

Chiclana - Barrosa 1811 Rules

Series, The Shadow of the Eagle



0. Introduction.
1. Playing equipment.
2. Sequence of play.
3. Command.
4. Orders.
5. Formations.
6. Stacking.
7. Movement.
8. Line of sight and line of Shot.
9. Firefigth.
10. Melee combat.
11. Cavalry charge.
12. Retreat after combat.
13. Advance after combat.
14. Morale check.
15. Reorganization.
16. Commanders and Commanders-in-Chief.
17. Desmoralization of Divisions.
18. Victory conditions.
19. Deployment.

Scenarios

1. Chiclana-Barrosa.

0. Introduction

The Shadow of the Eagle series is a generic system of rules to simulate the Napoleonic period at a grand tactical level. Through a variety of scenarios it depicts a series of battles of the war against the Napoleonic Empire in the Iberian Peninsula from 1808 to 1814.

1. 1. Playing equipment

It consists of one or more maps, tables, and counters as well as these rules. A six-sided die (1d6 from now on) is also required.

1.1 Maps

They represent the terrain where the action took place at a scale of 250 metres per hexagon. A hexagonal grid has been superimposed on the map in order to regulate movement and determine the position of the counters.

Nd. - Hexes with isolated trees that do not occupy the entire hex do not count as forest for terrain purposes.

1.2 Tables and aids

The rules are accompanied by tables that will be needed to play the game. The tables are: Formation Change, Movement Factors, Terrain Effects, Fire, Melee Combat, Cavalry Control, Morale Test and Division Morale Table. The use of these tables is explained in the relevant section of the rules.

1.3 Counters and markers

The counters represent the military units and commanders who took part in the battles or in these scenarios. Each of these counters is generally equivalent to an actual force of 1 infantry battalion, 1 cavalry regiment or 1 artillery battery.

Markers serve to illustrate states and situations in which they find themselves throughout the game. See figure 2.

1.3.1 Definition Counter values

Each counter has a series of figures printed on it and symbols whose explanation is as follows:

- Historical identification: Name of the unit, no. of the battalion or regiment in this case (e.g.: 2nd Leg. Reserve 1st: is 2nd Reserve Legion, first battalion).

- Type: A schematic drawing that simulates the unit uniform.

- Parent unit: Division or brigade to which that belongs. Also the Commander to whom it reports and depends.

- Strength Points: The combat capability of the counter. Generally speaking, each point equals 100 infantry, 100 cavalry or 1 artillery piece.

- Combat readiness: Factors a series of elements that determine the efficiency of the of the counter (training, equipment, degree of veterancy, resistance to the rigours of combat or cohesion).

- Command factor: Only in the counters of Commander and Commander-in-Chief. Ability to influence units under their command, which are those who carry the same parent unit ID. Commanders-in-Chief can exert influence over any Commander on his side.

- Unit class: White circles located on the right side of the sheet for artillery and ca-

UNIDADES / UNITS

Comandante en Jefe Commander in Chief		Comandante Commander	
Lapeña	Victor	Graham	Ruffin
-1	-1	2	1
Infanteria Infantry		Caballeria Cavalry	
8 ^a Ligera 1 ^a	Gr.Caballo	Artilleria Artillery	
8	3	4	4
Barral PL	KGL 2nd Ht.	Div.Ruffin 2	Div.Lanzab.
7	2	4	4
Unidades desorganizadas / Disorganized units			
28000s 04	1e Dragons	Div.Ruffin 2	
3	4	4	4
← Unidad superior / Parent unit			
◇	Infanteria ligera Light infantry	⬇	Espanoles Spanish
◇	Artilleria Artillery	⬇	Británicos British
○	Ligera / Light	⬇	Portugueses Portuguese
○	Media / Medium	⬇	Franceses French
○	Pesada / Heavy	⬇	

Figure 1

A. Historical identification B. Unit type (commander) C. Melee factor D. Nationality E. Moral command factor F. Parent unit	Larizabal	Larizabal	1	0
A. Historical identification B. Unit type (infantry) C. Unit class D. Combat willignes E. Nationality F. Melee factor G. Superior unit	298th Rifle	298th Rifle	2	B
A. Historical identification B. Unit type (cavalry) C. Unit class D. Combat willignes E. Nationality F. Melee factor G. Parent unit	1e Dragons	1e Dragons	4	B
A. Historical identification B. Unit type (artillery) C. Unit class D. Combat willignes E. Nationality F. Melee factor G. Parent unit	Div.Angloia	Div.Angloia	4	C

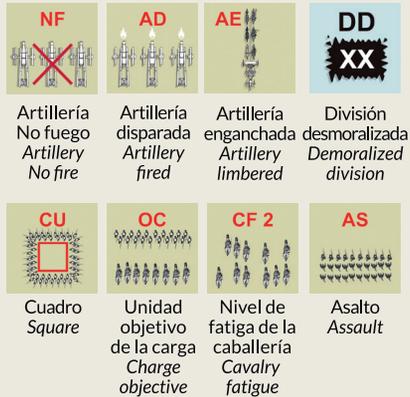
Figure 1

MARCADORES / MARKERS

Tipos de órdenes / Types of orders



Estado de las unidades / Unit status



Genéricos / Generic



Especiales para Chiclana-Barrosa / Special for



Figure 2

valry (one is: light, two: medium, three: heavy). white diamond (lozenge shape) with the symbol of artillery (two canons) and a bugle for light infantry. See figure 1.

2. Sequence of play

The game is structured in turns and each turn shall consist of the following phases as detailed below:

A) Orders

Each player will place order markers (blue markers with OR text in his back side) on Commanders who are within command distance of the Commander in Chief. These orders remain in place until changed.

From the second turn onwards, each player may attempt to change the orders his subordinate Commanders have.

From the second turn onwards, *Defended Sector* (DS) markers can be repositioned.

If a Commander or counter is outside command distance, you place a *No Orders* (SO) marker on them.

B) Reorganisation

Both players try to recover their disordered counters.

Both players try to recover the artillery batteries with *No Fire* (NF) markers.

Both players remove the *Artillery Fired* (AD) markers from their artillery counters.

Both players perform the divisional morale tests to the divisions with *Recovery Order* (RC).

C) Initiative

The players will each roll 1d6 to which they will add:

The Command Rating of the Commander-in-Chief of his army.

+1 to the result for each attack order given to the divisions under his command.

The player who scores the higher win the initiative. If the result is a draw, it is roll again until one gets the highest result.

D) First player phase

1) Movement.

The player in phase moves his counters in this order:

- They move the counters that do not attack or charge.
- Move the charging cavalry counters, evasion movements are resolved and counter charges and counter charge combats.
- They move the counters that attack.
- Move the Commanders and Commanders in Chief.

2) *Defensive fire*. The player not in phase resolves the effects of defensive fire.

3) *Offensive fire*. The player in phase resolves the effects of offensive fire.

4) *Melee and charge Resolution*. The player in phase resolves, in this order, the possible movements to evade, the charge combats and melee, carrying out the post-combat movements and possible additional combats.

E) Second player phase

- 1) Player movement in phase.
- 2) Defensive fire of player not in phase.
- 3) Offensive fire of the player in phase.
- 4) *Melee and Charge Resolution* of player in phase.

F) Demoralization Check

Both players check if the number of eliminated or defeated counters during the turn have placed some divisions at their *Breaking Point* and so must do a moral test on those divisions.

The Divisional moral test results are applied immediately to each.

G) Cavalry Fatigue

Both sides reduce the *Fatigue Markers* (CF) of their cavalry that have not moved or fought during the turn.

H) End of Turn

Advance by one the turn counter on the turn track.

These 8 phases are repeated each turn until the end of the game. The player who is in a phase is called the attacker and the opposing player is called the defender.

3. Command

There are 2 types of commanders: Commander-in-Chief and Commander.

The Commander in Chief is the counter that commands all the combat forces of a side. The Commanders have under their command only the counters belonging to their divisions.

A counter is considered in command (within its commander's command radius) when before starting its movement it is separated from its commander by a number of hexes equal to or less than the command radius of its corresponding commander.

The Commander-in-Chief use its command radius to play a role in the *Divisional Moral test*.

Commanders only place in command combat counters.

This calculation does not take into account hexes occupied by the commander or by the counter.

The command radius of Commanders is specified in the *Particular Rules* for each scenario.

3.1 Restrictions on the route the command line takes.

It may never be drawn between or through:

- 1) Enemy-occupied hexagon.
- 2) Enemy-controlled hexagon that is not occupied by friendly combat counters (see graphic example 1).

3.2 Effects of command on ZOCs.

Only counters in command can enter or leave ZOCs. Remember that the Commander and Commander-in-Chief counters are the last to move.

4. Orders

All players must assign orders for each division that will affect all counters in that division, both for movement and combat.

Orders given will not be known to the enemy. Each order marker has on its front side the abbreviation OR and the specific order on the back.

To give orders, a division commander will have an order marker placed with the order you want him to execute. The abbreviation (OR) is positioned on top in such a way that it is not possible to know which specific order it is, (See figure 2)

4.1 Change of orders

New orders are always generated from the Commander-in-Chief.

Procedure:

The player wishing to change orders to his divisions will calculate the distance in number of hexes between his Commander-in-Chief and the subordinate Commander to be given new orders. This calculation does not include the hex occupied by him or the subordinate commander.

If the Commander-in-Chief and the subordinate Commander are in the same hex, the Change or orders is automatic but consums one attempt to change or orders.

Divide the number by a factor specified in the *Specific Rules* for each scenario. If the quotient obtained is 0,6 round the result to the next lower whole number and to the higher whole role if it is 0,7 or more.

Then, roll 1d6 and if the result obtained is higher than the result of the quotient, the Commander-in-Chief may effect a change of orders on his subordinate commander. Otherwise, the units will continue with the orders they already have. (See *example 1 change of orders*).

If the quotient is 6, only a change of orders with a result of 6 can be made.

The number of change orders available to each Commander-in-Chief is limited in accordance with the *Specific Rules* of each scenario.

Example: If a Commander in Chief has 3 changes of orders per turn. That means he will be able to roll 1d6 three times to change 3 orders but cannot throw 3 times to try to change 1 order when not getting the roll necessary.

