



REALM OF CHANCE THE AGE OF DESTINY



Introduction

These rules offer a simplified version of combat during the French Revolutionary Wars and Napoleonic Wars, spanning 1792 to 1815. It's based on using standard war games fare; a battlefield with metal soldiers representing a certain number of men. These can occupy a certain space and move a certain distance, in conformance to the units used in combat during this period.

Dice are used to add the necessary element of chance in conflict between opposing units at infantry battalion or cavalry regiment level in conjunction with a matrix, which reconciles the strength of an attacking unit to that of a defending unit. This gives the odds of a combat being successfully executed through the use of a Combat Results Table, hence winning an individual action on the battlefield. The sum of these small encounters mounts up towards an overall victory. Thus, battles of the time can be simulated, with odds on victory weighted towards those with better troops or their deployment. Using these rules, large actions of some 25,000 troops per side can be managed within a reasonable time, with a clear victor emerging.

Battlefield scale, time and space

Board Scale	= Battlefield Scale
1 Move (both sides)	= 5 mins
1 mm	= 2 m (thus 100 m on battlefield = 50 mm on board)
1 Figure	= 100-125 men, using 25mm Figurines
1 Cannon	= 1 Battery

Using 25mm figurines, an infantry sub unit occupies a front of 20mm by 15 mm, covered by 1 figure. At this scale, a typical battalion uses 5 figures, mounted on 5 card blocks, each 20mm by 15 mm. This represents a battalion at about 500 - 750 men with a 200 m frontage, with 2- 3 rows depth.

A cavalry squadron occupies a front of 30mm by 40 mm, covered by 1 figure. At this scale, a typical regiment, comprised of 4 squadrons, mounted on 4 card blocks, each 30mm by 40 mm. So this represents about 400 - 500 men with a 240 m frontage.

An artillery battery occupies a front of 20mm, represented by a single cannon, with an attendant horse figurine, which is placed showing any direction of travel if the piece is being moved.

Generals occupy a front of 30mm by 40 mm, covered by 1 figure. They do not have any combat potential themselves, but modify the behaviour of surrounding troops.

Unit effectiveness and the state of unit cohesion

The game works at the level of operational units, such as infantry battalions, cavalry regiments or artillery batteries. Key to a unit's effectiveness is their essential combat qualities, defined in the National Army Table and the concept of being organised (in good order, under discipline) or disorganised (in poor order and discipline). Clearly well organised troops of high quality stand a better chance of defeating poorly organised and low quality troops. Tables 1 & 2 show the National Army Tables for the Armies of Napoleon and the opposing Grand Alliance respectively. These describe the fighting qualities of each type of unit in each army under normal (organised) or disrupted (disorganised) states.

Game Sequence

The game has a set sequence between first and second players, which represents 5 minutes of real time. Decide who will always be the first player in the sequence, and then follow as below. Examples of play are described later, which brings to life the sequence and the actions described. The overview of the game sequence is:-

Simplified Game Sequence

First Player Turn

- 1) Rout and Disruption Removal Phase
- 2) Artillery Fire Phase
- 3) Movement and Orders Phase
- 4) Combat Phase

Second Player Turn

Repeat (1) to (4)

End of this turn, beginning of next turn

Each phase is now described in more detail.

First Player Turn

1) Routing & Disruption Removal Phase

Routing units need a 6 to be thrown on a die to stop routing, becoming disrupted for the turn, until becoming rallied as described below. If they fail to rally, they continue to rout at charge speed in the most obvious direction for their safety. If they should pass through friendly units during their rout, they disorganise these units.

Disrupted units may be rallied by throwing a die and comparing the result to the National Army Table (Tables 1 & 2) for the unit's morale. If the die matches or exceeds the value in the table, the unit becomes instantly organised again, otherwise the unit remains disorganised for the turn.

The presence of generals results in +1 being added to the die roll, thus improving the odds of rallying routing or disrupted troops.

