

Sound the Charge

By
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Russian Cuirassiers Charging, Detail from the Borodino Panorama

Introduction

These rules are meant to be used for Napoleonic-era games (1790-1820), set in Europe. The game is meant to be played under "convention" conditions; that is, where the players have never seen the rules before, where there is a referee to settle disputes, where everyone is somewhat distracted and tired, and where the game must end in about 4 hours. It is not practical for the referee to expect that the players will have read and understood all of these rules. Usually it is enough for the referee to be able to answer three basic questions in order to get the game started:

- How fast do my men move?
- How far do my men shoot?
- How do we win the game?

Guiding the players quickly through the Chart Summary at the end of the rules should answer the first two questions, and the referee's scenario description should answer the third. In the game, one figure represents 50 infantry, 40 cavalry, or 10 gunners. One gun model represents two actual guns. One inch represents 50 paces. The time scale is undefined. The players may pre-measure distances and ranges at any time. Ranges and distances are in inches. Dice are six-sided (D6).

Sound the Charge is the Napoleonic version of the *Old Dessauer* Seven Years War rules. The major difference between the two sets is that in *Sound the Charge* artillery is much more powerful and mobile, and that infantry caught out of square will tend to be clobbered by cavalry.

Units, Troop Types, and Organization of Figures

Units typically represent battalions of infantry (500-1000 men), regiments of cavalry (250-500 troopers), and batteries of guns (4-12 actual tubes). It is usually easiest to make all infantry and cavalry units 12 figures strong; gun batteries should be 3-6 models strong, depending on nationality. Each unit must be given a morale grade, representing its level of training and willingness to fight. There are four morale grades of units: **A**, **B**, **C**, and **D**, where As are the best and Ds are the worst.

Infantry is rated as line, which operates in close order, or light, which operates in either close order or skirmish order. In these rules, all infantry are armed with smoothbore muskets; rifle-armed sharpshooters usually operated in penny-packet companies, so we can ignore them for the sake of simplicity.

Cavalry is rated as light, such as hussars, chausseurs, and lancers, medium such as dragoons, or heavy, such as cuirassiers.

Artillery consists of light guns, field guns, and heavy guns. For simplicity, the basic rules ignore regimental guns and howitzers.

Stands and Mounting: While it is possible to mount your figures individually on single stands, it is more common to group figures onto bases or stands of a standard frontage per figure. It is common to mount 3-4 infantry figures, or 2-3 cavalry figures, or one gun model plus crew onto each stand.

Mount close-order infantry figures at 3/8" frontage per figure, cavalry figures at 1/2" per figure, and guns at 1" per model. (See the optional rules for handling cavalry based at 3/4" per figure.) Infantry stands should be 1/2" deep, cavalry stands should be 1" deep, and gun stands should be 1-1/2" deep. Thus a stand of four infantry would be 1-1/2" wide by 1/2" deep, a typical stand of three cavalry figures would be 1-1/2" wide by 1" deep, and a single gun model stand plus crew would be 1" wide by 1-1/2" deep. Skirmishing figures occupy double frontage; however, it is usually best to mount them on two-figure close-order bases (to save storage space) but deploy them at 3/4" per figure frontage on the game table.

Formations: There are four basic formations for a unit in the game:

1. Column: A formation up to four infantry figures or three cavalry figures wide.
2. Line: A formation wider than a column.
3. Square: A square, facing outward in all directions, possible to infantry only.
4. Skirmish: A loose-order formation possible only to light infantry troops.

In general, all the figures in a line or column formation must face the same direction. However, infantry may also form an "L" or even a "U" by folding back their flank figures. A unit in this sort of formation may not move until it does another formation change into a straight line or a proper column.

Assessing Damage to Units: During the game, a unit will suffer "hits", representing actual casualties and also the cumulative effects of exhaustion and fear during the stress of battle. Each hit a unit suffers removes one figure from the unit. You can mark losses against a unit using either a roster or small markers or loss rings. There are two types of hits a unit may suffer: Loss hits and rout hits.

Loss Hits: Loss hits represent the immediate effects of shooting and close combat.

Rout Hits: When a unit is forced to retreat due to morale failure, it suffers extra hits, representing the effects of confusion and fatigue, known as "rout hits". Each rout hit removes one figure from play the same as a loss hit. Rout hits are not regained during the battle.

Generals

Generals are important in these rules. A general's figure represents a center point of "command control"; that is, a spot defining an area within which the player may command and control his units at full effectiveness. It is thus fairly easy to model an army's level of staffwork simply by adding or subtracting generals. You may also attach a general directly to a unit, representing special attention paid to that unit, but at the cost of losing some control over other units. Generals move freely at 18" per turn.

Command Radius: Generals have a command radius (CR) of eight inches, measured from the head of the general's figure to the nearest point of the target unit, or to the command stand of a skirmishing unit. A unit within CR of a general acts normally; a unit with no general in CR receives various penalties to movement, morale, and close combat. The path of CR may be traced in any desired manner, but not through impassable terrain or through enemy units. Command Radius measurements are decided at the start of the current phase of the turn.

A unit with a general attached receives various bonuses, but a general's CR drops to zero if he attaches to a unit. A general may control any friendly unit; there is no chain of command. If a general is attached to a unit that suffers two or more shooting or close combat hits, roll a die: On a '1' the general is killed/disabled and removed from play. If a lone general is contacted by an enemy unit, roll a die: On a '1' the general is captured; otherwise he may be moved up to nine inches out of harm's way. Generals are usually mounted on 1"X 1" stands.

Turn Sequence

The rules use a very basic "my turn - your turn" sequence of events. Each turn, one side will be either "active" or "passive". The two sides trade active and passive roles each turn:

Turn Sequence

The active side tests to rally shaken units, then moves all desired units, including making charge moves. The passive side may make evade moves with eligible units in response to charges. There are no counter-charges in the rules.

