

# THE GREAT THIEF OF EUROPE

## Rules for wargames in the later Napoleonic period - by Bob Hewson

### Introduction

When I first started designing GTE my intention was to create a game system for newcomers to the hobby and in their first draft the rules were very simple indeed. Inevitably as development and testing proceeded demand grew for more detail in various areas, until the rules reached their current form. I believe that GTE now combines playability with sufficient realism to be taken seriously and provides a good period "feel", where the result rewards historically sound tactics and produces realistic casualty returns. However, the rules do require a basic knowledge of warfare in the period.

No wargame should attempt to focus on every aspect of a period. The game becomes too complex to be playable. GTE concentrates on battlefield tactics and on the difficulties of command and control on the battlefield. I have therefore kept the mechanisms for reaction, firing and combat as simple as possible. However, I believe they are ultimately realistic in their effect.

There is very little that is completely new in wargaming these days and I don't pretend that GTE contains anything startling or revolutionary. Naturally I have been influenced by a number of other sets of rules I have read or gamed with over the years and have borrowed and adapted some things that I liked. However, most of GTE was worked out from first principles. Much of what is in the rules is common enough to be almost standard, but there are also some ideas that I believe are my very own!

There are two versions of GTE. The standard version is presented first and contains all the game mechanisms. In the standard game, all infantry and cavalry units have four bases and historical company/squadron organisations are ignored (it makes relatively little impact on the realism of the game at this scale). A second version, "GTE Fatline", is covered in the Appendix. Here, a reduced figure scale is used. Bases represent one company of infantry or a half-squadron of cavalry. In the Fatline version, units are not a fixed size. Instead, historical company organisations should be used. The choice of version will depend on your taste and resources. Both versions work well, although Fatline is somewhat more sophisticated.

I once heard someone say that a certain, well-known set of wargame rules were, "About as easy to interpret as the Rosetta stone." I have tried to use plain English and to explain things clearly. The problem is that you cannot cover every possible combination of circumstances without the rules becoming excessively complicated and impenetrable. Situations may therefore arise that are not precisely covered in the text and where the notes do not clarify things sufficiently. In such cases, try to work according to the spirit of the rules and the realities and practices of the period. I greatly prefer sensible compromise to unnecessary argument and my pet dislike in wargaming is the player who manipulates a small gap in the rules to do something that is patently unrealistic or anachronistic.

GTE is a system based on battalions and regiments and is therefore intended primarily for actions from division up to corps level. It can readily be adapted to any scale of figures or basing convention. Just because the game mechanisms are deliberately simple and some things have been purposely ignored altogether, it doesn't mean the issues haven't been thought through. I hope you have as much fun playing with GTE as I did designing it.

My thanks go to my friends in the 'Sas' (*Eagle*) Wargames Group in Budapest who helped a lot with game testing. Especially I should mention John Csonka, Ákos Barabás, Lajos Horváth and Zsolt Schäfer, who were very patient in learning and relearning the many different versions of the rules along the development track. I must make special mention of Dennis Barrett who was immensely helpful in making me think hard about many points of detail. Also I thank my eldest son Michael, who contributed a number of good ideas and who, along with his brother David, has been a doughty opponent in wargames stretching back almost twenty years.

Oh, and why the name? Honestly, it isn't because I have stolen so much of what is in the rules. Devotees of the film Waterloo will recognise it as a quote from Christopher Plummer, as the Duke of Wellington, on first catching a glimpse of Napoleon through his telescope. Somehow it seemed appropriate.

**Bob Hewson**

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## 1. Basic concepts

### 1.1 Game equipment

For GTE you must use model figures mounted on **bases**. The number of figures on a base is not strictly important. What matters is the width of the base. What you must do is to stick strictly to the rules for casualty removal (see 1.4 below). Guidance on how to mount figures on bases is given in Section 2 below.

You will need some normal six-sided dice (**D6**). It is also helpful to have some suitable markers to indicate when units are disordered, shaken or broken and to record casualties (coloured micro-dice can serve both purposes).

### 1.2 Scales and measurements

The standard unit of measurement in GTE is a **band**. In the rules one band is expressed as 1B. Exactly what measurement represents a band is your choice and will depend on the size of model figures you use and how you like to arrange them on the base, but 1B should be approximately the width of a standard infantry base.

**Ground scale:** 1B = approximately 50 yards (or metres if you prefer)

**Time scale:** Strictly speaking, each turn represents around 2 minutes. However, I recommend treating a turn as representing 10 minutes of battlefield time.

**Figure scale:** Each infantry base represents 150-180 men. Each cavalry base represents 100-120 men. An artillery battery contains one model gun, with each two real guns being denoted by one crew figure.

### 1.3 Visibility

Hills, woods and built-up areas (**BUA**) restrict visibility. Troops cannot see through these or over them, even from the top of higher hills. Walls, hedges, rocks and troops do not block visibility. Visibility within woods and BUA is 2B. Troops defending the edge of such terrain can be seen at 4B from outside. Units within 1B of the crest of a hill can see over it without being seen. Units within 1B of each other can always see each other.

### 1.4 Casualties

Hits suffered from firing or combat all count for reaction purposes and must be recorded in some way. I prefer the use of casualty markers to a written record, but it is a matter of choice. Each time an infantry unit accumulates 4 hits, one base is removed. Each time a cavalry unit accumulates 3 hits, one base is removed. Each time an artillery unit receives 4 hits, a crew figure is removed. Bases removed in this way count for the purposes of calculating victory points.

Bases must be removed from the rear rank of a column or from the centre of a line. When a base is removed from a unit in line, the remaining bases 'close up' on the centre, so that the mid-point remains where it was.

### 1.5 Victory points

At the start of the game, allocate an agreed number of victory points (**VPs**) for specific objectives (for example a key terrain feature, such as a crossroads, farmhouse or hill). If a side occupies the terrain feature or achieves the objective it gains the relevant number of VPs. Add to these the value in points of any enemy bases removed as casualties (other than generals). Add to this half the value in points of enemy bases that were removed when they disintegrated, routed off the table or surrendered. If at any time a side's VPs reach 30% or more of the value of its opponent's army, that side automatically wins the game. Otherwise, count up the VPs at the end of the game. If a side has 10% more than its opponents it has won. If one side starts the game with a built in advantage in VPs (because it is already holding VPs allocated to a terrain feature in its deployment area) the other side should receive extra troops valued at twice the initial VPs advantage.

### 1.6 Can, may, should and must

Wherever the rules say that a unit **can** do something it means that the rules permit the action. Where it says that something **may** happen it means that there is a possibility of the event occurring. Where it says something **should** happen it means that it is desirable and recommended. Where it says that a player or unit **must** do something it means that the action is compulsory.

## 2. Troops

### 2.1 Categories of troops

GTE recognises five categories of troops, three of which have sub-categories.

**Infantry** (includes a sub-category **skirmishers**)

**Heavy cavalry** (includes a sub-category **cuirassiers**)

**Light cavalry** (includes a sub-category **lancers**)

**Foot artillery**

**Horse artillery**

### 2.2 Units

The basic **units** used in GTE are the infantry **battalion**, the cavalry **regiment** and the artillery **battery**. Standard infantry and cavalry units have 4 bases at the start of the game. An artillery battery has 1 model gun.

### 2.3 Basing figures

GTE was designed for 15mm figures and the following guidelines are intended for this scale. Players using other scales should adjust the dimensions of their bases accordingly.

