

A Marvellous Victory!

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(Exodus 20:15 - "Thou shall not steal.")
Version 2



A Marvellous Victory are an **abstract set of wargame rules (but not too abstract)** specifically developed for tabletop wargaming the **Napoleonic** period in Europe.

After a few games you will find that there are some subtle tactics involved (something that I have found to be lacking in many sets of rules).

The first abstraction:

- **Any scale can be used and any basing system can be used**

Organising Your Army



As noted, these rules are tabletop wargame rules and so you will at least need a suitable miniatures army for each side.

Players can use any mutually agreeable method to decide what the size and composition of their armies will be for the game (keeping in mind that the rules do tend to suit larger games), and there are also plenty of wargame army lists out there for you to use or refer to.

Stands and Units

In these rules, as in most, a number of figures (miniatures, castings) are glued onto a square or rectangular base. This base then forms a *stand* under these rules and a number of stands make up a *unit*.

The basing system I have used for my old and now rarely used 25 mm Napoleonic armies is below **but you can easily adapt your own**.

An Infantry Stand = 25 mm frontage by 20 mm deep
2 infantry figures per stand

A Cavalry Stand = 25 mm frontage by 30 mm deep
1 cavalry figure per stand

An Artillery Stand = 50 mm (or minimum frontage required) by 40 mm deep
2 artillery models plus a number of crew figures per stand

With an artillery stand, the guns and a number of crew figures are all glued onto the base. This stand then represents a *battery* along with its crews, limbers, supporting troops, etc.

A Commander Stand = Minimum frontage required by minimum depth required
2 or 3 suitably impressive mounted figures per stand for the Commander

With a Commander stand, the mounted figures are all glued onto the base. This stand then represents the commander along with that commander's advisers, messengers, bodyguard, etc.

All of the figures of a stand must face the same direction, that is, all face towards the front of the stand's base. The figures of a stand should be representative of their type, that is, infantry figures must be used for infantry stands, cavalry figures used for cavalry stands, etc. A player must advise his (and to be politically correct, please read "*his or her*" from now on) opponent of any unusual stands or units being used before play commences.

How do the stands form a unit?

The basic types of units used in *A Marvellous Victory* are:

- Line Infantry Units
- Light Infantry Units
- Light Cavalry Units
- Medium Cavalry Units
- Heavy Cavalry Units
- Foot Artillery Units
- Horse Artillery Units

Infantry Units

As noted, there are two basic types of *infantry* units:

- Line Infantry units
- Light Infantry units

The majority of infantry units in this period were Line Infantry units (sometimes referred to as Musketeer units). Light Infantry units were less common and consist of infantry units normally designated as Light Infantry units, but also include units such as Rifle units, Grenze units, Jaeger units, etc. A player must inform his opponent as to which of his infantry units are Light Infantry units before play commences.

All of the stands of the unit must be the same, that is, an infantry unit cannot have a mix of infantry types. Light Infantry units are normally treated as Line Infantry units except that Light Infantry units have a few advantages (and also a few disadvantages) in movement and combat over regular Line Infantry units.

All of the stands in an infantry unit are deemed to be *musket* armed. Though rifles were more accurate than muskets they were slower to load than muskets, and for this reason they were not commonly used. Therefore, for simplicity, rifle armed units are treated as the equivalent of musket armed units in these rules.

Cavalry Units

As noted, *cavalry* units consist of three basic types:

- Light Cavalry units
- Medium Cavalry units
- Heavy Cavalry units

Light Cavalry units consist of units such as Hussars, Chevaulegers, Lancers, etc. Medium Cavalry units consist of Dragoons and some of the so-called “heavy” cavalry units. Heavy Cavalry units consist of units such as Cuirassiers, Carabineers, etc. A player must inform his opponent as to which of his cavalry units are light, which are medium, and which are heavy before play commences.

All of the stands of the unit must be the same, that is, a cavalry unit cannot have a mix of cavalry types. Cavalry units always move and fight on horseback, that is, they cannot dismount to move and fight on foot. Cavalry units only fight hand-to-hand combat. The effects of the pistols, carbines, etc, that cavalry units often carried are factored into the hand-to-hand combat procedures.

Artillery Units

Artillery units (or batteries) consist of two basic types:

- Foot Artillery units
- Horse Artillery units

Foot Artillery units consist of three basic types:

- Light Foot Artillery units
- Medium Foot Artillery units
- Heavy Foot Artillery units

Horse Artillery units consist of two basic types:

- Light Horse Artillery units
- Medium Horse Artillery units

For simplicity, howitzers, licornes and the like are treated as equivalent to guns in these rules. Therefore, Light Artillery units are those artillery units with the majority of their guns being less than 6 pound; Medium Artillery units are those artillery units with the majority of their guns being from 6 to 9 pound; Heavy Artillery units are those artillery units with the majority of their guns being over 9 pound.

A player must inform his opponent as to what type (foot or horse) and what calibre (light, medium or heavy) his artillery units are before play commences.

Horse artillery units are always treated as foot artillery units except that horse artillery units have a slight advantage in movement over regular foot artillery units.

Most nationalities fielded batteries of between six to eight guns which are represented in these rules by a single artillery stand. Individual regimental guns totally are ignored.

Now, as we all know, the Russians regularly fielded artillery batteries that were upto twelve guns strong. However, the consensus of opinion seems to be that any advantages that Russian batteries had in the numbers and quality of their guns was lost due to poor training, dreadful powder and fuses, and by a general lack of manpower and ammunition within the batteries. Therefore, and for simplicity, Russian twelve gun batteries get no particular advantage in these rules.

What about rockets?

Only the British and the Austrians used rockets, and only then on rare occasions. Thus, and for simplicity, rockets have been totally ignored in these rules.

The Commander

Your army must have one and one only *Commander*. Your Commander is represented by a single mounted stand. Your Commander is *not* a unit as such, but simply represents the general whereabouts of *you*, your army's commander.

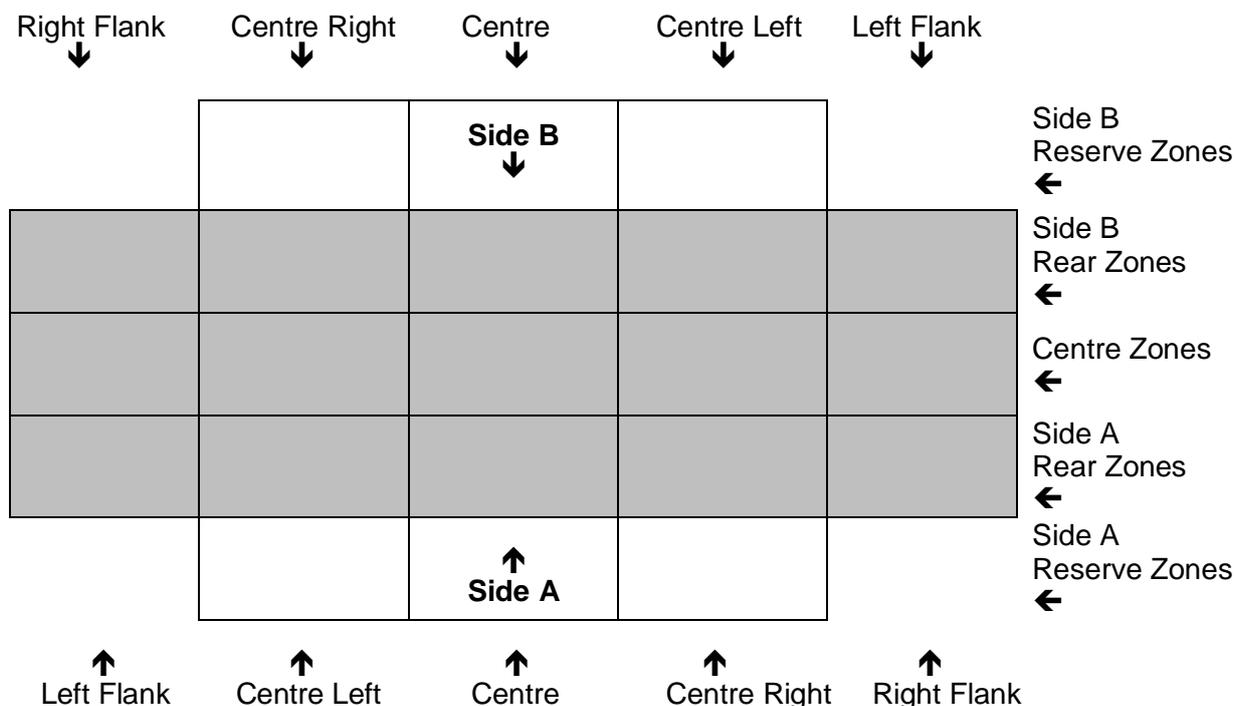
Ok. Now that the armies are ready, we can move onto some basic concepts...

Basic Concepts



As noted, *A Marvellous Victory* are a *slightly abstract set of rules* and so there are some basic concepts for you to grasp before setting up and commencing play.

First – the game is played by dividing the tabletop area into various **zones** thus:



As shown in the diagram above, the tabletop area is divided into fifteen evenly spaced zones (shown shaded in the diagram above) in which all movement, firing (shooting) and all hand-to-hand combats are conducted. The three Reserve Zones are located *off the table* in a convenient place (see the *Using the Reserve Zones* section for more details on how to use these zones).

Players can adjust the number of zones across the table up or down to suit their needs. However, the table must *always* be three zones deep. Players can also adjust the location and the number of reserve zones up or down to suit their needs, including having no reserve zones at all.

Setting Up and Placing Units in Zones

Players can use any mutually agreed method to set-up their armies. Your *set-up zones* are the *Centre Left Zone*, the *Centre Zone* and the *Centre Right Zone* on your side of the table. Initially, you can only place the units of your army in these three set-up zones on your side of the table.

