there are no terrain effects (**B**) and no general is attached to either unit.



(C) The attacker casts the battle dice, and results are:







(D) Assuming the attacker plans a breakthrough here in (one of) his next move(s), he reserves **Die 3** to force the defender to retreat one hex. He could not (also) chose **Die 4** for this purpose, since the defence value of this die is higher than the attack value and therefore this result is annihilated (saving throw) for morale test purposes.

(E) The attacker has now 4 dice left to score kills. The range & firepower table  shows he must score at least 7 per kill.




By combining the results of **Die 2** and **Die 4**, he gets a  value of 8 (5+3), only countered by a  value of 7 (4+3), so he scores a kill and one figure of the defender's unit is removed.



By combining **Die 1** with **Die 5**, he gets a  value of 8 (6+2), but the combined  value is also 8, enough for saving, so he doesn't score a second hit.

Should he not have set **Die 3** apart to trigger a forced retreat, he could have combined this with **Die 1** to score another kill ( 6+4=10, with a  value of only 6+1=7) and, but he clearly has other tactical plans...

The defender's unit falls one hex back due to the effect of **Die 3**.

Should the attacker not have opted for a forced retreat, the defender might have chosen to make a voluntary retreat (**F**) at the end of the battle phase of this turn, (either with one of or) both with **Die 3** and **Die 4**, in which case he may ignore the  of **Die 4**.

End of this Battle.




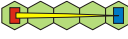








**AUTOMATIC KILL:** when 2 identical  results (or higher) are obtained by any unit type, ONE automatic kill per battle may be scored with no  saving allowed. The automatic kill is scored by combining these 2 identical results (or higher identical results) to hit, but it is up to the attacker to do so or not. Only cavalry versus square may score multiple automatic kills.

### 6. Draw a command card.



After resolving all hits and retreats, discard the command card played and draw another card from the deck. Your turn is now over.

## Grognards & grenadiers reference sheet (front).

### Range & firepower table.

Unit type & strength (target deployed in combat formation)	Max move		1  close combat		2 		3 		4 		5 		6 	
			Dice	Cast to hit	Dice	Cast to hit	Dice	Cast to hit	Dice	Cast to hit	Dice	Cast to hit	Dice	Cast to hit
Line infantry (8)	2 1	& &	- 4	- 7	- 3	- 7	- 2	- 7	- 2	- 8				
Elite infantry (8)	2 1	& &	- 5	- 7	- 4	- 7	- 3	- 7	- 2	- 7				
Conscript inf. (8)	2 1	& &	- 4	- 8	- 3	- 8	- 2	- 8	- 2	- 9				
Light infantry (6)	2	&	4	8	4	7	3	7	2	7				
Rifles (6)	2	&	4	8	4	7	4	7	3	7				
Dismounted cav. carbine (5)	0	&	2	7	2	8	2	9						
Light cavalry (5)	4 3	& &	- 3	- 8										
Elite light cav (5)	4 3	& &	- 3	- 7										
Lancers (5)	4 3	& &	- 3(+1)	- 8										
Elite lancers (5)	4 3	& &	- 3(+1)	- 7										
Heavy cavalry (5)	3	&	4	7										
Elite heavy cav (5)	3	&	4	6										
Med arty (ft) (4)	1 0	& &	- 5	- 7	- 4	- 7	- 3	- 7	- 2	- 7	- 2	- 8		
Heavy arty (ft) (4)	0 1	& &	- 5	- 6	- 5	- 7	- 4	- 7	- 3	- 7	- 2	- 7	- 2	- 8
Horse arty (4)	2 1	& &	- 4	- 7	- 3	- 7	- 3	- 8	- 2	- 8	- 2	- 8		
Automatic kill: when 2 identical results (or higher) are obtained, <u>ONE</u> automatic kill per battle may be scored with no saving allowed (except cavalry versus square).				x2		x2		x2		x2		x2		x2
Lancers get an additional die (+1) when moving into close combat from at least 3 hexes away. For combat including square formations: see square rules. Cavalry charging: +1 die (see charge rules). Close combat attack on passive front: +1 die for infantry - +2 dice for cavalry (see fronts).														

