

# *Pro Patria!*

*Rules for Wargaming in the Age of Napoleon*

*by*  
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## 1. INTRODUCTION

These rules have evolved from the WRG rules 1685-1845 (1978) by Phillip Barker and the Élan Napoleonic rules (2002) by Phillip Jones. I would like to acknowledge both, while stating it was from those experiences I wanted to design something original. As with all rules there is a balance between attempting to achieve historical accuracy and developing a simple but fun game. *Pro Patria!* may not meet the historical accuracy required by some people nor the simplicity of play for some gamers, but I do hope you enjoy using these rules for what they are rather than what they aren't.

As with all wargaming rules, *Pro Patria!* is a collaborative effort and could not have been completed without the significant assistance of a number of people, both in developing Élan and *Pro Patria!*. Accordingly, I would like to express my appreciation for the efforts of the following people over a number of years. All contributions have been warmly appreciated and if I have failed to mention anybody I do humbly apologise. So thank you to Gary Adams, David Angelosante, Bruce Atkinson, Mark Bacon, George Banic, Tomas Ciolek, Steve Daniels, Cory Davis, Dallas Gavan, Andrew Geraghty, Robert Horton, Simon Hughes, Mark Hume, Phillip Jones, Tony Lees, Greg McPherson, Michael Mills, Dennis Misso, Paul Naveau, Mark Newman, Arnaud Ng, David Osbourne, Doug Parrish, Damien Phillips, John Rowley, Brad Smith, Graeme Thorburn, Ian Turton, Andrew Rouen, Peter Willet, David Williams and Matt Williams for all your efforts large and small.

My particular appreciation also goes to Andrew Geraghty for his work in editing the rules and to Michael Mills for his sterling website

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## 2. FURTHER INFORMATION

For further information visit the Canister & Grape Wargamers on the web at

<http://home.exetel.com.au/millsy/canister>

Information available in (Adobe Acrobat PDF format) includes:

- A full copy of these rules
- Reference sheets
- Army lists
- Sample orders of battle

## 3. THE BASICS

### 3.1. Scales

*Pro Patria!* is a set of rules for 15mm and 25/28mm wargaming. Cavalry and Infantry in *Pro Patria!* are represented at a ratio of one figure equals 50 men. Artillery, Engineers and Staff are represented at a ratio of one figure equals 10 men. A single Artillery gun model represents two actual guns (a battery). A single limber with horse teams represents the combined limbers for an Artillery battery. A figure scale of 1 to 25 is recommended for the American War of Independence gaming. The ground scale is 1millimetre equals 1 yard.

### 3.2. Terminology:

“1d6” means “one six-sided dice”.

### 3.3. GETTING STARTED

- Meet your opponent general and agree the terrain and its effects while laying it out.
- For a ‘random match’, one general could set the terrain, then both would agree terrain effects, then the general who did *not* set up gets to choose which side they starts from.
- Agree the wind direction. Mark this with some cardboard marked with a large arrow.
- Prepare your Order of Battle (Orbat). It is useful to have a clearly written or typed Orbat so your opponent could, if desired, double check your Orbat calculations.
- Prepare your plan and sketch your deployment.
- Deploy, then start. If there is no defined ‘attacker’, roll to see who moves first.

### **3.4. Disputed matters**

It is always better to resolve a dispute quickly than argue. Rules can't cover every situation, so that's where a little common sense pays dividends. Roll 1d6 should resolve situations where players cannot agree on an issue. On a roll of 1-3 the matter is decided as Player A wishes and 4-6 it is as Player B wishes.

### **3.5. Equipment**

Aside from the figures and various terrain pieces, players will require:

- A minimum of four 6 sided dice (d6) with one dice different in colour to the rest;
- Metric measuring tool, a 3m measuring tape is good;
- Balls of cotton wool;
- An angle card with lines marking 22 ½°; and
- Notepad and writing implements.

### **3.6. Playing area**

For most games you will need a 1.8 metre by 1.2 metre (or 6' x 4' in the old scale) playing area. This will accommodate an average 400-1200 point game comfortably.

## 4. BASING

Figures are fixed onto bases (also called ‘stands’). Re-basing your figures to play Pro Patria! isn’t needed if they are already based according to other common rule systems. **However** all opposing forces should use the *same* basing system. When basing a unit, ensure some stands in each unit have individual figures (one figure on one base) to remove single or pairs of figures as casualties during play.

Each unit must have a command stand. The command stand will generally have an Officer, Standard, and Musician figures on it but in any event should be easily identified. The command stand determines which way the unit is facing and all moves are in reference to it.

The author has his infantry units on two figure bases so they are physically easy to move when in column formation and for ‘looks’.

### 4.1. Recommended basing

Troop Type	Width x Depth for 25/28mm	Width x Depth for 15mm
Mounted General (1 figure)	40mm x 40mm	25mm x 30mm
Engineer (1 figure)	20mm x 40mm	15mm x 30mm
Regular Cavalry (3 figures)	60mm x 40mm	40mm x 30mm
Regular Cavalry (2 figures)	40mm x 40mm	40mm x 30mm
Regular Cavalry (1 figure)	20mm x 40mm	15mm x 30mm
Irregular Cavalry (2 figures)	60mm x 40mm	40mm x 30mm
Infantry (4 figures)	60mm x 20mm	40mm x 15mm
Infantry (2 figures)	30mm x 20mm	20mm x 15mm
Infantry (1 figure)	15mm x 20mm	10mm x 15mm
Irregular Infantry (2 figures)	30mm x 20mm	20mm x 15mm
Regular Light Infantry / Skirmishers (2 figures)	30mm x 20mm	20mm x 15mm
Artillery (1 gun)	40mm x 60mm	25mm x 30mm
Artillery Limber (2 pairs of horses and 2 drivers)	40mm x 120mm	25mm x 75mm
Wagon or Similar	40mm x 120mm	25mm x 75mm

## 5. FIGURE POINT VALUES

Figure point values ensure each side has an equal point value. Players 'buy' figures by spending points from an agreed total. An average sized game is around 400-1200 points. Point cost per figure reflect both the quality of the troops and the relative historical proportion of unit types in the army.

### 5.1. Staff / Personalities

Figure	Cost
Commanding General (representing the player)	Free
Division General	30
Brigade General	30
Engineer officer, plus 6 pioneers and 1 pontoon bridge and wagon	30

### 5.2. Guns/Howitzers and Miscellaneous per model

Figure	Cost
Light Gun 1-4 pounder – minimum 2 crew (and if battalion gun)	15 (10)
Light-Medium 6 pounder – minimum 3 crew (and if battalion gun)	20 (15)
Medium 8-9 pounder – minimum 3 crew	30
Heavy 12 pounder – minimum 4 Crew	40
Siege 18+ pounder – minimum 5 Crew	50
Limbers, Horses and Civilian Train – 6 horses for Horse Artillery (one limber team per battery, must be placed on the board)	Free
Pontoons (per 50mm)	10
Earth works or field defences per 100mm	10

### 5.3. Basic Point Value per figure

Class	Infantry	Cavalry / Mounted
Class 1	1	4
Class 2	2	6
Class 3	3	8
Class 4	4	10
Class 5	5	12

## 5.4. Point Modifiers to Class Rating per figure

Add the following modifiers to the cost of each figure in each unit so equipped or specified:

Modified	Cost / Fig
If regular light infantry i.e. can skirmish and form regular lines or columns	+1
If light cavalry armed with a lance	+1
If rifle armed	+2
If foot gun artillery crew <i>includes crew for battalion guns</i>	+3
If cuirassier	+2
If horse artillery crew	+10

## 6. CREATING ORDERS OF BATTLE

An Order of Battle is a complete list of the forces of one player. Its point value total must not exceed the agreed Figure Point Value for the battle. When devising an Order of Battle, players must give units one of the five Class Ratings. These class ratings grade the various units and reflect their different levels of training, experience and morale. All figures in one unit must have the same class rating although you may have different class units within the same Brigades and Divisions. A 2/3/4 on the army lists indicates you may choose the class of the unit from one of these ratings, and pay the figure point value outlined above.