However, there is a limit on the number of friendly units that a side can have in any one zone at any one time during the course of the game.

- ***A side can never have more than six friendly units in any one zone at any one time during the course of the game (including the reserve zones)***

All units except Commanders count towards the six unit limit. Again, players can adjust this six unit limit up or down to suit their needs.

Only when your side's Centre Left, Centre and Centre Right zones have all reached their maximum capacity of friendly units can a player start placing friendly units in that side's other Rear Zones.

Units that a player cannot place on the table during the set-up stage, or units that a player doesn't want to place on the table during the set-up stage, must be placed in any one of that side's Reserve Zones.

Now, here is another abstraction:

- ***The position of a unit within a zone is basically irrelevant – a player can place his units anywhere within a particular zone***

All of the units in a zone, whether friendly or not, are then said to be *contesting that zone* in some way. Players can simply shuffle units around within a zone to make space for other units as required.

Here is another abstraction:

- ***A unit must always be facing directly towards one of the four table edges***

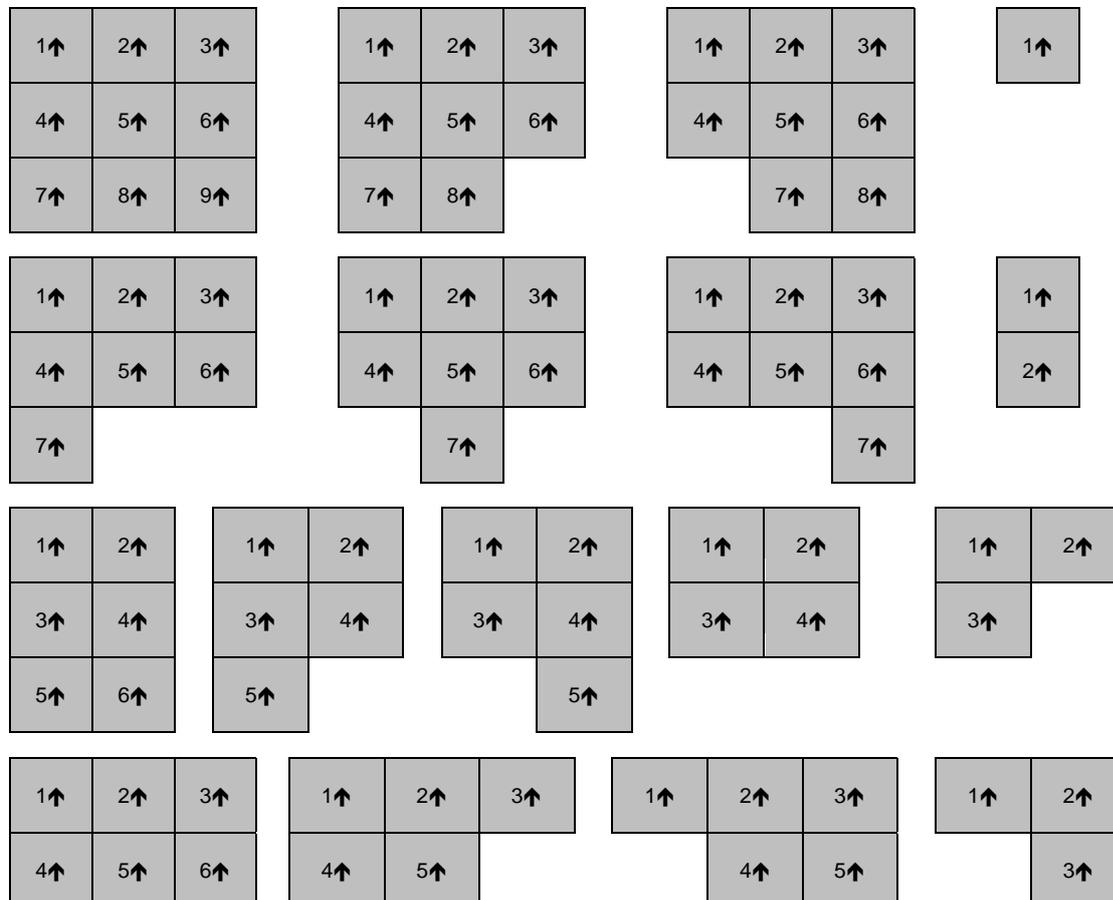
Therefore, a unit must always be positioned in its zone facing directly towards your opponent (at zero degrees), facing towards either of the tabletop side edges (at 90 degrees or at 270 degrees) or facing towards you and the rear of the tabletop (at 180 degrees). All units placed onto the table must be initially placed facing directly towards your opponent (at zero degrees) in either an *attack* formation or in a *skirmish* formation (see below).

Valid Unit Formations

For simplicity, the individual stands of a unit must *always* be deployed on the tabletop in a *valid formation*, that is, they must be deployed on the tabletop either in an *attack* formation, a *square* formation or a *skirmish* formation. Again, players can vary these formations to suit their own basing systems.

An Attack Formation

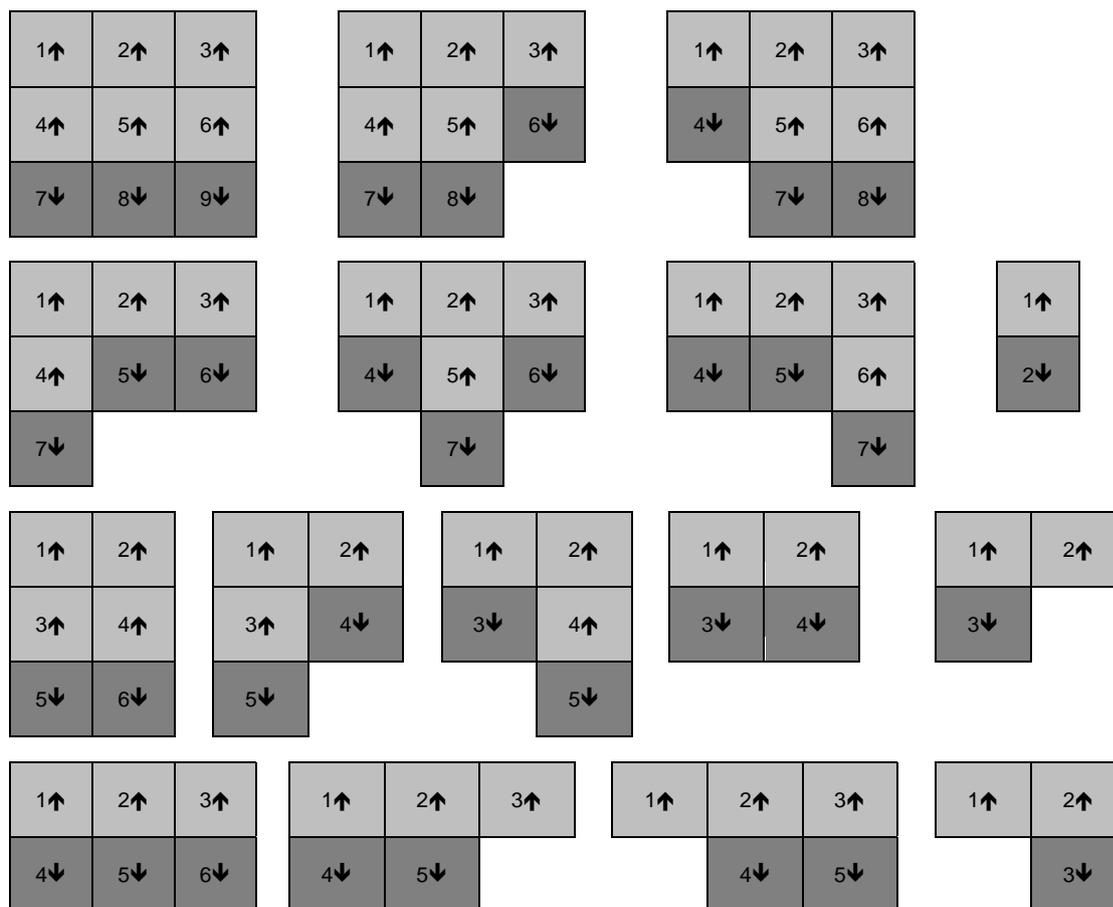
The *only* valid attack formations allowed for units are (with the stands facing the direction indicated by the arrows):



Only infantry units and cavalry units can form attack formations.

A Square Formation

A *square* formation is shown on the table as a valid attack formation (see above) but with all of the *rear stands* of the unit turned to face the rear thus:



Only infantry units can form squares. A *single stand* infantry unit (or an infantry unit that has been reduced to a single stand) *cannot* form a square (instead, see *A Skirmish Formation* below).

At any time during the course of play, a player can about-face the rear stands in a square as required to maintain that unit's valid square formation. This is simply an *adjustment* to maintain the unit's valid square formation, not a change of formation.

A Skirmish Formation

Some units can also be deployed in a *skirmish formation*. A skirmish formation is shown on the table as an **attack formation** (see above). A player simply places a small **blue marker** adjacent to his unit to indicate that that his unit is deployed in a skirmish formation.

The only units that can form up into a skirmish formation are:

- Any *single stand unit* (or any unit that has been reduced to a single stand) is deemed to be in a skirmish formation at all times regardless. Therefore, all *artillery* units are deemed to be in a skirmish formation at all times
- A *Line Infantry* unit that is *less than three stands* in size (or that has been reduced to less than three stands in size) can form a skirmish formation
- A *Light Infantry* unit, regardless of size, can form a skirmish formation
- A *Light Cavalry* unit, regardless of size, can form a skirmish formation
- A *Medium Cavalry* unit that is *less than three stands* in size (or that has been reduced to less than three stands in size) can form a skirmish formation
- A *Heavy Cavalry* unit can only form a skirmish formation if that unit is reduced to *one stand* in size

To form a skirmish formation, the player simply changes the unit's current formation into an attack formation and then places a blue marker adjacent to the unit to indicate that that unit is now deployed in a skirmish formation. Since all single stand units (including artillery units) are deemed to be in a skirmish formation at all times, they don't need to have the blue marker.

