

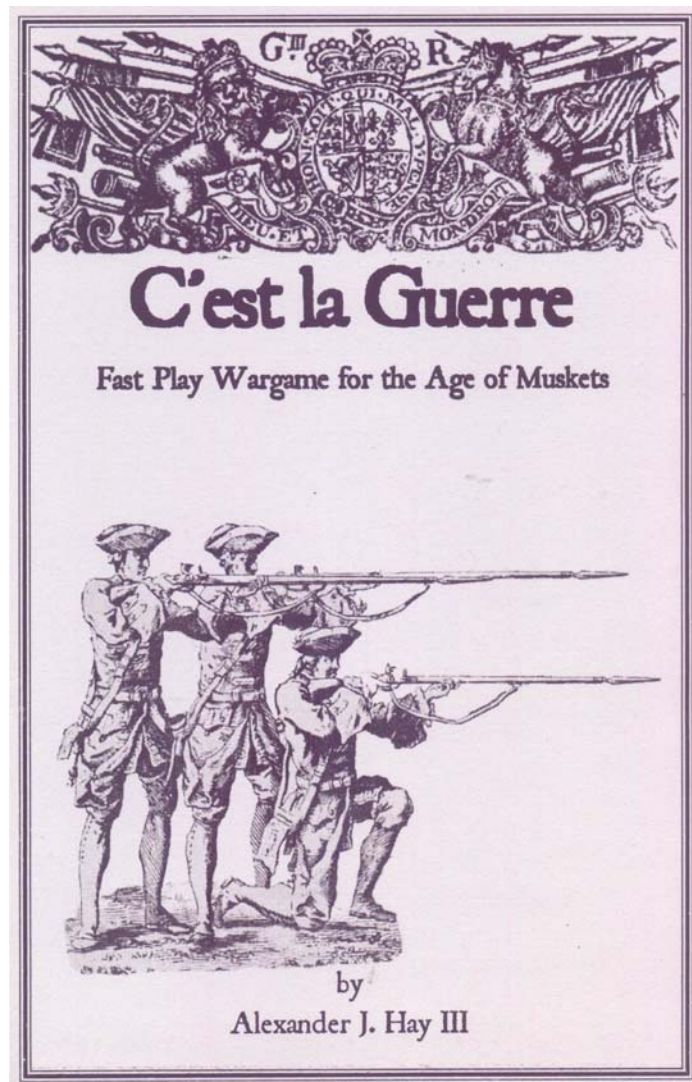
# *Cards of Combat® System*

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## *C'est la Guerre®*

Fast Play Wargame for the Age of Muskets & Proposed Army Lists  
Version 1.2

by  
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*C'est la Guerre*® was initially just a hack of *De Bellis Antiquitatis*, but by 2004 it had become something very different than DBA. I self-published it in 2005, and eventually sold all my copies. In 2013 I republished a digital version with some corrections and modest changes at:

<http://www.wargamevault.com/product/117534/Cest-la-Guerre--Fast-Play-Wargame-for-the-Age-of-Muskets>

This version of *C'est la Guerre*® is modified to work with the *Cards of Combat*® *System*, a gaming system that combines miniature wargaming with card based gaming.

FOR UPDATED RULES AND ARMY LISTS GO TO:

<http://www.bozbat.com/>

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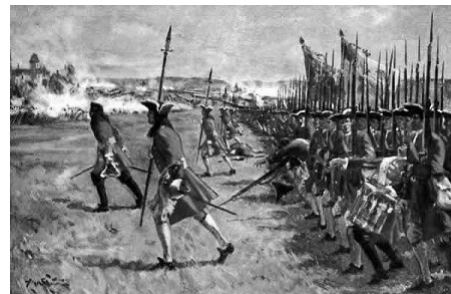
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## I. Introduction

*Cest la Guerre®* is based upon the *Cards of Combat® System*. This system combines traditional wargaming with card based gaming. Each unit is represented by a *Combat Card®* which is 5 cm wide and 3 cm deep. Each card represents an independent unit, whether a brigade, regiment or battalion size force, depending upon the period. The card will contain an artistic rendition of the unit, the basic information about the unit, and any special weapons or abilities.



*Cest la Guerre®* uses

- a simple command structure to manage battlefield movement without dealing with morale or having the players issue orders,
- a troop grading system so that better trained more effective troops can have an advantage over poorly trained less effective troops, and
- a method to account for casualties and losses without an overly complicated accounting system.



*Cest la Guerre®* is an abstraction. A base in the game does not necessarily equal a particular unit type, formation in the field, or a specific number of soldiers. Each base is a representation of force, and as such issues such as the size of one battalion, regiment, brigade, or squadron should be set aside. The player should concern himself with tactics such as troop placement, command access, gun placement and terrain features. The goal is to recreate the “feel” of the period, not necessarily every detail of it.



## II. Equipment and Scales

### Scale

*Cest la Guerre*® uses *Combat Cards*® that are 5 cm wide and 3 cm deep to represent a combat unit. This measure will roughly equal 100 meters wide by 60 meters deep although in reality it represent more an element of area of a units control which will include the area in front of the unit, and to the rear of the unit.

### Army Size and Troop Representation

*Cest la Guerre*® employs an army point system to help players compare troop types, army composition, and scenario development. An army can consist of 50 or more points of troops depending upon the scenario. The Army Point System is described later.

In *Cest la Guerre*® troops will be organized into “units”. Each unit will be represented by a *Combat Card*®. A *Combat Card*® does not necessarily represent a fixed number of soldiers. A *Combat Card*® of Regular Infantry may represent the equivalent of a regiment battalion, or some other similar sized unit. Since regiments, battalions and other units varied in size so that each unit must be viewed with a certain degree of abstraction.

### Playing Area and Ground Scale

The optimum playing area is 1 to 2 meters wide by 1 to 1.5 meter deep, and will reflect an area roughly 1 to 2 kilometers wide and 1 to 1.5 kilometers deep. In other words, 5 cm reflects 100 meters of the battle field. These are only suggestions. Many players may find it advantageous to use a different sized gaming areas or different scales.