If any attempt is made to change orders, the Commander in Chief cannot move in that turn. If an attempt fails to change orders it cannot be attempted again to give the same order to the same division until next turn.

4.2 Types of orders

No Orders (SO): Affected counters only can move to be closer of their commander and cannot finish their movement less than 3 hexagons of enemy counters. They cannot initiate combat. They can fight in melee combat and do defensive fire normally if they are attacked. The fleeing counters continue with their own rules of movement.

Maneuver (M): All component counters of the division with this order can move freely as long as they are not placed within 5-hexes of the line of sight or less of any enemy combat counter, If they move within 5 hexes of an enemy unit in LdV, they stop. They have a bonus of +2 MP to their movement factors. This bonus rises to +3 MP if they move following the layout of a road or path. If counters belonging to a unit with this type of order are attacked its combat factors are divided in half. The

fleeing counters continue with their own rules of movement.

Harassment (H): All component counters of the division with this order must move until they are within 3 or less hexagons of enemy counters. A maximum of 30% of the counters that make up the unit can attack enemy counters in any type of combat. If they are attacked, they defend themselves normally. The fleeing counters follow their own rules of movement.

Attack (A): All component counters of the division with this order must move until is placed 3 or fewer hexagons away from enemy tokens. At least 50% of the counters that make up the division must attack enemy counters in any type of combat. If they are attacked, they defend themselves normally. The fleeing counters continue with their particular rules of movement.

Defense (D): All component counters of the division with this order must defend an area that is defined by the player who directs his side at the moment of giving the order. This defensive area will measure 9 hexagons of front by 5 hexagons of depth determined from the hexagon where the player places the *Defended Sector (SD)* marker. An SD Marker must be placed in a hexagon from which no counter is out of their defensive area. The division counters with this order cannot leave their defensive area with the exception of the counters in flight. Inside the defensive area the counters defend and attack normally. The fleeing counters follow their own rules of movement.

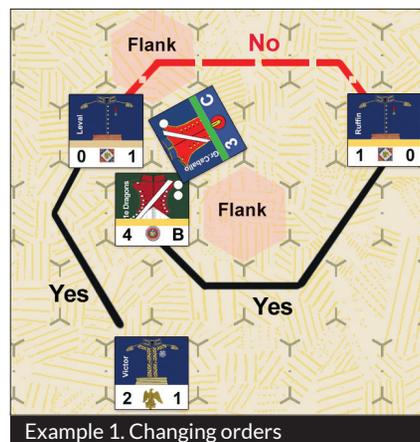
Retreat (RT): All component counters of a Division with this order that are adjacent to enemy counters must compulsorily move all or part of their movement factor to abandon the enemy ZOC. The counters that are not in enemy ZOC can move freely but without coming within 3 hexes of enemy counters. The fleeing counters continue their particular rules of movement.

Recovery (RC): All component counters of the division with this order move according to the movement mode retreat or flight until at least 5 hexes from any enemy combat hexagon. The counters in flight may be forced to move further away from enemy counters. The only action allowed to the counters in recovery is to perform moral tests to disordered or fleeing counters. If divisional counters in recovery are attacked by the enemy apply the effects of retreat or flight in combat.

5. Formations

Infantry and artillery counters can adopt different formations that affect movement and combat during the course of the game.

It is allowed to change formation more than once per turn, if there are enough move-



The French Commander-in-Chief wishes to change the orders of 2 subordinate commanders. The presence of the Spanish cavalry unit forces tracing the line of command to the leader Ruffin through the hex occupied by the French cavalry unit. The command distance to this commander is 4. The line of command to the leader Level is not hindered by the enemy ZOC and the command distance to this commander is 2. Calculate to see if he can carry out the change of orders according to the proposed parameters in scenario 1: Victor divides by 2 his command factor of 4. The quotient 0.5 is rounded to 1. A 1d6 is rolled and obtains a 2. A 2 is higher than 1 and therefore Victor can give a new order to Level.

ment points MP. (This allows you to move units in square some hexes, or move and fire horse artillery, limbering and unlimbering). The cost expressed in movement points of the changes is shown in the *Cost of Formation Changes Table*.

5.1 Infantry

Regular formation: Does not use any special marker, the counters move and fight normally.

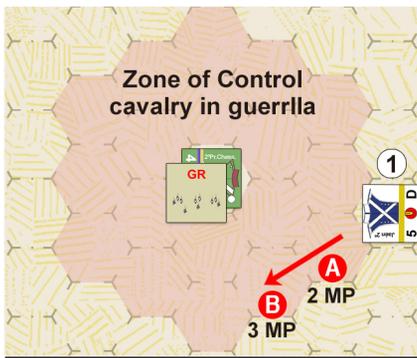
Square: Counters with any will to fight can adopt this type of formation. This situation is determined by placing a *Square Marker (CU)* on top of the counter. Squares can be formed in two ways: as a formation change during movement or as a reaction to an enemy cavalry attack.

- Squares as a change of formation:

A square can only be formed in clear terrain. Forming a square costs 2 MP.

A counter or stack formed in square with Combat Will A, B, C, and D may move while in square. Counters with Combat Will E and F may not move while in square.

A counter in square with the ability to move while in that formation can only do so through clear terrain hexes. A counter in square cannot move across town, forest, bridge, village, stream, river, scrub, moderate slope, steep slope, impassable slope, or ravine hexes. Roads and paths do not override other types of terrain in the hex for the purposes of moving of counters in square. A counter or square stack can only move at a cost of 2 MP per hex.



Example 2. Cavalry guerrilla deployment.

If infantry unit 1 moves into hex A it must pay 2 MP. 1 per normal movement cost to enter a hex and an additional additional MP to enter a guerrilla cavalry ZOC hex. If it would like to continue its movement and move into hex B, he would pay 1 MP to exit hex A and pass a morale test. If he passes the test he pays: 1 + 1 MP to enter hex B.

Note.- Cavalry deployed using guerrilla warfare tactics is an effective measure to delay enemy movement, covering retreats and gaps in the line of battle. It blocks infantry and limits enemy cavalry.

The counter in square has a facing in all directions and can move all directions.

Squares as a reaction to a cavalry attack: The attempt to form when an enemy cavalry counter or enemy cavalry stack has been placed within 2 hexes of an infantry counter. All infantry counters in a hexagon perform a morale test based on the combat will of the counter at the top of the stack to determine whether it is able to form up in square.

A result of D or R will be treated as a disorder and will mean that the square could not be formed and that the counter has become disordered in the attempt.

A " - " result will indicate that the counter can form a square if desired and a CU marker will be placed on the counter or infantry stack. This change of formation consumes all the counter's movement points. The combat between attacking cavalry and defending infantry is resolved in the melee phase.

Guerrilla (GR): The light infantry counters are able to deploy as guerrillas. To identify this situation they receive a *Guerrilla Marker* (GR).

Light infantry in guerrilla warfare can do 2 things.

- Shielding the line:

Counters that deploy in guerrilla while stacked with other counters must be placed on top of the stack. The rest of the counters in the stack can be in other types of formation.

If the stack with the guerrilla infantry receives 1 casualty from fire the casualty is applied to the guerrilla infantry.

If it receives 2 or more casualties, the first casualty is applied to the guerrilla infantry, but the remaining casualties are applied to the next counter in the stack.

- Cover front:

A light infantry counter with a guerrilla marker that is alone in a hex, projects a ZOC of 2 hexes and all hexes are considered facing the front.

5.2 Artillery

Deployed: It is represented by the counter of the unit either on foot or on horseback. It cannot move but can fire.

Limbered: Place the *Artillery Limbered (AE) Marker* on top of the counter. It can move freely but not fire.

5.3 Cavalry

Regular Formation: Does not use any special markers, the counters move and fight normally.

Guerrilla: The light cavalry counters are able to deploy in guerrilla. To identify this situation they receive a *Guerrilla Marker* (GR). A counter in guerrilla projects a ZOC of 2 hexagons and all hexes are considered as facing. (See graphic Example 2)

6. Stacking

Several counters, even from different divisions and brigades, can occupy the same hexagon as long as they belong to the same side. Stacking is limited. In addition, the more counters in a hex the more effective the enemy artillery fire can be.

Stacking limits:

- Infantry in regular formation: Up to 24 strength points per hex.
- Artillery with counters of other weapons: 1 counter per hex.
- Artillery in regular formation: Up to 3 artillery counters per hex if there is only artillery in the hex.
- Cavalry in regular formation (deployed): Up to 16 force points per hex.
- Infantry in square: Maximum limit is 18 combat points or 3 counters with the possibility of adding another 2 artillery counters. This limit only counts at the end of the movement.
- Units with maneuver orders in movement by road: Maximum limit 1 infantry, cavalry, or artillery counter per hex. They cannot finish their move stacked with counters with other types of orders.
- In forests and buildings: Maximum limit 18 points.
- Allied units: Spanish and British cannot be stacked in the same hexagon.

Except for calculating combat ratios, enemy counter stacks cannot be examined under any circumstances.

If there is artillery units deployed in a stack, the artillery is considered to be at the top of stack.

If there is artillery units limbered in a stack, the artillery is considered to be at the bottom of stack.

7. Movement

Each counter type has a movement factor detailed on the *Movement Factors Table* expressed in Movement Points (MP). The movement of each of the counters may be used in whole or in part in each turn and cannot be accumulated for successive turns or transferred to other counters. The movement is carried out by moving them from one hexagon to another, tracing a continuous line, without jumps and consuming the number of points marked on the *Terrain Effects Table*.

Can be affected by: ZOC, the stack and the type of orders (see the relevant sections). You can spend up to the total of the movement factor of each counter if you wish, but never exceed it. The terrain points cost is accumulative.

Movement is always voluntary, and the player in phase may move all, some or none of his counters in the same direction or combination of directions. Normally the counters may only move through hexes whose facing is defined as "front". Exceptions are disordered counters, in defeat, in square, Commanders and Commanders-in-Chief, who have no facing.

It is not possible to move from a "rearguard" hexagon to a counter's "front" hex or vice-versa (passing through the hexagon where the counter is located) if there are already 8 or more points in the hex to be crossed. But it is allowed to make this movement through the "flanks," (see example 3).

The order in which the counters move is irrelevant except in the case of Commanders and Commanders-in-Chief, who move after the units assigned to their command.