The stands of any formation must be directly forward, behind or to the side and in full contact with the other stands in a unit as shown in the diagrams above. No spacing, gaps, bending, off-setting or echeloning of stands, etc, is allowed – use a little common sense here please.

Remember, ***you can vary these formations to suit your own basing system.***

Tape Measure, Dice, Etc

Here is another abstraction:

- ***You don't need a tape measure***

However, you will need some dice. The game system uses standard six sided dice (D6) reading 1 to 6. 0D6 means no standard six sided dice; 1D6 means one standard six sided dice; 2D6 means two standard six sided dice; etc.

- ***You will also need some small coloured markers to indicate various things***

The rules use:

- ***Blue*** ones to indicate when a unit is in ***open order formation***
- ***Red*** ones to indicate when a unit ***has fired***
- ***Green*** ones to indicate the ***number of hits on a unit***
- ***Yellow*** ones to indicate when a unit ***has reacted***

Ok. Now, now that the basics are covered, its time to move onto the rules...

The Game Turn Sequence



Each full *Game Turn* consists of a series of seven *Phases* each done in the sequence noted below:

- 1) **The Determine the Initiative Phase**
Players determine which side has the initiative for the full *Game Turn*.
- 2) **The Firing Phase**
Both sides resolve all musket and artillery fire.
- 3) **The Hand-to-Hand Combat Phase**
Both sides resolve all hand-to-hand combats.
- 4) **The Remove Losses Phase**
Both sides remove their losses.
- 5) **The Initiative Movement Phase**
The side with the initiative conducts any and all of its movement.
The non-initiative side can only react.
- 6) **The Non-Initiative Movement Phase**
The side without the initiative conducts any and all of its movement.
The side with the initiative can only react.
- 7) **The Determine Victory Phase**
Both sides determine if the game is over, and if either side has achieved a victory.

Once all of these phases are complete, then the full *Game Turn* is over. The next full *Game Turn* then begins by re-determining the initiative.

The Determine the Initiative Phase



To determine which side has the initiative, a player from each side throws 2D6 and totals the dice throw. Players re-throw the dice on a tie.

- The side throwing the *lowest* total dice throw has the *initiative* for the whole *Game Turn*

The side with the initiative has a slight advantage in some circumstances.

The Firing Phase



First, players may decide between themselves as to what affects the terrain will have upon firing (shooting) before the game (for guidance, see the *Terrain Guidelines* in the appendix).

Both sides fire during this phase, and all fire and firing resolution is simultaneous during this phase.

Firing is not compulsory. A player does not have to fire a unit if that player does not wish to do so.

- A player cannot fire with a friendly unit if that friendly unit is engaged with (in contact with) an enemy unit (see the *Movement Phase* section on how to engage other units)

A friendly unit that is engaged with an enemy unit at the start of this phase must fight hand-to-hand combat instead (see the following *Hand-to-hand Combat Phase* section).

- A player *cannot* fire at a friendly unit. A player can only ever fire at an enemy unit
- A player *cannot* fire at a Commander, and a Commander cannot fire
- A player *cannot* fire at an enemy unit if that enemy unit is engaged with a friendly unit (that is, you cannot fire into a hand-to-hand combat)
- A *unit* can fire once and once only *per full Game Turn*

Therefore, whenever a player fires one of his units during the Game Turn, that player *must* immediately place a small **red marker** adjacent to that unit to indicate that that unit has fired.

- A unit that can fire but doesn't fire during this phase (that is, it has no red marker placed adjacent to it) is deemed to be *holding its fire* (see the *Reactions* section)

Unit Facing and Firing

Another abstraction:

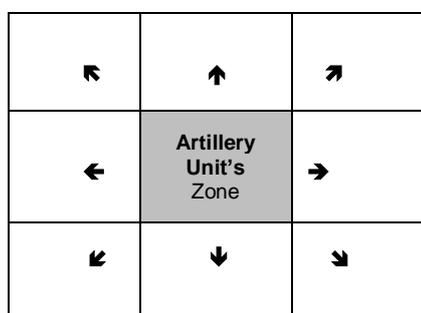
- ***The facing of a unit is irrelevant when firing***

In other words, a unit does not need to be facing the target unit to fire at that target unit. As long as a unit is unengaged, and is equipped to fire, it can fire.

Choosing a Unit's Target

Any unengaged enemy unit that is in the same zone as the unengaged friendly unit firing can be targeted and fired at.

In addition, a friendly artillery unit can not only target and fire at an unengaged enemy unit that is in the same zone as the artillery unit, but a friendly artillery unit can also opt to target and fire at an unengaged enemy unit that is in one of the eight immediately adjacent zones (including diagonally) thus:



Can a unit split its fire?

No. A unit cannot split its fire. The whole unit must fire at the same target.

How many units can fire at a target at once?

A player must spread the fire from his units as evenly as possible.

Therefore, each unengaged enemy unit in the zone must be fired at at least once before further friendly units can target and fire at any of the enemy units in the zone a second time. Similarly, each unengaged enemy unit in the zone must be fired at at least twice before further friendly units can target and fire at any of the enemy units in the zone a third time, etc.

How do you resolve musket fire?

To fire muskets, the player simply *announces* which friendly infantry unit is firing at which enemy unit.

All of the musket stands in the nominated unit must fire at that nominated enemy target unit. For example, a player with a unit that contains four musket stands must fire all of those four musket stands at the nominated target unit.

A player starts with 1D6 for each musket stand in the unit. This basic number of dice is then increased or decreased depending on the firer and target thus:

If the firer is in a square formation	Subtract 2D6
If the target unit is a cavalry unit	Add 1D6
If the target unit is in a square formation	Add 2D6
If the target unit is in a skirmish formation	Subtract 1D6

The final number of dice as determined above is then thrown. Each result on a dice of **a 1 or a 2 scores one hit** on the target unit. For each hit on the target unit, **one green hit marker** is placed adjacent to that enemy unit.

For example, an unengaged infantry unit with five stands of muskets that is in an attack formation fires at an unengaged enemy unit that is in a square formation. The player starts with 5D6 (one D6 for each stand) then adds 2D6 (for the target unit being in a square), that is, the player throws a total of 7D6 (requiring a 1 or 2 on a dice for a hit). The player throws a 1, a 2, a 4, another 4, a 5, another 5 and a 6. The 1 and the 2 are hits. The 4's, the 5's and the 6 are misses. Therefore, the player gets two hits on the enemy square, and so two green hit markers are placed adjacent to that enemy unit.

How do you resolve artillery fire?

To fire an artillery unit (battery), the player simply *announces* which friendly artillery unit is firing at which enemy unit.

The player then starts with a basic number of dice depending on the artillery type and the range thus:

Artillery Type	Target is in the Same Zone	Target is in an Adjacent Zone
Light Artillery	3D6	2D6
Medium Artillery	4D6	3D6
Heavy Artillery	5D6	4D6

This basic number of dice is then increased or decreased depending on the target thus:

If the target unit is a cavalry unit	Add 1D6
If the target unit is in a square formation	Add 2D6
If the target unit is in a skirmish formation	Subtract 1D6
If firing defensive fire (close range canister fire)	Add 1D6

The final number of dice as determined above is then thrown. Again, each result on a dice of **a 1 or a 2 will score one hit** on the target unit. For each hit on the target unit, **one green hit marker** is placed adjacent to that enemy unit.

For example, an unengaged medium artillery unit fires into an adjacent zone at an unengaged enemy infantry unit that is in an attack formation. Thus, the artillery unit starts with 3D6 with no additional dice (requiring a 1 or a 2 on a dice for a hit). The player throws a 2, a 4 and a 6. The 2 is a hit. The 4 and the 6 are misses. Therefore, the player gets one hit on the enemy unit, and so one green hit marker is placed adjacent to that enemy unit.

Once all firing has been resolved, players move on to the Hand-to-hand Combat Resolution Phase.

The Hand-to-Hand Combat Phase



First, players may decide between themselves as to what affects the terrain will have upon hand-to-hand combat before the game (for guidance, see the *Terrain Guidelines* in the appendix).

Both sides fight hand-to-hand combat during this phase, and all hand-to-hand combat resolution is simultaneous during this phase.

A friendly unit can only conduct hand-to-hand combat against an enemy unit (or units) that it is currently *engaged* with (see the *Movement Phase* section on how to engage enemy units). Units that are not engaged with any enemy units do nothing during this phase.

But, before discussing hand-to-hand combat, we need to discuss...

Command

Your army's Commander (stand) represents *you* and your general whereabouts. As a result, you can have some influence on the proceedings during the game providing that you are actually close to where your presence will inspire your troops. In these rules, this local influence is handled in the following manner.

- First, all friendly units that are in the same zone as your Commander stand are said to be *in command*

Next, during the course of hand-to-hand combat resolution, as players throw dice, it may be that a player throws a particularly bad set of dice for a friendly unit's attack (see the *hand-to-Hand Combat Resolution Procedure* below). If so, then because of your presence in the *same zone* as that unit, you may be able to opt to re-throw that particular bad throw of the dice.

Now, and this is important:

- A player can only opt to re-throw the dice for one attack per unit per hand-to-hand combat phase. Therefore, a unit *splitting* its attack can only re-throw for one of that unit's attacks.

To perform such a re-throw, the player must first *announce* that he is performing a *Commander's re-throw* for that unit. The player then picks up *all* of the dice just thrown for that particular attack and re-throws them once.

Ok. Now that we understand what a Commander can do, we move onto hand-to-hand combat...

Nominating a Unit's Hand-to-Hand Combat Opponent

As noted above, a friendly unit can only perform hand-to-hand combat against an enemy unit (or units) that it is currently *engaged* with (see the *Movement Phase* section on how to engage enemy units).