Infantry – 8-10mm width per figure x 15mm depth

Cavalry – 11-15mm width per figure x 30mm depth

Artillery – 6-8mm width for each gun in the battery x 30mm depth

*Note – Artillery crew figures are based separately from their guns. This is to allow them to abandon the guns when evading or routing. Model limbers are not required in GTE, but can be used if desired when batteries are limbered for movement. However, limbers must be removed from the table if the guns are deployed for firing.*

I designed GTE with two particular basing conventions in mind, either (1) four infantry figures or three cavalry figures to a base (one rank deep), or (2) three infantry figures or two cavalry figures per base (one rank deep). However, there is absolutely no reason why GTE cannot be played satisfactorily with other basing systems, even with figures mounted two ranks deep. Players on both sides should use the same basing convention.

### 2.4 Grades of troops

Troops are classified into four grades, depending on their level of training, experience and esprit-de-corps.

**Elite** (guards and crack veteran units only)

**Regular** (the bulk of troops, adequately trained and generally competent)

**Inferior** (less well-trained or poorly motivated troops - raw troops, conscripts, militia, landwehr, etc.)

*Note – The classification of elite and inferior troops in GTE is broader than in some other rule sets. In games where truly elite or inferior troops are not present you can designate regular troops of better quality as being elite and less experienced ones inferior.*

### 2.5 Points

You can use the following table to calculate the relative value of forces. The table shows the value per base (or per artillery crew figure in the case of artillery). A maximum of 20% of the total can be allocated to generals.

	<i>Elite</i>	<i>Regular</i>	<i>Inferior</i>
Infantry armed with muskets	20	15	10
Light infantry armed with muskets and capable of skirmishing	25	20	15
Infantry armed with rifles (always capable of skirmishing)	40	30	---
Cuirassiers	50	40	30
Other cavalry	40	30	20
3-4lb foot artillery	50	40	30
6-9lb foot artillery	60	50	40
12lb foot artillery	70	60	50
4lb horse artillery	80	70	60
6-9lb horse artillery	90	80	70
General (regardless of ability rating or temperament)	---	50	---

*Note – The commanding general of an army costs no points. Rifle skirmishers are never classified as inferior.*

### 3. Formations

#### 3.1 Permitted formations

**Line** – Bases of the unit are in a single rank

**Column** – Bases of the unit are in two or more ranks. Infantry or artillery columns are always one base wide. Cavalry columns can be one or more bases wide.

**Square** (permitted for infantry only) – Bases are in contact facing outwards, the whole formation being as compact as possible

**Skirmish** (permitted for skirmishers only) - Bases are in line (see rule 4.2)

Infantry lines can be bent, as long as the bases remain in contact. Columns and cavalry or artillery lines must always have a straight front. They cannot be bent at an angle. The bases of broken units should be positioned slightly askew, to indicate loss of formation.

When artillery is deployed for firing the gun bases are in line, with the crew bases behind them. When limbered for movement, the gun and crew base can be replaced with a limber base of as nearly similar dimensions as possible. If not, the gun should be placed with its trail pointing in the direction of movement and the crew figures facing in that direction and in front of it. Limbered artillery should normally move in column.

#### 3.2 Contact between bases

Normally, each base of a unit must be in contact with at least one other base. The only exception is when bases of a unit are split up to facilitate flowing around an obstacle, friendly formation or enemy square. The bases must rejoin immediately after completing this manoeuvre.

The only occasion when bases of opposing units can be in contact is if they are engaged in combat. Units cannot move closer than 1B to any enemy unit unless charging it, or unless it is composed of skirmishers who fall back as the unit advances.

Friendly units cannot contact each other unless passing through, flowing around or fighting in the same combat. This also applies when changing formation. No base can move as part of a formation change if this would result in it contacting another unit. Units that cannot complete a formation change because of this restriction must adopt a distorted formation and are disordered whilst in this state.

There must be an interval of at least ½B between friendly units at the end of any movement or formation change.

#### 3.3 Forming squares

Squares must always be formed so that the front face of the square is no closer to the enemy than the unit was in its previous formation. There must be an interval of at least 1B between squares once they are formed, to allow enemy cavalry to flow round them. Units cannot form square if the bases moving into the square would contact other friendly troops whilst changing formation. This means, for example, that if a unit in line has other friendly troops close behind it, it will not be able to form square. *Note – A minimum of two bases is required for an infantry battalion to form square.*

#### 3.4 Bunched columns

If two or more infantry columns are advancing together (i.e. in the same general direction) and are within 1B of each other's flank, they become **bunched**. Bunched columns are automatically disordered and move at the speed of infantry in line.

*Note – This rule is designed to penalise gamesmanship, where players use historically unrealistic formations to try to split the fire of enemy units. In practice, columns did not generally operate closely side by side. Columns advancing one behind the other are not affected by this rule, nor are columns advancing past other columns that are halted.*

## **4. Skirmishers**

*Note – In the later Napoleonic period most armies employed skirmishing screens and the earlier advantage gained by the French in this respect was greatly reduced. Naturally, more competent skirmishers did give their side an advantage over opponents with lesser skirmishing capability. However, the firing and morale rules in GTE adequately reflect the differences between troops of different grades, so there is no need to represent skirmish screens as such on the table at the scale of game covered by GTE. Nevertheless, some specialised light infantry units did make a genuine difference, so these optional rules allow you to add colour to your games by including a small number of such units in your army.*

### **4.1 Allocation of skirmishers**

Only specialised light infantry units should be designated as being capable of skirmishing. This includes British light infantry and rifle battalions, German jägers, Austrian grenze, etc.

*Note – In the case of French light infantry, these normally operated in exactly the same way as their line colleagues and would therefore be excluded from operating as skirmishers in GTE. It is probably best to allow a little latitude in deciding which French light infantry units can skirmish, to prevent the French player from crying foul. Elite light regiments such as the 10<sup>th</sup> légére should certainly be allowed to skirmish. Allowing the French player to include one or two line regiments with skirmishing capability will enable him to replicate the massed skirmish formations occasionally used (for example in the later stages at Waterloo). Don't overdo this though, as these skirmish formations ("grand bandes" as they are sometimes known) can become unduly important in the game. As a general rule, stick to allowing a small number of specialist skirmishing units only.*

### **4.2 Deploying skirmishers**

Units deploy into skirmish order or reform into close order during the movement phase. Deploying or reforming each require half a movement allowance to complete. However, units deploy 2B forward of their original position and reform 2B to the rear, so there is in effect no movement reduction for deploying or reforming (since this was done at the double).

When a unit deploys as skirmishers, bases are positioned in line, with a 1B interval between them. One base should be positioned 2B behind the skirmish line to act as supports.

*Note – Alternatively (for visual effect) replacement skirmisher bases can be used. Skirmisher bases are of normal size but have fewer figures on them. They are allocated on the basis of two skirmisher bases per one normal base. Skirmisher bases are always in line formation with bases in contact. If using replacement skirmisher bases, one dice is rolled for each two skirmishing bases firing and two skirmishing bases are removed each time the unit has accumulated four hits.*

### **4.3 Screening effect of skirmishers**

Skirmishers provide troops behind them with a screen against infantry fire, but not against artillery fire. In the case of infantry fire, the precise rule is that if the firing unit is closer to the skirmishers than to the troops they are screening, the fire must be directed at the skirmishers. Artillery cannot fire roundshot at skirmishers but can fire roundshot through them at other targets. Artillery firing cannister can also fire through skirmishers, however at least one firing dice must be directed at the skirmishers themselves.