Counters that make voluntary or involuntary moves that cause them to leave the map are considered eliminated.

7.1 Ground movement costs

The different terrain features depicted on the maps have different costs that are summarized in the *Terrain Effects Table*.

7.2 Facing

At the end of their move, all the counters must be facing an angle of the hexagon they are in, (see example 4 which defines the concepts of front, flank and rear).

The counters of Commanders and Commanders-in-Chief, the disorganized in defeat and those formed in square have no facing.

The facing of the counter is fixed at the end of the movement. During the movement, each change of facing has no MP cost.

When a counter moves forward or backward due to a combat, it adjusts its facing at no cost at the end of the of the movement. Counters in the same stack must have the same facing.

7.3 Zones of Control (ZOC) and Movement
A counter only exercises control over the front and flank hexes, although the effects are not the same (see example 3).

Hexagons containing buildings and forests are never controllable from hexes located outside. However, a counter located in a building or forest does exert a ZoC to the outside and in all the adjacent hexes, except other forest or building hexes.

The entry of a counter or stack into an enemy ZOC can only be performed by a counter or stack in command and has an additional cost of 1 MP.

To exit from a ZOC there is an additional cost of 1 MP and to exit an enemy counter's hex in front of an enemy counter you need to take a morale test at the risk of being disorganized. The direct passage from a hex in an enemy ZOC to another hex in an enemy ZOC is allowed if the necessary MPs can be paid and the morale test to leave the first ZOC is passed.

During a retreat after combat no additional MPs are paid and no morale test needs to be passed. The counters move the required hexes and apply the required combat results. However, the counters cannot move from one enemy ZOC to another enemy ZOC.

7.4 Movement in marching order on the road
The pieces that move along the route of a road or path during the their entire movement must maintain their order of march and cannot enter enemy ZOCs. The counters move consecutively and remain adjacent to each other without being able to overtake each other, even if it means not being able to use all their movement points. The pieces must keep this order of march until they abandon the road movement.

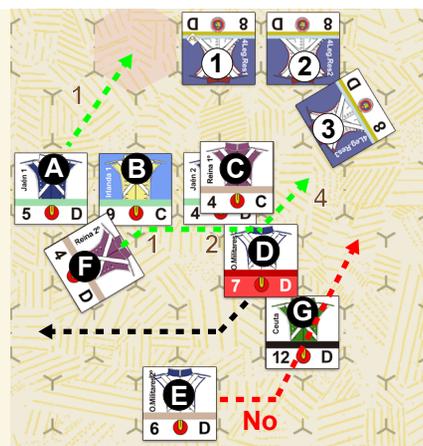
8. Line of sight and line of fire
Hexes with buildings, forests or friendly and enemy pieces all obstruct the line of sight. If the line of sight passes exactly between two hexagons, one obstructing and the other not, the line of sight is considered blocked.

Each hexagon has an elevation value and that elevation can obstruct the line of sight. There would be an elevation of the terrain between the counters that prevents them from seeing each other

If a level of slope (or several) is involved, in the same direction), the line of sight is not obstructed.

Regardless of the level they are at, there is always line of sight between adjacent counters.

Unit A moves 2 hexes but pays 3 MPs because the 2nd hex of its movement is in the ZOC of enemy unit 1.
Unit E cannot perform the intended movement through a rear hex and into a front hex of unit G because it has more than 8 combat points. The movement path of unit F cannot pass through the hexes of B and C because they have 8 or more combat points. Instead it passes through their rear hexes. When it enters unit 3's front hex, it must stop its movement. Up until that point, it has spent 4 movement points. The unit D, can move as it does, because being disorganized it has neither front nor flank. But it must move towards its front.



Example 3. Movement

The line of sight will be obstructed between 2 units when there is a difference in height between the two, if the lower unit is closer to a side of hexagon than the higher unit. (see example 5) the line of sight is obstructed.

The lines of sight are always reciprocal.

An obstacle is disregarded if it is located between a downhill slope and an uphill slope.

9. Fire Fights

There are two phases: Defensive (performed by the defender) and Offensive (performed by the attacker). The procedure is the same in both cases.

9.1 Infantry

Can fire at counters adjacent to the enemy with the following limitations:

- 1) Maximum of 6 points per hex in regular formation.
- 2) Maximum of 4 points per hex in guerrilla formation.
- 3) Maximum of 3 points per hex from stacks that have or had Assault Marker (AS) during that turn.
- 4) Can only fire at the front hexes.
- 5) In a stack, the counter that fires is the one located at the top of the stack.

9.2 Counter fire in square

Infantry and artillery counters with a Square Marker (CU) fire with a 25% fire factor. It is possible to fire over various hexes. They can split their fire factor to shoot multiple hexagons because they only have front hexagons.

9.3 Cavalry

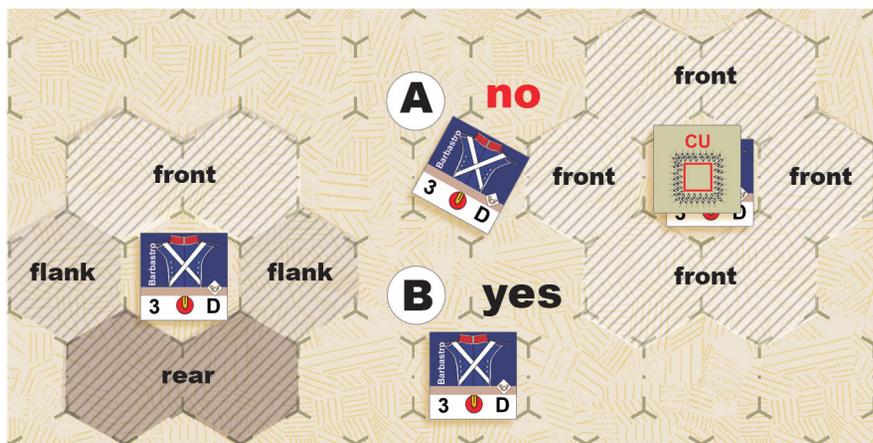
They can fire at adjacent enemy pieces with the following limitations:

- 1) Maximum of 1/3 of the strength factors in any formation of the counter at the top of the stack.
- 2) You can only shoot at the front hexagons.

9.4 Effect of infantry and cavalry fire

The fire is made on a target hex and its effects are suffered in principle only by the infantry or cavalry counter that is on top of the others in the case there is a stack in the hex. If there is an artillery counter at the top of a stack, this counter is ignored when applying fire effects and these instead affect the first infantry or cavalry counter. If the counter to which the fire is applied is eliminated without having completed the losses determined by the Fire Table, the remaining ones are lost.

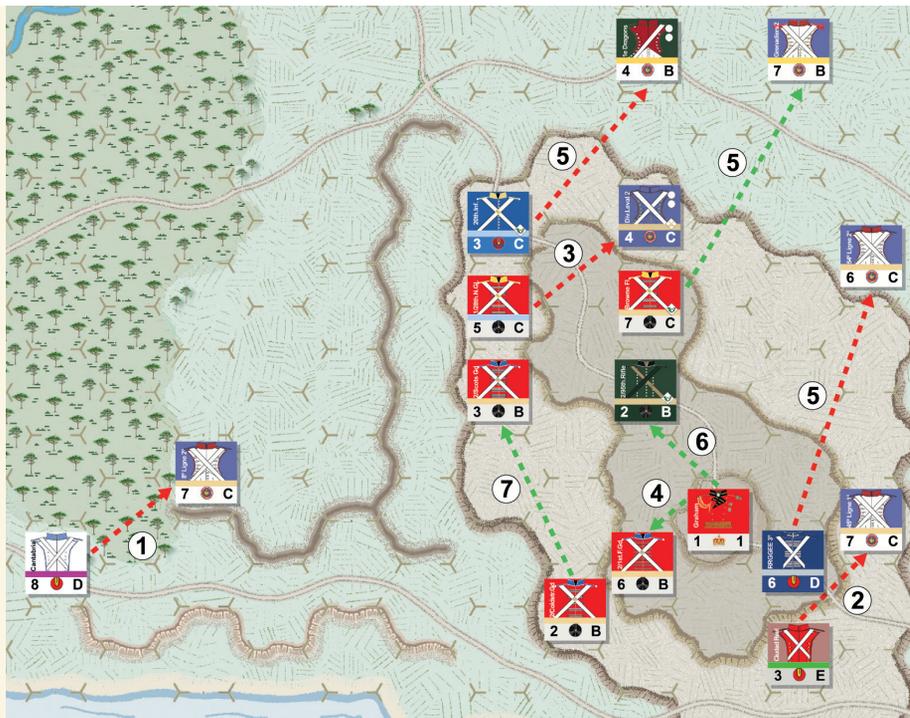
Fire can be combined from several hexagons onto a single hexagon, or distribute it from one hexagon on to several.



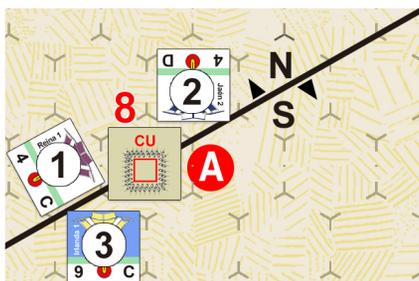
Example 4. Facing and ZOC.

Counter A is incorrectly facing one hex side. Counter B is facing correctly because it is facing the hex angle.

- Hexagons with buildings, forest or greater height between two counters are friendly or enemy, obstruct the line of sight.
- If the line of sight passes exactly between two hexagons, one that obstructs and one that does not, the line is considered blocked.
- If between two counters there is a hexagon with more height than both counters the line of sight is obstructed between them.
- Regardless of the level they are at, there is always line of sight between adjacent counters.
- If a counter on lower ground is closer to or at the same distance in number of hexagons from the nearest hexagon side than the counter on higher ground on the slope level closest to it, the line of sight is obstructed.
- If one counter is higher than another the line of sight is not obstructed. The line of sight is always reciprocal.
- If the counters are at the same height and there are no obstacles, there is line of sight.



Example 5. Line of sight and firing.



Example 6. Shooting from squares.