The active side then does all shooting with eligible units. Passive units test if hit by shooting.

Both sides fight one round of close combat with units in contact with each other. Losing units automatically do retreat moves and suffer rout hits.

The active side reforms disordered units which stood inactive this turn.

Morale, Steadiness, and Rallying

A unit in the game may have one of two morale states: **Good** or **shaken**. There is no "routed" morale as such. The rules handle "run away!" situations by using enforced retreat moves (which end with the unit shaken), and by assessing rout hits against such units. Units begin the game in good morale. If they suffer morale failures or lose rounds of close combat, they become shaken, and must pass a rally test to return to good morale.

Shattered Units: A unit reduced to one quarter of its original strength is "shattered" and removed from play at the end of the current phase.

Rallying Shaken Units: To recover from shaken status a unit must pass a rally test. To take the test, roll one die, needing the scores listed in the rally chart in order to pass. Units in contact with the enemy may not rally. Notice the heavy penalty if the rallying unit is under direct threat from the enemy. It is vital to maintain a reserve line (generally within 6") behind which retreating units can rally up. Notice also that a Grade D unit out of command will not be able to rally from shaken status!

Rally from Shaken Status Test	
Grade A / B / C / D:	0-6 / 1-6 / 2-6 / 3-6
Any visible enemies able to charge the unit?	-3
General attached to the unit / No general in Command Radius:	+1 / -1

Example: You are testing to rally a unit of Grade C line infantry from shaken status. They have a general three inches away, so they are in command. However, there is a line of enemy infantry four inches away, facing the unit, which means the enemy would be able to charge the testing unit. The unit normally needs a 2-6 to pass the test, but due to the presence of the enemy, they suffer a -3 penalty, thus needing a 5-6 to pass.

Steadiness and Disorder: A unit is **steady** if it is not disordered and is in good morale. A unit is **disordered** if terrain or actions cause its formation to become disrupted. Causes are:

1. Terrain effects

2. Infantry not in square contacted by steady enemy cavalry
3. After one round of close combat, if the unit suffers any hits that round,
4. If a cavalry unit is forced to bounce off a square,
5. If it uses its charge bonus movement but fails to contact the enemy.
6. If two friendly units end their movement intermixed.

A unit must stand for one active turn to reform from disorder. This is automatic. The unit may not move, shoot, or be in combat on a turn during which it wishes to reform.

Movement

Each turn, the active player may move his units up to their movement allowance. Units in a continuing close combat may not move. Passive units only move during the other side's turn if retreating or evading. Squares may not move.

Units out of Command: A unit that begins the movement phase outside of CR moves at half speed that phase.

Interpenetration: Close-order troops may move or charge through a friendly unit at half speed. The other unit must stand still while you move through it. There is no penalty for moving through friendly skirmishers. If two units end movement intermixed, move one unit slightly apart from the other and mark both units disordered.

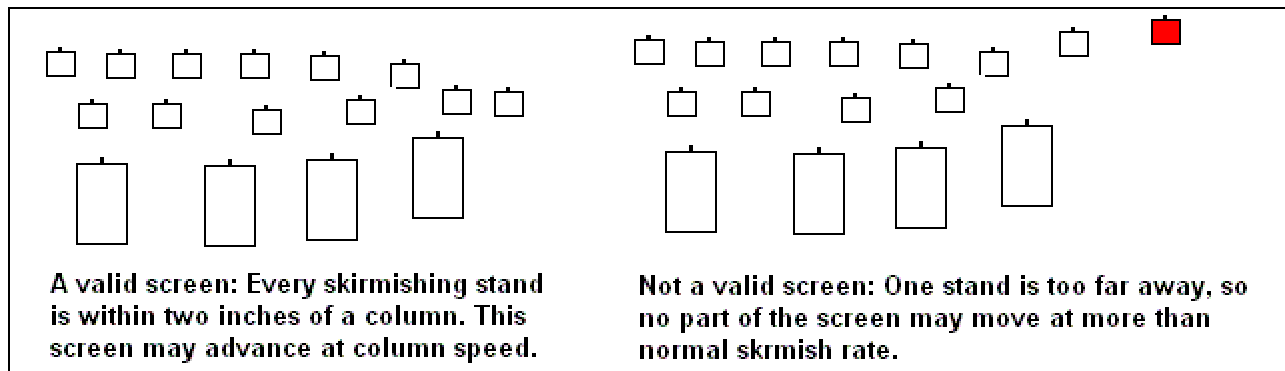
Artillery Movement: Manhandled guns move at line rate, limbered guns move at column rate. Limbering and unlimbering takes half a move. Limbered gun batteries maneuver like any other unit. Manhandled guns may move and face freely in any direction. Gunners move like skirmishers when away from their guns.

Skirmish Movement: Skirmishers move at line rate (4 inches per turn) unless they are evading or are acting as part of a skirmish screen (see below). If evading, they may move eight inches. Skirmishing figures may move and face freely in any direction each turn, but each figure must remain within 4 inches of the command figure of its regiment.

Skirmish Screens: A skirmish screen is a line of skirmishers sent out to mask the advance of one or more close-order units. A skirmish screen may be composed of the "organic" skirmishers belonging to a given battalion, or it may be an entire regiment of light infantry detailed to screen a series of close-order units.

Organic skirmishers may never be more than one inch from their parent unit. They move at the same rate as the parent unit. Any hits they suffer may be placed on the parent unit instead; we assume that more men are fed forward to make up the losses. Count hits on an organic screen as hits against the parent unit. They cause a morale test. If the enemy charges either the screen or the parent, the skirmishers automatically rejoin the parent unit.

A separate screening unit acts like a separate unit for all purposes. However, you may advance the screen at column speed if it is screening a series of advancing columns, and no part of the screen is more than two inches from the columns (see diagram below).