### Dice and miscellaneous items

All dicing uses 6 sided dice (or hereinafter D6). Markers will be needed to indicate when a Unit is in Disorder. Almost any marker is appropriate for this (i.e., coin, etc.). Other markers will be required to keep track of casualties or losses. Small rubber bands or some kind of stackable marker should work well since each unit may incur any number of “casualties”. Like the units, casualties do not represent a fixed number of soldiers killed, wounded, or missing, but represents a loss of unit effectiveness.



### III. Troop Definitions

Regular Infantry represents the standard infantry armed with a musket, and can be classed as Inferior, Average and Elite. Included within a unit of Regular Infantry will be whatever skirmishers that a unit may possess. These may simply be troops in 'open order' assigned the task of scouting or screening, or a specific type of soldier trained to fight as light infantry. Infantry can shoot.

Pikes, represent those troops armed with pikes, formed into tight blocks, and who have no firearms. These troops were very rare in this period.

Command Unit represents either the General or another sub-commander in the army. The Command Unit facilitates movement and combat. Treated as Mounted, and cannot shoot.

Cavalry represents the vast majority of mounted troops, and can be classed as Average or Elite. Although Cavalry may be armed with firearms they will be used at such close range as to be considered part of a Melee. Therefore they cannot shoot unless they are specifically allowed to dismount and be treated as Regular Infantry. The unit's *Combat Card*® will indicate if a Cavalry unit is allowed to dismount, and a second *Combat Card*® will be used to replace the Cavalry unit until it remounts.

Light Cavalry represents Cavalry which fight in open order. Always Average, and like Cavalry they cannot shoot.

Heavy Cavalry, represents the heavy cavalry primarily used as shock troops, and can be classed as Average or Elite. Although generally armed with firearms as described above for Cavalry, their motif is to charge. Please note that the term "Heavy" is not intended to refer to their armament or equipment, but is intended to denote troops that tend to "charge" into battle at a fast trot or a gallop. During the early 18th Century there are many examples of troops that were heavily armored that did not charge, and other troops that had virtually no armor whatsoever that did charge. Cannot shoot.

Artillery represents the majority of field artillery available to most armies. A "unit" of artillery in this game is an abstract representation of "firepower" more than a particular military formation or number or type of guns. Treated as Infantry, and obviously can shoot.

Heavy Artillery represents the larger field artillery that were rare on the battlefield but very effective. Can shoot.

Horse Artillery represents the "fast" artillery that is drawn by horses. Can shoot.



### Specialty Troop Types:

Close Order Irregular Infantry, An example of this could be some Jacobite Highlanders or other organized mobs. Scots Jacobites will be represented by close order troops in a deeper formation sporadically armed with muskets. There can also be rabble such as unarmed mobs. The quality of such troops can vary from Inferior to Elite, but please note that there are few examples of irregular troops qualifying as elite in light of their lack of discipline and order.

Light Infantry, represents specially trained troops that can fight in Open Order. Always Average.

Combat Engineers have the ability to build roads through rough terrain, and build field fortifications. They cannot shoot.





## IV. Army Point System

Armies shall be constructed using a point system as follows:

### Command Units:

Brilliant General	6
Average General	5
Inferior General	4
Brilliant Sub-Command	4
Average Sub-Command	3
Inferior Sub-Command	2

### Regular Infantry Units:

Inferior	2
Average	2.5
Elite	3
Dummy Units‡	0.5
(British Units add .5 in cost)	

### Pikes:

Inferior	1.5
Average	2.0
Elite	2.5

### Mounted Units:

Cavalry Unit, Average	2
Cavalry Unit, Elite	3
Heavy Cavalry, Average	3
Heavy Cavalry, Elite	4
Light Cavalry*	1

### Artillery:

Basic Unit	4
Heavy Artillery	5
Horse Artillery	5

### Specialty Troops Unit:

Light Infantry*	1
Close Order Irr Inf, Inferior	1.5
Close Order Irr Inf, Average	2.0
Close Order Irr Inf, Elite	2.5
Combat Engineers*	1

\* (always Average)

‡ (Dummy Units are used to confuse an enemy during deployment. Once they are within range of the enemy's view they are removed from play.)



## V. Combat Rules

### INITIAL DEPLOYMENT

There are many ways to initially deploy depending upon selected scenarios and the wishes of the players. Here is one traditional system that works:

1. Both sides dice.
2. The low scorer chooses the terrain from that available and places it on the game area. The lower scorer now can either flip a coin to determine which side he gets, or roll a die.
3. The low scorer deploys all his *Combat Cards*® within 200 meters (or 10 cm) of his base edge or of it is a shore line the water's edge. All the *Combat Cards*® will be placed face down. Then the high scorer deploys all his *Combat Cards*® in the same manner.

Optional Deployment: A player may set aside up to one third of his *Combat Cards*® as a Reserve Force. This can include dummy cards that are counted the same as other cards for this calculation. However, there must be at least one Sub-Command Unit included in the Reserve Force.

Different scenarios may require a different method of initial deployment. Feel free to improvise.

### SEQUENCE OF PLAY

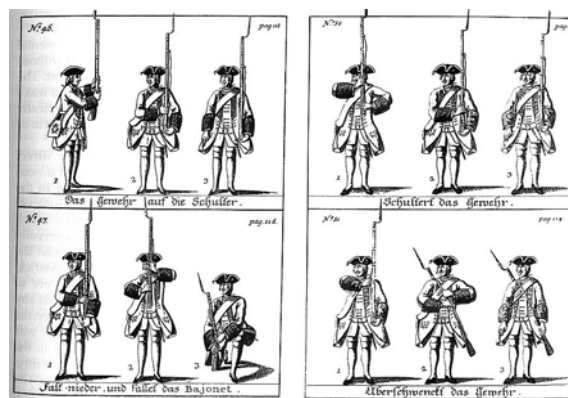
At the beginning of each game all of the *Combat Cards*® are placed face down. This represents the "fog of war". You know the enemy is out there, but you do not know exactly where they are, their numbers, or what type of troops they have. Until a unit comes within 500 meters or 25 cm of a *Combat Card*® it stays face down. *Combat Cards*® that are face down can only move at a specific rate. If you want to use a higher rate of movement available to your unit, such as for Light Cavalry, you have to first turn that *Combat Card*® face up thus identifying it to the other player. Once a *Combat Card*® is turned face up remains face up for the rest of the game.