### **4.4 Skirmishers in combat**

Skirmishers never initiate combat (i.e. they never charge) against close order infantry, cavalry or artillery. They can charge other skirmishers. Normally, if charged by close order enemy infantry or cavalry they must try to evade and if approached by advancing close order enemy, they must fall back (facing the enemy). The only exception is if the skirmishers are defending an obstacle or are in difficult terrain. In this case they can hold their ground if approached or charged (subject of course to passing the required reaction test for being charged).

## 5. Command and control

### 5.1 Generals

Generals in GTE can be at one of three levels.

**Commanding general** - Each army must have a commanding general. He represents the player and commands all units and other generals in that army. He can command units personally but normally commands through his divisional and/or subordinate generals.

**Divisional generals** - These should be used in larger games only. Divisional generals must command at least one subordinate general, but can also command units personally.

**Subordinate generals** – These are used in all games. They represent the basic level of command in GTE, which should normally be an infantry or cavalry brigade, but may sometimes be a smaller formation.

Generals are single figures on bases 1B x 1B (commanding and divisional generals), or ½B x 1B (subordinate generals).

### 5.2 Ability level and temperament of generals

Generals possess one of three ability levels: **talented**, **average** or **inept**. Unless guided by a scenario, commanding generals are always talented. To discover the ability level of a divisional or subordinate general, roll one D6. A score of 6 indicates talented, 3,4 or 5 average, 1 or 2 inept (see also optional rule 6.3). This should be done at the start of a game, after command groups have been allocated.

Talented generals are always considered to be **inspirational**. Some average or inept generals may also be inspirational. To find out if they are, roll one D6. In the case of an average general, a score of 5 or 6 indicates that he is inspirational. An inept general requires a score of 6 to be inspirational.

### 5.3 National characteristics of generals (optional rule)

There are only a very few ways that GTE takes account of differing national characteristics. I prefer to allow players to reflect these through the proportions of troops in their army that are of different grades. However, leaders did make a big difference and some nations do seem to have had more than their fair share of inept generals. To reflect this, you can use the following table when dicing for the ability rating of generals. Generals of other nations should be fitted in as seems appropriate.

Dice score	French, British, Prussian, Russian	Austrian, Dutch-Belgian	Spanish, Italian
1	Inept	Inept	Inept
2	Inept	Inept	Inept
3	Average	Inept	Inept
4	Average	Average	Inept
5	Average	Average	Average
6	Talented	Talented	Talented

### 5.4 Positioning and movement of generals

A general is **attached** to a unit if he is in base to base contact with the unit. Generals do not have to be attached to any unit, but a subordinate general must remain within 2B of at least one of the units in his command group at the end of his side's movement phase. This restriction does not apply to commanding and divisional generals. Subordinate generals who are separated from all units in their command group (for example when a unit they are attached to disintegrates) must move back within 2B of at least one unit as soon as possible.

Generals that are attached to a unit move at the same time and speed as that unit. Others move at their own speed, at the end of the movement phase, after all other movement has been carried out.

Generals present no obstacle to the movement or firing of any unit. If in the way they are simply ignored or their player moves them out of the way the minimum necessary distance. Generals can pass through or be passed through by any friendly unit (i.e. troops on their own side). Generals attached to units should normally be positioned at the head of a column, in the centre of a line or in the middle of a square.

## **5.5 Risk to generals**

Generals cannot be treated as separate targets for firing or combat purposes. However, they may still be at risk. If a general is attached to a unit that receives any hits from firing or combat or on breaking, roll one D6. A score of 6 indicates that the general is killed or incapacitated. His figure is removed from play before the unit takes any reaction test or other action.

If a commanding general is killed a less senior general takes his place. Normally the succession will be specified in the scenario or at the start of the game. If not, the nearest general at the next level down in the command structure takes his place. The replacement general retains command of his current command group. A similar procedure applies if a divisional general is killed. Replacement subordinate generals are not permitted in GTE.

On the death of any general, the other side may challenge for the initiative (see rule 7.2).

## **5.6 Command groups**

At the start of a game every unit must be allocated to a **command group** under the command of a specific general. Subordinate generals are also allocated to the command of a superior general (either the commanding general or a divisional general).

The command group of a subordinate general will usually be an infantry or cavalry brigade. However, it may be a smaller grouping that has been allocated a specific task, or even a mixed force of infantry, cavalry and/or artillery. In large games, players may wish to appoint a subordinate general to command the artillery.

The command responsibilities of a divisional general must include at least one subordinate general and will normally contain two or more. In addition to commanding his subordinate generals, the divisional general can also command units personally. A divisional general with only one subordinate general must also have a separate command group under his direct personal command. Divisional generals often take personal command of the divisional artillery, but if they do so this does not by itself count as a command group.

Commanding generals do not usually have a separate command group under their direct personal command. However, they may have one or two units that they command personally. For example, in a very large game the commanding general may have an escort or bodyguard. In smaller games the commanding general may take personal command of the artillery.

The chain of command is the line that can be traced from a subordinate general to the commanding general. In many games this will be a direct link. In larger games the chain of command passes from the subordinate general to the divisional general and through him to the commanding general. *Note – Whilst GTE is designed for games up to corps level, an army level game is perfectly feasible. In such circumstances there might be a further level of intermediate general, the corps commander.*

## **5.7 Under command and out of command**

Every general has a **command radius** extending in all directions from his base. The radius for talented generals is 8B, for average generals 6B and for inept generals 4B.

Units can be **under command** or **out of command**. To be under command, one of the following must apply:

- The unit is visible to and within the radius of the general of its own command group.
- The unit is visible to and within the radius of its divisional general or the commanding general. However, to command personally any units in a subordinate's command group the superior general must be attached to at least one unit of that group. The command of the commanding general overrides that of any divisional or subordinate general. The command of a divisional general overrides that of his subordinates.

Divisional and subordinate generals can also be under command or out of command, depending on whether they are visible to and within the command radius of their superior.

Units that are out of command can fire and fight as normal and can respond to being charged as normal. However, they suffer a penalty in all reaction and control tests. Command groups that are out of command (i.e. their general has been killed or swept away in rout) are at a disadvantage if wishing to change orders.

## 5.8 Orders

Orders are issued to command groups. Individual units do not receive orders. All orders are issued by the commanding general. There are three basic orders, as defined below. All generals (except the commanding general) must start the game with one of these four orders.

**Attack** – The order must specify the objective of the attack (either a terrain feature or an identified, visible body of enemy). The entire command group must move towards the enemy until within charge range (or cannister range in the case of artillery). Once within charge range the options are different for the different arms. Infantry can charge or can halt within firing range and engage the enemy with musketry. In the case of cavalry, part at least of the command group must attempt to charge. Artillery always has the option of halting to fire once within cannister range. If the named objective is achieved, the order changes automatically to hold.

**Move** – The order must specify the direction and objective of the movement (this can include moving to support of another friendly command group). All units must conform to the order. Once the objective of the movement has been reached, the orders automatically change to hold. If the command group is charged, the orders also change automatically to hold. Units in commands with move orders cannot initiate attacks.

**Support** – The order must specify which friendly command group is to be supported and whether the support will be to a flank (specified) or to the rear. All units must conform to the order and move directly to the supporting position. Once in position, they are governed by the orders of the command group being supported. They must move with it. However, if the command group being supported initiates an attack, the supporting group can either attack at the same time, or remain in support.

**Hold** – The entire command group remains in its current position. However, minor adjustments to the positioning of units within the area covered by the command group are permitted (such as bringing forward units from a supporting positions, etc.) *Note – Common sense is required in deciding what repositioning movements are permitted for command groups with hold orders. No cast iron rule can be given.*

Generals and individual units are allowed some local initiative within their orders. As stated above, units within groups having orders to hold can reposition within the area of the command group. They can also change formation as desired. Units with any orders can counter charge or make emergency formation changes if attacked. Cavalry with any orders can make charges in support (see rule 9.8).