Unit in square formation A has 8 fire points and has 3 adjacent enemy units. It can only fire with 2 fire points, so decides to fire with the 2 fire points against enemy unit 3. He could also have fired at enemy units 3 and 2 with 1 fire point at each one.

If you shoot at a hex where artillery counters only are stacked, the effects of the fire are applied to the top counter.

9.5 Artillery

Artillery pieces that fire must be placed on top if they are stacked with other counters. If there are only artillery pieces in the hex, (3 at the most, see 6. *Stacking*) all of them can fire.

The artillery pieces can fire in three phases:

- 1) During enemy movement they can shoot at any moving enemy counter or stack that is moving 2 or more hexes and that is within range.
- 2) During the Defensive Fire Phase you can only fire on the adjacent hexagon.
- 3) During the Offensive Fire Phase you can fire on enemy counters or stacks 2 or more hexes away that are within range.

Calibre of Artillery	Range of Fire
Heavy artillery:	Range 5 hexes.
Medium artillery:	Range 4 hexes.
Ligth artillery:	Range 3 hexes.

The fire factor applied to each shot depends on the distance:

1 hex away (adjacent):
Strength points printed on the counter.

A 1 hexagon in square:
25% of the strength factor printed on the counter. (see *exmple 6*)

At 2 and 3 hexagons:
50% more than the strength factor printed on the token.

At 4 or more hexagons:
50% less than the strength factor printed on the counter.

The firing range of an artillery counter is calculated by counting the attacked hex, but not that of the attacking counter.

It is possible to combine the fire of several artillery pieces on a target, but the factor of each counter is unitary and cannot be divided over various targets.

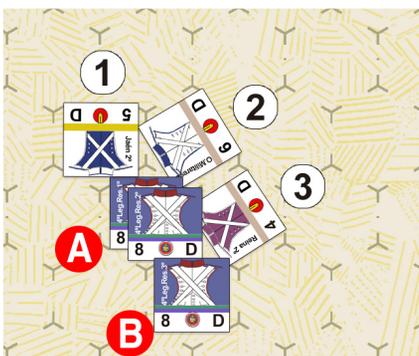
When combining fire from several artillery counters with different modifiers the most unfavorable for the attacker will be applied.

In order for a counter to be able to fire offensively on an enemy counter or stack, it must have an unobstructed clear line of sight to the geometric center of the hex reached.

If the artillery fire is made on an adjacent hexagon, its effects are suffered only by the counter on top if there is a stack in that hexagon. If there is an artillery counter at the top of the stack, this counter is ignored when fire effects are applied, and these affect the first infantry or cavalry counter. If the counter that receives the effect of the artillery fire is eliminated without having completed the losses determined by the *fire table*, the remaining losses will be applied to the next counter in the stack.

If the artillery fires at a distance of more than 2 hexagons on a stack, an attack will be resolved against each of the counters of the stack following an order from top to bottom and applying the appropriate modifiers.

Once an artillery counter fires, an *Artillery Fired Marker* (AD) is placed on it.



Example 7. Melee.

Stack A has 16 combat points. It can use all of them in the melee. It chooses to attack with 8 points counter 1 and with the other 8 the enemy counter 2. Both enemy pieces are in hexes in front of the attacking stack. Stack B decides to attack enemy counter 3 with 8 points.

A counter with an AD marker cannot fire or move again in that turn. This marker is removed in the Reorganization Phase.

9.6 Infantry, cavalry and artillery firing from the same hex

In offensive fire it is not possible to combine artillery fire with infantry and cavalry fire. The artillery counter at the top of the stack and the infantry and cavalry counter immediately below them in the stack can fire individually each firing a separate shot.

In defensive fire, artillery fire can be added to infantry and cavalry fire in a single attack. The artillery counter located at the top of the stack and the infantry and cavalry counter immediately below it in the stack can fire together making a shot that accumulates their fire factors.

9.7 Resolution of Firefights.

Procedure:

- 1) Add up all the fire points involved in a single attack. Consider the effects of the terrain.
- 2) The counter objective is determined, which is the target of fire attack.

3) Determine the appropriate die modifiers to the attacker's fire factor that proceed.

4) Choose the appropriate column on the *Fire Table*.

5) Roll 1d6 and apply the relevant modifiers.

6) The result is applied immediately.

9.8 Explanation of the Fire Table results

--- No effect

P Stand

The target counter and the stack it is in cannot do melee combat.

The ASSAULT marker is removed and is placed on top of the attacker stack.

If the affected unit does not have an ASSAULT marker do a Morale Test.

If the unit affected is an deployed artillery do a Morale Test, also it cannot fire in the following turn. Indicate this by placing a NO FIRE marker on it.

M Morale Test

The target counter does a Morale Test.

If they do not pass it and there are other counters in the hexagon, this also must do a Morale Test.

R Retreat

The target counter retreat immediately 1 or 2 hexes. (the owning player can decide). If there are more counters in the hexagon all of them must do a Morale Test.

If the affected unit is an deployed artillery, it cannot fire in the following turn. To indicate this you place a NO FIRE marker on it.

If deployed artillery units are in the target hexagon and retreat 2 hexes the artillery is eliminated.

1,2,3 Loses

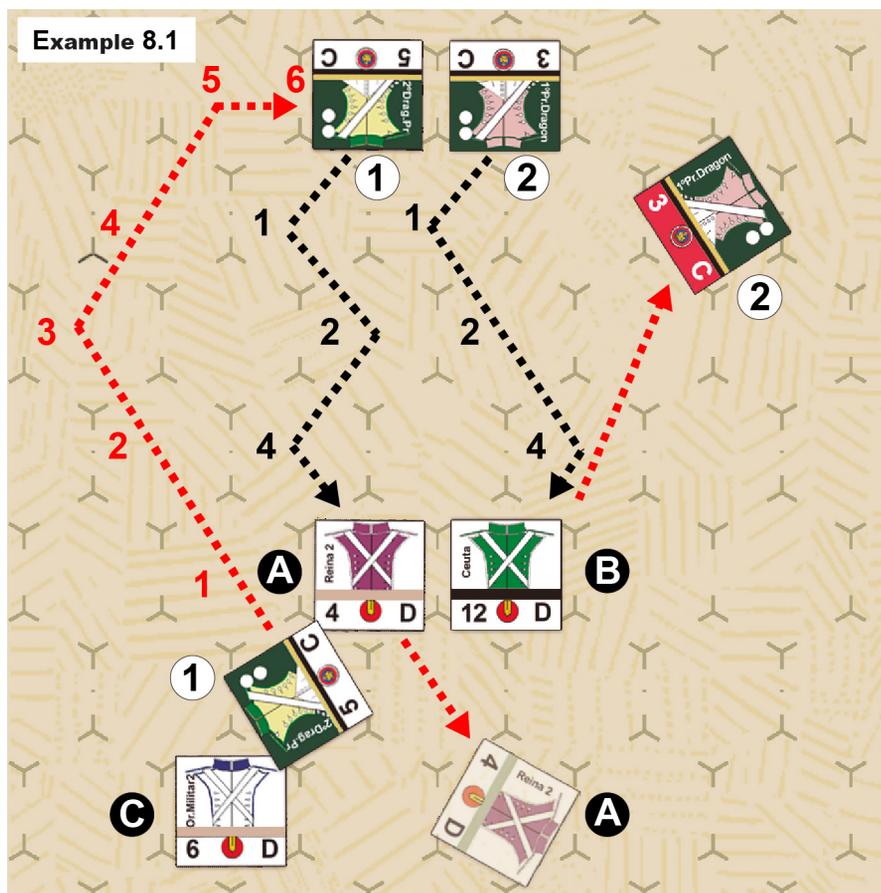
The target counter loses 1, 2 or 3 strength points shown by placing the corresponding casualty markers onto the affected counters.

1M, 2M Loses and Moral

The target counter loses 1 or 2 strength points and do a Morale Test.

1R, 2R Loses and Retreat

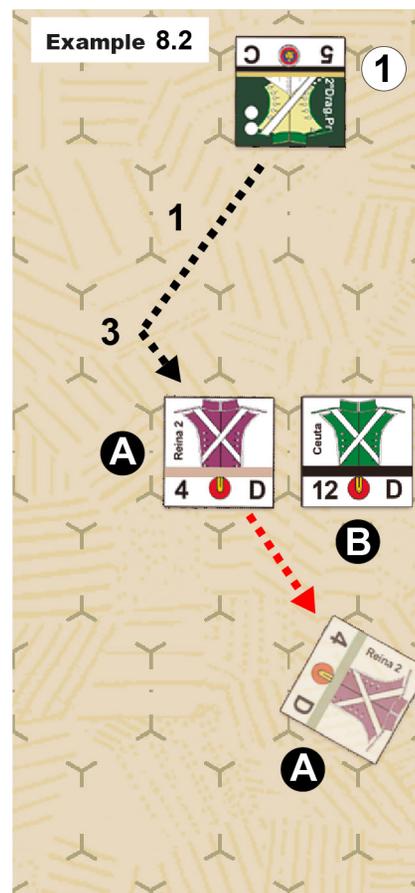
The target counter loses 1 or 2 strength points and applies the Retreat results.



Example 8.1. Charge and uncontrolled cavalry.

Cavalry units 1 and 2 decide to charge infantry units A and B. Once they are adjacent to the infantry, they take a morale test. Unit 1 passes it, but unit 2 fails (it gets a D result), so it must retreat 2 hexes back towards its base becoming disorganized. Unit 1 wins the combat (it obtains a D2 result) which forces unit A to retreat 2 hexes towards its base and it becomes disorganized.

Unit 1 occupies the hex vacated by the defender and performs a control test which it fails. Being disorganized and having to attack unit C, since it is the only enemy unit located within 3 hexes or less to its front. This new attack obtains a BM result. Failing to dislodge the enemy, the cavalry must retreat back to its base, spending 6 MP and being enough to return to its initial placement.



Example 8.2. Charge and controlled cavalry.

Unit 1 charges unit A. Successfully passes the morale test and achieves a D2 result. Unit 1 advances and performs a change of facing. As it passes the control test, it can now choose to stay in that hex or move to its original position. He remains in the hex. because his intention is to collaborate in a future attack against that Spanish infantry unit to his right.

2P, 3P Loses and Stand

The counter loses 2 or 3 strength points and applies the Stand results.