The Game is played in Rounds, and each Round is made up of the following Sequences with the High Scorer going first:

1. Player Rolls for Initiative Points.
2. After the first Round, if the Player has a Reserve Force and wishes to bring it onto the field he may do so by first declaring where he wishes this force to come onto the field; his base edge, his left flank, his right flank, or his enemies base edge. He then rolls a D6: a force arriving on his base edge requires a roll of 5 or higher, on either flank requires a roll of 7 or higher, or along the enemies base edge requires a roll of 9 or 10. All units must be placed with the cards face down within 1000 meters (or 10 cm) of the edge. There is no penalty for a failed attempt other than the Reserve Force does not come onto the field. Another attempt can be made during another Round.
3. Player then moves according to the number of Initiative Points he rolled.
4. Resolve Combat:
  - Those units, on both sides, who can shoot must do so in any order desired by the Moving Player.
  - Units in contact enter into Melee in any order desired by the Moving Player.
5. Sequence 1, 2 and 3 are repeated by the other player.

The Round is over. Repeat.



## MOVEMENT

### Field Movement

Movement for each player is determined by using the player's Initiative Points. For each point the player can move either a single unit, a Command Group, a Column, or a Line. An extra point will be needed for the following circumstances:

- if the move includes artillery that is not within a Command Group.
- if all of a unit, a Command Group, a Column or a Line is within the general's line-of-site (LOS), but more than 1000 meters (50 cm) from the general's unit.
- if all of a unit, a Command Group, a Column or a Line is outside of the general's line-of-site (LOS) and more than 400 meters (20 cm) away.
- if the general has been lost.

**Command Group** - A Command Group is composed of any and all Units, Columns, or Lines which are at least partially within the command range of a command unit such as a General or a Sub-Command at the beginning of the Round. The command range is measured from the edge of the base of the command unit. Different Commands have different ranges:

- A Brilliant General has a command range 400 meters (20 cm).
- An Average General or a Brilliant Sub-Command has a command range of 200 meters (10 cm).
- An Inferior General or an Average Sub-Command has a command range of 100 meters (5 cm).
- An Inferior Sub-Command must be in actual contact with the Units, Columns or Lines in order for them to be considered part of its Command Group.

Each unit within the Command Group can make individual moves independently from other units in the Command Group as part of the single initiative point for the Command Group.



**Column** - A Column is composed of at least two units formed one base width wide directly in contact behind one another at the beginning of the Round. A Column can be composed of different troop types, but may not Combat Engineers.

**Line** - A Line is composed of no less than three combat units of the same type (other than artillery and Combat Engineers which cannot form a line) formed in a line contacting unit to unit, front base corner to front base corner, facing in the same direction at the beginning of the Round. Units formed into a Line must move parallel to, or follow the first of them that moves, and must move the same distance or wheel through the same angles. Each unit in a Line must cross a river individually unless part of a Command Unit.

**Movement by Single Unit** - A move by a single unit, alone or as part of a Command Group can be in any direction as long as no part of the base moves more than the movement allowance of the unit unless the unit is in contact with an enemy to its front and to its flank or rear in which case the unit will be unable to move.

#### Miscellaneous Movement Issues -

- No unit can move across the Zone of Control of an enemy unit, which is an area 100 meters (5 cm) directly in front of the enemy unit and not separated from it by another unit, other than to advance upon the enemy unit's front or to retire directly to the rear without deviation.
- Artillery can never move into contact with an enemy, and cannot move off-road in bad going.
- Infantry may not move into contact with any mounted.
- Combat Engineers cannot move into contact with any enemy.



Movement allotment for units

1000 meters	(50 cm)	if Light Cavalry in good going
800 meters	(40 cm)	if Cavalry or Command Unit in good going; if any other troops moving by road
400 meters	(20 cm)	if Mounted in bad going; if Horse Artillery and in good going
300 meters	(15 cm)	if other Infantry in good going; if Combat Engineers in good going; <i>IF COMBAT UNIT CARD IS TURNED FACE DOWN.</i>
200 meters	(10 cm)	if Artillery in good going; if Infantry and Combat Engineers in bad going; if any unit crossing a river
100 meters	(5 cm)	if Heavy Artillery in good going

- NOTE:
- \* Disordered units may not move but can only reform.
  - \* Artillery cannot move into bad going, and therefore has no movement allotment in bad going.

Subsequent Movement

Some mounted troops get a subsequent movement if the Player has enough Initiative Points, and the subsequent movement would result in contact with enemy troops. Cavalry can move up to an additional one half (1/2) of its movement, and Light Cavalry can move up to an additional full movement if this results in contact with the enemy. This is intended to equate to a cavalry charge.

Dismounting Cavalry

Some cavalry may dismount and remount during the game. Such abilities will be specifically explained in the lists to the extent of whether or not the Cavalry can dismount, and what type of infantry unit the dismounted Cavalry unit becomes, etc. A unit dismounting or remounting has used its movement for the Round and may not move further during the turn.



### Reorder after Disorder

Any unit that is in Disorder can Reorder itself at a cost of one Initiative Point per unit per turn. After the unit is reordered, the disorder marker is removed, and the unit has concluded its movement for the Round.

### Removal of Casualties

A unit that is within a Command Group can have 1 of its casualties removed per turn at a cost of one Initiative Point.

### Crossing Rivers



Rivers are an unknown. Neither player knows exactly what the condition of the river is until he attempts a crossing. When the first unit attempts to cross a river during the game, except at a road ford or bridge, the player will roll to determine the condition of the river.

- A score of 5 or 6 indicates that it is too shallow to aid in defense and has no effect on movement; in other words the for purposes of the game the river does not really exist.
- A score 1 or 2 indicates the river is a difficult river to cross, and that each unit crossing except at a road ford or bridge must roll separately and score 6 or more to cross regardless of formation or Command Unit support.
- A score of a 3 or 4 indicates that the river is a normal river. It will aid in defense, and will not change movement rates.

A Difficult or Normal River will be considered “bad going” in all respects except for ‘Combat Modifiers’. A unit defending a river bank gets a +1 to its die roll, and the attacking unit should not get a -2 modifier for being in “bad going”. If both units in combat are in the river neither unit should receive the negative modifier for being in “bad going”. Although the river should not be



treated as “bad going” in regards to the ‘Combat Modifier’, it should be treated as “bad going” in regards to the ‘Combat Outcome Chart’.