Disrupted units behave in terms of movement as normal units. Their combat potential is reduced, according to the National Army Table.

2) Artillery Fire Phase

The phasing player fires their artillery in the normal state, as those in the disrupted state may not fire that turn. Each artillery unit fires once per turn, on one unit at a time, such as an infantry battalion, cavalry regiment or artillery battery. The effectiveness of artillery changes with range. To see if the target is affected, measure the distance between the artillery unit and the target. Roll a die and consult the artillery table (Table 3) to see what damage they inflict. Examples of this are given later under the combat phase.

Artillery can only fire on visible units by direct line of sight (i.e. they can't fire on units hidden behind hill, or hidden behind other units etc).

Artillery batteries are captured if enemy units pass through cannons, becoming their active units.

Cannons which fire may not limber up this turn. To limber or unlimber a battery takes a full move, with the artillery unit capable of moving or firing in the next move respectively.

3) Movement and Orders Phase

The phasing player may move any or all units may be moved, up to their maximum allowance, with each unit. Consult the National Army Tables (Tables 1 & 2) for details.

Units in good order may move through each other, but disrupt each other during the process. Routed units continue to move directly to the rear of their army at charge speed. They will pass through any units they encounter, disrupting them as they go. If they rout off the board, they are permanently removed from the battle.

Units may change formation (e.g. line to column or vice versa etc). Details are given in Table 4. Changing formation takes time and reduces the ability to move, but not the ability to fight.

Terrain affects movement. Difficult Terrain (e.g. hills / woods / crossing streams etc) reduce speed. Roads enhance speed. Charging adds speed. See the National Army Tables for details.

Units can only charge 1 per 3 turns (i.e. once per $\frac{1}{4}$ hr in real time)

Units may retreat at half speed by facing the enemy (and still engage in combat) or retreat at full speed with their backs turned to the enemy, but cannot engage in combat. The enemy can engage them in combat however, and treat the troops as disrupted.

Infantry under cavalry attack would form a defensive square, in the time restraints given in Table 4. Consequently they cannot move but may fire whilst in this formation. They can subsequently be attacked by cavalry, as described below.

Orders may be issued by *Generals* using staff officers (singly mounted cavalrymen) which move up to 150mm per turn in any direction. When they reach a 'local command', they may issue the *Generals* order. Roll a dice to see if the order was understood (1 = not understood, 2-6 understood). Once all units have received their orders, the staff officer must ride back to the *General* who issued the orders to report for further orders. These messenger figures are added and removed from the board as required, and they have no combat effectiveness. They may be captured if an enemy unit passes through them, and the order should then be passed back to the nearest opposing army *General*.

4) Combat Phase

The phasing player attacks according to the rules of combat, and is described as the attacking player, with their opponent the defending player for this phase of the game turn.

Combat is mandatory between units in range.

Infantry must be within 0-50mm to attack (0 - 100m).

Cavalry must be in physical contact with their opponent to attack.

To initiate a combat first identify each units combat potential by counting the total number of figures in the unit and multiplying this by the attack/defence strength points under normal (ordered) or disrupted (disordered) state by consulting the appropriate National Army Tables.

Example: - a full strength French line battalion has 5 figures. In the normal state, each figure contributes 2 attack/defence strength points, in the disrupted state; each figure contributes 1 attack/defence strength point. Thus in the normal state, a French battalion has an attack/defence strength of 10, in the disrupted state this reduces to 5.

Now compare the attacker's strength to the defenders strength by using the Odds table (Table 5).

Example: - In the normal state, an attacking full strength French line battalion has an attack/defence strength of 10. In the normal state, a defending full strength Prussian line battalion has attack/defence strength of 10. The combat odds between these two battalions are 10:10 or 1:1. If the full strength Prussian line battalion was in a disordered state, the attack/defence strength reduces to 5, and the attackers odds are now 10:5 i.e. 2:1. These form the basic odds which can be modified by the following.

Infantry in square use disrupted factor to account for reduced firepower, regardless of organised state.