## 5.9 Command tests

Whenever the player wishes to change the orders of any general or command group that general or group must take a **command test**. Orders are changed and command tests taken during that side's movement phase, before any unit in the command group moves or changes formation. Roll one D6 and consult the table below. The table shows the target score that must be achieved if the orders are to be changed. Generals that are out of command deduct one from their dice score. If the test fails, the existing order continues to apply.

	<i>Target score</i>
Talented general	1+
Average general	2+
Inept general	3+
Any command group if not currently under command	5+

Command groups that are out of command (for instance because their general has been killed and his superior has not taken over) must also take a command test in the movement phase of any turn if they wish to advance (i.e. attack or move closer to the enemy). If the test fails their orders are changed to hold. Groups that are already under orders to hold or to move away from the enemy do not have to take this test.

## 5.10 Special command tests for inept generals

Inept generals that are out of command and have not already passed a standard command test during that turn must take a **special command test** before any unit in their command group moves or changes formation during their movement phase. Roll one D6. If the score is 1, that general misses his turn. Neither he nor any of his units can move, change formation or rally from shaken or rout during turn. However, units in that command group can rally from disordered during the rally phase and can respond to being charged in any permitted way during the next response phase.

## 6. Unit status

### 6.1 Status

The **status** of a unit reflects its degree of physical organisation and its current moral condition. At any time a unit's status can be one of the following. Each status level supersedes and overrides the level(s) above it on the list.

**Steady** - This is the normal status for all troops.

**Disordered** – The unit is temporarily dislocated for some reason and therefore somewhat vulnerable.

**Shaken** - The unit's morale is significantly reduced. Shaken units are highly vulnerable.

**Broken** - The unit is in a critical state morally and physically. It has routed and is on the point of disintegration.

### 6.2 Disordered units

Units become **disordered** in the following circumstances.

- If forced to halt as a result of failing a reaction test for taking firing hits.
- If in difficult terrain or crossing an obstacle, or if fighting against troops that are defending an obstacle or the edge of difficult terrain
- If passing through or passed through by friends other than skirmishers or generals
- If bases of the unit split up to facilitate flowing around a friendly unit or enemy square
- After fighting in any round of combat, or if pursuing broken enemy

Disordered units can move normally or change formation and can fire or fight in combat. Disordered units rally automatically to steady status in the rally phase of any turn in which the original cause of their disorder no longer applies (i.e. it ceased to apply in the previous turn) and if they have not fired, fought in combat or moved during that turn. Rallying from disordered can be combined with changing formation.

### 6.3 Shaken units

Units become **shaken** in the following circumstances.

- As a result of failing certain reaction tests
- If charged in flank or rear
- If reduced to half their original strength or less (in this case they are permanently shaken)

Shaken artillery cannot fire. Other shaken units fire and fight with reduced effect. Units can change formation whilst shaken but the only movement permitted for shaken units is to retire.

Shaken units (unless permanently shaken) can **rally** from shaken status in the rally phase, providing they did not initially become shaken during the current turn. Units cannot rally if they are out of command, if they are being charged, or if they have fired, moved or changed formation earlier in the turn. Shaken units that survive a round of combat rally automatically to disordered status. Shaken units that lose a round of combat break. Units rally facing the enemy in their current formation.

### 6.4 Broken units

Units **break** (i.e. become **broken**) as a result of failing certain reaction tests, or of being forced to recoil shaken by firing hits having been contacted by a charge in support, or of losing in combat. When a unit breaks it immediately suffers one additional hit (representing troops who surrender, are ridden over, etc.).

Units that break **rout** until they cross the edge of difficult terrain that protects them from pursuit and gives cover from firing, or until they have routed for at least two turns, whichever occurs sooner. Broken units can attempt to rally in the rally phase (see rule 8.4), providing they have a general attached and have not moved or been in contact with the enemy earlier in the turn. Broken units rally to shaken status, not to steady. They can rally to steady status in the normal way in a subsequent turn.

Broken units cannot fire or fight in combat. If contacted by the enemy, if they take firing hits, or if they see friends break within 2B, they automatically rout again in the next rout and pursuit phase.

Units that break for the second time in any game **disintegrate**. If a unit disintegrates it makes its first rout move (thereby potentially causing other friendly units to react). It is then permanently removed from play. Units that rout off the table (i.e. any part of the unit reaches the table edge) are also removed permanently from play.

## 7. Controlling the game

### 7.1 Initial deployment

Each side deploys its forces on its own side of the board. They must not be deployed closer than 5B to the centre line or within 3B of the side edges of the table. If either side has an initial advantage in victory points (because it already holds tactical objectives or terrain features), that side deploys all its forces first. If not, each side takes turns to deploy one command group, starting at their right hand side and working left. In these circumstances, the non-French player always deploys the first command group.

*Note – When deploying, units or command groups that would not be visible to the enemy (i.e. behind hills, etc.) can be replaced with “blinds” (blank cards). The blinds are removed and the models deployed immediately the unit moves or any part of the blind becomes visible to the enemy.*

### 7.2 Initiative

At the start of the game, determine which side has the **initiative**. To determine initiative, first calculate the initiative points (**IP**) on each side (a side gets 1 IP for each inept general, 2 for each average and 3 for each talented). Roll one D6 for each side and add the score to their IP total. The side with the higher resulting IP total has the initiative and moves first each turn. At any time, the side with the initiative can choose to pass the initiative to the other side. The other side cannot refuse to accept the initiative and must then retain it (it cannot pass it back).

Once the initiative has been decided, it remains in force until the non-initiative side makes a successful **challenge**. This can only be done immediately on the death of a general. The other side announces that it wishes to challenge. The procedure is then the same as used at the start of the game.

### 7.3 Playing sequence

The game is divided into turns. Each turn is divided into phases. Apart from firing (see rule 7.5) and movement, actions by both sides are simultaneous. Actions must follow strictly the order in the table below.

Phase	Actions
Response	Reaction tests for being charged and resulting responses (simultaneous) Follow-up charges (simultaneous)
Firing	Firing (by priority) and resulting reaction tests and responses (simultaneous)
Combat	Combat and resulting rout moves (simultaneous)
Rout and pursuit	Pursuit and further rout moves (simultaneous)
Initiative movement	Order changes, command tests and movement by the side with the initiative
Non-initiative movement	Order changes, command tests and movement by the other side
Rally	Rallying from disordered, shaken or broken (simultaneous)

*Note – Normally, units cannot move or change formation more than once in a turn. However, units that rout in the response phase but are contacted by a follow-up charge, rout again during the rout and pursuit phase. Units that make a follow-up charge in the response phase can pursue during the rout and pursuit phase. Units that recoil shaken can retire later in the turn (see rule 9.12).*

### 7.4 Priority of firing

There are two levels of firing priority:

1. Units that were stationary and did not change formation or rally throughout the previous turn
2. Other units

After each level of firing, hits are registered against the target unit(s) and bases are removed if appropriate. This gives units with first fire priority a decided advantage.

A player can require an enemy unit that has taken firing hits to test reaction at any stage during the firing phase. However, units only test reaction for firing hits once in any turn. So, if they are required to test after taking first priority fire, they do not have to test again if they then take further hits from second priority firing.