### 6.1. Unit Size

A unit 12 figures strong represents a fairly standard battalion of line infantry in the period, of some 600 men. Cavalry are generally in units 6 to 12 figures strong and based as either regular or irregular units. Mount artillery on bases to enable accurate measuring when determining angles of fire.

To work out the points of a unit you multiply the number of figures in the unit by their class value plus any required modifiers. So, for a rifle armed 8 figure Class 3 Regular light infantry unit, such as Austrian Grenzers, the point cost is: 8 (the number of figures) x 6 (Class 3 rating + 2 rifle armed +1 regular light infantry per figure) = 48 points.

## 7. CLASS RATINGS

### 7.1. Class 1 Freikorp and Garrison Troops

These troops are mainly conscripted or pressed into service, and are often poorly motivated, ill equipped and poorly trained. They are considered disordered in battle and formation changes are slower. Irregular Class 1 troops are levied peasants that are poorly equipped, led or motivated.

### **7.2. Class 2 Standard Line**

These units are trained to a basic efficiency and adequately led. They form the bulk of regular troops in most armies, including a proportion of conscripted troops basically trained and led by a cadre of experienced officers and non commissioned officers. This class also includes well-motivated and experienced Freikorp.

### **7.3. Class 3 Veteran or well drilled Troops**

These are troops who are combat veterans or very well trained troops led by professional officers.

### **7.4. Class 4 Elite Troops**

Troops in this class are highly trained and motivated, disciplined and generally experienced. Class 4 Infantry may re-roll a 1d6 when they are firing a volley in Line formation and have more than 8 figures firing at the same target.

Example: an 8-figure unit fires at a target. It rolls 2d6 and misses twice. The player can re-roll *one* of these dice.

### **7.5. Class 5 Crack Veteran Troops**

Troops in this class are well led, confident, capable, highly disciplined and combine combat experience with a high degree of training and morale. Class 5 Infantry may re-roll 1d6 when they are firing a volley in line formation and with more than 8 figures firing at the same target. See the firing example above.

## **8. INFANTRY UNITS**

### **8.1. Line Infantry**

Line infantry fights in close order formations, "shoulder to shoulder". Maintaining close order in their ranks is important for their steadiness and effectiveness of their volleys.

### **8.2. Light Infantry**

Light Infantry troops are trained to fight in open order (spread out) as skirmishers and some infantry may also be trained to fight in close order as line infantry. They are adept at fighting and moving in woods and urban areas and are generally used for harassing fire on the flanks of the main area of the battle. They will usually have the ability to evade formed infantry but are very vulnerable to cavalry.

### **8.3. Irregular Infantry**

Irregular troops typically fought as individuals armed with a variety of weapons and were not trained in close order formations like regular infantry. They will move either in line or skirmish order or column but cannot form squares. Irregular Skirmishing Infantry is able to evade if charged.

## **8.4. Irregular Charging Infantry**

The same characteristics apply for Irregular Charging Infantry as for standard Irregular Infantry with the additional bonuses for charging. Irregular infantry in skirmish order are able to evade if charged.

# **9. CAVALRY UNITS**

## **9.1. Light Cavalry**

Light Cavalry was used principally for scouting, harassing duties and reserved for a pursuit of a beaten enemy, but was also used on the battlefield as battle cavalry. A Light Cavalry unit can deploy as skirmishers or may dismount and deploy as skirmishing infantry.

Some light cavalry were armed with a lance as well as a sword and firearms. The long reach of a lance confers a benefit on a charge but not in subsequent rounds of melee. Lancers can be deployed as skirmishers.

## **9.2. Heavy Cavalry**

Heavy Cavalry units are battle cavalry without any armour for protection. They were armed with a sabre and pistols or carbines. They include Dragoons, Carabiniers and Garde du Corp Regiments.

## **9.3. Cuirassiers**

Cuirassiers are Heavy Cavalry who wore armoured breastplates and often a back-plate. They relied on weight and momentum in a charge to break an enemy and they moved slower than other cavalry. For simplicity, no differentiation is made between units with only a breastplate and those with both front and back plates in these rules.

## **9.4. Irregular Skirmishing Cavalry**

This includes troops such as Cossacks, Bashkirs and some Freikorps Cavalry. They fought as individuals rather than as units and as such were not considered battle cavalry. No deductions are made for formation or direction changes. Irregular Cavalry cannot charge regular Heavy Cavalry or Cuirassiers unless from the flanks or rear nor can they charge infantry in square.

## **9.5. Dismounted Cavalry**

Some Cavalry units may dismount and fight as skirmishers or form regular units, for example, Dragoons. For every four figures that dismount, one figure must remain behind to hold the horses. The horse holders are left on the table to represent where the horses are being held. If an enemy unit contacts the horse holders, the horse holders are removed from play and the cavalry cannot remount, although the dismounted cavalry will continue to fight as skirmishing infantry.

## 10. ARTILLERY

### 10.1. Foot Artillery

Artillery units may be limbered, and represented by a model with a single horse team and gun, or deployed in line with all gun models in a line and the limber behind. A limbered battery is a dense target and a deployed battery is a line target. Limbered artillery is classified as a dense target and unlimbered or deployed artillery is classified as a line target for the purposes of being shot at. Artillery crew figures are placed at the rear of the gun model when deployed, or in front of the gun when limbered. Horse teams and crew always act as one unit when the artillery is limbered. Each battery requires one Horse team and Limber Base, which consists of four horses, two drivers and a limber on a single base. A battery cannot shoot at more than one target in a turn, unless multiple units are charging it.

Guns models that are contacted by enemy troops and their crew are no longer present, are considered destroyed and removed from play. For every two casualties on the artillery horse and limber teams, the movement available to the battery is reduced to half its normal move distance. If all horses are destroyed then the guns may not be moved unless they are light enough to be manhandled. Manhandled guns need a minimum of two figures to move them.

### 10.2. Battalion Guns

Battalion guns must be used as follows:

- A battalion gun's artillery crew must be the same class as the parent battalion.
- A battalion gun must be in contact with its parent battalion.
- Battalion guns must shoot at same target as the parent battalion, which must be in line.
- Battalion guns require no limbers but need a minimum crew of one in order to move and fire, infantry being assumed to help. Battalion guns do not impede the movement of the parent battalion and follow the rear of marching battalions.
- A moving battalion gun can only shoot *directly* to its front (i.e. no firing arc). A stationary gun has a normal firing arc (i.e. 22.5°).
- A manhandled battalion gun may adjust its direction to a maximum of 45° before firing.
- If no crew remain then the gun is removed and counts as eliminated.
- Battalion guns may not counter battery fire or fire at long range.
- Battalion guns are treated as a separate target for fire combat purposes.
- If the parent battalion routs, the gun is abandoned and lost with the crew also routing.
- Only the first hit on the battalion gun counts as a hit on the parent battalion for reaction test purposes.
- Factors for fighting with or against battalion guns in Close Assault are ignored and the battalion gun will react as the parent battalion does.