10. Melee Combat

Occurs when counters of two sides are placed facing each other on adjacent hexes. Melee combat is not mandatory.

To be able to do a melee attack, the player who decides to attack must have placed an *Assault Marker* (AS) during the movement on the hex with the enemy counter or stack he wants to attack.

The attacking units must have been placed adjacent to the attacked counter or stack and have it in one of their front hexes. The attacking counters must spend at least 1 MP and pay +1 MP to enter the enemy ZOC, (see example 7).

A counter or stack cannot be attacked in melee more than once per turn.

If a melee occurs in a hex in which there are counters deployed in regular formation and guerrilla formation the guerrilla counters are placed underneath the stack after defensive and offensive, remove his Guerrilla Marker (GR) and do not participate in the combat.

Attacking counters that have fired in a phase prior to the melee phase cannot attack in melee.

Pieces that lose their *Assault Marker* (AS) cannot attack in Melee.

You can only melee attack counters that are in the front hexes. of the attacking counter.

It is only permitted to melee attack or defend with a maximum of 24 points from a single hex.

Pieces stacked in the same hexagon can perform melee attacks on more than one target hex.

It is not allowed to split the melee factors of the counters.

Artillery pieces cannot attack in melee, they can only defend themselves from a melee attack. In defense they have 1 strength point.

Counters formed in square cannot melee attack.

Counters deployed in guerrilla formation may not start a melee in that formation.

Units deployed in guerrilla can be fired during a melee combat in the defensive or offensive fire phase because after firing they are placed underneath the stack and do not contribute with their strength points to the combat.

In a Melee Combat the infantry doubles their strength points and the cavalry triples them if happens the following circumstances :

- Own units attack enemy units from a flank or rear hexagon.
- Own units not in Guerrilla attack in melee to units in guerrilla.
- Own units attacking enemy units in Defeat.

The attacking side must indicate which counter directs the assault. This is the infantry counter on top of the stack.

The defending side shall indicate which unit is headed by the defence. It will be the first infantry unit to be found at the top of the stack.

10.1 Avoiding melee

When a melee attack is declared by the attacker, the defender may decide that the defending pieces need to evade the combat. This evasion movement is performed during Melee and Charge resolution sub-phase.

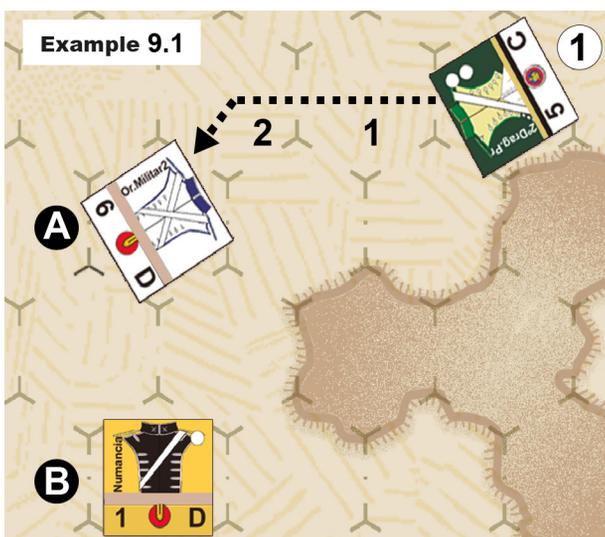
The defender can only avoid the combat in the following cases:

- 1) Not disordered infantry deployed in Guerrilla can evade non-guerrilla formed infantry.
- 2) All types of not disordered cavalry can evade infantry.
- 3) Light cavalry can evade heavy cavalry.
- 4) Limbered artillery can evade infantry.

If the counter or stack that evades the combat is infantry, it retreats 1 hex without incurring any kind of penalty.

If the evading counter or stack is cavalry or limbered artillery, it can be up to the totality of its movement points without incurring any penalties.

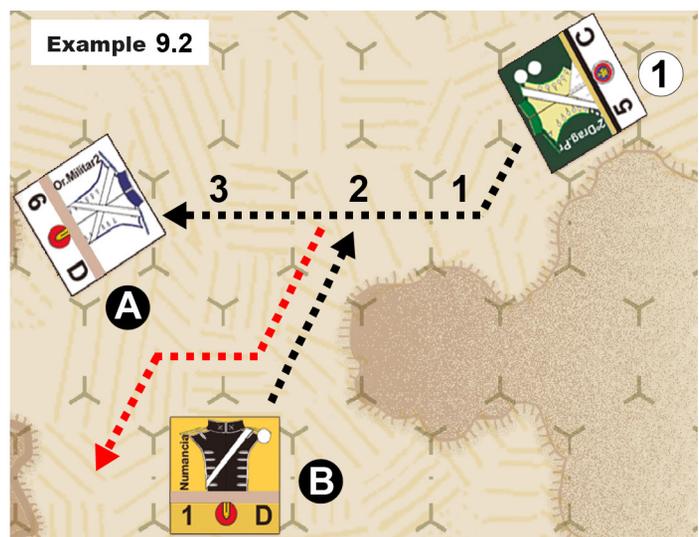
The evasion movement must lead the counter away from the enemy and this movement is made towards the commander of its division but without being able to pass through any enemy ZOC.



Example 9.1 Counter charge by cavalry.

Cavalry unit 1 initiates a charge against infantry unit A.

Cavalry unit B cannot attempt the counter-charge because unit 1 during its entire movement is more than 2 hexes away.



Example 9.2 Countercharge by cavalry.

Cavalry unit 1 initiates a charge against unit A. When it reaches hex. 2 it is in sight of unit B and 2 hexes away. Unit B decides to make a counter charge. Unit 1 stops its movement in that hex and unit B moves until it is adjacent to unit 1. Unit B passes the morale test and attacks unit 1 in melee combat. The result of the combat is adverse to unit B, which must retreat (red dashed line). Unit 1 now moves to hex. 3 and resolves the charge normally.

The evading counters may not have made fired in the previous fire phase.

The attacking counters continue their movement until they run out of move points and cannot participate in any other combat than the one they initially declared. They can attack evaded counters if they hit them with their move.

10.2 Resolution of melee combat.

Procedure

1) Add up the melee points of all the pieces participating in a single attack and compare it with the sum of the melee points of all the defending counters involved and apply cumulatively the terrain, charge, disorder or defeat effect modifiers until a ratio is established.

Consider the terrain effects.

Keep in mind attacks from flank or rear, against Guerrilla or Defeat counters.

2) Locate on the *Melee Table* the ratio in which the combat will take place. Rounding is always done in favor of the defender, (e.g. 11 vs. 4, rounded to 2:1).

Decimals of combat ratios with decimals up to 0.6 are rounded down and with decimals of 0.7 or more rounded up.

Force ratios lower than 1:4 are not allowed in attack.

3) The counters that direct the assault and defense will be identified.

4) Roll 1d6 taking into account the specific modifiers. of the *Melee Table*.

5) The effects of the *Melee Table* are immediate, becoming effective before resolving any other combat.

10.3 Explanation of the *Melee Table* results

AB Attacker casualty

The attacking player loses 1 strength point and places a casualty marker of the correspond value on the counter that has carried out the combat.

AR1, AR2 Attacker Retreat

The attacker player retreat all attacking counters 1 or 2 hexes.

All counters that retreat must pass a *Morale Test*. This test is done before the retreat.

Artillery deployed in the attacker stack will be eliminated with these two results.

--- No effect.

BM Mutual Casualty, "change"

Defender and attacker counter that has carried out the combat eliminate 1 strength point. Place a casualty marker of the corresponding value on the counters. There is no advance or retreat.

DR1 or DR2 Defender Retreat

The defender retreat all of his 1 or 2 hexes, all counters are subject to a *Morale Test*. This test is done before the retreat.

If the defender is in Square, DR1 is considered SE and DR2 is considered DB. Deployed artillery defending will be eliminated with these two results.

DB Defender Casualty

The defender player accumulates a casualty and place a casualty marker of the correspond value on the counter that has carried out the combat.

11. Cavalry charge

If only cavalry counters are involved as attackers in a clash, the player may "*declare*" a charge and double the combat factor of the attacking cavalry counters.

2 MPs are spent to declare the cavalry charge.

The target counter of the charge must be 2 or more hexes away from the attacking cavalry.

The cavalry counters designate an enemy counter as the target of the charge, before initiating its movement, by placing a *Charge Objective Marker* (OC) on top of it.

When counters making a cavalry charge move more than 2 hexes, the last 2 hexes of the cavalry movement must be in a straight line towards its target.

The target of a cavalry charge can be determined in:

- The Activation Phase of the enemy as reaction charge to enemy units in phase that have been placed 2 hexagons away and in line of sight of a unit of cavalry not in phase.
- The Activation Phase itself as an attack action.

11.1 Cavalry charge and evasion

When a charge is declared by the attacker, the defender may choose to have the defenders avoid combat. The defender can only evade a charge if it is a cavalry counter and has a higher movement factor than the attacking cavalry.

If the evading counter is cavalry it can retreat up to the totality of its movement points according to the rules in 10.1. The attacking cavalry counters must move



Spanish line infantry.
15 mm. Xan Miniatures

and occupy the hex that was occupied by the target counter of the charge.

11.2 Cavalry charges and terrain

Charges can only be made against targets in clear terrain hexes. Charges may not be made across hex sides of a river, stream, town, village, forest, marsh, moderate slope or impassable slope.

11.3 Cavalry charge and disorder

Disordered cavalry counters may not participate in a charge.

11.4 Cavalry Charge and Combat

If a cavalry charge moves 1 hex to be placed adjacent to its target, the charging cavalry counters increase their combat factor +50% (see examples 8.1 and 8.2).

If a cavalry charge moves 2 or more hexes until it is adjacent to its target, the charging cavalry counters multiply their combat factor by 2.

11.5 Cavalry Charge and Fatigue

Cavalry counters participating in a charge receive a *Fatigue Marker* (CF 1) after resolving the combat. After a cavalry Counter Charge, the attacking and defending cavalry receive a *Fatigue Marker* 1.

Each time they participate in an additional charge, they increase their fatigue by one additional level.

Each level of fatigue subtracts 2 MP and applies a -1 modifier to the die in any combat. The effects of fatigue are cumulative. Thus, a cavalry counter with fatigue 2 subtracts 4 MP and applies -2 to the die in its attacks.