Therefore, players **are allowed to split a friendly unit's stands** to attack the enemy units that it is currently engaged with, and in any manner desired.

For example, say a player has a single friendly unit that is engaged with three separate enemy units. That player could allocate all of that friendly unit's stands to attack just one of those enemy units, or the player can opt to split the unit's attack and allocate that unit's stands in any manner desired to attack just two or even all three of those enemy units.

The Hand-to-Hand Combat Resolution Procedure

The very first thing that players do during this phase is to **place one green hit marker adjacent to every unit that is engaged with another unit**. The hand-to-hand combats are then resolved.

All of the stands in a unit must fight hand-to-hand combat. For example, a player with a unit that has six stands must *allocate* all of those six stands to attack in some way. The player cannot opt to attack with (say) just four of those six stands, with the other two stands not attacking anyone.

Next, an individual *stand* can only be allocated to fight once and once only during this phase.

Last, a friendly *unit* can only perform hand-to-hand combat against a particular enemy unit once and once only during this phase. For this single attack against that enemy unit, the player must first *announce* how many stands from the friendly unit are being allocated to attack that particular enemy unit.

Stands start with a basic hand-to-hand **Combat Value (CV)** depending on their type thus:

Stand Type	CV
Artillery	2
Light Infantry, Infantry or Light Cavalry	3
Medium Cavalry	4
Heavy Cavalry	5

This basic CV is then **modified** (increased or decreased) thus:

- 1) Stands in a *skirmish formation* decrease their basic CV by one
- 2) Stands in a *square formation* decrease their basic CV by one if attacking an *infantry* unit
- 3) Cavalry stands increase their basic CV by one if attacking an *infantry unit* or an *artillery unit* that is in a *skirmish formation*
- 4) Cavalry stands decrease their basic CV by three if attacking a unit in a *square formation*

However, there are limits to the modified CV:

- A modified CV can never be less than 1
- A modified CV can never be more than 5

To resolve the attack, the player throws with **1D6 for each stand** from the friendly unit that has been **allocated** to attack the enemy unit. For example, if a player allocates three of a unit's stands to attack a particular enemy unit, then that player would throw 3D6.

Each result on a dice of the **modified Combat Value (CV) or less will score one hit** on the enemy unit. For each hit on the enemy unit **one green hit marker** is placed adjacent to that enemy unit.

What do you do if your unit is overlapping the unit that it is attacking?

A friendly unit is deemed to have *overlapped* an enemy unit if that friendly unit is **engaged with either flank** of the enemy unit that it is attacking (see the diagrams in the *Movement Phase* section). A unit in a square formation cannot be overlapped.

A player with a unit that is overlapping an enemy unit can opt to **re-throw upto two of the dice** just thrown for that particular hand-to-hand combat.

To conduct such a re-throw, the player simply *announces* that he is conducting an *overlapping* re-throw. The player then picks up either *one or two* of the dice just thrown for that particular attack and re-throws them once.

What do you do if your unit is outflanking the unit that it is attacking?

A friendly unit is deemed to have outflanked an enemy unit if that friendly unit is **engaged with the rear** of the enemy unit that it is attacking (again, see the diagrams in the *Movement* section). A unit in a square formation cannot be outflanked.

A player with a unit that is outflanking an enemy unit can opt to **re-throw any of the dice** just thrown for that particular hand-to-hand combat.

To conduct such a re-throw, the player simply *announces* that he is conducting an *outflanking* re-throw. The player then picks up *any or all* of the dice just thrown for that particular attack and re-throws them once.

When does the Commander's re-throw occur?

Once the initial throw and any re-throws for outflanking and overlapping have been done, only then can the player opt to use his Commander's re-throw for a unit (as noted in the *Command* section above).

To conduct such a re-throw, the player simply *announces* that he is conducting a *Commander's* re-throw. The player then picks up *all of the dice* just thrown for that particular attack and re-throws them once.

An Example of a Hand-to-Hand Combat

Two friendly but depleted three stand infantry units have the initiative and successfully engage a five stand enemy infantry unit. In doing so, one of the friendly units has overlapped the enemy unit. The enemy unit has its Commander in the same zone.

First, to resolve the hand-to-hand combat, each of the three units involved has one green hit marker placed adjacent to it.

Next, the first friendly infantry unit throws a *set of dice* consisting of 3D6 (1D6 for each stand). The other friendly infantry unit that has the overlap is the same. The enemy infantry unit, having been overlapped, opts to attack the infantry unit that is overlapping it with everything it's got (not surprisingly). It attacks that unit with a *set of dice* consisting of 5D6 (1D6 for each stand).

The first friendly unit throws (requiring a 3 or less on a dice for a hit) and it gets one hit on the enemy unit. The second friendly unit that overlapped is the same but throws very poorly and gets no hits. However, having overlapped the enemy unit it is attacking, the player opts to pick up two of the dice just thrown and re-throws them. Again, the player gets no hits. With no friendly Commander stand in the same zone as this unit the player cannot opt to conduct a Commander's re-throw, and so sadly the throw stands.

The enemy infantry unit throws (requiring a 3 or less on a dice for a hit) and only gets one hit on the unit that it is attacking. However, having his Commander's stand in the same zone, the player opts to conduct a Commander's re-throw. The player picks up all of the five dice just thrown and re-throws them resulting in only one hit on the unit again.

Thus, the first friendly unit ends up with one hit on it (the initial hit), the second friendly unit that overlapped ends up with two hits on it (one initial plus one more), and the enemy unit ends up with two hits on it (one initial plus one more).

The Remove Losses Phase



As noted, players place small green hit markers adjacent their units to show how many *hits* those particular units have taken for various reasons during the course of play. These hit markers are only ever removed during this phase.

Hit markers are removed in *steps* thus:

- 1) Hit markers are removed from all units with a single stand remaining first
- 2) Hit markers are then removed from all units with two stands remaining next
- 3) Hit markers are then removed from all units with three stands remaining next
- 4) Hit markers are then removed from all units with four stands remaining next
- 5) Etc

Further, hit markers are removed at each step by the ***non-initiative player first*** and then by the player with the initiative next. As a result, the player with the initiative gains a slight advantage.

How do you remove stands?

The player controlling the unit chooses which stands to remove. ***One stand*** is removed from the unit ***for every two hit markers*** that the unit has on it. When a stand is removed then so are two hit markers. Stands that are removed from play do not return to the game, and are considered to be routed.

Now, after removing the required number of stands from a friendly unit, it is quite possible that that unit could end up being no longer being in contact with the enemy unit (or units) that the friendly unit was engaged with. Breaking contact with an enemy unit (or units) by removing stands is allowed (representing the ebb and flow of a hand-to-hand combat).

However, as previously noted, a unit must *always* be in a valid unit formation. Therefore:

- If after removing the required number of stands from the unit that unit is not in a valid unit formation, then that unit immediately breaks and *routs!*

In addition:

- If after removing the required number of stands from a unit that unit is reduced to a single stand, then that unit immediately breaks and *routs!*

(To be clear, a single stand unit that only takes one hit doesn't have to remove a stand and so doesn't have to rout. However, a multi-stand unit that has to remove some stands, and as a result is reduced to one stand, has taken losses and so is forced to rout).

To *rout* a unit at any time during the game, the player simply picks up all of that unit's remaining stands along with its markers from the table and removes them from the game. Routed stands and routed units do not return to the game.

What do I do with leftover hit markers?

If after removing the required number of stands and hit markers a unit still has a *single* hit marker remaining on that unit, then that single hit marker has no ongoing effect. Simply remove the single hit marker (the unit recovers slightly).

If a player scores more hits on an enemy unit than there are stands available to be removed as loses, then those excess hits fail to cause any further loses (it's an *over-kill*). The excess hits are *not* taken from some other enemy unit. Simply remove any such over-kill hit markers.

The Movement Phases



First, players may decide between themselves as to what affects the terrain will have upon movement before the game (for guidance, see the *Terrain Guidelines* in the appendix).

The player with the initiative has the first movement phase followed by a movement phase for the player without the initiative.

A player cannot move his opponent's units at any time. A player can only move his own units.

A friendly infantry unit or a friendly artillery unit that is *engaged* with an enemy unit at the start of a player's movement phase cannot do anything at all during that player's movement phase (see the *Engaging Enemy Units* section below).

However, a friendly cavalry unit that is engaged with enemy units at the start of a player's movement phase may be able to *disengage* (see the *Disengaging* section below).

Ok. What can a player do during his movement phase?

During a player's movement phase, that player conducts *movement* with any or all of his units on the table or in the reserve zones **one unit at a time**.

The player whose movement phase it is first chooses a friendly unit that has not yet been chosen during the current movement phase.

If the unit chosen is in a Reserve Zone, then refer to the *Using the Reserve Zones* section.

If the unit chosen is on the table, then the player must then opt to do one of three things with the chosen unit. The player can opt to:

- a) **do nothing** with the unit, **or**,
- b) **perform actions** with the unit, **or**,
- c) **engage an enemy unit** with the unit.

However, be aware that enemy units do not just sit there. **Enemy units may be able to react** to what you are doing, so be careful (see the *Reactions* section).

To finish movement with the chosen unit, the player simply proceeds to choose another friendly unit that has not yet been chosen during the current movement phase.

Performing Actions

An Infantry unit (whether that unit has fired or not) can perform one and one only of the following actions. It can either:

- a) Change Formation, or,
- b) Turn, or,
- c) Move into an adjacent zone.

A Cavalry unit can perform upto two of the following actions in any order. It can either:

- a) Change Formation, or,
- b) Turn, or,
- c) Move into an adjacent zone, or,
- d) Disengage.

For example, a cavalry unit could turn (its first action) and then move (its second action), or move and then move again, or turn and then move, or disengage and then move, etc, etc.