### 10.3. Rockets and Shrapnel

British players may take up to one rocket model in an army up to 1500 points and up to three rockets models for armies over 1500 points. British guns may fire shrapnel, which will result in them having the same characteristics as howitzers however it will only be out to the maximum range of the gun type eg a light medium gun may only fire shrapnel shot out to a maximum range of 800mm (480mm for 15mm gaming). Players should inform their opponents that their guns will fire shrapnel prior to making the die rolls.

## **10.4. Horse Artillery**

Horse Artillery can shoot and limber and move or they can move and deploy (but not fire) in the Movement Phase. Limbered Horse artillery may evade with their guns if charged as long as they are not contacted during the 1st impulse move. A Horse artillery battery limber team will have 6 horse models, up to three riders and a limber. If a Horse battery suffers two limber casualties, or is reduced to four horses, it may only move as limbered foot artillery.

## **11. ENGINEERS AND PIONEERS**

Engineers were specially trained technical officers and their troops were called pioneers. Normally these officers joined armies when fortifications were being built or assaulted. They made field defences and temporary bridging. Engineers can assist when assaulting an urban area, or to demolish a bridge or obstacles.

Engineers and their attached Pioneers can try to destroy bridges. They need three movement phases with no other activity to demolish wooden bridges (six phases for stone bridges). During the 3rd or 6th turn, 1d6 is rolled with 5 or 6 destroying a 30mm (20mm for 15mm gaming) span of the bridge. Only one attempt may be made to destroy a bridge. To remove an obstacle, such as a roadblock, an Engineer and two Pioneer figures can remove a 30mm (20mm for 15mm gaming) wide obstacle per Movement Phase with no other activity (no movement, firing or formation change).

## **12. FORMATIONS**

### **12.1. Columns**

Infantry units can form march, manoeuvre and assault columns. No such distinction is made for cavalry or artillery columns. A manoeuvre or assault column is 4 infantry figures wide and is used for manoeuvring around obstacles or to assault urban areas or fortifications. A March column is 2 infantry figures wide and is used to may make forced marches.

### **12.2. Lines**

A single rank of figures shoulder-to-shoulder, with the command figures in the centre. Lines can be bent to form angles. Line Battalions (Class 3+) can have half their unit fire to the rear.

### **12.3. Squares**

Infantry defended itself from cavalry in this period by forming square. Infantry form square with as equal a number of infantry figures as possible on four sides facing outward. Only regular line infantry may form squares and must have a minimum of four figures to do so. Refer to the Small Arms Chart for the square fire table. Squares cannot charge, nor shoot and move in the same turn. Squares formed in woods or urban areas are disordered. A square can contain and protect the same number of Artillery figures or staff figures that it has.

Players may combine units into multi unit squares or deploy their infantry lines touching each other to effectively become de facto squares. Individual units in these multi unit squares and undergoing Close Assault with cavalry units get the benefits of being in square. Units in multi unit squares that suffer shooting casualties will, however, make morale tests based on their individual class rating.

## **12.4. Skirmish Screens**

Skirmish screens are formed with a single rank of figures with a 30mm (20mm for 15mm gaming) wide gap between them. A unit that is in a skirmish line creates a screen the width of its parent unit. A single skirmishing stand creates a screen either side of its width.

A skirmish screen does not prevent artillery fire hitting troops behind it, but any hits must first be on the screen providing dispersed targets can be hit at that range. If there are more hits on the skirmish screen than there are skirmish figures, the excess hits may be taken on units behind if they are within bounce through range. Skirmishing units can be hit by bombardment, if that optional rule is being used, although only 1d6 is rolled for the whole unit.

If skirmishing troops are charged by formed enemy units they may evade or rout into difficult terrain, woods or urban areas. Skirmish screens prevent all small arms from firing directly onto any troops behind them. Skirmishers cannot charge into contact with formed units. They can only charge and perform Close Assaults on routing units, other skirmishers and artillery troops. Friendly units can pass through a screen without any penalty (including charging through them). Units in skirmish order are considered a dispersed target if shot at. Skirmish figures can fire in a 180° direction and may specifically target enemy Staff or Engineers.

Some units, such as British Infantry regiments in the American War of Independence, may have a light infantry company as part of the unit. These figures may skirmish and create a screen for the rest of the unit behind it but once destroyed these light infantry figures can not be replaced.

## **12.5. Ad Hoc Units**

Ad hoc units, such as combined Grenadiers or Light Infantry units, may be formed but must do so before the game starts and providing the appropriate unit points are paid.

# **13. TARGET DEFINITIONS**

Units under fire are classified using a number of different definitions depending on their formation or any cover they have. These definitions also determine the column used on the shooting tables.

## **13.1. Dispersed**

Staff and units skirmishing are classified as dispersed targets.

## **13.2. Line**

Infantry and cavalry units in line formation and deployed artillery batteries are line targets.

## **13.3. Dense**

Infantry in March or Manoeuvre columns, cavalry in column and limbered artillery units are classified as dense targets.

## **13.4. Fast**

Charging cavalry that move over 200mm (120mm for 15mm gaming) to make a charge, this includes both 1st and 2nd Impulse moves, are classified as fast targets.

### 13.5. Light Cover

Units in light woods, light urban areas or behind hedges or low walls are classified as being in light cover. Light urban areas are usually timber structures such as houses and mills.

### 13.6. Heavy Cover

Units in heavy woods, heavy urban areas, behind fortifications or thick stone walls are classified as being in heavy cover. Heavy urban areas usually feature stone, such as stone walls, castles or large farms with continuous walls (such as Hougomont or La Haye Sainte at Waterloo). Players should agree on what terrain features are light or heavy cover before starting.

## 14. STAFF

Staff figures are not considered formed troops and therefore have no flanks or rear. They are considered dispersed targets when shot at, unless attached to a unit. Before starting a game and after the battlefield and any objectives have been set, each player must determine their staff quality.

### 14.1. Staff Quality

To determine staff quality roll 1d6 for each General using the table below. Note the General figure representing the player is **not diced for** and is considered **Capable**. Players can opt to determine the quality of the generals based on national characteristics using the table in the optional rules section.

All Generals	Inept	Capable	Exceptional
General	1, 2	3, 4, 5	6

Sadly, my friends, it was alas more common to find inept generals than exceptional ones!

### 14.2. The Effects of Staff

All units must come under a General's command unless they are independent units. Every General has a command radius of 400mm (250mm for 15mm gaming). A unit does not have to see their General to be under command. A more senior general (for example, the Division commander near one of its Brigade units) may be used for morale tests if the senior general is within 400mm (250mm for 15mm gaming) of the testing unit. The testing unit can also choose to use a Division or Army commander if within command range.

Generals who attach to a unit no longer exert command and control over any *other* unit while attached. Attaching to a unit requires base to base contact. Units cannot transfer from one General to another during a game. A Cavalry General cannot command or exert influence Infantry units and vice versa. Units that lose their formation commander will act as the player wishes but are 'out of command' until the General is replaced.