### Moving Through Friendly Troops

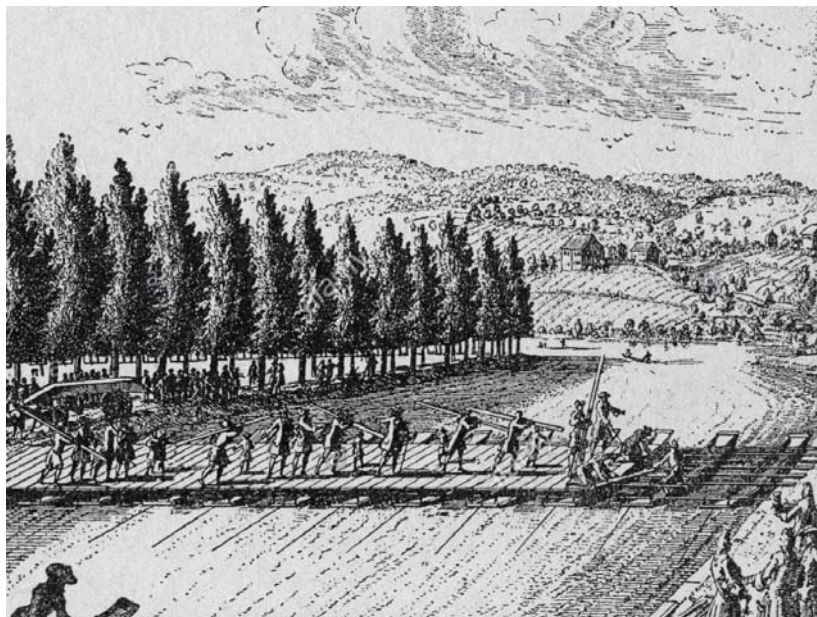
Mounted can pass through Command units, and all units can move through Combat Engineer units.

### Combat Engineering

If a Player has Combat Engineers, he may choose to use them to build roads, and build field fortifications to provide support and defenses to combat units. No construction can continue if there is an enemy units within 500 meters of the Combat Engineer unless the enemy is at least partially screened off by friendly troops. Each Combat Engineer unit can build or demolish 200 meters (10 cm) of roads, 100 meters (5 cm) of a bridge that crosses a river, or 200 meters (10 cm) of field fortifications per turn.

The successful completion of a bridge over a river means that all movement and combat modifiers for that river are removed for units using the bridge.

A Combat Engineer that has moved cannot construct or demolish during that turn. Please note that field fortifications have no effect on movement, but only upon combat.





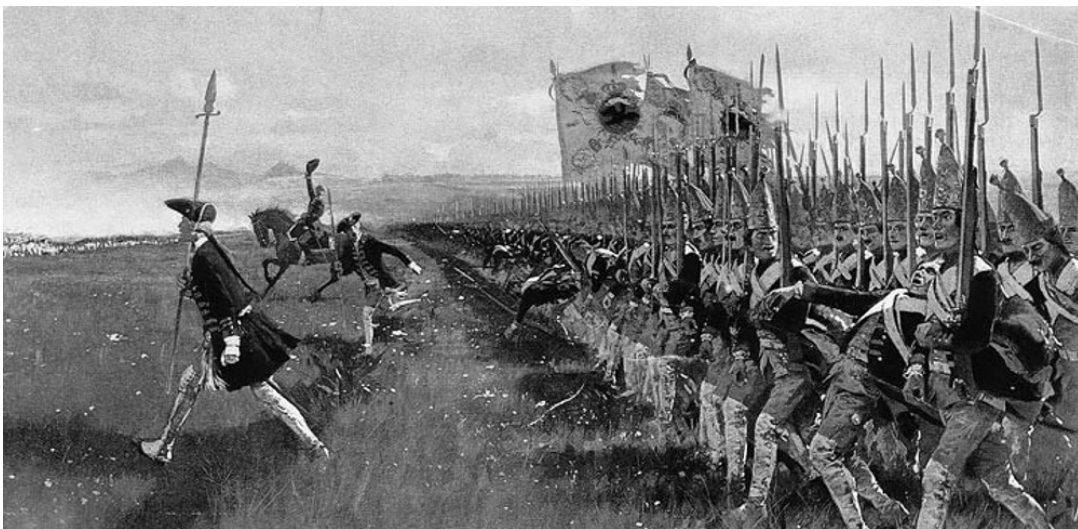
## COMBAT

Combat includes Shooting and Melee.

**NOTE:** Combat Engineers do not have fronts, sides and rears like other units. For Combat Engineers every edge is a “rear” for all Combats. Combat Engineers are considered to be armed with muskets but cannot initiate shooting since they have no “straight ahead” but may return fire if shot at by an enemy unit within range. In regards to Melee, since Combat Engineers do not have “fronts” the attacking player gets to choose which unit is the primary attacker if there are more than one unit in contact.

### Shooting

Units with the ability to shoot can and must shoot at any one enemy unit within a base width of straight ahead (or in other words a 1500 meter wide area straight ahead) and within its range, but only if neither is in Melee or overlapping another unit in Melee, and no other unit is between them as measured from the center of the shooting unit to the center of the target unit.



## Range of Weapons

Where possible, troop types will remain the same, but their weapons will vary in range and rate of fire. As such a unit that is armed with a more “advanced” weapon fighting against a similar unit with a less “advanced” weapon will only have an advantage when firing. In Melee, unless specifically stated otherwise, there will be no advantage or disadvantage.

Artillery	1000 meters	50 cm
Heavy Artillery	1500 meters	75 cm
Advanced Rifles (may vary)	300 meters	15 cm
Smooth-Bore Muskets	100 meters	5 cm
Other ballistic weapons such as pistols, bows, etc.	50 meters	2.5 cm

NOTE: This is a very limited table and will be supplemented in the lists and/or in a more detailed Appendix.

A target that has not already shot and which can shoot back must do so. Artillery shoots only if it did not move during the Round, but can shoot if it has only pivoted. Also, if Artillery is located on elevated terrain, it may shoot over friendly troops into enemy troops as long as friendly troops are more than 200 meters (10 cm) away from the target.