A Foot Artillery unit that has not fired (that is, the unit has not got a red marker placed adjacent to it) can perform one and one only of the following *actions*. It can either:

- a) Turn, or,
- b) Move into an adjacent zone.

A Foot Artillery unit that has fired (that is, the unit does have a red marker placed adjacent to it) can only:

- a) Turn.

A Horse Artillery unit (whether that unit has fired or not) can perform one and one only of the following *actions*. It can either:

- a) Turn, or,
- b) Move into an adjacent zone.

Changing Formation

To change a unit's formation, the player simply *announces* that the unit is *changing formation*. The player then changes that unit's formation into another *valid* formation for that unit type.

If a player is changing an infantry unit out of a square formation into either an attack formation or a skirmish formation, then that player can face that new formation *in any valid direction*.

Turning a Unit

To turn a unit, the player simply *announces* that the unit is *turning*. The player then turns the unit to face any one of the four valid directions. A unit turning must maintain the exact same formation both before and after the turn.

Moving a Unit

To move a unit, the player simply *announces* that the unit is *moving*. The player then moves that unit directly forward into the adjacent zone that is in the same direction that the unit is facing. A unit that is

moving must maintain the exact same formation and maintain the exact same facing both before and after the move.

Can a square move or turn?

No. An infantry unit that is in a square formation cannot be moved and it cannot be turned to face another direction. To move or turn again, the player must change the unit's formation from a square formation into either an attack formation or a skirmish formation.

Engaging Enemy Units

At no time during the course of the game can a friendly unit and an enemy unit be in contact with each other unless one of those two units has successfully *engaged* the other.

Squares cannot move and so they cannot engage enemy units. Artillery units cannot engage enemy units. However, though squares and artillery units cannot engage enemy units, squares and artillery units can still be engaged by enemy units. Commanders are for indication only, and so cannot engage enemy units or be engaged by enemy units.

A friendly unit can only attempt to engage an enemy unit that is *in the same zone* as the friendly unit.

Further, if there are any unengaged enemy units in the zone, then the player must first engage those unengaged enemy units. Only when all of the enemy units that are in a particular zone have been engaged by at least one friendly unit can a player opt to engage those enemy units in that zone with additional friendly units, and engage them *in any manner desired*.

Can infantry units engage unengaged cavalry units?

Yes, but there is a restriction:

- A friendly infantry unit can only engage an *unengaged* enemy cavalry unit if that friendly infantry unit **will outflank** the enemy cavalry unit upon contact (see the *Hand-to-hand Combat* section for the difference between *overlapping* and *outflanking*)

In any other situation a friendly infantry unit cannot engage an unengaged enemy cavalry unit.

Do you need to test to engage an enemy unit?

Of course, but there are two exceptions:

- 1) If a friendly unit **is in command**, then that unit does not need to test to engage (see the *Hand-to-hand Combat* section for command). A unit that is in command automatically passes the test to engage.
- 2) If a player **already has at least one friendly unit currently engaged with an enemy unit**, then any other friendly units opting to engage that same enemy unit do not need to test to engage. Such units automatically pass the test to engage, and can simply *join in*.

In any other situation, a friendly unit must test to engage an enemy unit. To test to engage, the player simply **throws 1D6**, the result being that the friendly unit:

- a) successfully engages **on a 3 or less** if the friendly unit is **in an attack formation**, or,
- b) successfully engages **on a 1** if the friendly unit is **in a skirmish formation**.

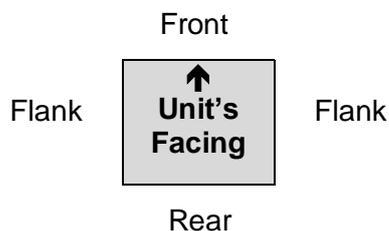
If the friendly unit successfully passes the test to engage, then the enemy player must immediately *react* with an enemy unit if able (see the *Reactions* section).

If the friendly unit fails the test to engage, then that unit simply remains unengaged, and that unit does no more during the current movement phase (the unit's commander vacillated and opted to not to carry out his orders and engage). Play moves on to the next unit.

So, how do you actually engage an unengaged enemy unit?

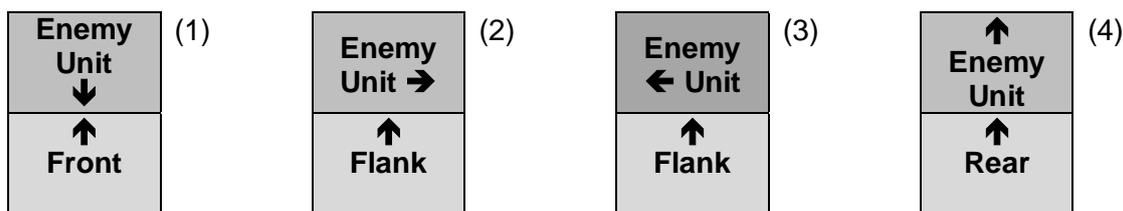
A friendly unit engages the enemy unit immediately *after* that enemy player has completed his reactions. (Obviously, if the enemy player cannot react for any reason whatsoever, then the friendly unit simply engages that enemy unit).

Every unit has a *front*, two *flanks* and a *rear* thus:



To engage an *unengaged* enemy unit, the player controlling the friendly unit simply picks up that friendly unit and places the *front* of the friendly unit in contact with the enemy unit thus:

- If the enemy unit that is being engaged is currently facing the opposite direction to the friendly unit, then the two units are placed in *front to front contact* with each other (see diagram 1 below).
- If the enemy unit that is being engaged is currently facing side on to the friendly unit, then the friendly unit is placed in contact with *the enemy unit's flank* (see diagrams 2 and 3 below).
- If the enemy unit that is being engaged is facing the same direction as the friendly unit, then the friendly unit is placed in contact with *the enemy unit's rear* (see diagram 4 below).



Both units are then said to be *engaged*. The resulting hand-to-hand combat is resolved in the *Hand-to-hand Combat* phase.

Can a unit be turned when engaging?

No. A unit cannot be turned when engaging an enemy unit. A friendly unit engaging must maintain the same valid facing (unless noted otherwise).

Can more than one unit engage a particular facing?

No. Only one unit at a time can engage a particular facing. Therefore, the maximum number of friendly units that can engage a single enemy unit is *four*, one unit in front; one unit on each flank; and one unit in the rear.

How do you engage an enemy unit that is already engaged?

As before, the player controlling the friendly unit simply picks up the friendly unit and places it in contact with that engaged enemy unit as noted above.

However, if the friendly unit cannot be placed as noted above (that is, because the required facing is already occupied by another unit), then the following *priorities* are used instead:

- The friendly unit must be engaged to the enemy unit's **front first**
- The friendly unit must be engaged to one of the enemy unit's **flanks next**
- The friendly unit must be engaged to the enemy unit's **rear last**

Obviously, in this situation a unit may need to be *turned* to place the *front* of the friendly unit in contact with the enemy unit. Such a turn is allowed in this situation, and incurs no penalty.

Disengaging

As noted, a friendly *cavalry* unit that is engaged with enemy units (including enemy artillery units) may be able to disengage from those enemy units. Infantry units and artillery units cannot opt to disengage (although they may be able to “disengage” in a sense by removing stands – see the *Remove Loses Phase*).

First, for a friendly cavalry unit to be able to disengage at all, that cavalry unit cannot be engaged with any enemy *cavalry* units whatsoever. If a friendly cavalry unit is engaged with any enemy cavalry units, then that cavalry unit must remain engaged.

Further, to disengage from the enemy, a friendly cavalry unit cannot be engaged on all four facings, that is, the cavalry unit must have at least one of its four facings (front, a flank or rear) *vacant* (that is, there must be no enemy unit engaged with the friendly cavalry unit on that facing). If so, then the player can opt to disengage the friendly cavalry unit.

To disengage a friendly cavalry unit, the player simply *announces* that the cavalry unit is *disengaging*. The player then moves the unit out of contact with the enemy units with which it is engaged. A cavalry unit that disengages must maintain the exact same valid formation and the exact same facing both before and after disengaging.

- A friendly cavalry unit disengaging has one green hit marker placed adjacent to it for every enemy unit that is in *an attack formation* that it was engaged with before it disengaged

For example, if a friendly cavalry unit is in contact with two enemy infantry units which are both in attack formations, and the friendly cavalry unit opts to disengage, then that friendly cavalry unit has two hit markers placed adjacent to it. If the friendly cavalry unit is in contact with two enemy infantry units, one of which is in an attack formation and the other in a skirmish formation, and the friendly cavalry unit opts to disengage, then that friendly cavalry unit only has one hit markers placed adjacent to it. If the friendly cavalry unit is in contact with two enemy infantry units, both of which are in is a skirmish formation, and the friendly cavalry unit opts to disengage, then that friendly cavalry unit has no hit markers placed adjacent to it.

A friendly cavalry unit that disengages from the enemy can possibly be intercepted by enemy cavalry after it has disengaged (see the *Reactions* section – *Intercept*).

Can a player opt to voluntarily withdraw a unit?

Yes. At anytime during a player’s movement phase, that player can *order* a friendly unit (including friendly units that are currently engaged with enemy units) to *withdraw* from the battle. However, as usual, there is a restriction:

- Only friendly units that are in the same zone as their Commander’s stand can be ordered to withdraw from the battle

To withdraw a unit from the game, the player simply *announces* that he is ordering a particular friendly unit to *withdraw*. The player then picks up all of that unit’s remaining stands on the table (along with all of its markers) and removes them from the game.

Units that have been ordered to withdraw from the game do not return to the game, and are considered to have been routed.

Ending a Player’s Movement Phase

A player’s movement phase immediately ends when:

- a) that player *has no more units to choose*, or,
- b) that player *announces* that it has ended, or,
- c) that player *moves* his Commander into another zone.