Fatigue levels are reduced by one level in the *Cavalry Fatigue Phase* if the affected counter has remained uninvolved and has not participated in any kind of combat or movement during the turn.

11.6 Cavalry Charge and Morale Test

When during the charge movement the charging pieces are adjacent to their target, both sides must take a *Morale Test*.



French dragoons. 28 mm. Vitrix

The *Morale Test* must be passed by the counters at the top of the stack of the attacking and defending sides and the result is applied to all the pieces in their stack.

Procedure:

1) Infantry and artillery counters take a morale test to determine their perceived superiority to the cavalry.

- A result of **D** or **DE** for the infantry counters will be treated as disordered and will mean that it has not been possible to form square and that the counters have lost some of their cohesion in the attempt and must be turned over to mark disorder.

- A result of **D** or **DE** result for the artillery counters means that the cannons have been abandoned and are eliminated.

- A result of **NE** for infantry and artillery will indicate that the infantry and artillery counters can successfully form square, if so desired by the owning player, and a *Square Marker* will be placed on the stack.

A player whose counters have passed the *Morale Test* may decide that he prefers not to form a square.

2) The cavalry counters perform a morale test and an **D** or **DE** result means that the cavalry counter cannot complete the charge and immediately retreats 2 hexes back to its base and must be flipped over to indicate disorder.

- A **SE** result will indicate that the cavalry counters have passed the test and must charge.

3) The combat between attacking cavalry and defending infantry is then resolved in the phase *Melee and charge Resolution*, (see example 8.1).

11.7 Unsuccessful Cavalry Charge

Once the combat is resolved, if the phasing cavalry fails to drive back or destroy the counters in the attacked hex, it must conduct a cavalry retreat. (see 11.10)

11.8 Cavalry counter charge

The player's cavalry counter(s) not in phase may attempt a counter charge against enemy cavalry counters that make a charge attack.

Disordered cavalry may not a counter charge.

Cavalry units in enemy ZdC cannot participate in a counter charge.

Any time the phasing cavalry counter(s) is within 2 hexes of and in line of sight of a non-phasing cavalry counter(s) the non-phasing cavalry counter(s) may declare a counter charge, (see examples 9.1 and 9.2)

The phased cavalry counter momentarily suspends its movement. The cavalry counter not in phase moves until it is placed adjacent to the enemy cavalry counter, without being able to pass through terrain forbidden for cavalry.

When the counter-charging counter is placed adjacent to the enemy cavalry it must pass a *Morale Test*. If it is a stack which must make the morale test, the morale of the counter on top of the stack is used.

A result of **D** or **DE** (their effects do not apply), prevents a collision and the non-phasing cavalry counter immediately retreats 1 hex back to its base.

The cavalry counter not in phase that passes the *Morale Test* must attack the phasing cavalry.

If the non-phased cavalry fails the *Morale Test*, the phased cavalry resumes its movement and carries out its planned attack in which it multiplies by 2 its combat factor and the defender uses its combat factor without multiplying.

If combat takes place, it is considered as a normal melee combat, in which the non-phasing cavalry is the attacker and the phasing cavalry is the defender. Both cavalry counters double their combat factor.

When combat is over, if the non-phasing cavalry manages to push back the counter which is the object of the counter-charge of the attacked hexagon, it must perform a *Control Test* and apply its effects.

On the other hand, if the non-phasing cavalry fails to push back the counter which is the object of the counter-charge, it must make a *Cavalry retreat*, (see 11.10).

If the unphased cavalry is eliminated, the phased cavalry performs a *control test* and applies its effects.

11.9 Controlling cavalry in combat

Each time a cavalry attack destroys the

target counter or succeeds in dislodging the hex where the target counter was located, (including the case of evasion of the charge), the attacking cavalry counters perform a *control test* and roll 1d6 on the *Cavalry Control Table*.

An **NC** result means that the cavalry counter could not be controlled.

A **C** result means that the cavalry has been controlled.

Uncontrolled cavalry: Place the cavalry counter in disorder by turning it upside down and it must move to perform a melee attack against the nearest enemy counter located at a maximum of 3 hexes to its front and in line of sight.

The attack will be melee and not charge, with its associated modifiers, because the cavalry unit will be disordered and disorder units cannot perform charge (rule 11.3).

If there are no enemy counters that meet these requirements, you must move to your front without making facing changes, until you spend all your movement factor. The cavalry counter will have a *Fatigue Marker* (FA) of at least level 1 so it will see its movement reduced according to the level of fatigue.

If the direction of movement that the cavalry counter should have to take means it passes through a hex or hex side of impassable terrain for cavalry or by buildings, it will end its movement in the hexagon before the forbidden terrain. If the movement leads to the player leaving the board, these counters are removed from the game (see example 8.1).

Controlled cavalry: The cavalry counter can stay where it is occupy the hexagon from which it evicted the enemy or move to its original position.

The interaction of cavalry attacks and control rolls allows the cavalry to attack an unlimited number of times enemy counters, but it can also cause the cavalry to disappear from the battlefield, (see example 8.2) or be unable to move or attack until it recover from fatigue.

11.10 Cavalry Retreat

Whenever a cavalry attack fails to dislodge the enemy from the hex it attacked in *Melee* or in a charge, all participating cavalry counters must retreat. The counter is placed in disorder by turning it upside down and they must perform a retreat movement in the direction of their base. This movement of retreat should be at least 2 hexes. it can use all or part of its normal MPs.

12. Retreat after combat

Retreat movements due to results of AR1, AR2, DR1, DR2 in a fire or melee combat must happen immediately. In the retreat after combat, the units retreat giving up their hexes facing the enemy.

Counters stacked in the same hex can retreat to different hexes. A stack of counters can retreat through enemy ZOC, but it must remove 1 point from each counter in the stack and all the counters in the stack are automatically disorganized.

With a DR2 or AR2 result, the final hex of the retreat cannot be adjacent to the initial one.

The withdrawal through friendly counters is allowed, but all the counters through which it is traversed must pass a Morale Test.

Retreat to a hex with friendly troops is allowed.

Retreat off the board is forbidden.

Retreat moves after a melee will be executed by the owner of the affected counter.

If a counter or stack cannot be withdrawn in accordance with the above rules, it will be eliminated.

With AR1, AR2, DR1, DR2 results, artillery deployed will be eliminated.

If the withdrawal move wants to pass through a hexagon or hexagon side marked as P in the *Terrain Effects Table*, that withdrawal path is not possible.

If the withdrawal move wants to pass through a hexagon or hexagon side that cost 2 or more MP, that withdrawal path is possible, but the counters will be disorganized.

13. Advance after combat

It is possible that after each melee combat the attacked hex is left empty. The winning counters (attackers or defenders) can immediately occupy this free hex. Commanders who have participated in the melee combat can be advanced with our winning counters.

The advance after the melee is limited to the first vacated hex, regardless of the result obtained in the *Melee Table*, voluntarily or not.

The forward movements after the combat will be carried out by the owner of the attacking piece.

The counter or stack that advances can perform another melee attack against

any counter or stack located in its front hexes. This second melee attack can only be performed once and can generate another advance after the fight.

If the melee attack is against the same counter that were attacked earlier there will be no defensive fire.

If the melee attack is against other counters or stack, these will perform defensive fire against the attackers.

14. Morale tests

At various times during the game, a counter must take a morale test.

1) Charge and counter-charge actions require morale tests.

2) Infantry resisting cavalry charges must take a morale test.

3) DR1, DR2, AR1 and AR2 melee combat results, require a morale test.

4) Many fire combat results require morale test.

5) When a counter accumulates a number of lost strength points equal to or greater than half of its initial strength points, it must make a morale test.

The results of this may lead to the counter being disordered (this is indicated by putting the counter face down), or in defeat (placing the counter face down and placing the *Defeat Marker* (DE) on top of the counter).

The morale test for results DR1, DR2, AR1 and AR2 will be performed before the counter makes its retreat movement.

Each time a counter has to make a morale test, roll a 1d6 and the *Morale Table* is consulted. The results apply immediately.

14.1 Disorder and its effects

Movement: No effects on movement. Movement is allowed through friendly counters, but all counters through which it passes must pass a morale test.

Formations: Cannot form Square or Guerrilla.

Stacking: You cannot stack with any counter that is not in disorder. If you end your movement in a hex with counters that are not in disorder, it moves one more hex towards its base.

In the ZOCs: It cannot enter in an enemy ZOC. It can leave enemy ZOCs without passing morale test.

Combat: You will have your combat factor reduced by half for fire and melee.

14.2 Defeat and its effects

Movement: Move back immediately 2 hexagons. Movement through friendly counters is allowed, but all counters crossed must pass a morale test.

If for some reason the counter cannot be removed the required number of hexagons (2 or all of its MP), the number of hexagons not moved is converted into losses straight points.

In each subsequent movement phase, it is forced to move its entire movement factor in the direction of its base (see *Special Rules* for each scenario).

Formations: Cannot form Square or Guerrilla.

Stacking: You cannot stack with any counter that is not in defeat. If you finish your move in a hexagon with counters not in defeat, you move one more hexagon to its base.

In the ZOCs: It cannot enter an enemy ZOC. It can leave enemy ZOCs without the risk of suffering a new disorganization.

Combat: It will have its fire factor reduced to 0 and its melee factor reduced to 25%.

If it is attacked in melee, it is considered a rearguard attack and the attacker multiplies its strength points by 2 if it is infantry and by 3 if it is cavalry the attacker will not suffer any adverse result.

15. Reorganization

In the Reorganization Phase of each game turn, the artillery battery with *No Fire Marker* (NF) will be removed.

In the Reorganization Phase of each game turn you can try to recover the disordered or defeated counters.

The procedure is a morale test. Roll a 1d6 apply the modifiers if applicable and consult the *Morale Table*.

If after the morale test there are counters in defeat, they immediately make a move in defeat.

If after the morale test a Division remains Demoralized and is in Retreat or Flight, the mandatory Retreat or Flee move is now performed. (see 17)

If after the morale test the number of counters destroyed or in defeat is lower than the break point, the division has recovered and the demoralization marker is removed.