Valid and Invalid Skirmish Screens

Zones of Control: You may not move a unit within 1" of an enemy unit unless it is charging that unit, or unless the enemy it wishes to bypass is already in close combat with or being charged by another friendly unit. If a unit charges to contact with one target, and also winds up within one inch of other unengaged enemies, it must also count as attacking those other units.

Oblique, Sidestep, and Backstep: Oblique, sidestep, and backstep moves are done at half speed. Units may wheel backwards at one-quarter speed.

Wheeling: You normally wheel a unit at full speed about one front corner, like swinging a door on a hinge. But the wheeling rate is at half speed if the unit is Grade D or unsteady.

Movement Table: The table below lists the movement rates in inches for various units.

Movement Table			
Troop Type	Line	Column	Charge
Infantry	4	6	+2
Heavy or medium cavalry	6	8	+4
Light cavalry	8	10	+4
Horse guns (light or field caliber)	4	14	NA
Light guns	4	6	
Field guns	3	6	
Heavy guns	2	4	
<ul style="list-style-type: none"> A unit with no general in CR at the start of the phase moves at half speed. 			

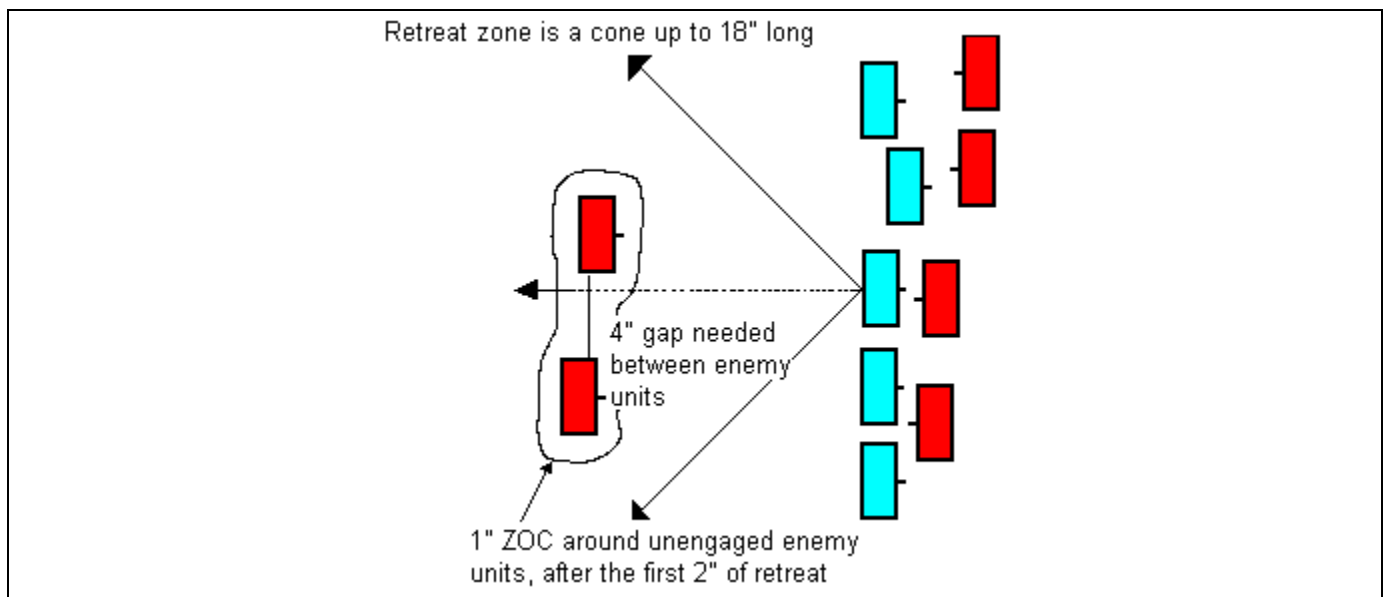
Retreat Moves: Retreat moves are made with the unit facing the enemy, shaken. The unit retreats along any desired path, as long as its center of mass remains within the defined "retreat zone". The retreat zone is centered along a line pointing directly away from the cause of the failure, and spreads outward along a 45° angle to either side of that line, in a cone. The zone is 18 inches long. A retreating unit may follow any desired path within the retreat zone, as long as the straight linear length of its retreat is at least as long as the minimum required

retreat distance. A retreating unit may immediately narrow its frontage by one stand at no cost, but ends its retreat in that new frontage. A retreating unit may move freely through friendly units. A retreating unit may retreat farther than the minimum distance required, up to 18". Squares that retreat end the move in column.

The following restrictions apply to retreating units:

1. A retreating unit may not widen its frontage.
2. A retreating unit is eliminated if any part of it must contact an enemy unit during its retreat
3. A retreating unit needs a four-inch gap to retreat between unengaged enemy units, or it is eliminated.
4. Except during the first two inches of its retreat, no part of a retreating unit may come within one inch of an unengaged enemy unit, or it is eliminated.
5. If a unit is under attack from two opposite sides, and it loses the close combat round, it cannot retreat and is eliminated.

The retreat rules have been designed so that it is possible to simply eliminate enemy units if you can manage to get forces around behind the enemy player's lines.



Example of Retreat Movement

Maneuvers

A "maneuver" is when a unit changes its facing or formation.

Change Formation/Facing: A change of formation, such as from column to line, line to column, etc. costs a full turn's activity for Grade C or D troops, and all unsteady troops. A formation or facing change costs half a turn for steady Grade A-B troops. The unit becomes disordered if it is Grade D. The unit becomes shaken if already disordered. If the unit is already shaken, it remains shaken. Formation changes are always done about the front center of the

unit. A facing change must be by 90° or 180°, and is treated as a type of formation change. A unit may change formation and also change facing 90° or 180° at the same time. Only one formation/facing change per turn is allowed, even if it only takes half a turn.