### 14.3. Replacing Generals who are Killed or Wounded

A General that is wounded loses command for a specific number of turns (see the Casualties to Staff Table) counted from the phase of his wounding. To replace the wounded or dead General of a Brigade or Division formation, the General representing the player must be within 400mm (250mm for 15mm gaming) of the formation. After 1 turn a field promotion may take place with the new general's quality determined by the roll of 1d6. On a roll of 1, 2 or 3 the new General is Inept and on a roll of 4, 5 or 6 the new General is Capable.

### 14.4. Attaching Staff to units

Occasionally, to gain benefits in some morale tests, players can attach a General to a unit. 'Attached' means the general figure must touch some part of the unit. Attached staff figure cannot exert influence on the rest of their command. Eg A Brigade General who is attached to a particular battalion renders remaining units in the Brigade 'out of command'. When the unit suffers any casualties the *opponent* must roll 1d6 to determine (a 6 = hit) if the attached General is also hit. Roll for the effect on the Casualties and Damage to Artillery/Staff/Engineer table. A hit on the General is **not** a 'second hit' on the unit for morale purposes.

### 14.5. Capturing Staff

Unattached Staff that fail to evade and which enemy units contact are captured. The remaining units in the formation are out of command until the general is replaced. The losing Brigade or Division formation can try to replace a lost General in the following turn. A captured General is counted as a *loss* when calculating the points at the end of the game.

## 15. TERRAIN

Represent terrain with models on a 'what you see is what you get' principle. When preparing a game, players mutually agree on terrain placement, its type and any special characteristics. Define all terrain to each Player before they deploy. The terrain models should reflect the terrain type as best as possible to avoid confusion (eg a low slope should not represent a steep slope). *Optional: for some terrain types it might be handy to use a set of coloured map pins to define the terrain agreement at start which might be forgotten later.*

### 15.1. Hills

Hills have either *steep* or *gentle* slopes and either *easy* or *difficult* terrain. There are generally two crest lines on a hill, one centrally along the 'spine' of the hill and the other across its widest point. When units are within 25mm (15mm for 15mm gaming) of a crest line, the player moving them must tell his opponent if they are behind (not visible) or over the crest line (visible). Units can see over the crest of the hill as long as they are within 25mm (15mm for 15mm gaming) of the crest.

### 15.2. Roads

Units in column receive a movement bonus. Units on roads in urban areas do not have the benefits of cover.

### 15.3. Rivers and Streams

A river is a waterway greater than 60mm wide (40mm for 15mm gaming) and a stream is equal or less than 60mm. Players must decide which direction a river is flowing if using boats.

Units, whose initial compulsory rout has taken them into a river, drown, or must surrender or disperse if not at a ford. The unit is removed from play.

### 15.4. Bridges and Fords

A ford is where a road crosses a river/stream and no bridge exists, or it can be an unmarked ford. A ford will be 60mm wide (40mm for 15mm gaming) and is passable to all troops although it will reduce movement. A stream is always fordable at any point. Units may discover a ford in a river by rolling a 6 when they come into contact with the riverbank. Units can test for fords in a river every 300mm. Units must be in column to cross a ford. Players should specify the locations of known fords when setting up terrain.

### 15.5. Pontoon Bridges

Pontoon Bridges were specialised equipment, typically kept as part of the Army's supply train under the command of Engineer Officers. A pontoon bridge takes six Movement Phases to deploy and requires an Engineer, four Pioneers and four other foot figures to construct per 60mm wide and 100mm (40mm x 60mm for 15mm gaming) long span.

### 15.6. Swamps and marshes

Swamps are impassable to all but infantry and dismounted cavalry units, leading their mounts at foot speed. Swamps reduce movement and units are disordered until they rally beyond the swamp.

### 15.7. Urban Areas

Urban areas (either *light* or *heavy*) reflect the structures inside. Areas of mostly stone buildings are *heavy* urban areas and those with mostly wooden buildings are *light*. Mark the footprint of the urban area with suitable terrain (eg grey cardboard with some building on it). Walls, doors and windows on the models are meaningless unless the players agree otherwise. The same village can have sections of heavy and light urban areas but they must be easily distinguished.

Damage to urban areas does not degrade the cover provided. Hence a heavy damaged heavy urban area will always provide heavy covers to units in it.

If a unit is partially on an urban area, it is disordered until it moves out of the area. Units in urban areas are deployed either in Column, lines or in a skirmish screen and are deemed to occupy exactly the location they are placed. Although units may be attacked in the rear or flanks they will always benefit from the cover they are in. Hence a battalion in line in heavy cover which is charged in the rear will have negative factors for being charged in the rear *but* will benefit from defending heavy cover.

Players can place as many units in the urban area as will fit. Units in urban areas will have their movement reduced. Urban areas block visibility although units on the crest of a High Hill can see troops 200mm (120mm for 15mm gaming) beyond the far edge of the urban area unless the urban area is also on a hill.

### **15.8. Woods**

Represent woods with clearly marked terrain and ensure players define them as *light* or *heavy* before starting. Otherwise, when a unit comes within 60mm (40mm for 15mm gaming) of a wood the moving player can roll for the wood type (1,2,3, *light* or 4,5,6 *heavy*). All units may pass through light woods, but only units on foot, including dismounted cavalry, can pass through heavy woods, unless on a road. Units in woods are disordered. Woods block visibility but units on the crest of a High Hill can see troops 200mm (120mm for 15mm gaming) beyond the far edge of the wood unless the wood is also on a hill. Units may charge out of light woods but are disordered as they do.

### **15.9. Fires in urban areas and woods**

Rolling an **F** on the Artillery Shooting Chart sets urban areas and woods on fire as can any two figures within the area (on a roll of a 6 on a 1d6) during the Shooting Phase. An **F** result does not cause any casualties to units in the area.

Any troops in an area on fire must leave the area in three turns or are lost from play and removed. Fires spread in the direction that the wind is blowing at a rate of 60mm (40mm for 15mm gaming) in the Movement Phase. Use cotton wool to denote the spreading fire.

### **15.10. Obstacles Walls and Fortifications**

Walls, fences, hedges, fortifications, earthworks, artillery emplacements and wooden obstructions are all obstacles to movement and for cover purposes and should be placed and defined as *heavy* or *light* before starting. Players wanting field fortifications must buy an Engineer officer. Units crossing these obstacles are considered disordered. Units defending these obstacles will, however, not be disordered unless they have crossed or passed through terrain in order to defend it. Wooden obstacles/walls may catch fire using the same rules for setting fires in urban areas and woods.

### **15.11. Firing at units in cover**

If a unit is within 25mm (15mm for 15mm) and behind terrain classified as *heavy* or *light* cover, eg a wall or hedge, then it will be classified as a target in heavy or light cover during shooting.

### **15.12. Wind**

Determine wind direction before play. This determines where smoke drifts and fires spread. Determine the direction either by a die roll, or using a clock face, or special direction or scatter die. Place a marker to show the wind direction.

## **16. DEPLOYMENT**

Set up the table terrain by mutual agreement, unless playing a specified scenario. To determine which side of a non-specific scenario to play, roll a 1d6.

### **16.1. Who deploys first?**

Players should quickly sketch a map of the terrain and mark where individual units will deploy. Once the map is complete, show your opponent for verification. Alternatively, roll 1d6 to determine who sets up first. The player with the lowest score sets up one brigade in the deployment zone. The player who scored highest (“has the initiative”) then places a brigade in his deployment zone. This continues until all brigades are deployed. Units should be deployed in order of cavalry, artillery, then infantry in their brigade formation. Brigades kept off table need not be declared until the turn before deploying on the table.

