

1. Adjust and Fire Artillery, Roll for Reserves V. P7

Horse artillery may unlimber. Choose a target. Unlimbered Artillery less than 12 lbs. may turn and move 1" to face their target. Use the Artillery stick to determine range to the target, also hitting any unit 12" behind that target as long as all units (including the artillery) are on level ground and in range. Roll one die per crew figure.

| Target | To Hit | Arc of Fire: None! Fire directly ahead. | |
|------------------------------------|--------|---|------------------------|
| Column/Square/Enfiladed Line | 4+ | Modifiers | |
| Line | 5+ | +1 Close Range | +1 if 12lbs or heavier |
| Skirmisher/Fortification/Artillery | 6 | -1 Long Range | -1 if 6lbs or lighter |

2. Check Morale for Artillery Casualties

| Elite: 6 or less | Modifiers |
|----------------------|--------------------------------------|
| Veteran: 5 or less | -1 per 3 casualties |
| Conscript: 4 or less | +1 General attached to unit |
| Pass | Carry On |
| Fail by 1 or 2 | Halt. No movement this turn. |
| Fail by 3+ | Rout. Remove the unit from the game. |

3. French Move/Prussian Infantry and Artillery Shoot

45 degree limit on wheeling. Opposing lines of infantry within 4" of each other are locked in a firefight and cannot move, charge or change formation. Units continuing a previous melee cannot shoot. Cavalry/Artillery must stay out of woods.

| | | |
|--|----------------------------------|-----|
| Half movement in difficult terrain, outside command range, or moving backwards. Full move to change formation. Double move if staying over 24" from the enemy, except 1 st turn! | Inf. Column/Skirmishers | 8" |
| | Infantry Line/Square | 4" |
| | Cuirassiers/Carabiniers/Dragoons | 10" |
| | Light Cavalry | 14" |
| Limbered Artillery (One move to limber/unlimber) | | 10" |

Infantry Charges – May only charge if in column. Make a normal move into contact with the target. Infantry cannot charge cavalry, but may charge through friendly artillery. Multiple infantry columns may not charge the same target.

Cavalry Charges – Roll 2d6" bonus movement dice. Mark the spot where the cavalry unit begins the charge to determine where it should be placed when it recalls. Charging cavalry make a full move, fighting every unit contacted and stopping only at the end of the movement or encountering enemy cavalry, difficult terrain, friendly infantry or friendly cavalry. Cavalry may charge through friendly artillery units but not friendly cavalry/infantry. Squares contacted fire two dice. Enemy cavalry may only be contacted by one French unit.

Skirmishers in a charge – Shoot, and move 2d6" away. Destroyed if contacted.

| Target (4" range and roll one die per two figures, artillery too) | To Hit |
|---|--------|
| Column/Square/Enfiladed Line | 4+ |
| Line/Artillery | 5+ |
| Skirmishers/Defensive Terrain/Charging Cavalry | 6+ |

4. French check morale for shooting casualties and to close for melee (Charging cavalry do not test)

| Elite: 6 or less | Modifiers | |
|----------------------|--|----------------------|
| Veteran: 5 or less | -1 per 3 casualties | -1 Infantry Charging |
| Conscript: 4 or less | +1 General attached to unit | |
| Pass | En Evant! Continue to phase 5. | |
| Fail by 1 or 2 | Charging infantry columns form line 2" from target. (d6 casualties if unable to form line). Others stand in place. | |
| Fail by 3+ | Rout. Remove the unit from the game. | |

5. Prussian Infantry Check Morale to Stand for Melee - (Infantry in melee and Cavalry do not test)

| Elite: 6 or less | Modifiers | |
|----------------------|---|---------------------------|
| Veteran: 5 or less | -1 per 3 casualties | -1 Infantry not in column |
| Conscript: 4 or less | +1 General attached | -1 Charged in flank/rear |
| Pass | Stand. May form square. Charging French infantry are placed 2" away and may form line if there is enough room. French Guard infantry may take one casualty and continue the charge. | |
| Fail by 1 or 2 | Stand. May not change formation. The charging French unit moves into contact. Fight in phase 6. | |
| Fail by 3+ | Rout. Remove the unit from the game. | |