All of the above is of course subject to Line of Site (LOS) limitations. Shooting units cannot fire through or above LOS obstacles such as trees, a village or town, etc. However, units in a LOS obstacle can shoot out of these areas into open areas.

Except for the opponents not being in contact and some shooting being un-returned, the effects of shooting are resolved exactly as described below in Combat. A 2nd or 3rd unit that shoots at the same target unit aids the shooting of the primary unit instead of being treated separately.



A unit being shot at does not turn to face the opponent if being shot at from the flank or rear (otherwise known as “enfilading fire”). A unit is being hit with enfilading fire when the firing unit or a supporting firing unit is shooting the flank or rear of a target unit, and at least 50 percent of the firing unit is behind the front line of the target unit (or in other words the center line of the firing unit is in line with or behind the front line of the target unit).

### Melee

Melee occurs when a unit has moved into, or remains in, both front edge and corner to corner base contact with an enemy unit. A unit not in frontal contact which is contacted to flank or rear by an enemy front edge turns to face at the end of the movement phase. If a unit contacts the flanks of two such enemy units, both these turn, the second moving behind the first.

When a unit is attacked in flank or rear while also in contact with an enemy to its front, only one set of dice are used based upon the combat factor of the unit to its front, and the other units act as negative modifiers for the defending unit. If the defending unit wins, its flank and rear opponents fall back regardless of the outcome for the unit in frontal contact. If it loses, it is destroyed unless outcome indicates a hold. A unit cannot be overlapped and contacted on the same flank, or be overlapped by an enemy unless both right or both left corners or any side edges touch. Opposing units in mutual edge contact overlap each other. A unit can count as an overlap against two enemy elements on opposite flanks, or against units exposed by its frontal opponents having fallen back, fled or been destroyed that Round.

### Combat Outcome

Whether Shooting or in Melee, both players roll two (2) D6 dice to determine the outcome of combat using the COMBAT CHART. A unit which scores less than that of its opponent must react as described below in the COMBAT OUTCOME CHART, except for units which shoot without being shot back (which includes units which have only provided shooting support or overlap) which disregard an unfavorable outcome. Please note that a unit that has provided rear support, is in contact to the flank, or is in contact to the rear in a Melee will not suffer the same outcome as the unit it is supporting which is in front edge contact with an enemy unit, but in the case of a unit supporting from the rear will fall back without rolling for casualties if the front unit falls back, will flee in disorder without rolling for casualties if the front unit flees, and will flee in



disorder and roll for casualties if the front unit is destroyed while a unit in contact with the flank or rear of an enemy will simply fall back without rolling for casualties.

Understanding 'Quick Kills', and Flank and Rear Attacks – A 'Quick Kill' is the ability of one type of unit to completely destroy another type of unit in Combat if it is able to double the other units score. This is very important to understand. Study the outcome table to better understand which units are more vulnerable to other units. For instance, Infantry can only be 'Quick Killed' by a Mounted unit in frontal contact if the Mounted unit scores double.

The other way to destroy an enemy unit is to attack from the front, and also attack the enemy unit's flank or rear. This guarantees the destruction of the unit if your score beats the enemy unit without but does not double it since the unit can no longer fall back or flee. Watch your flanks and rear!

So if your goal is to destroy an opposing Infantry unit there are only two ways to do it: 1. Use a Mounted unit in a frontal attack if you think the circumstance makes it possible for you double the score of the Infantry unit, or 2. In addition to the frontal attack, you also place a unit on the enemies flank or rear.



## COMBAT CHART

<u>Unit Shooting</u>	vs	<u>Inf.</u>	<u>Mounted</u>
Regular Infantry		+4	+2
Pikes & Close Order Irr Infantry		+2	+2
Light Infantry		+2	+1
Combat Engineers		+1	+0
Infantry in Disorder		+1	+0
Command Unit		+1	+1
Cavalry		+2	+2
Heavy Cavalry		+2	+3
Light Cavalry		+1	+1
Mounted in Disorder		+1	+0
Artillery - more than 400 meters (20 cm)		+1	+1
Artillery - 400 meters (20 cm) or less		+6	+4

<u>Unit in Melee</u>	vs	<u>Inf.</u>	<u>Mounted</u>
Regular Infantry		+2	+2
Pikes & Close Order Irr Infantry		+3	+3
Light Infantry		+1	+1
Combat Engineers		+1	+1
Infantry in Disorder		+1	+0
Command Unit		+1	+1
Cavalry		+4	+3
Heavy Cavalry		+5	+4
Light Cavalry		+1	+2
Mounted in Disorder		+2	+1
Artillery		+2	+2

Positive Modifiers

+1	if British Infantry shooting
+1	if enfilading fire
+1	if Elite Unit
+1	if the General's Unit
+1	if in Melee and either uphill or defending a river bank except at a road ford or bridge
+1	If artillery shooting at Pike or Close Order Irr Inf
+1	If Pikes in Melee
+1	if in Melee or Shooting from a completed field fortification
+1	If Heavy Artillery

Negative Modifiers

-1	for each flank overlapped, for each enemy element in contact with flank or rear, for each 2nd or 3rd unit aiding a shooting enemy, or for a unit of Regular Infantry behind another Regular Infantry unit attacking the front.
-1	if Inferior Unit
-1	if Close Order Irregular Troops shooting (if allowed)
-1	for each casualty suffered
-2	if in, or mounted in contact with enemy in, bad going on or off-road.