## 8. Morale and reaction

### 8.1 Basic morale factors

Each unit has a basic morale factor (**BMF**) which changes from time to time during the game. To calculate a unit's BMF, simply add together any of the following factors that currently apply. *Note – if none applies, the BMF is zero.*

Elite	+1
Talented or inspirational general attached to unit	+1
Out of command	-1
Inferior	-1
Shaken	-1
Each base removed so far as casualties	-1
Each firing hit taken this phase	-1
Each friendly unit seen breaking or in first rout within 2B this phase	-1

### 8.2 Reaction tests

There are four occasions when the reaction of units must be tested. The tests are listed below in priority order. If faced with a situation where more than one test applies, a unit takes the higher priority test. *Note - Units never test reaction more than once in any phase of a turn.*

1. If the unit is charged and is not itself charging or already engaged in combat (response phase)
2. If the unit wishes to start a charge (movement phase)
3. If the unit takes any hits from firing (firing phase)
4. If the unit is passed within 2B by any friendly unit (except skirmishers) making a first rout move (*Note – charging units do not take this test*)

To test a unit's reaction, first calculate the unit's current BMF. Next, in the case of tests numbered 1 and 2 above (charge situations), modify this using any applicable factors from the charge reaction factors table below. Finally, add the score obtained by rolling one D6. A final total score greater than zero means the test has succeeded. Zero or less means the test has failed. If the test fails, consult the reaction results table for the outcome.

#### *Special reaction factors for charge situations only*

Cavalry charging steady infantry in square or at a defended obstacle	-3
Infantry wishing to start a charge against steady infantry	-3
Troops on foot charged by cavalry in open (unless in square)	-3
Charging or charged if disordered or shaken	-2
Wishing to start a charge in support	-2
Taking firing hits whilst charging	-1
Making a flank or rear attack	+2

#### *Reaction results*

Wishing to charge	Halt shaken - orders changed to hold
Being charged	Break
Taking firing hits	If charging – recoil shaken, if advancing – halt disordered for remainder of turn, otherwise – recoil shaken (if already retiring or shaken - break)
Seeing friends break within 2B	Shaken (if inferior, retiring or already shaken - break)

### 8.3 Control tests

Cavalry whose opponents break on being charged or after combat must take a control test to avoid compulsory pursuit. Roll one D6. Modify the dice score using the unit's BMF (*but ignoring bases lost so far*). To succeed, the modified score must be 5 or more (inferior or British cavalry), or 3 or more (other cavalry). Cavalry who fail the control test must pursue their enemy until the enemy disintegrates or passes out of reach, or until the pursuers are halted by a reaction test or enemy charge.

### 8.4 Rallying from broken

To rally from broken, a unit must test successfully. Roll one D6 and modify the score using the unit's BMF. To succeed, the modified score must be 3 or more. Units that fail the test to rally, disintegrate and are removed from the table.

## 9. Movement

### 9.1 Movement allowances

Movement is measured from the middle of the leading edge of the unit if moving straight ahead or from the corner that moves furthest if wheeling. Basic normal movement allowances in open terrain are as follows.

Infantry in column or skirmishers	3B
Infantry in line	2B
Infantry in square, or stepping back or sideways, or inclining forwards at 45°	1B
Manhandled 12lb guns or any artillery wheeling after firing	1B
Other manhandled artillery	2B
Limbered foot artillery	3B
Limbered horse artillery	8B
Heavy cavalry	6B
Light cavalry or generals	8B

Cavalry and limbered artillery can only move forwards. To move back they must first turn round. Skirmishers are unique in that they can move in any direction at normal speed.

### 9.2 Changing direction

Apart from skirmishers, troops can turn round only once in any turn. If cavalry turn round it reduces their movement allowance by 2B. For infantry the deduction is only ½B. There is no deduction for skirmishers to turn round. Artillery takes a full movement allowance to turn round (except when also limbering or unlimbering).

Other than changes made when turning round or changing formation, all direction changes are achieved by wheeling. Wheeling is carried out by one front corner of the unit remaining halted whilst the opposite front corner moves at normal speed. Infantry can wheel part of a line forward or back. Other troops must retain a straight front to the whole unit whilst wheeling. Deployed artillery can wheel forwards or back (manhandled). Cavalry and limbered artillery can only wheel forwards.

### 9.3 Advancing and halted units

Units that advance half or more of their permitted movement allowance count as advancing at the end of the turn. Units that advance less than half their allowance count as halted at the end of the turn. The movement allowance is that applicable to the terrain the unit is in.

### 9.4 Passing through friends

Units cannot pass through enemy troops. Units can pass through friends only in the following circumstances.

- Generals can pass through or be passed though by any friendly troops.
- Skirmishers or artillery crew without their guns can pass through other troops or vice versa.
- Routing broken troops can pass through friendly troops in line or column.
- Any troops can pass through friendly troops in line from front to back or back to front.

Except in the first two cases listed above, passing though causes all units involved to become disordered. In the final case listed above, the act of passing through requires half a normal movement allowance to complete. Note – squares cannot pass through or be passed through by any troops except generals or by artillery crew seeking shelter within the square.

### 9.5 Charges

A **charge** is a move that is intended to bring the charging unit into contact with an enemy unit. Units can only move within 1B of enemy units if they charge them. Units wishing to start a charge must test reaction. Charges are the same length as normal moves. The charge can include an initial change of formation or direction but at least the final half of the movement allowance must be made straight ahead. The charge ends when the charging unit is in contact with the target unit.

Artillery or skirmishers cannot charge. Shaken or broken troops cannot charge. Troops with hold orders or forced to halt following a reaction test cannot charge. Infantry in square cannot charge. Infantry cannot charge cavalry. Infantry and cavalry cannot both charge the same target unit. Units can charge into an existing combat, providing there is sufficient space for them to contact the enemy unit without previously contacting units of their own side.

## **9.6 Priority of targets for charges**

Cavalry with a choice of potential targets must always attempt to charge other cavalry rather than infantry.

## **9.7 Flank or rear attacks**

To claim a flank or rear attack, at least part of the charging unit must begin its charge behind a line prolonging the target unit's front edge. Squares have no flanks or rear.

## **9.8 Charging in support**

Units on the non-initiative side (only) can ***charge in support***. This is a charge made against an enemy unit that has charged into contact in the initiative movement phase. Units wishing to start a charge in support must test reaction as normal (with a -2 factor – see rule 8.2).

## **9.9 Responding to being charged**

Units that are charged must test reaction in their response phase. If they succeed they can respond in one of the following four ways.

- Skirmishers, limbered artillery, deployed horse artillery or the crew bases of deployed foot artillery can ***evade***. (Skirmishers must evade if charged in open terrain by any except skirmishers.)
- Steady elite or regular infantry can make ***emergency formation changes*** if charged by cavalry from beyond half the cavalry unit's normal movement range.
- Troops that are not retiring can ***countercharge*** (unless prohibited under rule 9.5 above).
- Any troops can ***receive charge***. They count as stationary in the resulting combat. Infantry or deployed artillery that receive charge can fire on their attackers during the firing phase.

Supported skirmishers that fail the reaction test evade break back to their supports, taking a mandatory one hit. All others break.

## **9.10 Evading**

Troops that evade turn round and move a full normal allowance away from their attackers. There is no deduction for turning round but deployed horse artillery deduct 2B from their move for limbering. Supported skirmishers who reach their supports rejoin their unit and reform automatically. Deployed foot artillery crews abandon their guns when evading.