To change formation and/or facing, rotate the front center stand of your unit to its new facing, then reform the other stands of the unit about it.

A unit in line may also form an "L" or conform itself to terrain features; such a unit may not move until it reforms into a normal line or column.

Shooting

General Rules: To shoot, roll one die per four front-rank infantry figures in the firing unit, or one die per unlimbered gun model. Round up a final remainder of three infantry figures. A gun model needs two gunners to shoot. Cavalry may not shoot. Charging units may not shoot. Shaken units may not shoot. Measure the range from the front center of each firing figure or model to the nearest point of the target. The arc of fire is 45° to either side. The rules ignore carry-through; however, a unit may fire freely through enemy guns, hitting a rearward target instead. Infantry may move half speed and fire at a penalty. Artillery may not move and shoot. Each hit against an artillery unit removes one gunner figure. The gun models themselves are never destroyed.

Splitting Fire: A unit must concentrate all of its fire against one target if at all possible. If some of the figures cannot hit first target, the unit may split its fire and have the remaining figures shoot against another. This target must be as close as possible to the first target selected.

Shooting Through Skirmishers: Artillery may choose to fire through skirmishers, hitting a rearward target instead, but at a penalty to hit due to an assumed loss of visibility. Infantry may not shoot through skirmishers.

Overhead Fire, Firing into a Close Combat, Firing Through Gaps: Guns may shoot overhead if on a higher elevation than the blocking unit. If shooting over friends, measure the distance from the gun to the far side of the friend. The target must be twice this distance away from the firing unit to be an eligible target. Note that enemy units on lower elevations never block fire (your officers do not care about shortfalls into enemy units!). You may not shoot at a unit in close combat unless the unit has a "hanging flank" of at least 7 foot, 5 cavalry, or 2 guns not touching the enemy. One stand per two inches of gap may shoot through a gap.

Dense Targets: A dense target is a unit two or more ranks of figures deep, or enfiladed at 22.5° onto its flank, or in square.

Fire from a Square: A square may fire from any face. Fire from a square has a penalty due to the crowding of the men in their ranks.

Shooting Table		
Type of Fire	Range (Close / Far)	Score to Hit
Musketry	2 / 4	3-6 / 5-6
Light guns	4 / 12	
Field guns	6 / 20	
Heavy guns	8 / 24	
Modifiers to Hit		
The firing unit is Grade A-B:		+1
The firing unit is Grade D:		-1
Artillery vs. dense target:		+1
The firing unit moved this turn:		-1
The firing unit is disordered and/or in square:		-1
Target is in soft cover or screened by skirmishers, or is artillery in the open or in soft cover:		-1
Target is in hard cover, or is skirmishing:		-2

Shooting Morale Test: A unit hit by shooting must take a morale test. To take the test, roll one die and modify as listed in the table below. The unit needs the required scores listed by morale grade to pass.

Morale Test if Hit by Shooting	
Score to pass: A / B / C / D:	0-6 / 1-6 / 2-6 / 3-6
The unit is in square:	+2
Each hit suffered by shooting this turn:	-1
The unit is shaken:	-2
General attached / No general in CR:	+1 / -1
If the unit <u>passes</u> , it carries on in its current morale state.	
If the unit <u>fails</u> , it must retreat two inches shaken, and suffers one rout hit. If already shaken, it retreats four inches, remains shaken, and suffers two rout hits.	

Charging and Evading

Charging: A unit must charge in order to contact the enemy and begin a close combat. To charge, move the unit to contact the target unit. Some part of the front face of the unit must contact the target of the charge. The following rules apply to charging units:

1. The target of the charge need not be visible at the start of the turn.
2. Charge bonus movement must be straight forward, and may not be used to interpenetrate friendly units (except skirmishers).
3. A unit may wheel or oblique into contact, as long as it is not using charge bonus movement.
4. There are no countercharge moves (nor any combat bonuses for charging).
5. Gunners and shaken units may not charge.
6. Infantry may charge cavalry, but this is usually a bad idea unless the cavalry is in difficulties. Infantry that charges cavalry becomes disordered the same as if it has been charged by the cavalry.
7. Skirmishers may charge artillery and other skirmishers, but not close-order troops.

Charge Bonus Movement: A charging unit gets extra movement distance, called the charge bonus. Add this to the unit's movement that turn.

Evading: Skirmishers and gunners may evade an enemy charge. Evaders move like a retreating unit, but may evade no more than eight inches. The evading troops need not about face, and need evade only far enough to stay one inch away from the enemy troops. Gunners abandon their guns when they evade. Gunners may evade into a friendly square within the arc of their evasion, or which is within two inches of them. The unit charging at the skirmishers may either halt at the point of evasion or continue their charge into some other unit in the line of their charge.

Close Combat

Close combat (or simply "combat") is what happens when enemy units come to actual physical contact. Close combat covers the charge impact of the attacking unit, the defensive musketry of the defenders to try and break the charge, and the hand-to-hand fighting if the enemy completes its charge successfully.

Procedure: Once opposing units have come to contact, one round of combat per turn is fought between those units until all of the units on one side have been forced out of the combat. If the attacking player is careful not to attack until he has advantage in the combat, it will be unusual for most combats to last more than a single round.

To fight a round of close combat, add up the combat points for each unit involved vs. the enemy unit or units with which it is in contact. It is possible (common, in fact) for a unit to have different point totals against different enemies in a multi-unit combat. A unit with more combat points than the enemy is at advantage. If the points are the same, it is even. If fewer points, it is at disadvantage.

Units may not break off combat, nor change frontage or facing once they make contact; there is no "wrapping around" or "turning to face".

Eligible Figures in Combat: Each unit fights using all the figures in its first two ranks, regardless of width. If a unit is under attack by multiple enemies, the unit divides its dice as evenly as possible among all enemy units. If a unit has been placed into an "L" or similar formation, count the entire "L". A unit in square strikes with the side in contact plus the two adjacent sides.