If an attacker uses combined forces of two types on one unit, e.g. Infantry & Cavalry, increase the odds by 1 column e.g. 1:1 becomes 2:1.

If an attacker uses all three combined forces on one unit, e.g. Infantry, Cavalry & Artillery, increase the odds by 2 columns e.g. 1:1 becomes 3:1.

If an attacker strikes from either flank, increase the odds by 1 column e.g. 1:1 becomes 2:1.

If an attacker strikes from the rear, increase the odds by 2 columns e.g. 1:1 becomes 3:1.

The phasing player with advantageous terrain either adds 1 to die (attacking) or subtracts 1 to die (defending).

Cavalry charging add 1 to dice throw.

Infantry attacking square add 1 to dice roll, to account for extra ranks being hit in the square.

Generals present with a unit can add or subtract 1 to the die roll, whatever is beneficial to the units result.

Now roll a die and look up the result of combat in the Combat Results Table (Table 6) at the odds level decided above, and apply the effect of combat immediately to the combat troops affected. These are:-

Ar = Attacker routed. Remove one base unit from the combat group. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state.

Ad = Attacker disrupted. Previously undisrupted combat units become disrupted. Attackers already disrupted remove one base unit from the game. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state.

Dx = Disruption exchange. Previously undisrupted combat units are disrupted. Attackers already disrupted remove one base unit from the game. The remainder hold their ground for this move. Defenders already disrupted remove one base unit from the game. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state.

Dd = Defender disrupted. Previously undisrupted combat units become disrupted. Attackers already disrupted remove one base unit from the game. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state.

Dr = Defender routed. Remove one base unit from the combat group. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state.

This forms the basic pattern for combat, with the exception of cavalry attacking squares, described below. An example of how combat might progress between units across multiple turns is shown on page 16.

Infantry under threat of cavalry attack would automatically attempt to form into a square. For cavalry attacking squares, follow Table 7 to see what happens. For this the initial state of the infantry (i.e. normal or disrupted) is key to the effectiveness of the square as a defensive measure. Should cavalry attacking a square suffer disruption after already being disrupted, remove one base unit from the game. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state. Should the infantry square be broken by the cavalry, then treat as though they were routed, i.e. remove one

base unit from the game. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state. Note routing infantry troops cannot reform into a square, and would be at the mercy of any pursuing cavalry.

Control tests are needed for troops in close combat that rout their opponent. Troops come under control by throwing a die and comparing the result to the National Army Table (Tables 1 & 2) for the unit's morale. If the die matches or exceeds the value in the table, the unit responds to command and may do as the player wishes; otherwise the unit will automatically pursue the fleeing troops, until rallied.

This ends the phasing player turn, and the **second player turn** now begins by repeating stages (1) to (4), with the difference that they are now the attacking player, with the first player the defender for this phase. Once stages (1) to (4) have been completed, this ends the turn, marking 5 minutes duration in battle time. The sequence can now begin again until a winner emerges.

Victory Points and judging the winner.

Possession of the battlefield normally defined the victor in 18th & 19th century warfare, even if more casualties were lost in winning. The game is constructed in such a way that this will occur eventually. Should the game have to end before this point is reached, to help judge who is winning a battle the following should be done during the course of the game.

For every unit disrupted, add one victory point to the victory table (Table 6) for the army concerned. For every infantry or cavalry base unit removed from the game during a rout, add 2 victory points to the victory table. For every artillery piece captured, add 5 victory points to the victory table. These points contribute to the overall total, and help identify a winner in the battle, according to the criteria in the Victory Table.

Thus if your total victory points exceed your opponents by 0-5, then the battle considered a draw. Between 6-15, the victory is marginally yours. Between 16-30, the victory is major, and above 30 the victory is decisive.

Each of the victory points signifies some 100 casualties in combat, so they are a measure of loss during the game.