To move his Commander, the player simply *announces* that his *Commander is moving*. The player then moves his Commander stand into any one of the eight adjacent zones (including diagonally) thus:

↖	↑	↗
←	Commander Stand's Zone	→
↙	↓	↘

(Remember, a Commander stand is only used to show the zone that the Commander is in. Therefore, a player can turn his Commander stand to face any direction desired, and at any time).

Once a player's movement phase has ended, that player cannot do anything else with any of his units or his Commander stand that same movement phase. Play immediately moves on to the next phase (use a little gamesmanship here when learning the game please).

Using the Reserve Zones



As noted, each side has a number of *Reserve Zones* that are located off the table.

- A unit cannot fire into or fire out of a Reserve Zone
- A friendly unit cannot enter any of the enemy's Reserve Zones under any circumstances

Otherwise, at any time during a player's Movement Phase, that player can opt to do the following with any, all or none of his units that are *in or adjacent to* that player's Reserve Zones.

- 1) A unit in a Reserve Zone can be moved directly forward out of a Reserve Zone and **onto the table**. A unit cannot be moved diagonally onto the table.

To move a unit onto the table, the player simply picks up the unit from the Reserve Zone that it is in, and places it onto the table in the required zone. The unit is placed on to the table *facing directly forward* (towards your opponent at zero degrees) in either an attack formation or in a skirmish formation. The unit does no more this phase. It cannot move again, cannot turn, cannot change formation, cannot engage, etc, etc.

A unit moving onto the table can be intercepted by an enemy unit once it has been placed on the table (see the *Reactions* section – *Intercepting*).

- 2) A unit in a Reserve Zone can be **moved between the friendly Reserve Zones**, that is, the unit can be moved any number of friendly Reserve Zones regardless of the unit type or the unit's current formation.

The unit is simply picked up from the friendly Reserve Zone that it is in and is then placed into one of the other friendly Reserve Zones. The unit does no more this phase. It cannot move again, cannot turn, cannot change formation, etc, etc.

- 3) An **unengaged unit** on the table that is adjacent to a Reserve Zone can be moved directly backwards **off the table** and placed into that Reserve Zone. A unit cannot be moved diagonally off the table.

The current facing and formation of the unit being moved off the table are irrelevant. As long as the unit is unengaged, it is simply picked up (along with all of its markers) and is placed into the relevant Reserve Zone. The unit does no more this phase. It cannot move again, cannot turn, cannot change formation, etc, etc.

A unit that is moving off the table into a Reserve Zone can be intercepted by an enemy unit *before* it is removed from the table (see the *Reactions* section below – *Intercepting*).

Reactions



Reactions are very important within the game system – please read this section carefully.

- First, a friendly unit can only opt to react during the enemy side's Movement Phase
- Next, the friendly unit reacting and the enemy unit being reacted against must be both in the same zone
- Next, only unengaged units can react, and only unengaged units can be reacted against. Therefore, a friendly unit that is currently engaged with an enemy unit cannot react, and an enemy unit that is currently engaged with a friendly unit cannot be reacted against
- Next, a unit can only react once and once only during the enemy player's Movement Phase (so consider your reaction options carefully)

To indicate that a unit has reacted during the current movement phase, players place a **yellow marker adjacent** to that unit, and then at the end of the current movement phase, players remove all of these yellow markers.

- Last, some reactions are *compulsory* and some reactions are *optional*

The compulsory reactions that a unit *must* perform if able are:

- 1) **A cavalry unit must either counter-charge or recoil**
- 2) **An artillery unit must issue defensive fire at an enemy cavalry unit**

The optional reactions that a unit may be able to perform are:

- 3) **An infantry unit may be able to issue defensive fire at an enemy infantry unit**
- 4) **An infantry unit can hastily form a square**
- 5) **An infantry unit in skirmish formation can evade from an enemy infantry unit**
- 6) **A cavalry unit can intercept an enemy unit**
- 7) **An artillery unit may be able to issue defensive supporting fire**
- 8) **An artillery unit may be able to issue defensive fire at or flee from an enemy infantry unit**

Can more than one unit react at a time?

Yes, more than one unit can react at a time. However, be advised – the order in which your units perform their reactions can be important. Therefore, consider the order in which you do your reactions carefully.

Ok. How does a unit react?

First, the enemy player *announces* what he is doing with his unit (see the *Movement Phase* section).

The friendly player then *announces* if a friendly unit is reacting to that enemy unit's movement.

- **If the friendly player opts to not react with any units, or if the player cannot react with any units, then** the enemy player simply proceeds to conduct that unit's movement.

The enemy player cannot change his mind. The enemy player *must* do the movement that he has announced for that unit.

Otherwise:

- **If the friendly player opts to perform a reaction with a unit, then** that player proceeds to do so with the unit nominated.

The friendly player then continues nominating other friendly units to react, reacting with *one unit at a time*, until he *announces* that he *doesn't wish to perform any more reactions at this time*.

Then, *unless the result of a reaction dictates otherwise*, the enemy player conducts the announced movement with his unit thus:

- **If the enemy unit is attempting to engage a friendly unit, then** the enemy unit engages the friendly unit in the usual manner. Once engaged, both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.
- **If the enemy unit is not attempting to engage a friendly unit, then** the enemy player simply proceeds to conduct that unit's movement

Remember, if a reaction is compulsory, then that unit *must* perform that reaction if it can.

The full details of each reaction are:

1) An unengaged friendly cavalry unit must opt to either counter-charge the enemy unit that is attempting to engage it, or opt to recoil from the enemy unit that is attempting to engage it

First, the enemy player *announces* which enemy unit is attempting to engage the friendly cavalry unit.

The player controlling that friendly cavalry unit must:

- Opt to counter-charge that enemy unit, or,
- Opt to recoil from that enemy unit.

If the player opts to counter-charge the enemy unit, then the friendly cavalry unit *engages* the enemy unit *front to front*. The cavalry unit that counter-charged suffers some disorder and so one green hit marker is immediately placed adjacent to that cavalry unit. In addition, if the cavalry unit that counter-charged had to *turn* (that is, change facing to face another direction) to engage the enemy unit front to front, then one additional green hit marker is placed adjacent to that cavalry unit. Both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.

Otherwise:

If the player opts to recoil from the enemy unit, then the friendly cavalry unit recoiling (along with all of its markers) is simply picked up and placed into the *closest friendly Reserve Zone*. This cavalry unit does no more this phase.

Then:

If the enemy unit is an infantry unit, then that enemy infantry unit remains unengaged, and does no more this phase. Play moves on to the next unit.

Otherwise:

If the enemy unit is a cavalry unit, then the player controlling that cavalry unit must then:

- Opt to engage another unit with the cavalry unit, or,
- Opt to rally the cavalry unit.

If the enemy player opts to engage another unit, then the enemy player simply proceeds to do so using all of the normal rules for engaging enemy units (see the *Movement* section – *Engaging Enemy Units*) and reacting with friendly units.

If the enemy player opts to rally the cavalry unit, then the enemy player simply turns the enemy cavalry unit to face any one of the four valid directions (see the *Movement* section – *Turning*). The cavalry unit remains unengaged, and does no more this phase. Play moves on to the next unit.

2) An unengaged friendly artillery unit that is being engaged by an enemy cavalry unit must issue defensive fire at that cavalry unit, but can only do so if the friendly artillery unit has no red marker on it (see the *Firing Phase*)

First, the enemy player *announces* which enemy cavalry unit is attempting to engage the friendly artillery unit.

The player controlling that friendly artillery unit must then fire at that enemy cavalry unit (if able) using all of the normal rules for firing. This *defensive fire* is deemed to take place before the enemy cavalry unit engages the friendly artillery unit. A red marker is placed adjacent to the friendly artillery unit to indicate that the artillery unit has fired.

Then:

If the enemy cavalry unit suffers two or more hits from this defensive fire, then that enemy cavalry unit immediately *flinches*. As a result, both units remain unengaged, and both units do no more this phase. A yellow marker is placed adjacent to the friendly artillery unit to indicate that it has reacted, and play moves on to the next unit.

If the enemy cavalry unit suffers less than two hits from this defensive fire, or if the artillery unit cannot fire, then the enemy cavalry unit engages the friendly artillery unit in the usual manner and the artillery unit is *over-run*. As a result, the friendly artillery unit (along with all of its markers) is immediately removed from play, and is considered to have been routed.

The player controlling the enemy cavalry unit *must* then:

- a) Opt to engage another unit with the cavalry unit, or,
- b) Opt to rally the cavalry unit.

If the enemy player opts to engage another unit, then the enemy player simply proceeds to do so using all of the normal rules for engaging enemy units (see the *Movement* section – *Engaging Enemy Units*) and reacting with friendly units

If the enemy player opts to rally the cavalry unit, then the enemy player simply turns the enemy cavalry unit to face any one of the four valid directions (see the *Movement* section – *Turning*). The cavalry unit remains unengaged, and does no more this phase. Play moves on to the next unit.

3) An unengaged friendly infantry unit that is being engaged by an enemy infantry unit can issue defensive fire at that enemy infantry unit, but it can only do so if the friendly infantry unit has no red marker on it (see the Firing Phase section).

First, the enemy player *announces* which enemy infantry unit is attempting to engage the friendly infantry unit.

If the friendly player opts to issue defensive fire with the friendly infantry unit, then the player proceeds to fire the friendly infantry unit at that enemy infantry unit using all of the normal rules for firing. This *defensive fire* is deemed to take place before the enemy infantry unit engages the friendly infantry unit. A red marker is placed adjacent to the friendly infantry unit to indicate that it has fired.

Then:

If the enemy infantry unit suffers two or more hits from this defensive fire, then that enemy infantry unit immediately *flinches*. As a result, both units remain unengaged, and both units do no more this phase. A yellow marker is placed adjacent to the friendly infantry unit to indicate that it has reacted, and play moves on to the next unit.

If the enemy infantry unit only suffers one hit from this defensive fire, then the enemy unit engages the friendly infantry unit in the usual manner. Both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.