## COMBAT OUTCOME CHART

If the losing unit is not DOUBLED:	
-Regular Infantry	if in contact against Mounted, flee in disorder and roll for casualties. Otherwise fall back and roll for casualties.
- Pike or other Close Order Irr	if in contact against mounted, flee in disorder and roll for casualties. Otherwise hold position but roll for casualties.
- Light Infantry	if in contact against Mounted, flee in disorder. Otherwise fall back.
-Command Unit	if in contact flee in disorder and roll for casualties. Otherwise fall back.
-Reg Mounted	fall back, if in bad going fall back and roll for casualties.
-Light Cavalry	fall back, unless in bad going then flee in disorder.
-Inf or Mtd in Disorder	flee in disorder and roll for casualties.
-Combat Engineers	if in contact destroyed, otherwise flee.
-Artillery	if being shot at roll for casualties. If in contact destroyed.
If the losing unit is DOUBLED:	
-Regular Infantry	if in contact against Mounted destroyed. Otherwise flee in disorder and roll for casualties.
- Pike or other Close Order IRR	flee in disorder and roll for casualties.
- Light Infantry	flee in disorder and roll for casualties.
-Command Unit	if in contact destroyed. Otherwise flee in disorder and roll for casualties.
-Reg Mounted	if in contact against Mounted or in bad going destroyed. Otherwise flee in disorder and roll for casualties.
-Light Cavalry	if in contact with Mounted, flee in disorder and roll for casualties. Otherwise flee in disorder.
-Inf or Mtd in Disorder	destroyed.
-Combat Engineers	destroyed.
-Artillery	if being shot at roll for casualties twice, otherwise destroyed.



### Rolling for Casualties

Where indicated in the outcome tables above, the losing player must roll to see if the unit suffers a single casualty. A roll of 1 to 3 indicates that the unit suffered a single casualty. Some indication must be made that the unit suffered a casualty (a colored rubberband, etc.). Please note that a casualty does not necessarily correspond to a specific number of soldiers, but is an abstract representation of loss of effectiveness of the unit. The 'casualty' will result in a negative modifier of -1 against it in any combat rolls.

### Movement After Combat

A unit which must "fall back" moves back 3 cm to its rear without turning. If it meets friends who are facing in the same direction, it passes through to their rear if it is allowed to do so, otherwise it pushes back any but artillery. Troops not facing in the same direction cannot be passed through or pushed back with the exception of Engineers which can always be passed through. A unit which must fall back in contact with enemy to both front and flank or rear, or that meets enemy, or terrain it cannot cross, friends that it cannot pass through or push back, is destroyed.

A fleeing unit falls back 3 cm then turns 180 degrees and moves its full movement allowance in that direction. It changes direction only by the minimum amount necessary to avoid enemy, friends it cannot pass through, or bad or impassable going, but not to avoid crossing a river. If the unit is blocked by enemy units, friendly units it cannot pass through or bad or impassable terrain, it is destroyed. Failure to cross a river results in the unit being destroyed. After the unit flees, it is in Disorder. A fleeing unit can pass through any gap between friendly units and/or bad or impassable terrain in order to complete its movement regardless of how small the gap.

When a unit is destroyed in combat any unit 100 meters (5 cm) to the rear are forced to flee in disorder and roll for casualties.

## WINNING AND LOSING

The first side that at the end of any Round has lost 15 points (or whatever level the Players agree upon), and has also lost more points than the enemy, loses the battle. Elements that recoil or flee from the board edge are counted as lost, although they may reappear in the next Round if playing a campaign.



## C'est la Guerre Army Lists

This list is designed for a 40 or 50 point game depending upon the period. Efforts were made to provide realism in relation to make up of the forces, but there is nothing sacred about these lists.

### 1. The War of the Spanish Succession and The Great Northern War

This set of rules was designed with these two conflicts in mind. Armies of this period were largely professional in nature, and the tactics were stately and calm. The cost of outfitting and maintaining such an army made commanders very reluctant to commit them to battle. As a result armies would often spend enormous amounts of time and effort in maneuvers designed to get an edge on the opponent. Often an opponent would acknowledge such a disadvantage and seek permission to retreat. Such permission was often granted by an enemy that was more than happy to win a battle without having to fire a shot. Conflicts during this period are often referred to as the Lace Wars due to importance placed on fine uniforms. However, when battles were fought they were titanic in nature.

#### The War of the Spanish Succession

The War of the Spanish Succession was a conflict arising from the disputed succession to the throne of Spain after the death of the childless King of Spain, Charles II. The initial negotiations for succession to the Spanish throne involved the chief claimants: Philip, son of Louis XIV of France; Archduke Charles (later Holy Roman Emperor Charles VI), son of Emperor Leopold I; and Joseph Ferdinand, electoral prince of Bavaria. Each candidate was supported, and in turn opposed, by a group of European powers. Both England and Holland, opposed to the extension of either French Bourbon or Austrian Hapsburg power into Spain, and therefore favored Joseph Ferdinand of Bavaria as a middle-of-the-road compromise. The French obviously favored the Bourbon Philip, and the Imperialist alliance led by Austria supported the Hapsburg Charles. In 1698 an agreement was reached called the First Partition Treaty in which Joseph Ferdinand was to get the crown, and the Spanish territories in the Low Countries would go to go to Austria and France. However as fate would have it, Joseph Ferdinand died before Charles II, and on his death bed Charles II named Philip, Duke of Anjou, as the successor to the Spanish throne.

When Philip took the Spanish throne as Philip V, his grandfather Louis XIV invaded the Spanish Netherlands. The former anti-French alliance from the War of the Grand Alliance was revived in 1701,





and Britain, Holland, Austria and most of the German states went to war against France. France was initially supported by Spain, Portugal, Bavaria and Savoy, with Portugal changing sides in 1703.

The British forces, led by the Duke of Marlborough, won a series of victories over France between 1704 and 1709, that forced the French out of the Low Countries and Italy. The Imperial general, Eugene of Savoy, also won notable victories. In 1711 conflicts within the alliance led to its collapse, and peace negotiations began in 1712. The war concluded with the Peace of Utrecht in 1713, which marked the rise of the power of Britain at the expense of both France and Spain, and the Treaties of Rastatt and Baden in 1714.

### The Great Northern War

As a result of the brilliant leadership of Gustavus Adolphus during the 30 Years War, Sweden became the dominant military and commercial leader of Northern Europe, effectively controlling the Baltic Sea and the surrounding areas. This led to conflicts between the traditional opponents of Sweden; Denmark, Russia, and Saxony-Poland. In 1700, Peter the Great of Russia, wanting an outlet to the Baltic Sea, formed a grand alliance between these three powers, and in 1700 The Great Northern War began.