### **16.2. Deployment zones or areas**

Using a standard 120cm x 180cm table, the deployment zone is the width of the player’s baseline and up to 45cm. You don’t need to “cover” the whole area with deployed troops. Any troops which are part of a deployed unit but won’t physically fit on table can, by agreement, be held off table (as if they were in column behind the forward units) but the deployment map should clearly show where they are. Players should agree how deployment zones are determined before deploying units on the table.

### **16.3. Visibility**

Maximum visibility is 1200mm (720mm for 15mm gaming). Visibility is measured by line of sight from a figure of a unit to another figure in another unit. Units have a 180° field of vision. Mounted units and staff can see and be seen over foot troops on the same or lower elevation. Skirmish screens do not block Visibility and a unit’s Skirmishers can see for the whole unit. Formed units are visible at 100mm (60mm for 15mm gaming). In heavy urban areas and woods and at 150mm (90mm for 15mm gaming) in light urban areas and woods. Skirmishers in urban areas and woods are visible at 50mm (30mm for 15mm gaming).

### **16.4. Hidden Units**

Some units may be hidden on the tabletop to provide surprises and add some spice to the battles. Hidden units may be in or behind woods, urban areas, walls or crest lines of hills. As the battle develops troops are placed on the table when they shoot or become visible to enemy units. Record and map any troops using hidden deployments before starting the game. Recording the exact location, formation and facing of the hidden unit helps the opposing player check its details are correct when the unit is deployed. Hidden units may not make formation changes or move until the unit is placed on the table.

## 16.5. Off-Board Units

Players may keep up to a third of their total army points in reserve off the table. These must be brigade level formations. These off-board units may attempting a flanking manoeuvre or act as reserves. The player must notify their opponent in the Morale Phase of the turn that they will be bringing on off-board troops that turn. Normally this notification will be that you will 'see dust' on that table edge. Failure to notify your opponent will mean that the units off table cannot arrive.

Place the lead stand of the lead column of the brigade on the table to indicate its position. The brigade formation may move fully onto the table in the Movement Phase. Any units making off-board movements must be placed outside 650mm (400mm for 15mm gaming) of visible, *but not routing*, enemy units. If enemy unit locations therefore prevent the arrival of flanking units, those units arrive on the owning player's table edge and generally behind their own troops.

## 17. PHASES OF PLAY

Pro Patria! is divided into turns, with each turn having a number of phases. The player with the initiative will go first in each of the phases unless they are simultaneous phases. The Phases are:

- Initiative Phase
- Morale Phase\*
- Shooting Phase
- Movement Phase\*
- Close Assault Phase

*Note* in Pro Patria! movement may occur in both the Morale and Movement Phases. Movement is broken into two – Impulse Moves and Normal Movement. The 1st Impulse move follows a successful charge declaration in the Morale Phase, the 2nd in the Movement Phase prior to Normal Movement.

### 17.1. INITIATIVE PHASE

Before starting each turn, both players roll 1d6 to determine who has the initiative for that turn. Draws are re-rolled. The player who has the initiative will go first in all separate phases *except* the simultaneous phases.

### 17.2. MORALE PHASE

The morale phase features charges and rallying from routing. Each unit *charging, being charged or routing* tests morale (in the order and subject to the conditions on the reference sheets). The initiative player goes first, followed by the non-initiative player. It is in this phase that units can restore order to the ranks ('rally') after being disordered or shaken in the previous turn.

Players test for *making charges, being charged, casualties from shooting, charging home* and *rally* by adding the various factors on the morale tests table and rolling 1d6 to determine the result. If the die roll is higher than the total factors then the unit passes the test and does what the test results table indicates. Units not in good order *must* try to rally at the first opportunity.

#### 17.2.1. Off-Board Units

The deployment of off-board units must be declared in the Morale Phase if they are to make their appearance in the Movement Phase of the same turn.

**17.2.2. The Declared Charge**

The initiative player declare charges, starting from one side of the table and proceeding left to right (or vice versa) until he has nominated every unit in his army that will charge. This is announced in the Morale Phase. The non-initiative player can use the same procedure to declare all his charges. Once all charges are declared, the players use the To Charge table to determine whether the declared unit charges. Only one test is required for each declaration even if multiple units are involved, for example a Brigade charge. If a unit does not pass its To Charge Test it cannot move closer towards enemy units.

After each successful To Charge Test, the player moves the charging unit toward its target in what is called the 1st Impulse. After all the 1st Impulse moves are made all the units being charged must make Being Charged Tests and react accordingly.

**17.2.3. The 1st Impulse Move**

The 1st Impulse allows the charging unit to wheel or change formation and advance to a point that is over a quarter but up to halfway to the target unit. If a unit is charging at an enemy within 50mm for infantry or within 150mm for cavalry (30mm and 90mm respectively for 15mm gaming) and the charging unit does not change formation the target unit is caught and may not change formation or evade nor is it required to conduct a being charged test.

**17.2.4. Infantry and Artillery**

Infantry and irregular units can only attempt to charge once a turn. Infantry cannot charge mounted troops. Artillery cannot charge.

**17.2.5. Shooting and Charging**

A unit that successfully makes a declared charge cannot shoot in the Shooting Phase; however, they may shoot and then make an opportunity charge in the Movement Phase. A unit which fails to charge can nevertheless shoot.

**17.2.6. Squadron Charges**

Regular cavalry units may make separate 'squadron charges' of a minimum of one 3 figure stand with the remainder of the unit making a second or opportunity charge in the Movement Phase. The remainder of the unit may only charge into the same Close Assault melee as the other figures in the same unit.

**17.2.7. Charging Through Skirmish Screens**

Units may charge through skirmish screens if they declare a charge on a unit beyond the skirmishers. The chargers move first, then the skirmishers. The skirmish screen acts as a whole, so if one stand has to evade, then all the stands do. Any enemy skirmishing units within the charging unit's 1st Impulse movement are automatically routed. Skirmishing stands that rout cannot shoot later that turn.

Skirmish screens must evade charging formed units if they can. If the skirmish screen is within a charging unit's 1st Impulse movement in the open (i.e. not in woods or an urban area) then the skirmishing unit automatically routs directly away from the charging unit. Skirmishing infantry contacted by cavalry in the open suffer an automatic major defeat as the combat result.

### **17.2.8. Disordered and Shaken Units**

Units will be in good order, disordered or shaken as a result of a variety of factors that reflect their morale and/or steadiness. Units will be disordered if in urban areas, woods, fords, swamps and difficult ground or if they have made two forced march moves. Other examples include after failing a morale test and routing or pursuing. Units that are shaken will remain so until they make a successful rally test in the morale phase. A unit will automatically recover from disorder if it makes no other actions, i.e. moves or shoots or changes formation, for one turn.

Disordered and shaken units should have a marker placed next to them indicating their status. These markers may be written tabs or blue markers for disordered and red markers for shaken.

### **17.2.9. Halted Units**

Units halted after failing a reaction to shooting test cannot make any further movement toward enemy units but may move away or change formation as long as they move no closer to the enemy. The halted unit may move normally in the following turn if it passes subsequent morale tests.

### **17.2.10. Rallying**

Units that are routing or pursuing may attempt to rally. If the rally test is passed, the unit making the test may halt and rally in line or column formation facing in the opposite direction to its rout movements. Unless the Generals themselves are routing they can try to rally units will still retain command of their formations.