However:

If the enemy infantry unit suffers no hits from this defensive fire, then the enemy infantry unit engages the friendly infantry in the usual manner and the friendly infantry unit suffers a light impact. As a result, one green hit marker is immediately placed adjacent to the friendly infantry unit. Both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.

4) An unengaged friendly infantry unit that is being engaged by an enemy unit can opt to hastily form a square

First, the enemy player nominates which enemy unit (either infantry or cavalry) is attempting to engage the friendly infantry unit.

If the friendly player opts to hastily form a square, then that player proceeds to change the friendly infantry unit's current formation into a valid square formation (see *Changing Formation*). This square is deemed to have been formed before the enemy unit engages the friendly infantry unit. A unit that hastily forms a square suffers a certain amount of disorder depending on the unit's formation *before* it hastily changed formation thus:

- If the friendly unit was in an *attack formation*, then the friendly unit suffers some disorder, and so one green hit marker is immediately placed adjacent to the square
- If the friendly unit was in a *skirmish formation*, then the friendly unit suffers considerable disorder, and so two green hit markers are immediately placed adjacent to the square

Then:

If the enemy unit is also an infantry unit, then that enemy infantry unit engages the square in the usual manner. Both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.

Otherwise:

If the enemy unit is a cavalry unit, then the player controlling that cavalry unit must throw 1D6 to determine how the cavalry unit's commander responds to the square being formed, the result being that:

- On a 1 to 5, the cavalry unit's commander opts to pull up short of the square, that is, the cavalry unit conducts a *feint charge*
- On a 6, assessing that the square is ill prepared, the cavalry unit's commander opts to *charge home* on the square

If the cavalry unit's commander opts to feint charge, then the cavalry unit pulls up short of the square. As a result, both units remain unengaged, and both units do no more this phase. A yellow marker is placed adjacent to the square to indicate that it has reacted. Play moves on to the next unit.

If the cavalry unit's commander opts to charge home on the square, then the player controlling that enemy cavalry unit must throw 1D6 again to determine if the cavalry unit's commander's assessment was correct, the result being that:

- On a 1 to 5, the cavalry unit's commander's assessment was incorrect. The square is found to be sufficiently prepared, and so the cavalry unit is forced to *flow around the square*
- On a 6, the cavalry unit's commander's assessment was correct. The square is ill prepared, and so the cavalry unit successfully *charges home on the square*

If the cavalry unit is forced to flow around the square, then the cavalry unit suffers some disorder, and so one green hit marker is immediately placed adjacent to that cavalry unit. The player controlling that enemy cavalry unit must then throw 1D6 again, the result being that:

- On a 1 or 2, the cavalry unit is turned 90 degrees clockwise
- On a 3 or 4, the cavalry unit is turned 90 degrees anti-clockwise
- On a 5 or 6, the cavalry unit is turned 180 degrees

Both units remain unengaged, and both units do no more this phase. A yellow marker is then placed adjacent to the square to indicate that it has reacted. Play moves on to the next unit.

If the cavalry unit charges home on the square, then the cavalry unit engages the square in the usual manner and the square suffers a *heavy impact*. As a result, one green hit marker is immediately placed adjacent to the square if it was engaged by a Light Cavalry unit, two green hit markers if it was engaged by a Medium Cavalry unit, or three green hit markers if it was engaged by Heavy Cavalry unit. Both units do no more this phase and both units await hand-to-hand combat. Play moves on to the next unit.

5) An unengaged friendly infantry unit that is in a skirmish formation can opt to evade from an enemy infantry unit that is attempting to engaged it

First, the enemy player *announces* which enemy infantry unit is attempting to engage the friendly infantry unit in that is in a skirmish formation.

If the player opts to evade, then both infantry units remain unengaged, and both units do no more this phase. A yellow marker is placed adjacent to the friendly unit to indicate that the unit has reacted. Play moves on to the next unit.

6) An unengaged friendly cavalry unit can opt to intercept an enemy unit that:

- a) has just moved into the same zone as the friendly cavalry unit, or,
- b) is trying to move out of the same zone as the friendly cavalry unit, or,
- c) is attempting to engage some other friendly unit in the same zone as the friendly cavalry unit, or,
- d) has just disengaged from a friendly unit in the same zone as the friendly cavalry unit.

First, the enemy player *announces* which of the four options (as noted above) he is doing with his unit.

If the enemy player is moving his unit into the zone, then the enemy player first moves that unit into the adjacent zone, and then *suspends* the movement of that unit.

If the enemy player is trying to move out of the zone, then the enemy player *suspends* the movement of that unit.

If the enemy player is trying to engage another friendly unit, then the enemy player *suspends* the movement of that unit.

If the enemy player is disengaging, then the enemy player first *disengages* from the friendly unit or units that it is engaged with, and then *suspends* the movement of that unit.

Then:

If the friendly player opts to intercept, and if the friendly cavalry unit is in command, then that friendly cavalry unit does not need to test to intercept. A unit that is in command **intercepts without testing** (for command, see the *Hand-to-hand Combat* section).

Otherwise, a friendly cavalry unit must test to intercept.

To test to intercept, the player that is attempting to intercept throws 1D6, the result being that:

- A unit in an *attack formation* successfully intercepts *on a 3 or less*
- A unit in a *skirmish formation* successfully intercepts *on a 1*

If the intercept is successful, then the friendly cavalry unit *engages* the enemy unit *front to front*. This intercept is deemed to take place *before* the enemy unit completes its movement. A cavalry unit that successfully intercepts suffers some disorder and so one green hit marker is immediately placed adjacent to that cavalry unit. In addition, if the cavalry unit that intercepted had to *turn* (that is, change facing to face another direction) to engage the enemy unit front to front, then one additional green hit marker is placed adjacent to the cavalry unit that intercepted.

Then:

If the enemy unit that has been engaged is also a cavalry unit, then both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.

If the enemy unit that has been engaged is an infantry unit, then that enemy infantry unit suffers a *heavy impact*. As a result, one green hit marker is immediately placed adjacent to that enemy infantry unit if it was engaged by a Light Cavalry unit, two green hit markers if it was engaged by a Medium Cavalry unit, or three green hit markers if it was engaged by Heavy Cavalry unit. Both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.

If the enemy unit that has been engaged is an artillery unit, then that artillery unit is *over-run*. As a result, the enemy artillery unit (along with all of its markers) is immediately removed from play and it is considered to have been routed. A yellow marker is placed adjacent to the cavalry unit to indicate that the unit has reacted, and this unit does no more this phase. Play moves on to the next unit.

Otherwise:

If the attempt to intercept is unsuccessful, then a yellow marker is placed adjacent to the friendly cavalry unit to indicate that it has reacted, and this unit does no more this phase.

7) An unengaged friendly artillery unit can opt to issue defensive supporting fire at that enemy unit that is attempting to engage some other friendly unit, but it can only do so if that friendly artillery unit has no red marker on it (see the *Firing Phase*)

First, the enemy player *announces* which enemy unit is attempting to engage some other friendly unit in the *same* zone.

If the friendly player opts to issue defensive supporting fire with the artillery unit, then that artillery unit immediately fires at the enemy unit using all of the normal rules for firing. This *defensive supporting fire* is deemed to take place before the enemy unit engages the other friendly unit. A red marker is placed adjacent to the artillery unit to indicate that it has fired, and a yellow marker is placed adjacent to the artillery unit to indicate that it has reacted.

Then:

If the enemy unit suffers two or more hits from this defensive supporting fire, then that enemy unit immediately *flinches*. As a result, that enemy unit remains unengaged, and does no more this phase. Play moves on to the next unit.

8) A friendly artillery unit that is being engaged by an enemy infantry unit can opt to either issue defensive fire at that enemy infantry unit, or opt to flee from that enemy infantry unit, but in either case, can only do so if that friendly artillery unit has no red marker on it (see the *Firing Phase*)

First, the enemy player *announces* which enemy infantry unit is attempting to engage the friendly artillery unit.

The player controlling that friendly artillery unit (either foot or horse) *must* then:

- a) Opt to flee with the artillery unit, or,
- b) Opt to issue defensive fire at that enemy infantry unit.

If the player opts to flee, then the friendly artillery (along with all of its markers) is simply picked up and placed into the *closest friendly Reserve Zone*. Both units remain unengaged, and both units do no more this phase. Play moves on to the next unit. (The unit can flee because the artillery unit's commander opted to limber up instead of firing during the previous Firing Phase, and so is ready to flee).

Otherwise:

If the player opts to issue defensive fire at the enemy unit, then the friendly artillery unit immediately fires at that enemy infantry unit using all of the normal rules for firing. This *defensive fire* is deemed to take place before the enemy infantry unit engages the friendly artillery unit. A red marker is placed adjacent to the artillery unit to indicate that it has fired.

Then:

If the enemy infantry unit suffers two or more hits from this defensive fire, then the enemy infantry unit immediately *flinches*. As a result, both units remain unengaged and both units do no more this phase. A yellow marker is placed adjacent to the artillery unit to indicate that it has reacted. Play moves on to the next unit.

The Determine Victory Phase



The Determine Victory Phase is the last phase in a full Game Turn.

Determining Your Side's Breakpoint Value

Before the game, each side totals up the number of **units** that are in that side's army *not* including that side's Commander. Each side then calculates the 1/3 value and the 1/2 value of this number of units. The 1/2 value is that side's *Breakpoint Value*.

For example, say a side starts a large game with an army consisting of 31 units not including its Commander unit. Thus, $31/3 = 10.33$ (round fractions up) = 11, and $31/2 = 15.5$ (round fractions up) = 16, and. This side's breakpoint value is 16 units.

During the course of the game, each side keeps a running tally of the number of units from that side that have *routed* off the table (again, not counting that side's Commander).

Ok. What do you do during this phase?

The first thing players do during this phase is to check how many units your side still has *on the table*, and how many units your side has *off the table*.