6. Fight Melees (One unit per side fights if in contact with the enemy)

| Determine # of dice | Infantry Column | Line/Square/Masse and all Cavalry |
|--|--|-----------------------------------|
| Elite | 1 die per figure | 2 dice per 3 figures |
| Veteran | 2 dice per 3 figures | 1 die per 2 figures |
| Conscript | 1 die per 2 figures | 1 die per 3 figures |
| No rounding up, except "2 dice per 3 figures" still allows one die if there are two extra figures available. | | |
| Artillery | Supported by a unit 2" behind or beside it. The supporting unit fights instead of the Artillery. | |

| BASE 4+ TO HIT | Melee Modifiers: |
|---|------------------|
| Enemy in defensive terrain | -1 |
| Vs. Cuirassiers or first combat vs. Lancers | -1 |
| Lancers continuing a melee | -1 |

| Melee Results | |
|---|--|
| Infantry vs. Infantry Cavalry vs. Cavalry | Unit loses if it receives more casualties than it inflicts and must test morale in phase 7. Ties continue to fight next in phase 11. |
| Infantry or Cavalry vs. Unsupported Artillery | Artillery destroyed |
| Cavalry vs. Infantry Column or Line | Infantry destroyed |
| Cavalry vs. Infantry Square/Fortification (Infantry do not roll melee dice) | Cavalry pass through full movement distance, placed where they fit past the enemy and take a casualty on a 4+ for each infantry unit contacted. Must roll to recall in phase 13. |

7. Check Morale for Losing Melees

| Elite: 6 or less | Modifiers |
|----------------------|---|
| Veteran: 5 or less | -1 per 3 casualties |
| Conscript: 4 or less | +1 General attached to unit |
| Pass | Units continue to fight in phase 11. |
| Fail by 1 or 2 | Infantry not in line form line 2" back from the enemy. Opponent may make a free formation change. If already in line, loser retires d6" and the winner follows up and fighting continues in phase 11. Prussian conscripts ROUT. If a unit is unable to form line for any reason when required, it takes d6 casualties. Cavalry remain in place and fight in phase 11. |
| Fail by 3+ | Rout. Remove the unit from the game. |

8. Prussians Move/French Infantry, Artillery Shoot

45 degree limit on wheeling. Opposing lines of infantry within 4" of each other are locked in a firefight and cannot move, charge or change formation. Units continuing a previous melee cannot shoot. Cavalry/Artillery must stay out of woods.

| | | |
|--|-----------------------------|-----|
| Half movement in difficult terrain, outside command range, or moving backwards. Full move to change formation. Double move if staying over 24" from the enemy, except 1 st turn! | Infantry Column/Skirmishers | 8" |
| | Infantry Line | 4" |
| | Infantry Square | 0" |
| | Cuirassiers | 10" |
| Hussars/Uhlans/Dragoons/Chasseurs | | 14" |
| Limbered Artillery (One move to limber/unlimber) | | 10" |

Infantry Charges – May only charge if in column. Make a normal move into contact with the target. Infantry cannot charge cavalry, but may charge through friendly artillery. Multiple infantry columns may not charge the same target.

Cavalry Charges – Roll 2d6" bonus movement dice. Mark the spot where the cavalry unit begins the charge to determine where it should be placed when it recalls. Charging cavalry make a full move, fighting every unit contacted and stopping only at the end of the movement or encountering enemy cavalry, difficult terrain, friendly infantry or friendly cavalry. Cavalry may charge through friendly artillery units but not friendly cavalry/infantry. Squares contacted fire two dice. Enemy cavalry may only be contacted by one Prussian unit.