What looked like an easy victory for the alliance turned into disaster. Denmark was quickly eliminated by a lightning offensive in which Swedish forces landed on Jutland, and defeated Danish forces and removing Denmark from the war. In August of 1700, Charles XII of Sweden then turned against the Russians. Outnumbered 5 to 1, the outnumbered Swedes crushed the Russian forces at Narva. Instead of following up this massive victory against the Russians, and bringing Russia to terms, the young Swedish king turned his forces against what he considered was his last opponent; Augustus of Saxony-Poland. During 1701 and 1702, the Swedes fought and defeated the forces of Saxony-Poland, and Poland was severed from Saxony. A pro-Swedish king was installed in Poland, but Saxony stubbornly continued its fight against Sweden. The war between Sweden and Saxony continued until 1706 when Saxony was finally forced to terms.

While the Swedes were fighting against Saxony, Peter the Great took that opportunity to reform and rebuild his army. The Swedish king believed the Russians to be a sullen defeated enemy and no threat. Instead he faced a renewed and energized Russia with a new and overwhelming army. During the years after Narva, Peter the Great rebuilt his army, and brought reforms to the entire nation that made Russia a more powerful country. Work began on St. Petersburg, Peter's gateway to the West, and all internal dissent was crushed. By 1707, after the defeat of Saxony, Sweden looked to the East and was dismayed at what it saw. In January of 1708, a Swedish army began an offensive against Moscow. The Swedes won many battles, but could not bring the Russian army to defeat. The Russians continued to retreat burning all in their wake, leaving nothing for the Swedes to eat. After suffering many inconclusive defeats, the



Russians counter-attacked at Lesnaia, catching the Swedish supply train off-guard. The Swedes' supplies were either captured or destroyed. Then an unusually harsh Russian Winter delivered the most punishing losses of the war against the Swedes. During the winter, the Swedes continued to fight and defeat the Russians, but after each battle the Swedes were fewer and weaker. The Russians on the other hand were able to make up all losses and then some. The Swedes were hoping for another dramatic confrontation like Narva, but it never came. Instead the dogged Russians continued to fight on. Finally in July of 1709 at the Battle of Poltava the Swedes were dramatically defeated. Charles XII was forced to escape into Ottoman held territories where he hoped to find protection and support, but instead became an Ottoman hostage.

After the Battle of Poltava, the alliance between Saxony, Denmark and Russia was resumed. The Danes invaded Sweden, Prussia and other German states entered the war against Sweden, and Saxony reinstated its claim on Poland. The Swedes fought back without their king, and surprised the alliance with their resilience. Charles XII escaped from Turkey, and managed to return to Sweden. He was intent on defeating the formidable alliance against him: Russia, Denmark, Saxony-Poland, Prussia and Hanover. Sweden was not able to obtain any allies. Seeing the hopelessness of fighting a defensive war against such forces, Charles decided to launch yet another offensive, this time against Norway (a Danish territory). In 1716, he attacked Norway hoping to discourage the allies from attacking Sweden, and the Danes in particular by threatening their northern possessions. Although the Norway campaign was not a dramatic success for Sweden, it did divert an attack upon Sweden by the combined armies of the alliance. Furthermore, the alliance was showing signs of strain. The Russians were upset at being excluded from many actions, and the other allies were becoming hesitant at the apparent strength of Sweden. What had appeared a year before to be a certain victory against a weakened Sweden now seemed a more dangerous and questionable affair. Charles XII embarked upon a mission to rebuild and restore the empire he had lost in the fighting.

By 1718, Charles XII of Sweden had rebuilt his forces, and launched another offensive against Norway. During the fighting he was killed while besieging a fortress. Without the absolute power of Charles XII, the Swedes lacked the will to continue the fight. Various treaties were signed, and by 1721 the war was over. Sweden had lost most of its foreign possessions, and was no longer the dominant power in the Baltic Sea region. That distinction now rested with Russia.



Army Lists for The War of the Spanish Succession and The Great Northern War, et al.



a. Austria	
1 Average General x 5.0	5.0
2 Inferior Infantry x 2.0	4.0
4 Average Infantry x 2.5	10.0
1 Elite Infantry x 3.0	3.0
2 Light Infantry x 1.0	2.0
2 Average Cavalry x 2.0	4.0
1 Light Cavalry x 1.0	1.0
1 Average Heavy Cavalry x 3.0	3.0
2 Average Cavalry x 2.0	4.0
or 2 Inferior Infantry x 2.0	
1 Artillery x 4.0	4.0
	===
	40.0



## b. France

1 Average General x 5.0	5.0
2 Inferior Infantry x 2.0	4.0
4 Average Infantry x 2.5	10.0
1 Elite Infantry x 3.0	3.0
2 Average Cavalry x 2.0	4.0
2 Elite Cavalry x 3.0	6.0
2 Average Cavalry x 2.0 or 2 Inferior Infantry x 2.0 or a combination	4.0
1 Artillery x 4.0	4.0
	===
	40.0



## c. Spain

1 Average General x 5.0	5.0
2 Inferior Infantry x 2.0	4.0
4 Average Infantry x 2.5	10.0
1 Elite Infantry x 3.0	3.0
3 Average Cavalry x 2.0	6.0
2 Elite Cavalry x 3.0	6.0
1 Average Cavalry x 2.0	2.0
or 1 Inferior Infantry x 2.0	
1 Artillery x 4.0	4.0
	===
	40.0

## d. British-Dutch &amp; Hanover

1 Average General x 5.0	5.0
4 Average Dutch or Hanoverian Infantry† x 2.5	10.0
4 Average British Infantry x 3.0	
3 Average Heavy Cavalry x 3.0	12.0
1 Artillery x 4.0	9.0
	4.0
† Denotes a “British” Unit that does not get the	===
“British Infantry Shooting” modifier.	40.0