- Units *off the table* include all friendly units (not including the Commander) that are currently in that side's reserve zones, and all friendly units (again, not including the Commander) from that side have been routed

If a side is found to have more friendly units off the table than on the table, then clearly that side is *in general retreat*.

What happens if a side is in general retreat?

A side that is found to be *in general retreat* must concede defeat to the other side immediately, and the other side scores ***A Marvellous Victory!***

However, in that rare case where *both* sides are found to be in general retreat at the same time, then the game is declared to be ***A Humiliating Loss for both sides!***

What happens if neither side is in general retreat?

The first thing players do is to **remove all red markers and all yellow markers** from the table. Any **green hit markers** on units **remain** on those units.

Both sides then check their running tallies:

If a side's running tally is equal to or exceeds that side's 1/3 value, then that side's Commander stand is immediately removed from play. This represents the slow breakdown in command and control.

If a side's running tally is equal to or exceeds that side's Breakpoint Value, then that side's morale breaks and the game is declared to be over. Play ceases immediately and players proceed to determine the final outcome of the game (see below).

If neither side has reached their Breakpoint Value, then the game continues. Players proceed to play the next *full* Game Turn by re-determining the initiative, etc (see the *Sequence of Play*).

If the game is declared to be over, then to determine the final outcome of the game each side tallies up how many of the *on-table zones* that that side's units currently occupy that are *uncontested*.

- An *on-table zone* is deemed to be *uncontested* if the zone in question is occupied by at least one friendly infantry or by at least one friendly cavalry unit *and* is not currently occupied by *any* enemy infantry units or by *any* enemy cavalry units

Artillery units and Commanders cannot contest a zone.

Now:

- If your side's tally is ten or more of the fifteen on-table zones, then your side has achieved the best possible victory over your opponent – it has achieved ***A Marvellous Victory!***
- If your side's tally is less than ten of the fifteen on-table zones, but your side still has more on-table zones than your opponent, then your side has only managed to achieve ***A Minor Victory*** over your opponent
- Otherwise, the game is declared to be ***A Draw***

Again, players can vary the numbers of zones to suit their needs.

Can a player concede defeat?

Of course – a side can always *concede defeat* to its opponent, and at any time. However, if your side concedes defeat, then the other side immediately achieves ***A Marvellous Victory*** regardless of the number of zones occupied and number of zones uncontested.

Finally



Well, that's the rules. Please remember that ***A Marvellous Victory is just a game!*** Try to have fun and sort out any problems thus:

- A player from each side throws 2D6 and totals the dice – re-throw on a tie
- The player with the *lowest* total dice throw gets to decide

However, be careful because the decision made for that particular situation by the winning player will then apply to *both* sides for the same situation for *remainder* of the game.

Trevor Raymond

A Marvellous Victory!

Appendix: Terrain Guidelines



These terrain guidelines are just that – *guidelines!*

Players can use any agreed method to determine the terrain of a zone, and what affect that terrain has on movement, firing, hand-to-hand combat, etc.

Are there any restrictions as to what formations units can use in terrain?

There are no restrictions as to what formations a friendly unit can use unless noted otherwise. A friendly unit may be in any valid formation that the player chooses.

How does terrain affect movement?

First, some types of units may be *prohibited* from entering certain types of terrain. If so, then units of those types cannot enter a zone with that prohibiting type of terrain in it under any circumstances.

Next, some terrain may have **restricted movement for cavalry units**. If so, then cavalry units are restricted to performing **only one action during that unit's Movement Phase** if the cavalry unit:

- a) **is entering a zone** that has restricted movement, **or**,
- b) **is in a zone** that has restricted movement, **or**,
- c) **is leaving a zone** that has restricted movement.

- **Further, a cavalry unit cannot intercept in a zone that has restricted movement**

How does terrain affect firing?

Certain types of terrain may give a friendly unit some protection from enemy fire. If so, then a unit of that type that is in that type of terrain can claim **cover** from the enemy's fire.

If a friendly unit fires at an enemy unit, and that enemy unit can claim cover, then the unit firing at it simply **subtracts two dice from the final number of dice** that it would normally use to fire at that enemy unit.

The subtracting of the two dice **is cumulative**. A unit keeps subtracting two dice for each terrain feature in the zone requiring it.

It is certainly possible that a friendly unit and an enemy unit can both claim cover against each other by being in the same terrain at the same time.

How does terrain affect hand-to-hand combat?

Certain types of terrain may give a friendly unit an advantage in hand-to-hand combat. If so, then a unit of that type in that type of terrain can claim a **hand-to-hand advantage** when in hand-to-hand combat with an enemy unit.

If a friendly unit is in hand-to-hand combat with an enemy unit, and that enemy unit can claim a hand-to-hand advantage, then the friendly unit **subtracts two dice from the final number of dice** that it would normally use when attacking that enemy unit in hand-to-hand combat.

The subtracting of the two dice **is cumulative**. A unit keeps subtracting two dice for each terrain feature in the zone requiring it.

It is certainly possible that a friendly unit and an enemy unit can both claim a hand-to-hand advantage against each other by being in the same terrain at the same time.

Does terrain affect command?

No. Terrain never affects command although it may affect a Commander's movement.

Types of Terrain

A zone is deemed to be *clear terrain* unless the players determined it to be otherwise. Clear terrain has no affect on movement, firing, hand-to-hand combat, etc. Otherwise, an entire zone can be classified as *one or more* of the following types of terrain.

For example, a zone could potentially be classified as a hill, with a village, in woods that is also passable rough ground.

My suggestions for each terrain type are:

Hills:

- Hills are shown by placing a small model hill in the zone. The whole zone is then deemed to be hills
- All units can enter hills but hills have restricted movement
- Hills give infantry units the hand-to-hand advantage

Woods:

- Only one wood can be present in a game. Woods are shown by placing some model trees in the zone. The whole zone is then deemed to be woods
- Artillery units and Commanders cannot enter woods
- Only cavalry units that are in skirmish formation can enter woods
- Woods have restricted movement
- Woods give infantry units both cover and the hand-to-hand advantage

Villages:

- Only one village can be present in a game. A village is shown by placing a suitable model building in the zone. The whole zone is then deemed to be a village
- All units can enter a village but villages have restricted movement
- Villages give infantry units and artillery units both cover and the hand-to-hand advantage

Rough Ground:

Players must agree as to what zones of rough ground are **passable** and what zones of rough ground are **impassable** before the start of the game. No units can enter a zone of impassable rough ground at any time. Otherwise:

- Rough ground is shown by placing some small rocks or the like in the zone. The whole zone is then deemed to be rough ground
- Artillery units cannot enter rough ground
- Rough ground has restricted movement
- Rough ground gives infantry units the hand-to-hand advantage

Boggy Ground:

- Only one boggy ground zone can be present in a game. Boggy ground (or the like) is shown by placing a suitable bog looking terrain feature in the zone. The whole zone is then deemed to be boggy ground
- A zone of boggy ground is impassable to all units

Escarments:

- Upto three edges of a zone can be defined as an escarpment (or the like)
- Use a piece of string or the like to show the edges of the escarpment
- Artillery units can fire across an escarpment
- No units can cross the edge of a zone that is defined as an escarpment. They must go around

Appendix: A Suggested Variation – Unit Quality



Player's may wish to experiment with variable unit quality. Players can use their own method to decide the quality rating of each of their units before the game (or you can use and adapt the army lists from other rule sets, or you can use the table below).

The three unit qualities recommended are *Green*, *Seasoned* and *Veteran*.

As a guide, Green units are inexperienced units that may have had some basic training but have had little or no battle or campaign experience. Seasoned units are units that have had training and had some battle and campaign experience. Veteran units are units that have had a lot of battle and campaign experience. Unit quality can also be thought of as measure of how well that a particular unit is fighting on the day due to supply issues, fatigue issues, command issues, general confidence, etc.

For variable unit quality, my suggestions are:

Dice	Light Infantry	Line Infantry	Light Cavalry	Medium Cavalry	Heavy Cavalry	Foot Artillery	Horse Artillery
1	Veteran	Veteran	Veteran	Veteran	Veteran	Veteran	Veteran
2	Seasoned	Seasoned	Seasoned	Veteran	Seasoned	Seasoned	Veteran
3	Seasoned	Seasoned	Seasoned	Seasoned	Seasoned	Seasoned	Seasoned
4	Seasoned	Seasoned	Seasoned	Seasoned	Seasoned	Seasoned	Seasoned
5	Seasoned	Green	Seasoned	Green	Seasoned	Seasoned	Seasoned
6	Green	Green	Green	Green	Green	Green	Seasoned

The minor rule changes for units rated as Green are:

- When *firing*, a Green stand always requires a 1 on a dice for a hit
- When *testing to engage*, a Green unit in any formation always requires a 1 on a dice to engage
- When *resolving a hand-to-hand combat*, a Green unit that scores hits on the enemy unit always reduces that number of hits done by one

For example: A green unit throws and inflicts two hits on an enemy unit. Therefore, only one hit marker is placed adjacent to the enemy unit. Another green unit throws and only inflicts one hit on an enemy unit. Therefore, no hit markers are placed adjacent to the enemy unit.

The minor rule changes for units rated as Veteran are:

- When *firing*, a Veteran stand always requires a 4 or less on a dice for a hit
- When *testing to engage*, a Veteran unit in any formation always requires a 4 or less on a dice to engage
- When *resolving a hand-to-hand combat*, a Veteran unit that scores *any* hits on the enemy unit increases that number of hits by one

For example: A veteran unit throws and inflicts three hits on an enemy unit. Therefore, four green markers are placed adjacent to the enemy unit. Another veteran unit throws and inflicts no hits on an enemy unit. Therefore, having scored no hits, no hit markers are placed adjacent to the enemy unit.

Anything else remains unaffected by unit quality. Again, players can vary these things to suit their own needs.