Table 1:- National Army Tables for La Grande Armée of Napoleon

	Movement in column add charge speed						
French	Attack/Defend		Rally	Movement (mm)			
Infantry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Old Guard	7	3	2-6	60	-10	10	10
Young Guard	4	2	3-6	50	-10	10	10
Line Infantry	2	1	5,6	50	-10	10	10
les Marie-Louises	2	1	6	50	-10	10	10
Cavalry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Heavy	8	4	3-6	120	-20	20	20
Medium	6	3	4-6	130	-20	20	20
Light	4	2	4-6	150	-20	20	20
Artillery	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Heavy	1	1	5,6	50	-20	10	10
Light	1	1	5,6	120	-30	20	20
German Allies	Attack/Defend		Rally	Movement (mm)			
Infantry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Line Infantry	1	1	6	50	-10	10	10
Cavalry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Heavy	6	3	5,6	120	-20	20	20
Medium	4	2	5,6	130	-20	20	20
Light	2	1	5,6	150	-20	20	20
Artillery	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Heavy	1	1	5,6	50	-20	10	10
Light	1	1	5,6	120	-30	20	20
Duchy of Warsaw	Attack/Defend		Rally	Movement (mm)			
Infantry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Line Infantry	2	1	5,6	50	-10	10	10
Cavalry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Medium	6	3	4-6	130	-20	20	20
Light	4	2	4-6	150	-20	20	20
Artillery	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Heavy	1	1	5,6	50	-20	10	10
Light	1	1	5,6	120	-30	20	20
Infantry in square only use disrupted value for defence even if undisrupted							

Table 2:- National Army Tables for Armies of the Coalition

	Movement in column add charge speed						
Austrians	Attack/Defend		Rally	Movement (mm)			
Infantry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Guard	3	2	5,6	60	-10	10	10
Line Infantry	1	1	6	40	-10	10	10
Cavalry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Heavy	6	3	5,6	120	-20	20	20
Medium	4	2	6	130	-20	20	20
Light	2	1	6	150	-20	20	20
Artillery	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Heavy	1	1	5,6	50	-20	10	10
Light	1	1	5,6	120	-30	20	20
British	Attack/Defend		Rally	Movement (mm)			
Infantry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Guard	7	3	2-6	60	-10	10	10
Highlanders	4	2	3-6	50	-10	10	10
Line Infantry	2	1	4-6	50	-10	10	10
Cavalry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Heavy	8	4	5,6	120	-20	20	20
Medium	6	3	5,6	130	-20	20	20
Light	4	2	5,6	150	-20	20	20
Artillery	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Heavy	1	1	5,6	50	-20	10	10
Light	1	1	5,6	120	-30	20	20
Prussians	Attack/Defend		Rally	Movement (mm)			
Infantry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Guard	5	3	3-6	60	-10	10	10
Line Infantry	2	1	5,6	40	-10	10	10
Landwehr	1	1	6	40	-10	10	10
Cavalry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Heavy	6	3	5,6	120	-20	20	20
Medium	5	2	5,6	130	-20	20	20
Light	3	2	5,6	150	-20	20	20
Artillery	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Heavy	1	1	5,6	50	-20	10	10
Light	1	1	5,6	120	-30	20	20
Russians	Attack/Defend		Rally	Movement (mm)			
Infantry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Guard	5	3	2-6	60	-10	10	10
Grenadiers	3	2	3-6	50	-10	10	10
Line Infantry	1	1	4-6	40	-10	10	10
Opolchenie	1	1	5,6	40	-10	10	10
Cavalry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Heavy	8	4	3-6	120	-20	20	20
Medium	6	3	4-6	130	-20	20	20
Light	4	2	4-6	150	-20	20	20
Artillery	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Heavy	1	1	4-6	50	-20	10	10
Light	1	1	4-6	120	-30	20	20
Infantry in square only use disrupted value for defence even if undisrupted							