### Terrain effects & modifiers.

Unit	Move	+/- Dice	Terrain	Move	+/- Dice	Line-of-sight
Artillery on hilltop		+1. May fire over 1 friendly hex	Woods	Stop & not battle	-1 attacker	blocks
Artillery inside square		-1 die				
Arty or infant. versus square		+1 attacker	Orchard & low crops		-1 attacker	
Cavalry versus passive front		+2 attacker	Hill & high crops		-1 attacker	blocks
Cavalry versus square		-1. Hits only if 2 identical results are cast (e.g.   )	Wooden building	Stop & not battle	-1 attacker. Defender ignores forced retreat	blocks
Infantry versus Passive front		+1 attacker (in close combat)	Stone or fortified building	Stop & not battle	-2 attacker. Defender ignores forced retreat	blocks
Infantry battling in square formation		-1 but you may cast the dice per side of square eligible to battle. Double result in close combat against cavalry. Ignore forced retreat	Stream/marsh	Stop	-1 defender	
			Fence		-1 attacker	
General	4	+1 die when commanding unit (not for artillery)	Fieldwork Broken ground		-1 attacker	

## Grogards & grenadiers reference sheet (back).

### Square rules.

Rifles and Jägers cannot form square. Each side of the square may battle with the number of dice as per range for the unit minus 1 die. A marker is placed in the centre of the hex to show that the unit is in square formation.

The number of kills of square versus cavalry in close combat are doubled.

A square is **broken** (= becomes a standard battle formation automatically) when the number of figures remaining in the unit forming square falls below:

- elite: 2
- line: 3
- conscripts & Landwehr: 4

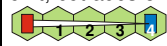
Artillery inside an infantry square fires as per range & firepower table minus 1 die.

Cavalry entering melee with infantry in square only scores hits if 2 identical  dice results are obtained (automatic kills). Only cavalry versus square may score multiple automatic kills.

### Skirmish rules.

#### Skirmishers.

Deploying/retreating skirmishers is part of the *movement* and the skirmish figure may be moved 3 hexes if the unit doesn't battle (otherwise 2), always remaining in the ZOC of its parent unit. The skirmish figure does not add dice to the battle power of the unit, but adds one hex to the range of fire of the unit:



The red infantry unit fires at the blue unit (no skirmisher deployed): range is 4 hexes = 2 dice with 8 to hit.



The red unit fires at the blue unit with its skirmisher deployed: range is 3 hexes = 2 dice with 7 to hit.

When a French infantry, British infantry and elite infantry of other nations is fired upon with its skirmish figure deployed, the skirmish figure may be picked as a casualty (kill) by the opponent if he obtains an automatic kill of 5 or 6:

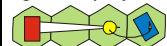


or



If not deployed, the skirmisher may be singled out in the same way once the unit's strength falls below 5 figures.

When a player activates a unit and announces he is going to **engage in close combat** with an enemy unit with its skirmish figure deployed, the **skirmish figure must fall back** to its parent unit prior to the attacking player moving.



The red cavalry unit attacks the blue infantry in close combat: the yellow skirmisher must join its (blue) parent unit.

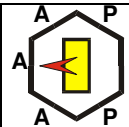
Skirmish figures do not have a ZOC.



The red cavalry unit attacks the top blue infantry in close combat: the yellow skirmisher of the bottom blue unit cannot stop the red cavalry in its ZOC, nor must it join its (blue) parent unit, since this is not under attack.

In case the skirmish figure is the last remaining one of its unit, it is replaced by a standard infantry figure.

### Fronts.



All units have an active (A) and a passive (B) front.

Units may only battle on their active front square flats. An infantry unit attacking an enemy unit on its passive front in close combat may cast one additional die, cavalry two.

Units must end their move with their front facing one of the hex sides of their active front at the beginning of the move and are thus automatically allowed to make a change of facing of 60°. Units are allowed to change facing at the end of their move.

Changing from active front to passive front (except "route" and commanders alone in a hex) is regarded as (part of) a move and equivalent to moving one hex. Units are allowed to change front at the end of their move.

### Retreats.

Units may only (be forced to) retreat if strength falls below:

#### INFANTRY

Elite: 4  
Line/light: 6  
Recruits/Landwehr: 7



#### CAVALRY

Elite: 3  
Line: 4

#### ARTILLERY:

Elite: 2  
Line: 2

Units in the same hex as a general may deduct 1 further from the above numbers (except artillery).

**Forced retreat:** With every  or  result, the attacker has the option to reserve this die to let the target unit make a "force retreat" of one hex per such result, in so far the unit strength has fallen to morale test level and as in so far as no






is cast with the same  die.



is cast with the same  die.

In case the unit is forced to fall back only one hex, this is called a "**forced retreat**" and the unit stops facing the enemy. In case the unit is forced to fall back more than one hex, this is called a "**route**" and the unit stops facing away from the enemy.



**Voluntary retreat:** With every  or  result, the defender has the option to use this die (after battle has been resolved) to let the target unit make a "voluntary retreat" of one hex per such result, disregarding the  if he wants to, with a maximum of the unit's full move + one hex.

When retreating, terrain effects are ignored by the unit concerned.