## **9.11 Follow-up charges**

Charging units that did not use their full movement allowance for their original charge can make a ***follow-up charge*** if the target unit evades or breaks. The length of the follow-up charge is the remaining amount of the charging unit's original movement allowance. Follow-up charges are made in the response phase. If the follow-up charge makes contact with evaders, the resulting combat is unopposed and the evaders automatically break after it. Follow-up charges that make contact with an enemy unit other than the original target (for example if the original target was skirmishers who evaded onto their supports) are treated as normal charges. The unit charged must test reaction in the usual way (even though this breaks the normal move sequence).

## **9.12 Emergency formation changes**

Steady regular or elite infantry in column who are charged by cavalry can change from column to square. Steady elite infantry in line who are charged by cavalry can change from line to square. In both cases the unit can only make the emergency formation change if the charging cavalry utilised more than half their normal movement allowance in making the charge. Units making emergency formation changes cannot fire or move later in the turn.

## **9.13 Countercharging**

Units that ***countercharge*** do not physically move. However, they count as charging and therefore not halted in the first round of combat. Units that are shaken or broken cannot countercharge. Nor can units that have been forced to halt by a reaction test. Units cannot countercharge across an obstacle.

## 9.14 Recoil

Units that **recoil shaken** move immediately back 1B facing the enemy. If not contacted by an enemy follow up move or charge, they must then retire a full movement allowance in the movement phase (with any required deduction for turning round if applicable). Units that recoil, “push back” friendly units immediately behind them. Units to either flank “wheel back” to conform to the recoil. The whole line thus “bends” under the pressure.

## 9.15 Retirement

**Retirement** is any move away from the enemy that is not a rout. It is treated as normal movement and is subject to the usual deductions for turning round. However, infantry can retire by stepping back and can combine this with firing. Artillery that retires can limber before doing so.

## 9.16 Rout

**Rout** is a movement made away from the enemy by a broken unit. First rout moves are made in the same phase as the reaction test or combat defeat that caused them. Thereafter, further rout moves are made in the rout and pursuit phase. First rout moves are 1B longer than normal moves (with no deduction for turning round). Further rout moves are the same length as normal moves. Rout moves are made away from the most pressing enemy threat and towards the routing unit’s own table edge or the edge of any terrain that would protect them from pursuit or firing.

Routing troops avoid enemy units. Broken deployed artillery crews abandon their guns when routing. Limbered artillery rout with their guns. Routing troops can pass through friendly troops in line but move round or between others, bases separating temporarily if necessary.

## 9.17 Pursuit

Units whose opponents in combat all break can pursue them. Pursuit may be voluntary or compulsory (for out of control cavalry) Pursuit moves are the same length as normal moves and are made in the rout and pursuit phase. Pursuit moves are aimed at maintaining contact with the routing enemy unit but may sometimes result in the pursuing unit making accidental contact with an intervening enemy unit. Where this happens, the contacted unit tests for being charged. *Note – Other than in the case of cavalry out of control, pursuing units who will contact intervening unbroken enemy units must break off their pursuit. They can of course still elect to charge the fresh enemy unit, but must test reaction to do so.*

Pursuit is optional (unless being made by a cavalry unit that has failed a control test). However, units that choose not to pursue broken opponents cannot then charge them in the same turn.

## 9.18 Formation changes

Other than emergency changes made in response to charges, **formation changes** are made in the movement phase. The time taken to make any formation change represents a deduction from a unit’s normal movement allowance, as shown in the table below. Shaken units take twice the normal time to change formation.

Infantry from column to column or square (or vice versa)	1/2 move
Infantry from line to column or square (or vice versa)	1 move
Cavalry from column to column (or vice versa)	1/2 move
Cavalry from column to line (or vice versa)	1 move
Artillery to limber or unlimber	1/2 move

## 9.19 Combining firing and movement in the same turn

Skirmishers can fire and move up to 2B in any direction. Other infantry that have fired can advance directly forwards 1B or step back 1B. Any troops that have fired can move later if forced to do so by a reaction test. Artillery that fires can wheel up to 1B. Otherwise units cannot fire and move in the same turn. *Note – This also means that bases that have fired cannot move as part of a formation change later in the turn.*

## 9.20 Follow up moves after combat

Infantry whose infantry opponents recoil shaken after combat (see rule 12.3) can choose to follow up by moving 1B forward to remain in contact. Cavalry whose opponents recoil shaken after combat must always follow up. Artillery never make follow up moves. Infantry never follow up recoiling cavalry.

## 10. Terrain

### 10.1 Difficult terrain

Woods, rocks, built up areas (BUA), marsh and steep hills are all **difficult terrain**. Everything else is **open terrain**. The impact of difficult terrain on movement is as follows. Cavalry and artillery cannot operate in difficult terrain. Infantry move at half speed (except for skirmishers in rocks, woods and BUA, who move at full speed) and cannot operate in square. Generals move at half speed in difficult terrain.

As long as any part of a unit is in an area of difficult terrain, the whole unit moves at the speed appropriate to the difficult terrain.

### 10.2 Roads

Roads are open terrain. All troops can move normally through difficult terrain if on a road. Movement on roads must be made in column, one base wide. Units making their whole move on a road add 1B to their movement allowance (infantry or artillery on foot) or 2B (cavalry or limbered horse artillery).

### 10.3 Obstacles

Rivers, streams, walls and hedges are **obstacles**. Rivers can only be crossed using a bridge or recognised ford. Infantry take 1B to cross obstacles, generals or cavalry 2. Artillery cannot cross obstacles at all, except using recognised gates, openings, bridges or fords. Deductions for obstacles are halved for troops that are routing.

Troops that wish to cross an obstacle but that have insufficient remaining movement allowance to complete the crossing during that turn are nevertheless moved across the obstacle. They must deduct the necessary amount from their next movement allowance and remain disordered throughout their next turn. *Note – Players cannot avoid this rule by saying that a unit originally intended to halt behind the obstacle but then changed its mind. If a unit halts behind an obstacle before utilising all its movement allowance, it cannot cross the obstacle during the following turn.*

### 10.4 Occupying built up areas

BUA should be divided into **sectors** around 2-3B square. Infantry can move into or through a sector, or they can **occupy** it. Infantry can enter any sector that is unoccupied or that is occupied by friendly troops. They do this using normal movement. In their next movement phase they can occupy the sector. They do this by placing bases on the edges. These must be in line or skirmish formation. Each sector of BUA can hold one occupying unit. Troops cannot occupy a sector if there are enemy troops already in an adjacent sector.

If a sector contains troops that have not yet occupied it, enemy troops can enter it using normal movement or charging. If a sector of BUA is occupied, enemy troops can only enter it after defeating its occupiers in combat. The occupiers count as defending an obstacle. The attackers are disordered because they are fighting to enter difficult terrain.

Troops who wish to leave a sector of BUA voluntarily can do so using their normal movement allowance. Troops within a sector of BUA who are forced to rout because of reaction or combat must leave the sector. They can move into an adjacent sector if it is not occupied by enemy troops. Troops who have been occupying BUA can leave in line, column or skirmish order, as desired (unless routing).

## 11. Firing

### 11.1 Firing distances

Firing in GTE takes place within effective range only. Only infantry and deployed artillery can fire. The range of the various weapons is as follows.

	Cannister	Effective
Muskets	----	3B
Rifles	----	4B
3-4lb artillery	5B	10B
6lb artillery	6B	12B
8-9lb artillery	7B	14B
12lb artillery	8B	16B

### 11.2 Zone of fire

All firing in GTE is measured and calculated by base. The zone of fire (**ZOF**) of any firing base extends forward in an arc up to  $22\frac{1}{2}^\circ$  to either side, measured from the front corners of the base, up its effective range (or its limit of visibility if less). Units can fire at targets that are wholly or partially within the ZOF at the time of firing. Stationary units can also fire at targets that were at least partially within their ZOF during the last turn.