## **17.3. SHOOTING PHASE**

Firing is simultaneous in Pro Patria!. The player with initiative rolls first. All units fire using the number of figures with which they *started* the phase. Casualties are applied at the end of the Phase. For each H on the shooting charts, remove a figure from the target unit. Casualties represent men wounded, killed or running away. Command figures are the last removed from play.

After resolving the number of casualties on each unit all units must make their morale responses on the Morale or Casualties from Shooting or Charge home with Enemy Test. Units must fire at the nearest visible eligible enemy unit. Artillery is the exception to this rule as it may fire at any eligible unit. Shooting units and artillery have 22½° firing arcs taken from the front corner of the stand. Skirmishers have 180° firing arcs.

Players roll as many 1d6 as figures in the units or per single gun model as specified on the Small Arms and Artillery Charts. The player counts the number of figures or guns he wishes to shoot, and then checks the range to the target and confirms the target unit is within the firing arc of the shooting units. Players must use the multiples of four figures for line infantry firing with the remaining two or three figures using the 2 or 3 tables on the small arms shooting tables.

Units can only shoot once per turn. Players declare all units that are firing at particular targets prior to rolling any dice.

If an enemy unit has passed through a unit's firing arc and within range the previous turn, a shooting unit can elect to shoot at the enemy target as long as the shooting unit has not moved or changed formation. The unit shoots at the same range and target class that the target appeared in the previous phase.

**17.3.1. Firing to the Rear**

Class 3, 4 and 5 infantry may elect to fire half of their figures to the rear.

**17.3.2. Squares Shooting**

Squares shoot the number of figures on each side of the square facing an enemy in range and referring to the tables on the Small Arms Chart. Eg if an 8 figure unit has formed square it will have 2 figures on each side of the square eligible to fire. If enemy targets are within firing arcs of two or more sides of a square then they may also be shot at by these other eligible sides.

**17.3.3. Different Classes Shooting**

Steady Class 4 and 5 infantry battalions in line with more than 8 figures who roll a miss when firing may re-roll 1d6 that misses its target. Class 1 and 2 units will only fire on the disordered tables.

**17.3.4. Steady and Disordered Shooting**

Class 3, 4 and 5 infantry units will shoot on the Steady Volley tables for the first volley of the battle and Class 1 and 2 units will shoot on the Disordered or Subsequent Regular or Irregular Volley tables. Subsequent volleys by the Class 3, 4 and 5 infantry units will be made on the Disordered or Subsequent Regular or Irregular Volley tables. Once a steady volley has been fired by any part of a unit the benefit has been lost by the whole of the unit.

**17.3.5. Defensive Fire**

Players who suspect that their units may receive an opportunity charge may elect to reserve part of their unit's fire to enable them to fire defensively in the Movement Phase. Defensive fire can only be made by figures that have not fired in the Shooting Phase and can only be directed at enemy units charging at them.

**17.3.6. Friendly Fire and Shooting into a Close Assault**

Units cannot intentionally fire into a Close Assault melee. If, however, the melee suffers a hit from artillery bounce through or some other accident, half the casualties inflicted must be on the friendly unit. If only one casualty, then that comes from the *friendly* unit. Units who sustain hits from "friendly fire" must make morale tests as if they received fire from an enemy unit.

**17.3.7. Elevated and Dead Ground**

Unless using howitzers or sited on a low hill, artillery may not fire at targets on high hills. Artillery on high hills cannot shoot at targets 150mm (90mm for 15mm gaming) or closer to the front edge of the Artillery stands. Artillery firing from high hills may fire at units over friendly troops. Friendly troops are endangered if they are within 100mm (60m for 15mm gaming) of the target unit and are between the target and the firing Artillery. Howitzers can fire common shell at visible enemies in woods, urban areas or units on hills regardless of their elevation and over the heads of friendly troops. Artillery on high hills can engage targets on all terrain providing the above criteria are met.

**17.3.8. Endangering Friendly Troops**

Units are *Endangered* if any part of their stand crosses a parallel line from the front corners of firing stand to the target. There is a rectangular zone (effectively) between firer and target; this applies to troops both on level and low rise terrain. Stands cannot fire if friendly troops are endangered.

### **17.3.9. Artillery Bounce-through**

Artillery bounce-through is caused by cannon balls bouncing along the ground like a skipping stone. Each gun model that hits its target rolls again for each unit behind the target up to the bounce-through distance specified on the Artillery Chart. The total range of the gun firing including the bounce through range cannot exceed the range of the calibre of the gun that fired. Shots that missed are assumed to have buried themselves in the ground.

Bounce through range is calculated from the front edge of the original target unit and any units within this distance are rolled for as per their formation on the Artillery Firing Chart. Bounce through ceases when the limit of the range is reached, there are no more eligible targets, or the shot encounters an obstacle, urban area, wood or hill. Bounce through will not occur when shooting from a lower elevation to a higher elevation or when firing from a high hill to the table top.

### **17.3.10. Firing on Artillery, Staff and Engineers**

When artillery is hit by shooting, roll on the Damage to Artillery Table. Small arms fire may only kill crew or horses and will not damage the guns themselves. If there are no horses then all casualties are taken on crew.

Only skirmishing stands may deliberately fire at enemy staff. If unattached engineers or staff figures are hit by small arms fire or artillery bounce through, then a 1d6 is rolled to determine the effect for every hit received on the Casualties to Staff Table.

If Staff or engineers are attached to a unit, and that unit comes under fire or is in Close Assault, an extra and separate 1d6 is rolled to determine if there are any casualties to them. If a hit is scored then another roll is taken on the Casualties to Staff Table to determine the effect. Staff or engineers do not test morale for any hits received. However, if they are attached to a unit that routs they will also rout.

## **17.4. MOVEMENT PHASE**

All movement is measured from the front edge of the command stand of a unit. Always place the unit command figures at the front of the unit. Each unit's movement allowance is based on the formation and circumstances in which it starts the Movement Phase. A unit may move less than its full allowance or remain halted with no penalty. A unit is 'halted' if it makes no move towards the enemy. A unit cannot come within 25mm (15mm for 15mm gaming) of an enemy unit it has not charged. When changing formation, carefully consider the command stand facing as the unit will form up in *that direction*. Units have the movement allowance based on the formation they start the phase in.

### **17.4.1. Order of Movement**

The order of movement of units is: routers, 2nd impulse movements and then normal movements (including 1st impulse movements).

### **17.4.2. The 2nd Impulse**

In the 2nd Impulse, units make the remainder of Declared Charge moves into contact with their targets. A unit needs to make base-to-base contact with 30mm (20mm for 15mm gaming) or more of an enemy unit to be 'in contact'. 2nd Impulse moves occur before normal movement and no formation changes, wheeling or changing of direction is allowed. If the player decides to not continue a charge, he declares a 'feint charge' and the charging unit moves no further. 2nd Impulse moves may only be up to half the remaining move of the charging unit.

### **17.4.3. Normal Movement**

Use the movement tables on the reference sheets to determine movements. Differing formations move at different rates and suffer differing movement penalties (eg changing formation or crossing obstacles). After a formation change, units may move the balance of their movement. However, the formation with the *lowest movement allowance*, of the two the unit uses, determines how much movement remains.

### **17.4.4. Effect of Terrain on Movement**

Moving over certain types of terrain reduces unit movement. See deductions on the movement tables on the reference sheets. Deduct these distances from the basic movement of the unit.