Table 3:- Artillery Results Table

Heavy Artillery Fire Table					
Range in mm					
Die Roll	0-60	60-120	120-180	180-500	Die Roll
1	-	-	-	-	1
2	Dd	-	-	-	2
3	Dd	Dd	-	-	3
4	Dr	Dd	Dd	-	4
5	Dr	Dr	Dd	Dd	5
6	Dr	Dr	Dr	Dd	6
Horse Artillery Fire Table					
Range in mm					
Die Roll	0-60	60-120	120-180	Die Roll	
1	-	-	-	1	
2	Dd	-	-	2	
3	Dd	-	-	3	
4	Dd	Dd	-	4	
5	Dr	Dd	Dd	5	
6	Dr	Dr	Dd	6	
Note					
Unit in column add 1 to die throw					
Unit in square add 2 to die throw					

Table 4:- Change of Formation Table

	Infantry	Cavalry
Line to Column	1	½
Column to Line	1	½
Wheel about 45°	¾	½
Wheel about 90°	1½	½
Wheel about 180°	½	1
Line to Square	½	-
Square to Line	½	-
Column to Square	¼	-
Square to Column	¼	-
French deduct 1/4 move from each manoeuvre		

Table 5:- Odds Table

Defending Strength	Attacking Strength																						
	35	32	28	25	24	21	20	18	16	15	14	12	10	9	8	7	6	5	4	3	2	1	
35	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:2	1:3	1:3	1:4	1:5	1:5	1:7	1:7	1:7	1:7	1:7	1:7
32	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:2	1:3	1:3	1:4	1:4	1:5	1:6	1:7	1:7	1:7	1:7	1:7
28	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:4	1:5	1:7	1:7	1:7	1:7	1:7
25	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:5	1:6	1:7	1:7	1:7	1:7
24	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:4	1:6	1:7	1:7	1:7	1:7
21	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:5	1:7	1:7	1:7	1:7
20	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:2	1:3	1:4	1:5	1:6	1:7	1:7	1:7
18	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:6	1:7	1:7	1:7
16	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:4	1:5	1:7	1:7	1:7
15	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:3	1:3	1:5	1:7	1:7	1:7
14	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:4	1:7	1:7	1:7
12	2:1	2:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:3	1:4	1:6	1:7	1:7
10	3:1	3:1	2:1	2:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:3	1:5	1:7	1:7
9	3:1	3:1	3:1	2:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:3	1:4	1:7	1:7
8	4:1	4:1	3:1	3:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:3	1:4	1:7	1:7
7	5:1	4:1	4:1	3:1	3:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:3	1:7	1:7
6	5:1	5:1	4:1	4:1	3:1	3:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:3	1:6	1:7
5	7:1	6:1	5:1	4:1	4:1	4:1	3:1	3:1	2:1	2:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:3	1:6	1:7
4	7:1	7:1	7:1	6:1	6:1	5:1	5:1	4:1	4:1	3:1	3:1	3:1	2:1	2:1	2:1	2:1	1:1	1:1	1:1	1:2	1:3	1:6	1:7
3	7:1	7:1	7:1	7:1	7:1	7:1	6:1	6:1	5:1	5:1	4:1	4:1	3:1	3:1	3:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1
2	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	6:1	5:1	4:1	4:1	3:1	3:1	2:1	2:1	2:1	2:1	1:1	1:1
1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	6:1	5:1	4:1	4:1	3:1	2:1	1:1