### 11.3 Target categories

The target category is determined at the time of firing. There are three categories of target.

**Easy** - Infantry in column or square (or in line in the open if fired on from the flank), stationary cavalry in column (or in line if fired on from the flank)

**Difficult** - Skirmishers, deployed artillery, any routing, evading or pursuing troops, troops behind hedges or walls or in woods or BUA

**Normal** - All other targets and situations

### 11.4 Restrictions on firing

Only the front rank of any unit can fire. Only one base of a square can fire at any particular target. Artillery cannot fire roundshot at skirmishers. Firing is not permitted through or over hills, woods or BUA. Units cannot fire through friendly troops or at troops engaged in combat. (*Note – They can fire at charging units as they charge into contact or at pursuers who have not remained in contact.*) The only occasion where firing is permitted through enemy troops is in the case of artillery firing through enemy skirmishers. If being charged, units must fire at the unit charging them. Otherwise, unless they have a general attached, they must fire at the nearest enemy most directly ahead in the unit's ZOF, measured from the centre of the unit's front.

Artillery positioned on a hill can fire roundshot (not cannister) over troops at a lower level of elevation. In all cases the intervening troops must be at least 2B in front of the firing base and not closer than 2B to the target unit. Otherwise, overhead firing is not permitted.

### 11.5 Firing method

Roll one D6 for each infantry base or artillery crew figure firing. Modify the dice score(s) using the factors in the table below. Each modified score of 5 or 6 counts as a hit. (*Note – volleys are defined as any firing by infantry other than skirmishers.*)

Steady elite or regular musket volleys (unless fired at difficult targets)	+2
Other musket volleys (unless fired at difficult targets)	+1
Rifle armed skirmishers	+1
Cannister (unless fired at difficult targets)	+1
Artillery firing at easy targets	+1
Target moved out of ZOF during last turn	-1

In the case of artillery firing roundshot, units up to 2B behind the original target (in the line of firing) may be vulnerable to **bounce-through**. Any firing dice rolled against the original target that fails to score a hit is rolled again. A score of 6 on the second roll indicates a hit against the bounce-through target. Bounce through does not extend beyond the crest of hills, across obstacles or into difficult terrain.

## 12. Combat

### 12.1 Method for combat

**Combat** takes place whenever units of opposing sides are in contact during the combat phase. There is one round of combat in any turn. The method is as follows.

In the first round of a combat, normally only those bases actually in contact fight. However, units with an overlap of one or more bases always fight with one more base than their opponents do and a unit in column counts one base from the second rank if fighting a unit in line. Roll one D6 per base. Modify the dice scores using the factors listed below. Each modified dice score of 5 or 6 counts as a hit. After the round of combat, consult the combat results table to determine the outcome.

If the combat goes into a second round each side can bring into the combat any remaining bases of the units already engaged. No physical movement is necessary. Other units can charge into the combat. They are said to be **reinforcing**. Only those reinforcing bases actually in contact with the enemy count. Units wishing to reinforce an existing combat must test reaction for wishing to charge as normal. However, their opponents who are already in combat do not have to test reaction for being charged.

### 12.2 Combat dice modifiers

Heavy cavalry charging infantry in open and not in square, or any cavalry pursuing infantry	+3
Light cavalry charging infantry in open terrain and not in square, or any cavalry pursuing cavalry	+2
Close order infantry defending an obstacle	+2
Cavalry charging cavalry of lighter weight	+1
Cavalry fighting cavalry of lower grade, or charging other cavalry halted or from uphill	+1
Infantry charging halted infantry in open terrain or fighting in pursuit combat	+1
Infantry fighting artillery or fighting other infantry of lower grade	+1
Cavalry fighting infantry in square, or infantry in line fighting cavalry	-1
Disordered troops fighting steady enemy, or artillery fighting any enemy	-1
Fighting if shaken or blown, or fighting to flank or rear	-1

Infantry defending an obstacle are not considered to be in open terrain for combat purposes. Troops defending the edge of any difficult terrain count as defending an obstacle. Cavalry charging artillery (limbered or unlimbered) counts as charging infantry.

Cuirassiers count as being extra-heavy cavalry in the first round of combat (i.e. heavier than other heavy cavalry). Lancers count as heavy cavalry in the first round (if charging) and as extra-light in subsequent rounds (i.e. lighter than other light cavalry).

*Note – Bases contacted by enemy units on both their front and side or rear edges always fight to their front.*

### 12.3 Combat results

Any unit in a combat that suffers more hits than it inflicts has **lost**. If hits are even the combat is **drawn**.

	Draw	Lose by 1	Lose by 2+
Cavalry fighting infantry	Recoil shaken	Recoil shaken	Break
Infantry fighting cavalry	Disordered	Break	Break
Other circumstances	Disordered	Recoil shaken	Break

Combat between cavalry and infantry lasts for one round only. If the cavalry do not defeat their opponents they recoil shaken and must retire in the next movement phase. Any combat ends automatically after two successive, drawn rounds. Unless defending an obstacle, both sides recoil shaken and must retire in their next movement phase. Troops defending an obstacle halt shaken instead of recoiling and do not have to retire.

*Note – Any shaken unit that loses a round of combat automatically breaks. Any shaken unit rallies automatically to disordered status if it survives a round of combat without breaking. Troops occupying BUA or defending the edge of a wood, rocks or marsh count as defending an obstacle if attacked from outside.*

### 12.4 Pursuit combat

Pursuers who make contact with their broken enemy fight in combat as normal. However, the combat is unopposed. The broken troops cannot fight back.

## **13. Other miscellaneous rules**

### **13.1 Captured artillery**

Artillery guns and howitzers can be captured if they are abandoned by their crew when they evade or rout. To capture guns, an enemy unit must be in base to base contact with the guns throughout a whole turn in which they do not fire, fight in combat, move or change formation. Captured guns are removed from play and treated as casualties at their full value for victory points calculation (in addition to points counted in respect of any crew bases that have also been removed).

### **13.2 Surrender**

Troops who break after combat can choose instead to surrender. Broken troops contacted by pursuers can also surrender. Troops that surrender are treated as having disintegrated and are removed immediately from play. No escorts are required for prisoners. Players must accept the surrender of enemy troops.

### **13.3 French Old Guard (optional rule)**

To recognise the almost mythical part played by the Old Guard (and the Middle Guard, if such a thing actually existed), they can be treated as “super-elite”. Instead of a +1 modifier to their BMF they receive a +2 modifier in all reaction tests and if rallying from broken. Note – this special rule applies only to the infantry of the Old (and Middle) Guard. Imperial Guard cavalry, artillery and infantry of the Young Guard do not receive this benefit.

### **13.4 French infantry advancing in column (optional rule)**

French infantry showed considerable élan when advancing to the attack in column. A game without French columns is almost unthinkable. So, to encourage the French to use historical tactics, players may agree to allow a reaction dice modifier of +1 to any advancing French column testing for receiving firing hits.

### **13.5 British infantry (optional rule)**

British infantry were the only troops during the period that regularly practised firing with live ammunition. They are also felt by many to have benefited from their two-rank formation when firing. Therefore, by mutual agreement, players can choose to give steady British infantry a +1 firing dice modifier.

### **13.6 Russian infantry (optional rule)**

The stoicism of Russian infantry in defence is legendary. Players may wish to give a +1 reaction dice modifier to halted Russian infantry testing for receiving firing hits or for routing friends.