Dice in Combat: Roll one die per four eligible infantry figures, or per three eligible cavalry figures involved in the combat. Round up a final remainder of three infantry or two cavalry.

Combat Results: Combat is intended to be decisive, both to give excitement and to move the game along. If a unit suffers more hits than it inflicts in a given round of combat, it has lost. If the losing unit is already shaken, or is under flank/rear attack, it retreats 6 inches and suffers 4 rout hits. Otherwise, the losing unit retreats 4 inches, suffers 2 rout hits, and becomes shaken.

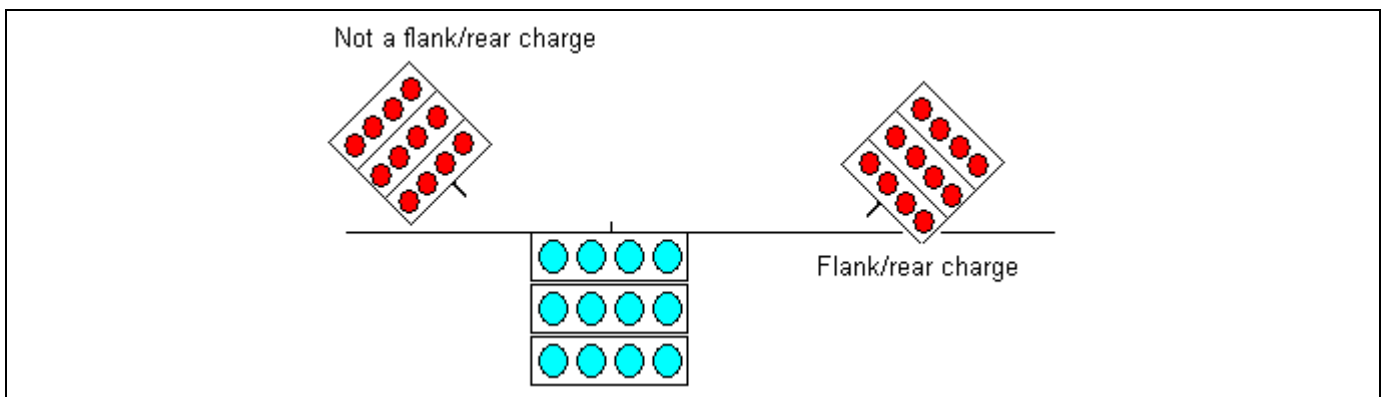
If an infantry unit loses a round of combat, and it was fighting against cavalry (regardless of whether the cavalry even hit the infantry), it suffers double rout hits.

Pursuit: For simplicity, the rules ignore pursuit. The effects of cavalry running down retreating infantry is simulated by the double rout hits inflicted in when infantry loses to cavalry. Winning units remain in position, disordered.

Reinforcing a Combat: If a unit is one rank deep and engaged in an ongoing combat, a friend may charge into the rear of the first unit and fight with its front rank. Cavalry may only reinforce cavalry, and infantry may only reinforce infantry. Note that a fresh unit may always charge directly into contact with the enemy to join an ongoing combat.

Defensive Fire: A steady passive infantry unit is assumed to make a defensive fire to repel a charge. A defensive fire is represented by adding combat points for the unit, rather than performing actual fire. Unsteady units, units in square, units in column, units in a continuing combat, or those under flank/rear attack get no defensive fire.

Flank/rear Attacks: To count as a flank or rear attack, the charging must begin the turn with one or more of its figures behind the target unit's frontage line (a line extended sideways along the front of its front rank). The flanked unit strikes back at the flanking unit normally, using its front-rank stands. The flanked unit counts as under flank/rear attack in continuing combat rounds as well, as long as the flanking unit is in contact. Squares have no flanks or rear.



Example of Flank/rear Calculations

Artillery in Combat: When troops charge enemy guns, the rules model this as an all-or-nothing situation: Either the guns repulse the attack with close-range case shot, or they fail to do so and are overrun. Therefore, the following rules apply:

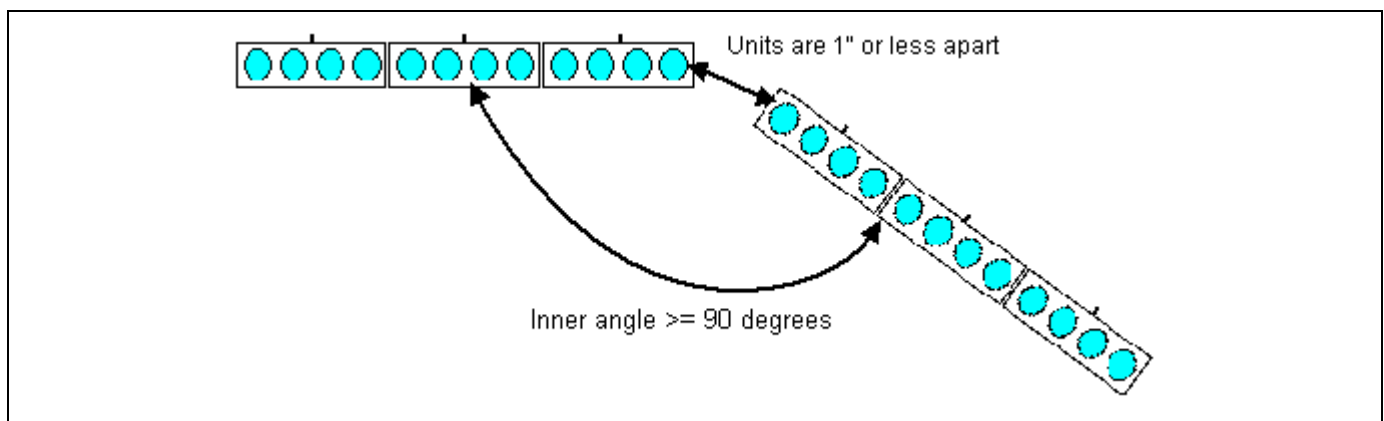
When troops are in contact with a battery of two or more enemy guns, and they are in frontal contact with the guns, add up combat points normally and fight a round of combat. If the charging troops lose or tie that round of combat, they retreat as if they had lost a round of combat, and the gun crews suffer no hits. However, if the troops charging the guns win that round of combat, they suffer whatever hits were inflicted, but eliminate the gun crews.