Table 6:- Combat Results Table








Combat Results Table		Probability Ratio (Odds)						Die Roll																											
Die Roll	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	Die Roll																								
1	Ar	Ar	Ar	Ad	Ad	Dx	-	-	Dx	Dd	1																								
2	Ar	Ar	Ad	Ad	Dx	-	-	Dx	Dd	Dd	2																								
3	Ar	Ad	Ad	Dx	-	-	Dx	Dd	Dd	Dd	3																								
4	Ar	Ad	Ad	-	-	Dx	Dd	Dd	Dd	Dr	4																								
5	Ad	Ad	-	-	Dx	Dd	Dd	Dd	Dr	Dr	5																								
6	Ad	-	-	Dx	Dd	Dd	Dd	Dr	Dr	Dr	6																								
Note	If attacker uses combined forces of two types on one unit, eg Infantry & Cavalry, increase the odds by 1 column If attacker uses all three combined forces on one unit, eg Infantry, Cavalry & Artillery, increase the odds by 2 columns Units charging add 1 to dice throw. Player with advantageous terrain either adds 1 to die (attacking) or subtracts 1 to die (defending) If attacker strikes from flank, increase the odds by 1 column If attacker strikes from rear, increase the odds by 2 columns Units in square use disrupted factor to account for reduced firepower, regardless of organised state. Units attacking square add 1 to dice roll																																		
Explanation of combat results		Effect																																	
Ar	Attacker routed		Remove one base unit from the game. Remainder will rout from board at charge speed until a 6 is thrown.																																
Ad	Attacker disrupted		Previously undisrupted combat units are disrupted Attackers already disrupted remove one base unit from the game. Remainder will rout from board at charge speed until a 6 is thrown.																																
Dx	Disruption exchange		Previously undisrupted combat units are disrupted Attackers already disrupted remove one base unit from the game. Remainder hold their ground for this move. Defenders already disrupted remove one base unit from the game. Remainder will rout from board at charge speed until a 6 is thrown. Combat units must use disrupted value, until rallied																																
Dd	Defender disrupted		Previously undisrupted combat units are disrupted Defenders already disrupted remove one base unit from the game. Remainder will rout from board at charge speed until a 6 is thrown.																																
Dr	Defender routed		Remove one base unit from the game. Remainder will rout from board at charge speed until a 6 is thrown.																																
Leaders add to die roll		<table border="0"> <tr> <td>Attack</td> <td>Rally</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>1</td> <td>1</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>										Attack	Rally											1	1										
Attack	Rally																																		
1	1																																		

Table 7:- Square Attack Table

Cavalry attacking squares							
Square initially is in normal, organised state							
2 dice roll							
2 - 6	Cavalry disrupted, square unbroken, infantry still normal state						
7 - 10	Square unbroken, cavalry and infantry still in initial state						
11 - 12	Square broken, cavalry in initial state.						
	Infantry remove one base unit from the game.						
	Remainder will rout from board at charge speed until a 6 is thrown.						
Square initially is in disrupted state							
2 dice roll							
2 - 4	Cavalry disrupted, square unbroken, infantry still disrupted						
5 - 7	Square unbroken, cavalry and infantry still in initial state						
8 - 12	Square broken, cavalry in initial state.						
	Infantry remove one base unit from the game.						
	Remainder will rout from board at charge speed until a 6 is thrown.						

Examples of Combat

Example 1:- Attack by Prussian battalion on French battalion. 5 base units per battalion, gives an initial 5 figurines per battalion (~500- 700 men) per side. Consult the army tables (Tables 1 & 2) for combat strength, the odds table (Table 4) for reconciling these to overall combat odds, and the combat results matrix (Table 6) for the outcome of each exchange of fire.

Combat Round 1 (Coalition move, initiates fire fight)					Combat			
				Effectiveness after rally stage	Strength	Odds	Die roll	Consequence of combat
French		Defender	Normal	5x2 = 10				
						20:20 = 1:1	1	Attacker disrupted
Prussians		Attacker	Normal	5x2 = 10				
Combat Round 1 (French move)								
French		Attacker	Normal	5x2 = 10				
						20:10 = 2:1	5	Disruption exchange French become disrupted
Prussians		Defender	Disrupted	5x1 = 5				Prussians remove one base from game and unit routs
Combat Round 2 (Coalition move)								
French		Defender	Disrupted	5x1 = 5				
Prussians		Attacker	Routing	4x 1 = 4				fails to rally, after rolling 4 so continues to rout out of combat effective range
Combat Round 2 (French move)								
French		Attacker	Normal	5x1 = 5				Rallies after throwing 5
Result - French beat off attack from Prussians, hold their ground in good order								

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