In the case of divisions demoralized by the removal of his Commander, the divi-



French line infantry.
28 mm. Vitrix

sion is automatically recovered after placing the replacement Commander.

16. Commanders and Commanders-in-Chief

The counters of Commanders and Commanders-in-Chief are not considered as combatants, do not affect the stack, and do not have ZOC, nor are they affected by them.

Movement: They move at a rate of 1 MP per hex, without considering the effects of terrain. terrain effects. Commanders without orders cannot move. Commanders in Chief may always move.

Protective move: If enemy counters move adjacent to a Commander or Commander-in-Chief, he moves to the nearest stack of its own counters.

If a Commander or Commander-in-Chief is left alone in a hexagon adjacent to enemy counters due to the combat effects, this Commander or Commander-in-Chief moves to the nearest stack of his own counters.

If Commander or Commander-in-Chief cannot perform this move because he is surrounded by enemy pieces, he is eliminated.

If Commander or Commander-in-Chief is a stack that is removed and cannot perform protective move, it is also eliminated.

Morale and Melee: Commanders and Commanders-in-Chief have two command factors at their disposal. One dedicated to influencing the morale of their troops and the other dedicated to influencing the combat capabilities of their troops.

The morale command factor of a Commander or Commander-in-Chief (and

only one), can be added to the die roll for all morale tests for all the counters he is stacked with. Excepting the Commanders-in-Chief, a Commander can only influence forces under his command.

The morale command factor can be 0 or even a negative figure. These values simulate leaders with such limited leadership that they did not impress their troops or were even so poor that they inspired nothing but mistrust in their men.

The combat factor of a Commander or Commander-in-Chief modifies the die roll of the of counters that will fight in combat and with those with which he is stacked.

- If the counters with which he is stacked are the attackers, his command combat factor is added to his die roll.

- If the counters he is stacked with are the defending counters, their combat command factor is subtracted from the attacker's die roll.

16.1 Elimination of Commanders' and Commanders-in-Chief's counters

If a Commander or Commander-in-Chief has to be eliminated because he cannot make a protective move, he is removed from the map and must be replaced on the next turn.

If the stack in which a Commander or Commander-in-Chief who has used his melee factor in combat, gets a result of AB, BM or DB, the Commander may have been shot.

The player owning the Commander or Commander-in-Chief will roll 1d6 and a score of 6 will indicate that the Commander in question has been hit and must be removed in the next turn by another of one rank lower, which is represented by turning the counter over.

To reflect this fact, the game includes the counters of the Commanders and Commanders-in-Chief printed on two sides, the first with their original value and the second without a name, but with their command factor reduced and representing the new commander in charge of the unit. The replacement is placed on any stack of the commanding division in the Reorganization Phase of the following turn.

17. Division Demoralization

A division can be demoralized when:

1) The number of infantry battalions or cavalry regiments affected by elimination or defeat is equal to or exceeds the Break Point set in the *Division Morale Table* (consult player aid sheet) and detailed in the *Special Rules* of each of each scenario.

2) If the commander in command is eliminated.

In the Phase F Demoralization Check, the divisions that are in one of these two situations must place a Demoralized Marker (DD) on the division commander and perform a morale test. The demoralization is permanent and the *Division Morale Table* is performed to determine whether the unit remains, withdraws or flees.

Divisions in demoralization status in previous turns should not perform a Division Morale Test in that phase.

17.1 Morale test by divisions

When a division reaches its Break Point or suffers the elimination of its Commander, it must perform a *Divisional Morale Test*.

Division morale is calculated by multiplying the number of infantry battalions and cavalry regiments by the Combat readiness will of each unit and dividing the result by the number of units, (see example in the next page)

The morale value are:

Combat readiness **A** = Morale value **6**
 Combat readiness **B** = Morale value **5**
 Combat readiness **C** = Morale value **4**
 Combat readiness **D** = Morale value **3**
 Combat readiness **E** = Morale value **2**
 Combat readiness **F** = Morale value **1**

Procedure:

- Choose the column with the Morale division, (Morale Value)
 - Roll 1d6 and apply the specific modifiers for divisions.

There are 3 possible results:
 No Effect, Retreat, and Flight.

Example, a division composed by 3 battalions with Combat readiness D, 1 battalion with C. 1 battalion with B and 1 cavalry regiment with E.
 $3 \times 3 + 1 \times 4 + 1 \times 5 + 1 \times 2 = 20$. 20 divided by 6 units = 3.3. Rounded to 3. The division has a morale of 3.

- **No Effect**

The division is demoralized but manages to maintain its Combat readiness. No additional effect.

- **Retreat and its effects**

All of the counters belonging to the affected Division will be affected as follows:

On movement: Must retreat. 2 hexagons towards their base. The counters that have already moved in defeat do not move again.

Artillery counters use all their PM in this move.

Counters that have to do retreat moves will not move again in the Movement Phase of their turn.

In the ZOC's: You may not enter an enemy ZOC. You can leave enemy ZOCs without risk of suffering a new disorganization.

In the Combat: You will have your Combat readiness factor reduced one level for any fire or melee combat. *Exemple: if you had C will be considered D.*

- Flight and its effects

All the Division's counters receive a *Defeat Marker* (DE).

All of the counters belonging to the affected Division will be affected as follows:

On movement: Must retreat their entire movement factor back to their base, included the counters moved before in defeat as a combat result. They must do the movement that keeps them the farthest away from enemy counters,

Artillery counters use all their PM in this move.

Counters that have to do flight moves will not move again in the Movement Phase of their turn.

In the ZOC's: You may not enter an enemy ZOC. You can leave enemy ZOCs without risk of suffering a new disorganization.

In combat: You will have your Combat readiness factor reduced by one level for any fire or melee combat.

They will have their fire factor reduced to 0 and their melee factor reduced to 25%.

If it is attacked in melee it is considered an attack from the rear and the attacker will multiply by 2 its strength points if it is infantry and by 3 if it is cavalry the attacker suffers no adverse result.

17.2 Desmoralization and orders

A division in Retreat or Flight automatically receives the *Recovery Order* (RC) marker and maintains that order until it get an NE result in the division Morale Test. A *No Orders* (OS) marker is then placed and in the next turn Orders phase it can receive any order.

17.3 Demoralization and recovery:

A demoralised division returns to its normal morale state when it recovers units in a defeated state and the number of infantry battalions or cavalry regiments affected by elimination or defeat is less than the Break Point.

A division that has been demoralized by the removal of its Commander, automatically recovers it in the Reorganization Phase when the replacement Commander is placed.

A Division can be demoralized and recover several times during the course of the

game, depending on the number of counters in a fleeing state that are recovered during the Reorganization Phase.

18. Victory conditions

The Victory Points that each side gets are established in each scenario.

Are established in relation to the number of demoralized brigades or divisions, the achievement of geographical objectives and the fulfillment of possible special scenario rules.

Each demoralized brigade or Division is worth 1 VP.

The achievement of geographical objectives works the VPs that mark the special scenario rules.

If both players accumulate the same number of VPs, the result is a draw.

A player achieves a marginal victory if the number of his VPs exceeds his opponent's by 1.

A player achieves a tactical victory if the number of his VPs exceeds his opponent's by 2.

A player achieves a decisive victory if the number of his VPs exceeds his opponent's by 3.

The scale of points that awards a draw or victory is determined in each scenario.

19. Deployment

It is established in the *Particular Rules* of each scenario. The system contemplates, (if the historical scenario allows it), the inclusion of variants to the historical developments, in order to provide a wider range of possibilities for the game.

SCENARIOS

Scenario 1: Chiclana-Barrosa.

0. Historical introduction

This scenario reproduces the battle of Chiclana-Barrosa as it developed historically.

1. Duration

The scenario has a maximum duration of 10 Turns.

It starts in the Initiative phase of the 11:30 turn and ends at the 17:00 pm turn.

2. Orders

Initial Orders:

- *Spaniards:*

Lardizabal, Anglona: Attack orders (A).

Graham: Maneuver orders (M) but is not allowed to Move until 12:00 pm turn.

Whittingham: Retreat orders (RT).

Begines: Retreat orders (RT).



British line infantry.
28 mm. Vitrix

- *French:*

Villatte: Defense orders (D)

Allied command chain:

Lapeña is the Commander in Chief and the divisions under his command are Lardizabal, Anglona, Begines, Whittingham, Zayas and Graham.

Graham can be an autonomous command if accomplished the *special rule 8.2*.

French command chain:

Victor is the Commander in Chief and the divisions under his command are Villatte, Ruffin and Leval.

Villatte can be an autonomous command. See *special rule Autonomous Command 8.3*

Change of orders: according to the general rules.

- *Allied:* Lapeña must divide by 2 to try to change orders and can make 2 attempts to change orders per turn. The units you can change orders on are divisions Lardizabal, Anglona, Begines, Whittingham, Zayas and Graham.

- *French:* Victor must divide by 4 to try to change orders and can make 2 attempts to change orders per turn. The units you can change orders on are divisions Ruffin and Leval.

3. Commanders

- *Spaniards:* Lapeña command radius is 3 hexes, the rest of commanders is 2 hexes.

- *British:* Graham command radius is 4 hexes.

- *French:* Victor 4 hexes, rest of french commanders 3 hexes.

4. Reorganization

Spaniards: units under command of Lapeña, have their base in hex. 4819, (road to Conil) or the hex. 1121 (Isla de León) if the pontoon bridge is deployed.

French: units under Victor's command with the base in the hex. 1001, (road to Jerez) or any other hex town of Chiclana.

5. Desmoralization

The break point and the Morale test in rule 17 is done by divisions for spaniards and french, british by brigades.

Spaniards:

Lardizábal: 2 battalions.

Anglona: 2 battalions.

Zayas: 2 battalions.

Beguines: 1 battalion.

Whittingham: 2 battalions.

British:

Graham: 3 battalions each brigade.

French:

Villatte: 2 battalions. Las Flechas garrison counters do not count.

Leval: 2 battalions.

Ruffin: 2 battalions.

6. Victory conditions

According to the general rules.

Additionally, if allied counters do not occupy the hex of Molino de Almansa (hex. 1715) shall be deemed demoralized 1 additional division when finish the scenario and calculate the VP.