### **17.4.5. Forced Marches**

Forced marches move units on the battlefield quickly. Units, which must be in march column, can force march distances specified in the movement tables on the reference sheets. Units cannot force march unless their whole brigade makes a forced march. Units forced marching are disordered (until they regain their order, using the normal rules for disordered units). Brigades making forced marches can not move within 300mm (180mm for 15mm) of a *visible* formed enemy unit.

### **17.4.6. Wheeling**

Units change direction by wheeling. The command base is placed in the centre of an infantry line. Line or column formations can wheel. The unit pivots on one end of the line and the outer side advances in a shallow arc. The amount the unit has wheeled is measured from the outside arc and cost double movement. So, if the outside arc is 50mm the total distance moved is regarded as 100mm.

### **17.4.7. Formation Changes**

Units can make only one formation change a turn. If a unit does not move or make a formation change it is considered halted. A unit may change formation in a light wood or urban area but not in a heavy wood. Make movement deductions from the formation the unit starts the turn in. Turning 90° or about 180°, changing from march column to manoeuvre column or line or vice versa, changing from march column to skirmish order or vice versa and changing from line or column to square or vice versa are considered formation changes.

**17.4.8. Passing through units**

Troops may pass through a deployed artillery battery from front to rear or vice versa without being disordered. This cannot be done through a massed or limbered battery. A unit may charge through a deployed battery in its 1st Impulse movement but will be disordered. A unit charging through a battery causes the gunners to evade the charging unit and the battery *may not fire* until the gunners have returned to the guns in the next movement phase.

**17.4.9. Charge Home Test**

After charging units make their 2nd Impulse moves, and their charge targets have conducted any defensive firing, the charging unit must make a Charge Home Test. If the charging unit passes the test, it makes base-to-base contact with the target. If the charging unit fails the test they are halted 50mm (30mm for 15mm gaming) in front of their intended target and can not make any other movements or formation changes. Routing or evading units who are contacted by a charge can not move until the Close Assault is resolved.

**17.4.10. Opportunity Charges**

Units that have not declared a charge in the Morale Phase may make an *opportunity charge* in the Movement Phase. The opportunity charging unit must pass the To Charge Test but can only move half its normal movement without any formation changes or wheeling. A unit that has shot in the Shooting Phase may make an opportunity charge if there is an eligible enemy target unit within 50mm (30mm for 15mm gaming).

**17.4.11. Feint Charges**

A player whose Declared Charge has not contacted its target may declare a 'feint charge' after the target has made its Being Charged test. If a feint charge is declared, the unit that declared the charge can not make any further movements during the same turn. Class 1 troops cannot make feint charges.

**17.4.12. Counter Charges**

A counter charge is a charge at an enemy unit that is charging. A counter charge is generally a declared charge in the Morale Phase by the non-initiative player or an opportunity charge in the Movement Phase. Counter charges follow the rules of declared and opportunity charges. Infantry and artillery units defending obstacles or in cover may choose to not pursue and are not required to make any compulsory advance move. A unit that has been counter charged must make a Being Charged test immediately.

**17.4.13. Routing**

Units will rout as a result of failing a morale test or as a result of losing a Close Assault engagement. On being forced to rout, units will make an initial rout movement directly away from enemy that caused it to rout in the phase that the rout occurs. The initial rout movement will be half the rout distance as specified on the movement chart. No movement deductions are made for direction or formation changes. Unlimbered artillery batteries that rout must abandon their guns. Limbered artillery batteries will rout with their guns.

After the initial rout the routing unit will make full rout movements, called a continued rout until the unit is either destroyed, goes off the table or is rallied. A unit that has routed off the table will not return. A unit routing will only move to a maximum of one full rout distance per turn i.e. if a unit makes a half initial rout move in the morale phase the distance routed in the movement phase will be the remaining half movement.

#### **17.4.14. Routers passing through units**

Routing units whose movement results in them contacting friendly infantry or artillery units in line or skirmishing formation burst through them. The units being burst through by the routing unit will be disordered. Routing units coming into contact with friendly columns or limbered artillery will move around them toward the rear table edge as best as possible. If a routing unit is forced into contacting an enemy unit it will be dispersed and removed from play. Note: if less than 30mm (20mm for 15mm gaming) base contact, no 'contact' is deemed to take place.

#### **17.4.15. Evading**

Units in skirmish formation, artillery crew, and staff may attempt to evade away from charging enemy units. After successfully passing a Being Charged test the evading unit may make a movement up to half of its normal movement for that formation. Infantry, staff and artillery crew evade movement may be into cover or inside infantry in square formations, otherwise all movements must be directly away from the enemy charging units. No formation changes can occur and evading artillery crews leave their guns where they left them. In the event an evade movement results in the unit moving off the table edge the unit may return to the table three turns later in the Movement Phase.

### **17.5. CLOSE ASSAULT PHASE**

Close Assault results depend on the terrain features, the formation and quality of the troops and luck. Players add all the relevant tactical factors for all units involved, add the average troop class of the units involved and add the result of a roll of 1d6. The highest score wins the combat. The difference in score determines the extent of the victory in terms of casualties, the facing of the unit in relation to the enemy and status of morale of the units.

Units in base to base contact with an enemy unit are considered to be in Close Assault combat. All stands of the unit are considered to be involved in the combat except when units are fighting skirmishers. Providing a unit in a melee is in line, it can receive reinforcement from a friendly unit behind it. However, the reinforcing unit must be positioned directly opposite the enemy unit as if the intervening friendly unit was not there.

#### **17.5.1. Compulsory Movement**

Compulsory movements must be made in accordance with the close assault result table and units may only change formation to flow through gaps in terrain. No deductions are made for crossing difficult terrain types although pursuing cavalry may halt at the edge of difficult terrain if the compulsory movement would take them into heavy woods or urban areas or swamps or any terrain where they would be disadvantaged. Units whose compulsory rout has taken them into a river drown or must surrender or disperse if they are not at a ford and the unit is removed from play.

**17.5.2. Casualties in Close Assault**

No matter how many figures are involved in the combat the groupings and results apply. Take the casualties evenly from all units involved in the combat. In the event of a 'spare' casualty, take this off the lowest quality unit involved in the combat or from the unit that has more figures in contact if the quality is same. If quality and number of figures in contact is the same then allot the casualty using a die roll. This will also apply regardless of whether the results involve different troop types eg a multi unit cavalry and infantry Close Assault.

**17.5.3. Routers in multi-unit Close Assault**

Close Assault combat against routing units must be resolved as a separate combat prior to the rest of the Close Assault phase. The routing units will suffer an Automatic Major Victory against them and make a compulsory movement using the close assault results table. The remaining units in Close Assault combat will ignore the Automatic Major Victory result. The victors will not make any compulsory movement and resolve the remaining Close Assault combat as per normal. The stands of a routing unit do not count for outnumbering troops in the Close Assault.

**17.5.4. Break-Through attacks as a result of compulsory movement**

Units making moves as a result of Close Assault result tables do not suffer terrain penalties. A compulsory advance movement must be in the direction of the charge or direction of the move of the defeated enemy. Victorious units whose compulsory movement results in contacting a new enemy unit will engage it in Close Assault in the next turn. This is called a Break-Through Attack. The victorious unit is deemed as charging for the Close Assault tactical factors. If defeated units were destroyed as a result of the Close Assault the victorious unit(s) must still advance in the direction of its charge but may wheel up to 45° to confront an enemy unit within range, while paying the movement reduction for any wheel.