Skirmishers in a charge – Shoot, and move 2d6" away. Destroyed if contacted.

| Target (4" range and roll one die per two figures, artillery too) | To Hit |
|---|--------|
| Column/Square/Enfiladed Line | 4+ |
| Line/Artillery | 5+ |
| Skirmishers/Defensive Terrain/Charging Cavalry | 6+ |

9. Prussians check morale for shooting casualties and to close for melee (Charging cavalry do not test)

| Elite: 6 or less | Modifiers | |
|----------------------|--|-----------------------|
| Veteran: 5 or less | -1 per 3 casualties | - 1 Infantry Charging |
| Conscript: 4 or less | +1 General attached to unit | |
| Pass | Charge! (Or Carry On) | |
| Fail by 1 or 2 | Charging infantry columns move back 2" from target. Others stand in place. | |
| Fail by 3+ | Rout. Remove the unit from the game. | |

10. French Infantry Check Morale to Stand for Melee (Infantry in melee and Cavalry do not test)

| Elite: 6 or less | Modifiers | |
|----------------------|---|--------------------------|
| Veteran: 5 or less | -1 per 3 casualties | -1 Charged in flank/rear |
| Conscript: 4 or less | +1 General attached to unit. | |
| Pass | Stand. May form square. Charging Prussian infantry are placed 2" away and non-conscript infantry may form line if there is enough room. | |
| Fail by 1 or 2 | Stand. May not change formation. The charging Prussian unit moves into contact. Fight in phase 11. | |
| Fail by 3+ | Rout. Remove the unit from the game. | |

11. Fight Melees (One unit per side fights if in contact with the enemy)

| Determine # of dice | Infantry Column | Line/Square/Masse and all Cavalry |
|--|--|-----------------------------------|
| Elite | 1 die per figure | 2 dice per 3 figures |
| Veteran | 2 dice per 3 figures | 1 die per 2 figures |
| Conscript | 1 die per 2 figures | 1 die per 3 figures |
| No rounding up, except "2 dice per 3 figures" still allows one die if there are two extra figures available. | | |
| Artillery | Supported by a unit 2" behind or beside it. The supporting unit fights instead of the Artillery. | |

BASE 4+ TO HIT

Melee Modifiers:

| | |
|---|----|
| Enemy in defensive terrain | -1 |
| Vs. Cuirassiers or first combat vs. Lancers | -1 |
| Lancers continuing a melee | -1 |

Melee Results

| | |
|--|--|
| Infantry vs. Infantry Cavalry vs. Cavalry | Unit loses if it receives more casualties than it inflicts and must test morale in phase 12. Infantry units that tie continue to fight next turn in phase 6. Cavalry units that tie test for recall in phase 13. |
| Infantry/Cavalry vs. Unsupported Artillery | Artillery destroyed |
| Cavalry vs. Infantry Column/Line | Infantry destroyed |
| Cavalry vs. Infantry Square/Fortification (Infantry do not roll melee dice) | Cavalry pass through full movement distance, placed where they fit past the enemy and take a casualty on a 4+ for each infantry unit contacted. Must roll to recall in phase 13. |

12. Check Morale for Losing Melees

| Elite: 6 or less | Modifiers | |
|----------------------|---|--|
| Veteran: 5 or less | -1 per 3 casualties | |
| Conscript: 4 or less | +1 General attached to unit | |
| Pass | Infantry units continue to fight next turn in phase 6. Cavalry remains in place and will roll for recall in phase 13 if it initiated a charge this turn. | |
| Fail by 1 or 2 | Infantry not in line form line 2" back from the enemy. Opponent may make a free formation change. If already in line, loser retires d6" and the winner follows up and fighting continues in phase 6. Prussian conscripts ROUT. If a unit is unable to form line for any reason when required, it takes d6 casualties. Cavalry remains in place and will roll for recall in phase 13 if it initiated a charge this turn. | |
| Fail by 3+ | Rout. Remove the unit from the game. | |

13. Recall Cavalry (Cavalry not obligated to roll for recall may still choose to roll. Units with a charge marker in place cannot move until recalled.)

| Elite: 6 or less | Modifiers | |
|----------------------|---|--|
| Veteran: 5 or less | -1 per 3 casualties | |
| Conscript: 4 or less | +1 General attached to unit | |
| Pass | The cavalry unit is picked up and placed at the spot where they began the charge in their original formation and facing. If the unit did not initiate the charge it remains in place. | |
| Fail | Cavalry take one casualty. Next turn they cannot move, but may fight if charged or if continuing a melee from phase 11. They must roll again to recall in phase 13 next turn. | |