Also the player who physically occupies more hexes of the crest of the hill of the Cerro del Puerco is considered that occupy the position and demoralizes 1 additional enemy division when consult the victory conditions.

Additionally if the French destroy the Spanish baggage it is considered that 1 additional Allied Division is demoralized when consulting the victory conditions.

7. Deployment

French:

- Villatte Division: deployed in hexes. 2220-2219-2218-2217-2216.

Commander Villatte enter stacked with any counter of his division. Is an autonomous command.

Reinforcements:

- Leval Division : Entrance in turn 13:00 pm by hex. 3501.

Commander Leval enter stacked with any counter of his division. Entrance whit Manoeuver orders (M).

- Ruffin Division : Entrance in turn 13:00 pm by hex. 3501.

Commander Ruffin enter stacked with some of their division counters. Enter with Manoeuver orders (M).

- Commander-in-Chief Victor enter in turn 13:00 pm by hex. 3501 enter stacked with some of the Leval or Ruffin division counters.

Allied:

- Lardizábal Division: deploy within 2 hexes. from hex. 2717. Commander Lar-

dizábal enter stacked with some of their division counters.

- Anglona Division: deploy within 2 hexes. from hex. 2917. Commander Anglona enter stacked with some of their division counters.

- Beguines Division: deploy in the hexes. 3819-3919-4019-4119. Commander Beguines is stacked with some of their division counters.

- Wittingham Division:
Infantry: RGGWW 4^o and C. Real in hex.4117.

Cavalry: Gr.Caballo, Carab.Real in hex 4318. KGL 2^o H. in hex 4319.

Commander Wittingham in hex. 4117 or 4318.

- Graham Division (except Browne Fl.): deply within 1 hex. from hex. 3711. All the counters will be in road hex. Commander Graham is stacked with some o ther division counters.

Browne Fl. battalion: deply within 1 hex. from hex. 4016.

Commander-in-chief Lapeña: deply in hex. 4017.

Spaniards reinforcements

- Zayas Division: enters in Allied player's phase in the turn in wich the pontoon bridge is placed in the hex. 1121. Enters with attack order (A).

8. Special rules

8.1 Allied initiative

In practice the allied army acted divided. Graham decided to act on his own initiative and there really were 2 different battles connected.

In the Initiative Phase, Graham's Attack orders do not apply a +1 modifier to Lapeña's Initiative.

8.2 British reconnaissance

Graham was quite careful with the reconnaissance. On March 5, while their division was resting after the night march from Vejer sent pickets of the 2nd Hus-sars KGL to the road to Chiclana. That caution would be crucial in battle as those riders would discover the French columns approaching the Allied rear and ride out to look for Graham to alert them.

- When the Leval and Ruffin divisions enter in the map, the allied player roll a 1d6 and their result is divided by 2 rounding up. The resulting number is the number of turns it will take for Graham to know that there are French and be able to invoke the autonomous Graham rule. An *Autonomous Graham Marker* is placed in the appropriate box on the turn track.

8.3 Graham autonomous

When Graham learned that the French were appearing in the rear of the Allied army, he decided to disobey his Commander-in-Chief's orders and act on his own initiative to save the day.

When the turn marker reaches the turn where the *Autonomous Graham Marker* is, the allied player decides whether to activate that option.

If activated, in the Orders Phase of the Allied turn the allied player roll 1d6.

- A result of 1 or 2 means no orders (SO).

- A result of 3 to 6 means that you can give the order you want.

All British and Portuguese units will act on orders given by Command Graham.

Graham maintains his autonomy as division commander during the remaining game turns.

In the *Orders phase* of each turn, the allied player can automatically change orders to Graham without having to follow the order change procedure from the Commander-in-Chief.

8.4 Villatte autonomous

Villatte fought the entire battle without connection to Victor. He knew what his mission was in battle and acted as an independent command making the most appropriate decisions to the tactical situation. He defended his position, retired, defended again and finally retreated to the outskirts of Chiclana.

In the *Orders phase* of each turn, the French player can automatically switch orders to Villatte without having to follow the order change attempt procedure from the Commander-in-Chief.

8.5 I have the cuckoo!'

During the battle the British captured their first Imperial Eagle. The 87th captured the Eagle of 8th French line regiment after a fierce fight against his escort. When Sergeant Patrick Masterson had the Eagle in his hands he shouted, "Bejabbers, boys, I have the cuckoo!" and that triumph galvanized the British.

The first time that a French counter or stack loses a melee combat against a British counter or stack, 1d6 is roll.

- If the result is 1 to 3: The British have captured an Eagle.

- If the result is 4 to 6: The French retain possession of their Eagle.

If the British capture the Eagle, a *Eagle Captured Marker* is placed on one of the British counters involved in that combat.

From then on, you apply a -1 modifier to all your Morale tests. This modifier is additional to any other modifier.

8.6 Spanish pontoon bridge

The Zayas division were to play an important role in the Spanish attack. They were to install a pontoon bridge and cross the Sancti Petri spit and attack the French siege fortifications in cooperation with the rest of the allied army. On the night of 2-3 March, a French attack forced the pontoon bridge to be removed. On day 5 the bridge was not installed and it wasn't until after noon so Zayas went into action later than initially planned.

From the 12:30 turn in the allied player's phase 1d6 is roll.

- With a score of 1 to 3, a *Pontoon Bridge Marker* is placed in the turn track the next turn.

- With a score of 4 to 6 the bridge is still incomplete.

Each subsequent attempt is subtracted -1 from the die.

When the turn marker reaches the turn where is the *Pontoon bridge marker*, it is placed on the map (hex.1221) and in that same turn units of either side can cross the bridge in any direction.

8.7 Spanish convoy baggage

The Spanish army was moving with a convoy of baggage that at the beginning of the battle was stopped on the road near the beach at the foot of the Cerro del Puerco.

The scenario provides 3 markers of carts that represent the baggage of the Spanish army. At the beginning of the scenario all the *Baggage markers* are under allied control.

Each baggage marker has a movement factor of 2MP. The baggage can only be moved by road. There can only be 1 baggage marker per road hex..

Combat counters can stack with the baggage. If there is a allied counter with the baggage the French counter/s can enter in the hex. until the opponent counter/s has been expelled.

If a French counter enters at any time in a hex. with a baggage marker destroys the baggage.

If at least 2 markers of baggage are destroyed by the French player the convoy is considered destroyed and the French player applies 1 demoralized Allied Division to his victory conditions.

8.8 Browne Battalion.

Browne's light infantry was ordered to defend the Cerro de la Cabeza del Puerco. Only withdrew when the mass of French attackers was overflowing.

Browne's light infantry counter cannot be moved from the hexagon in which it is deployed until it has been attacked by the French or has French counters in line of sight at 2 hexagons.

8.9 French garrisons of Las Flechas.

The garrisons of the French siege line at Sancti Petri consisted of siege artillery and infantry detachments. Its function was to defend the siege trenches and to bomb the Spanish positions in the Isla de León.

The French counters identified as *Flechas* 1,2,3,4 belong to the Villatte division. They cannot move from the occupy deployed hex. until allied counters attack them. They are considered French infantry units.

They follow the orders that Commander Villatte gives to his division. Their elimination or defeat does not affect the breaking point of the Villatte division.

8.9 Beguines and Whittingham.

Both divisions were the second step of the assault on the Villatte division. No one expected the French to appear in the Allied rear and they had no orders to defend Cerro de Cabeza del Puerco.

When they heard of the arrival of the French forces, they concentrated on retreating to the edge of the nearby forest and protecting access to the beach. To represent this circumstance both divisions have orders of Withdrawal (R).

These orders may only be attempted to change when any of the counters belonging to one of these divisions has French counters at a line of sight 5 hexagons or less away.

8.10 Normal and strong buildings.

The map identifies a series of buildings as "strong" (red square). These buildings represent constructions that by their size and structure bring benefits to the defensive combat.

The effect on combat is reflected in the *Terrain Effects Table*.

On the map there are drawn icons of "normal" buildings. These buildings are represented by a simple historical and aesthetic issue and have no effect on the game. The effect is that of the terrain occupying the hexagon where they are.

Abbreviations used in counters unit

Div./D.: Division.

Spaniards

V.Campom.: Light infantry battalion of Campo Mayor.

Cz.Carmona : Chasseurs of Carmona.

Esc.Getares : Escopeteros of Getares.

RRGGEE : Royal Spanish Guards.

1ºV.Valencia : 1st Volunteer of Valencia.

Carab.Reales : Royal Carabiniers.

Gr.Caballo : Mounted Grenadiers.

Esc.Instruc.: Training cavalry squad.

Cz. RRGWW: Chasseurs of Royal Walloon Guards.

V.Extranjeros : Foreign volunteers.

British

1st.F.Gd. : 1st.Foot Guards.

Coldstr.Gd. : Coldstream Guards.

Scots. Gd. : Scots Guards.

Browne Fl.: Browne Flanquers battalion.

95th. Rifle : 95th. Rifle.

2nd. b.RA : 2nd. Royal Artillery.

28th.N.Gl. : 28th. North Gloucestershire.

87th.P.Wa. : 87th. Prince of Wales's Own Irish.

67th.S.Ha. : 67th. South Hampshire.

20th. Inf. : 20th. Line Campo Mayor.

Barnard Fl.: Barnard Flanquers battalion.

KGL 2nd.H. : 2nd Regiment of Hussars King German Legion.

French

Léger. : Light infantry.

Ligne : Line infantry.

Grenadiers : Grenadier.

Dragons : Dragoons.

Design notes for uniform schemas in counters

The uniform designs of the counters in this new stage of *SoE* are always endorsed by specialists in uniformology from this period.

Spaniards

Despite the number of books published and the lack of documented data, many of the uniforms represented in the books are interpretations by their authors, especially when it comes to newly recruit units. Our uniform design try to capture the disparity of equipment between regular and newly units which tended to use the brown cloth which was the most common and hard-wearing colour.

British

Barnard's Flanquer Battalion: composed by 4 companies of the 95th Rifles and 2 companies of the 47th Lancashire regiment, for this reason the design uniform is that of 95th Rifles.

Chiclana - Barrosa, 1811 - Credits

Design: Javier Hoyos.

Graphic design & infographie: Xavier P. Rotllán.

Thanks: F. Vela Santiago.