The new enemy fighting a Break-Through Attack must make a Being Charged test in the next Morale Phase. If the unit passes the test it may not change formation or evade although it may shoot in the Shooting Phase unless the attacking enemy are in contact with friendly troops (eg pursuing defeated enemy). If the new enemy unit contacted fails its Being Charged test it will rout and the victorious unit will continue to advance the balance of its compulsory movement in the direction of the original unit defeated.

**17.5.5. Close Assault in Urban Areas and woods**

Close Assault combat in urban areas and woods is abstracted to enable ease of play. Units that have been charged will have to make a Being Charged test but will get benefits for defending either light or heavy urban areas and woods. Although units may be attacked in the rear or flanks they will always benefit from the cover they are in. Hence a line in heavy cover charged in the rear will have negative factors for being charged in the rear but will benefit from defending heavy cover. Units that are Class 2 and above or units with Capable or Exceptional General defending urban areas or cover are not required to make compulsory movements as a result of Close Assault combat if that compulsory movement would take them out of the cover.

**17.5.6. Defensive cover**

Infantry in line formation may prepare defensive light cover, such as abatis or a barricade, if they are in a wood or urban area. The defensive cover is classified as a light obstacle and is the width of the stand. It takes two Movement Phases with no other activity to construct defensive cover.

### **17.5.7. Staff and Engineers in Close Assault**

While Staff and Engineers can improve the odds in a close assault, it puts them at risk. If Staff and Engineer figures are attached, i.e. in contact with, a unit that is fighting a Close Assault combat, roll a 1d6 to see if they become casualties. On a roll of 6 the Staff or Engineer figures have suffered a casualty and a subsequent roll is made on the Casualties to Staff and Engineers table. If the staff and engineers are contacted when isolated then they *automatically* become casualties.

### **17.5.8. Shattered Units**

When infantry units are reduced to two figures and Cavalry units are reduced to one figure they must be removed from play.

## **18. ENDING THE GAME**

A game may be finished at the end of the non-initiative player's Close Assault Phase.

### **18.1. Surrendering**

Players may choose to surrender their affected units at the end of the Close Assault Phase.

### **18.2. Calculating the Winner**

Once players have agreed to terminate the game they may then determine who has won the battle. Determining who has won the battle depends on what the players decide would be the victory conditions prior to the game. In an objective-driven battle the result will depend on whether the objectives were taken. If both players achieve or do not achieve their objectives the game is a draw. If one player takes their objectives and denies the other player theirs then a win is recorded. Although historically armies would look to withdraw from the battlefield when their casualties reached 25%, these rules do not enforce this. In the author's experience, players like to bring a game to a *decisive* conclusion. However, players are encouraged to occasionally use a percentage of casualties in their armies as a means of ending a game.

Removing a stand of figures does not necessarily represent the 'utter destruction' of that unit. It represents a proportional loss of a unit's fighting capability and includes lightly wounded, dispersed or demoralised soldiers who could rally to the colours later.

For a point-based determination of victory each player counts the number of points lost in the battle. Destroyed or surrendered units or units that have routed off the table top count for full points while routing units or units under half of their starting strength count for half points. The player who has lost the least number of points is the winner. The margin of victory for a standard 800 point game is as follows:

Points Difference	Result
0 to 150	Draw
151 to 250	Minor Victory
251 to 400	Major Victory
401+	Massacre

## 19. OPTIONAL RULES

Agree, before starting, which optional rules will be used in the game. Generally, this is necessary *before* selecting armies because some rules may influence troop types choices. If there is dispute over which rules to use, roll 1d6 to resolve it.

### 19.1. Scouting

Scouting gathers information on enemy movement before a battle. Superior use of cavalry, local knowledge and staff work decides which army has the best intelligence regarding the enemy deployment. Scouting points are calculated and Scouting Results determined before Deployment starts. Light Cavalry is used for scouting with the different classes of troops providing scouting points as below.

### 19.2. Scouting Points Values

Class	Value
For each scouting Class 1 and 2 figure	1pt
For each scouting Class 3 figure	2pt
For each scouting Class 4 or 5 figure	3pt

### 19.3. Scouting Results

After scouting points are determined they are compared. If one player has 15 or more scouting points than their opponent then they have 'out-scouted' that player. The out-scouted player will deploy one brigade on the table 300mm from the rear edge of his side of the playing area. After this deployment the players will alternate their deployments brigade by brigade. If neither player is out-scouted then players roll 1d6 to determine who places a brigade first.

#### 19.4. Alternative Shooting Rules

Units firing in the shooting phase may be done in order of initiative rather than firing simultaneously. Units rated as Class 3 or above may regain their steady fire ability if they remain outside 300mm (180mm for 15mm gaming) of enemy units and perform no other action that turn.

#### 19.5. Steady Fire

Class 3 and above rated battalions may recover the steady fire ability if they spend a turn halted with no other actions and are at least 300mm (180mm for 15mm gaming) away from the nearest formed enemy unit.

#### 19.6. Massed batteries and bombarding

Massed batteries were formed to bombard and weaken the enemy prior to the commencement of a general advance. A massed battery requires a minimum of eight gun models of Lt-Medium or Heavier Calibre pieces. The massed battery acts as one unit until it is broken up into its component batteries. Forming or breaking-up a massed battery takes place in the *Movement Phase*. A massed battery cannot bombard in the turn that it is broken up into its component batteries. No differentiation is made for either guns or howitzers, or for differing ammunition. If the number of guns in a massed battery drops below eight models, then it ceases to be a massed battery and cannot bombard, but may fire in the *Shooting Phase*.

To determine the area of bombardment a target point is estimated from the centre of the massed battery to the area to be targeted. This is to be declared prior to any measurements. A bombardment zone is formed parallel to the battery frontage and extending out to either side of the target point. The width of the bombardment zone is the same as the frontage of the Battery and extends **150mm** (90mm for 15mm gaming) away from the Battery forming a box. The bombardment zone does not extend over the crest of a hill. Where there are mixed calibres in the massed battery the lowest calibre range is used and the rear part of the bombardment zone cannot exceed the maximum range of the guns.

**1d6** is rolled for each two gun models, rounding up, in the massed battery at every unit within the bombardment zone regardless of target classification i.e. dense, dispersed or line and includes staff figures. Each target will be hit on a roll of **6**. Eg if a nine gun massed battery was firing five dice would be rolled to see how many hits were inflicted on each unit. Artillery, Staff, or Engineers casualties must roll on the *Casualties and Damage to Staff/Engineers/Artillery Chart* to determine effect.

If a wood or urban area falls within the bombardment zone roll an additional 1d6 at the end of the bombardment phase, on a roll of a **6** a fire is started in the centre of the area. Any units in heavy cover only receive half casualties, rounding up.

**19.7. Alternative Staff Ratings**

The following table is included for players who wish to play with national characteristics for their Generals.

NATIONALITY	Inept	Capable	Exceptional
French, Polish, 1812 onwards Prussian	1	234	56
British	12	34	56
Russian, Saxon, Turkish	123	45	6
Bavarian, 1807 Prussian, Württemberg	1	2345	6
Spanish, Westfalians	123	456	--
Swedish, Rhine Confederation	12	3456	--
Austrian	12	345	6

*Enjoy your wargaming in a spirit of friendship. It is always possible to marshal a new lead army, but opposing generals are harder to come by.*