Example: A unit of 12 Grade B infantry charges to contact with a 4-gun battery of Grade C field guns. The grenadiers get 2 combat points, plus 1 for their higher grade. The guns get 2 points for artillery plus 3 points for their defensive fire. So the guns have advantage by one point. The grenadiers roll 3 dice for a 5-6, scoring two hits. The guns roll 4 dice for a 3-6, also scoring two hits. Since the grenadiers failed to outright win, they suffer two hits plus two rout hits and must retreat shaken, while the gun crews remain undamaged. If the grenadiers had won the combat, they would have still suffered two hits, but wiped out the entire battery.

Skirmishers in Combat: Skirmishers in the open are unable to face attacks by close-order troops; if they cannot evade the enemy charge they are overrun and eliminated. Skirmishers in disordering terrain are another matter. They are in their element, while close-order troops often fall into difficulties. Therefore, skirmishers in disordering terrain such as woods, rough ground, towns, etc. are simply treated as disordered line infantry when in combat. They may not initiate charges, but may fight normally when charged. Note that a simple linear obstacle such as a wall or stream does not count as disordering terrain for this purpose.

Cavalry Bouncing off Squares: If a cavalry unit is fighting against a square, and neither the square nor the cavalry loses that round of combat, the cavalry unit must still make a retreat move of at least four inches. The cavalry unit is disordered but not shaken.

Mutually Protected Flanks: If two infantry or cavalry units are facing outward with their near corners one inch or less apart, and the inner angle between them is at least 90°, flank/rear charges may not be launched against the inner ends of the two units. Such attacks count as frontal attacks.



Example of Mutually protected Flanks

Scores to Hit in Combat	
At advantage:	3-6
Even points:	4-6
At disadvantage by 1-2 points:	5-6
At disadvantage by 3 or more points:	6

Combat Results to Loser (automatic)	
If already shaken, or under flank/rear attack, the losing unit retreats 6 inches, becomes shaken, and suffers 4 rout hits. Otherwise, it retreats 4 inches, becomes shaken, and suffers 2 rout hits. Infantry losing to cavalry suffers double rout hits.	

Combat Points and Modifiers to Combat Points	
Heavy cavalry:	4
Medium Cavalry:	3
Light Cavalry:	2
Infantry and artillery:	2
Atty. defensive fire: A / B / C / D:	+5 / +4 / +3 / +1
Defensive fire from heavy / light guns:	+1 / -1
Infantry defensive fire (<i>steady British</i>):	+1 (+2)
Each morale grade above the enemy:	+1
The unit is under flank/rear attack:	-2
The unit is disordered: (does not apply to artillery):	-1
The unit is shaken:	-2
Attacking up steep slope:	-1
The unit is attacking soft cover / hard cover:	-1 / -2
Cavalry vs. a square:	-4
General attached / no general within CR:	+1 / -1
<i>Blown cavalry (optional rule):</i>	-1
<i>Stationary cavalry (optional rule):</i>	-1
A unit gets no defensive fire points if the unsteady, in square, in column, in a continuing combat, or under flank/rear attack.	

Terrain Suggestions

The sections below are not really hard-and-fast rules, but rather suggestions for how terrain might be handled. The referee is free to change terrain effects to suit each scenario.

Light Woods: Light woods are one or two contours high. Skirmishers move through light woods at full speed. Close-order infantry moves at half speed. Cavalry and artillery move at 1/4 speed. Light woods are disordering terrain. Soft cover vs. shooting but not combat. Visibility and range inside light woods is six inches. Troops hidden on the edge are seen from the outside at six inches unless they fire, in which case they are revealed.

Heavy Woods: Heavy woods are one or two contours high. Only infantry may enter. Skirmishers move at 1/2 speed, close-order infantry at 1/4 speed. Soft cover vs. shooting but not combat. Visibility and range inside heavy woods is four inches. Troops hidden on the edge are seen from the outside at four inches unless they fire, in which case they are revealed.

Gentle Hill Slopes: These have no effect on movement but block sighting past their crestlines.

Steep Slopes and Rough Ground: All close-order troops move at half speed (up or down) and are disordered. Skirmishers however move normally.

Obstacles: Obstacles such as fences, low walls, ditches, streams, etc. usually cost double distance (or one inch per rank) for close-order units to cross, and disorder chargers. Skirmishers can usually cross them at no penalty. Cover effects vary, but usually obstacles give soft cover benefits.

Roads: A column or limbered battery spending its entire turn on a road moves at 2X speed, but may not charge.

Towns: Divide towns into "blocks" roughly three inches by five inches. Blocks are usually rectangular, but this is not a requirement. Most towns should consist of one or two such blocks. A block can hold 24 figures. Town blocks are disordering terrain to enter or attack. Town blocks usually give hard cover in combat, vs. musketry, or vs. light guns, and soft cover vs. field or heavy artillery fire, but this may vary by scenario. It costs half a move to emerge from a block (unless retreating); there is no cost to enter. A unit in a block that fails a fire test or loses a round of combat must retreat out of the block it occupies.