### **13.7 Cossacks (optional rule)**

If a Russian army includes cossacks, the following additional provisions can be adopted. Cossacks receive an additional 1B movement allowance above that for other light cavalry. They can also move at half speed in woods. They count as extra-light cavalry (not lancers) in combat and as disordered in all circumstances.

## APPENDIX I – GTE Fatline

GTE Fatline is an alternative version of the rules, designed for players who prefer somewhat larger units and who want to represent accurately the different organisational structures of the various nations. It uses the same mechanisms as the standard version of GTE, but there are various amendments to reflect the lower ratio of figures to real men. All the amendments are listed below. Everything else is the same as the standard rules.

### A1.1 Game equipment

You additionally need one ten-sided decimal dice (D10). This is used for all reaction tests. *Note - 0 represents ten not zero.*

### A1.2 Scales and measurements

I recommend increasing the band size appropriately. Whereas for the standard game 1B might be anything from 25mm to 40mm (depending on the basing convention used), for Fatline it might be from 30mm to 50mm.

The figure scale for Fatline is reduced roughly by one-third. However, because historical company structures are used and units are therefore not all the same size, units will have between 50%-100% more figures. Each infantry base represents around 90-120 men (normally therefore a company, but in some cases a half-company or double company). Each cavalry base represents a troop (half-squadron) of 40-60 men. Each artillery crew figure represents 1 gun, so a battery normally has 2 model guns, each with 3 or 4 crew figures.

### A2.3 Basing figures

For GTE Fatline, the two standard basing conventions envisaged for the standard game are combined. Infantry bases can therefore contain either 3 or 4 figures. Cavalry bases can contain 2 or 3 figures. The reaction, firing and combat mechanisms take the mixture of bases into account.

The bases used should reflect historical unit strength and organisation. The table below gives general guidance on basing figures for three of the major nations during the later Napoleonic period. Use these to guide you on building units for the other nations.

	<i>Companies</i>	<i>Men (approx.)</i>	<i>Bases</i>
<b>French</b>			
Weak infantry battalion (1813-14)	6	300-400	3 bases of 4 figures each
Typical infantry battalion	6	600	6 bases of 3 figures each
Full-strength infantry battalion	6	720	6 bases of 4 figures each
Young Guard battalion	4	480	4 bases of 4 figures each
Old Guard battalion	4	720	8 bases of 3 figures each
<b>Prussian or Russian</b>			
Under-strength battalion (after attrition)	4	500	4 bases of 4 figures each
Full-strength battalion (start of campaign)	4	800	8 bases of 3 figures each
<b>Austrian</b>			
Typical battalion on campaign	6	800	6 bases of 4 figures each
Full-strength battalion	6	1200	12 bases of 3 figures each
<b>British</b>			
Under-strength battalion	10	450	5 bases of 3 figures each
Typical battalion	10	600	5 bases of 4 figures each*
Very strong battalion (Guards and 52 <sup>nd</sup> Light)	10	900-1000	10 bases of 3 figures each

*Note – the above are for guidance, but many other combinations will be found in practice. \*British units of 20 figures can be based with 2 figures to a base (which would be more accurate historically). Also, you can base British infantry figures further apart than normal if preferred, to represent their use of a two-deep line.*

Cavalry units of all nations tended to be fielded as either three or four squadron regiments. Since bases represent troops (half-squadrons), units will generally have 6 or 8 bases of 2 or 3 figures each.

*Note – once again, many variations on this will be found in history. Some cavalry units may have as many as 32 or 36 figures (Austrian units with 4 squadrons of 8 or 9 figures, French Guard Chasseurs, Brunswick Life Hussars, etc.) The British Household regiments in 1815 should have 4 bases of 3 figures each. Many French cavalry units in 1813 should have just 2 to 4 bases of 2 figures each.*

## A2.4 Grades of troops

GTE Fatline introduces two additional grades of troops, so the grades are as follows.

**Elite** (guard units of major nations and other absolutely ‘crack’ units only)

**Veteran** (experienced and battle-hardened troops)

**Regular** (the bulk of troops, adequately trained and generally competent)

**Second line** (less experienced or well-motivated troops)

**Inferior** (raw conscripts, militia, landwehr, etc.)

## A2.5 Points

Treat veterans as elite. Treat second line as inferior.

## A3.1 Formations

Formations should represent their historical prototypes. This mainly affects infantry columns. French columns can be one base wide and (column of companies) or two bases wide (column of divisions). Prussian columns should be one company wide, 4 bases deep (one or two bases wide, depending on whether 16 or 24 figures). Strictly speaking, Austrian columns should always be one company wide (6 bases deep), although for 24 figure battalions, 2 bases wide looks much better. British columns must not be wider than one base (in the case of 15 or 20 figure units, they already represent a two-company frontage, whereas the British normally used a one-company frontage anyway). *Note - the British generally only used column for the purposes of manoeuvre and almost invariably deployed into line or square for combat.*

Cavalry can form columns based on a one, two or three squadron frontage. Columns of one base width (column of troops) should be used only for manoeuvre, not for combat. Any cavalry unit in combat in column of troops should be treated as disordered for combat purposes.

## A8.1 Basic morale factors

The basic morale factors are modified as follows.

Elite	+2
Veteran	+1
Talented or inspirational general attached to unit	+2
Average general attached to unit	+1
Out of command	-1
Shaken	-1
Second Line	-1
Inferior	-2
Each 10% casualties taken so far	-1
Each firing hit taken this phase	-1
Each friendly unit seen breaking or in first rout within 2B this phase	-2

## A8.2 Reaction tests

Roll one D10 rather than one D6. The modified score must be more than 1. A “natural” (i.e. unmodified) 0 always passes the test. The modifiers for charge situations are amended as follows.

Cavalry charging steady infantry in square or at a defended obstacle	-4
Infantry wishing to start a charge against steady infantry	-4
Troops on foot charged by cavalry in open (unless in square)	-4
Charging or charged if disordered or shaken	-3
Wishing to start a charge in support	-3
Taking firing hits whilst charging	-2
Making a flank or rear attack	+3

## A8.3 Control tests

Ignore casualties taken so far. The modified score must be 7 or more (inferior or British cavalry), 4 or more (other cavalry).

## A8.4 Rallying from broken

The modified score must be 5 or more.

### **A11.5 Firing method**

Roll one D6 for every 4 infantry figures firing (rounding 3 up and 1 or 2 down). For artillery, roll one D6 for every 2 crew figures (rounding 1 up). The firing dice modifiers are amended as follows.

Steady elite or veteran musket volleys (unless fired at difficult targets)	+2
Steady regular musket volleys (unless fired at difficult targets)	+1
Rifle armed skirmishers	+1
Cannister (unless fired at difficult targets)	+1
Artillery firing at easy targets	+1
Elite artillery	+2
Veteran or regular artillery	+1
Target moved out of ZOF last turn	-1

### **A12.1 Method for combat**

Roll one D6 for each 4 infantry or artillery figures fighting (rounding 3 spare figures up and 1 or 2 down). Roll one D6 for each 3 cavalry figures fighting (rounding 2 spare figures up and 1 down).

### **A12.3 Combat results**

The combat results table is amended as follows.

	<i>Draw</i>	<i>Lose by 1 or 2</i>	<i>Lose by 3+</i>
Cavalry fighting infantry	Recoil shaken	Recoil shaken	Break
Infantry fighting cavalry	Disordered	Break	Break
Other circumstances	Disordered	Recoil shaken	Break