Only infantry may attack or enter town blocks. Troops inside may fire out any side with up to 12 figures. Troops in town blocks have no flanks or rear. All troops inside a block may fight. Attackers may attack each side of a block with up to 36 figures; count all the figures in the attacking units, up to 36, not just figures in the front two ranks. This is allowed because we assume that both the attackers and defenders are actually broken up into many little knots of men occupying or attacking individual houses, so it is relatively easy for the attackers to overwhelm the defenders house by house. You will find that villages will tend to change hands several times during a battle.

If a town block actually represents a single chateau or fortified manor house, then the number of attackers should be reduced to 12 maximum against any side.

Fieldworks: Fieldworks such as redoubts and entrenchments were not common, but did play a major role in a number of battles, such as Fontenoy and Kunersdorf. Fieldworks must be built/dug before the start of the game. Fieldworks give hard cover vs. all attacks. Fieldworks are disordering terrain. Linear works protect troops behind them, if the troops are within two inches of the works, and troops within this zone are disordered. It costs a full move to cross a line of fieldworks, and generally only infantry may cross.

OPTIONAL RULES

The following optional rules will make the game more detailed but will also tend to slow down play of the game. Be sure to declare which optional rules are in effect before play begins.

Wider Cavalry Basing: Some players have based their armies with cavalry mounted at $\frac{3}{4}$ " frontage per figure instead of $\frac{1}{2}$ ". To use this basing system, make the following changes to the rules: A cavalry figure represents 50 troopers instead of 40, and most cavalry units should

be eight figures strong, not twelve. In combat, roll one die per two cavalry figures without rounding up any remainder. Cavalry units suffer 1 less rout hit than listed, but with a minimum of 1 such hit.

Blown Cavalry: Cavalry is very vulnerable to fatigue. After completing its second round of combat during a game, a cavalry regiment is blown, and suffers combat and movement penalties. There is no recovery from blown status. Blown cavalry may not use charge speed and suffers a combat point penalty.

Stationary Cavalry: Cavalry is unable to hold ground; this is the province of the infantry. To simulate this, the rules penalize a cavalry unit in combat if it did not advance at least two inches on its most-recent active turn, and it was not in combat on the most-recent game turn.

Voluntary Retreat: A unit with a general in CR may do a voluntary retreat, up to 18" long, taken on a line away from the nearest enemy unit. Use the normal retreat move rules, but...

1. The unit must end the retreat farther from all enemy units than it started, and at least four inches from the nearest enemy unit. For example, if the unit started two inches from its nearest enemy, it must end the move at least four inches away from the nearest enemy.
2. The unit suffers one rout hit and becomes shaken.
3. If the unit was already shaken, it suffers two rout hits and remains shaken.
4. A unit may not voluntarily retreat out of close combat.

Army Morale: This rule is a good way to set a definite (if somewhat arbitrary) end to a game; it is especially useful at a convention, where time is usually limited. An army's overall will to fight will break if that side ends any turn (active or passive) with half or more of its units eliminated (shattered or forced off-table) or in shaken status. If both sides end the turn with their morale broken, then the passive side's morale breaks but the active side's morale holds.

At a convention or in a one-off game, play ends at that point, with the broken side losing. In a campaign situation, the broken side must make retreat moves off-table until all of its forces have left the table or surrendered. Such retreating units are disordered, and suffer one rout hit per turn that they must retreat before leaving the table. If they are shaken or become shaken, they cannot rally.

Artillery Bounce-Through: In the basic rules, artillery fire never carries through the first close-order target it strikes. Players who want a somewhat more "realistic" effect from artillery can use this rule to account for such carry-through. Take a straight line from the center of the firing battery to the nearest point of the target, then continue it for the bounce-through distances listed below. Any additional targets the line touches (enemy or friendly) are additional targets:

- Light Gun: 4 inches
- Field Gun: 4 inches
- Heavy Gun: 6 inches

Interpenetration Restrictions: In the basic rules, interpenetration is fairly easy, in order to help make the game more aggressive by making it easier to advance. However, those who wish to restrict interpenetration may choose to forbid it (except for retreat moves). This will tend to make attacks and counter-attacks more difficult.

Regimental Guns: A regimental gun is attached to a battalion of infantry and must be in contact with it at all times. It does not add any figures to the unit's strength. Represent a regimental gun by a light gun model with two gunners. The gun fires as part of the infantry unit. It may be deployed at any spot in the unit, and moves at manhandled (line) speed. When an enemy unit fires at the infantry, the enemy may choose to shoot at the regimental gun with one of its dice; a single hit will disable the gun. A hit against the regimental gun however has no effect on the unit's morale and does not trigger a shooting morale test. A regimental gun has no effect in combat and cannot be struck at in combat. If the infantry unit loses a round of combat and must retreat, it must abandon the gun.

Boats: Use this rule for games where troops must cross stretches of water using boats. A boat model represents a small flotilla of watercraft, enough to hold 12 infantry, two guns, or six cavalry. It takes a full turn to embark or disembark infantry or cavalry from a boat, and two turns for artillery. Units in boats are disordered. Troops in boats may not shoot. Troops in boats are a dense target, but take no morale test. Troops in boats may attack an enemy as they disembark, but may only strike with one die. The defenders on the bank are also treated as if in soft cover. If the disembarking troops lose the combat, they must retreat one move in their boats. Boats move 4 inches per turn across or downstream, and two inches upstream.

Pinning: This rule seeks to model the difficulties of maneuver in the face of the enemy. If a unit performs any maneuver other than a wheel within 4 inches of any enemy unit, the maneuvering unit becomes shaken at once.

National Modifiers: Some players like to give each army a particular flavor, reflecting both its training doctrines and "national character". Other players think this is bunk; a soldier is a soldier! Therefore you may use the suggestions below as written, disregard them, or change them to reflect your own feelings on the matter. These tend to follow the stereotypes most gamers have formed about each nationality (enthusiastic Frenchmen, stolid Russians, etc.):

Austria: Austrian horse guns move 10" per turn when limbered. Infantry suffers a -1 vs. rally from shaken tests if in line in the open. Infantry in column may take half a turn to form or reform from battalion-masse. Indicate this by reversing the rear rank of figures. A unit in battalion-masse may not charge and moves at line speed due to crowding of the ranks, but is treated as if in square vs. cavalry attacks against its front or flanks. Treat it as a normal column for all other purposes.

Britain, Portugal: Steady infantry gets two defensive fire points instead of one and a +1 to hit when firing. Cavalry must follow up a retreating enemy in combat on a die score of 1-4, and fight another round of combat next turn. If the enemy retreats off the table, the cavalry must also leave; test at the start of each active turn to see if it returns. It returns on a 5-6. Place the

unit on the edge of the table. It is in good order and morale when it returns, and in any formation. It returns as near as possible to where it left. It may not charge on the turn it returns.

France, Switzerland: All troops maneuver as if one grade higher. Infantry suffers -1 vs. rally from shaken tests if in line in the open. Infantry columns get +1 vs. shooting morale if they advanced full speed on their most-recent move.

Prussia pre-1810: Steady Prussian troops in line do not become disordered if contacted by enemy cavalry. Prussian infantry suffers a -1 on rally from shaken tests if in column.

Prussia post-1810, French Allies other than Swiss: Treat as Austrians except no battalion-masse and no horse artillery movement penalty.

Russia: All Russian fire is at -1 to hit due to poor gunpowder and quality of arms. Russian foot guns move two inches slower than normal. Russian infantry in column gets +1 vs. shooting morale if stationary on its most-recent turn. Russian infantry in line gets a -1 penalty to rally from shaken. Russian infantry does not lose a round of combat unless it suffers at least two more hits than it inflicted.

Spain, Naples: A Spanish cavalry unit must roll a 3-6 on one die in order to launch a charge. Spanish infantry in line in the open suffers a -1 on shooting morale. Spanish infantry in column gets a +1 bonus to shooting morale if it advanced full speed on its most-recent turn.

Sound the Charge Playsheet

(Optional Rules are in Italics)

Turn Sequence

Active rallies shaken units, then moves units, including making charge moves. Passive makes evade moves.

Active shoots. Passive units test if hit by shooting.

Both fight one round of close combat, do retreat moves.

Active reforms eligible disordered units.

Scores to Hit in Combat

At advantage:	3-6
Even points:	4-6
At disadvantage by 1-2 points:	5-6
At disadvantage by 3 or more points	6
Roll 1 die per four infantry or per three cavalry. Round up a remainder of three infantry or two cavalry.	

Rally from Shaken Status Test

A / B / C / D:	0-6 / 1-6 / 2-6 / 3-6
Any visible enemies able to charge the unit?	-3
General attached / No general in CR:	+1 / -1
<i>Most infantry in line formation:</i>	-1

Combat Results to Loser (automatic)

If already shaken, or under flank/rear attack, the losing unit retreats 6 inches, becomes shaken, and suffers 4 rout hits. Otherwise, it retreats 4 inches, becomes shaken, and suffers 2 rout hits. Infantry losing to cavalry suffers double rout hits

Movement Table

Troop Type	Line	Column	Charge
Infantry	4	6	+2
Hvy/med. Cavalry	6	8	+4
Light cavalry	8	10	+4
Horse guns	4	14	NA
Light guns	4	6	
Field guns	3	6	
Heavy guns	2	4	

A unit with no general in CR at the start of the turn moves at half speed. Generals have an 8" CR and move 18" per turn.

Combat Points and Modifiers to Combat Points

Heavy cavalry:	4
Medium Cavalry:	3
Light Cavalry:	2
Infantry and artillery:	2
Atty. defensive fire: A / B / C / D:	+5 / +4 / +3 / +1
Defensive fire from heavy/light guns:	+1 / -1
Infantry defensive fire (<i>steady British</i>):	+1/(+2)
Each morale grade above the enemy:	+1
The unit is elite:	+1
The unit is under flank/rear attack:	-2
The unit is disordered: (does not apply to artillery):	-1
The unit is shaken:	-2
Attacking up steep slope:	-1
The unit is attacking soft cover / hard cover:	-1 / -2
Cavalry vs. a square:	-4
General attached / no general within CR:	+1 / -1
<i>Blown cavalry:</i>	-1
<i>Stationary cavalry:</i>	-1
No defensive fire if: Unsteady, in square, in column, in continuing combat, or under flank/rear attack. Note that atty. is never disordered.	

Shooting Table (1D6 per 4 foot or 1 gun model)

Type of Fire	Range	Score to Hit
Musketry	2 / 4	3-6 / 5-6
Light guns	4 / 12	
Field guns	6 / 20	
Heavy guns	8 / 24	

The firing unit is A-B:	+1
The firing unit is D:	-1
Artillery vs. dense target:	+1
The firing unit moved this turn:	-1
The firing unit is disordered and/or in square:	-1
Vs. soft cover, guns in open, or through screen:	-1
Target is in hard cover, or is skirmishing:	-2
<i>Steady British / all Russians:</i>	-1

Maneuvers

Change formation/facing: ½ move for steady A-B, 1 move for steady C, 1 move plus disorder for D. If already disordered, become shaken. May include a facing change. Facing changes count as formation changes.
Backstep, Sidestep, Oblique: Half speed.

Morale Test if Hit by Shooting

A / B / C / D:	0-6 / 1-6 / 2-6 / 3-6
In square:	+2
Each hit:	-1
Shaken:	-2
General attached / No general in CR:	+1 / -1
<i>Fr inf adv in col, stationary Russian inf col:</i>	+1

Fail: Retreat 2" shaken, and suffer 1 rout hit. If already shaken, retreat 4" and suffer 2 rout hits.

Infantry not in square contacted by steady enemy cavalry becomes disordered at once (no defensive fire points). This does NOT apply to artillery!