## e. Prussia

1 Average General x 5.0	5.0
8 Average Infantry x 2.5	20.0
1 Elite Infantry x 3.0	3.0
2 Average Cavalry x 2.0	4.0
1 Elite Heavy Cavalry x 4.0	4.0
1 Artillery x 4.0	4.0
	===
	40.0



f. Russia	
1 Inferior General x 4.0	4.0
4 Inferior Infantry x 2.0	8.0
4 Average Infantry x 2.5	10.0
or If pre-1700 (Narva) 5 Inferior Infantry x 2.0	
1 Elite Infantry x 3.0	3.0
or If pre-1700 (Narva) 3 Light Infantry x 1.0 or	
2 Inferior Pike x 1.5	
2 Average Cavalry x 2.0	4.0
6 Light Cavalry x 1.0	6.0
1 Light Infantry x 1.0	1.0
1 Artillery x 4.0	4.0
	===
	40.0
g.	
Sweden	6.0
1 Brilliant General x 6.0	3.0
1 Average Sub-Command x 3.0	10.0
4 Average Infantry x 2.5	6.0
2 Elite Infantry x 3.0	3.0
1 Average Heavy Cavalry x 3.0	4.0
1 Elite Heavy Cav x 4.0	4.0
1 Elite Heavy Cav x 4.0	
or 2 Average Cavalry x 2.0	
or 2 Inferior Infantry x 2.0	
1 Artillery x 4.0	4.0
	===
	40.0



## b. Turkey

1 Average General x 5.0	5.0
3 Inferior Infantry x 2.0	6.0
2 Average Infantry x 2.5	5.0
6 Light Infantry x 1.0	6.0
2 Average Cavalry x 2.0	4.0
5 Light Cavalry x 1.0	5.0
1 Artillery x 4.0	4.0
1 Heavy Artillery x 5.0	5.0
	===
	40.0

## i. Denmark

1 Average General x 5.0	5.0
2 Inferior Infantry x 2.0	4.0
4 Average Infantry x 2.5	10.0
2 Elite Infantry x 3.0	6.0
3 Average Heavy Cavalry x 3.0	9.0
1 Average Cavalry x 2.0	2.0
or 1 Inferior Infantry x 2.0	
1 Artillery x 4.0	4.0
	===
	40.0

## j. Saxony-Poland

1 Average General x 5.0	5.0
1 Inferior Infantry x 2.0	2.0
4 Average Infantry x 2.5	10.0
1 Elite Infantry x 3.0	3.0
2 Average Cavalry x 2.0	4.0
4 Average Heavy Cavalry x 3.0	12.0
or 2 Inferior Infantry x 2.0 and 4 Average Cavalry x 2.0	
1 Artillery x 4.0	4.0
	===
	40.0





## 2. The Jacobite Uprisings

After the death of Charles II, his brother became James VII of Scotland and James II of England. Due to his high handed despotic policies as well as conflicts over religion, the English parliament invited his son-in-law, William of Orange, to become King of England. William of Orange accepted the invitation and arrived in November 1688, forcing James to flee the country. William became William III of England.

At this time England and Scotland were two separate countries that shared only a common monarch. In Scotland it took until April 1689 for a Convention of the Estates to decide to recognize William as William II of Scotland. William's shrewd behavior and understanding of political matters gave him an edge over the outraged, yet ineffectual, James. Those who supported the claims of James VII and tried to restore him to the throne became known as Jacobites. Thus began a series of uprisings, mostly in Scotland and Ireland, which eventually led to the defeat of not only James VII, his eldest son James Francis Stewart (the Old Pretender) and his son Charles Stewart (Bonnie Prince Charlie or the Young Pretender) and their goal of reinstating their claim to the throne, but also led to the effective destruction of Scotland as an independent state, and some would say a free people.

The First Uprising was in 1689. John Graham, Viscount of Dundee, raised a small army and won a smashing victory in July 1689 at Killiecrankie only to be killed just as the battle was won. However, at the battle of Dunkeld, the Jacobite resistance in Scotland was suppressed. In Ireland, William personally defeated the Jacobites at the Battle of the Boyne in July of 1690. James fled to France along with over 10,000 Irishmen who became known as the Wild Geese.

In 1707 England and Scotland were united (the Union) causing a great deal of dissatisfaction in Scotland. The Jacobites effectively used nationalist sentiments to win support in Scotland when in reality they were seeking to reinstate their claim to England as well as Scotland. The Second Uprising occurred in 1708, and was nothing more than an aborted invasion from France. In 1715, the Third Uprising took place. It was a bungled affair led by an unscrupulous Scottish politician, John Erskine, Earl of Mar, who ended up changing sides after he had convinced everyone to revolt. The rebellion was put down after a few sharp engagements. The son of James VII, James VIII (the Old Pretender), landed in Scotland too late to do anything, and was forced to retreat back to France. In 1719, the Fourth Uprising, involved a small number of Spanish troops which failed to bring about any active support.

It was not until 1745, that the Fifth (and last) Uprising took place. Charles Stewart (Bonnie Prince Charlie or the Young Pretender) landed in Scotland and met with mixed results. He eventually mobilized a large and well organized rebellion. The English commander General John Cope was defeated at Prestonpans, and Charles and the Jacobites took control of Scotland. They then marched into England proper with the



hopes of raising the English countryside in support of their cause. Instead the Jacobites was forced to retreat in the face British forces that vastly outnumbered their own. On Christmas Day the Jacobite army entered Glasgow and forced the pro-government city to re-supply them. On January 17, 1747, the Jacobites defeated another government army at Falkirk, but were unable to get any real benefit from the victory. Time was against the Jacobites. Low on supplies and without funds, the Jacobites and Charles were becoming desperate. In April 1746, against the advice of his commanders, Charles personally led his troops in a hopeless charge at Culloden. Outnumbered, half starving, and short on supplies, the Jacobites charged the cannons of the fresh and well supplied government forces. Few of the Jacobites even made it to the government lines. After the Battle of Culloden, the Jacobite cause was dead, and the Highland culture and way of life were virtually destroyed.

## a. British

1 Average General x 5.0	5.0
4 Inferior Infantry x 2.5	10.0
5 Average Infantry x 3.0	15.0
1 Average Cavalry x 2.0	2.0
2 Artillery x 4.0	8.0
	===
	40.0

## b. Scottish

1 Average General x 5.0	5.0
3 Inferior Infantry x 2.0	6.0
2 Average Infantry x 2.5	5.0
4 Inferior Irr Close Order Inf x 1.5	6.0
4 Average Irr Close Order Inf x 2.0	8.0
2 Elite Irr Close Order Inf x 2.5	5.0
2 Light Infantry x 1.0	2.0
1 Light Infantry or Light Cavalry x 1.0	1.0
1 Average Cavalry x 2.0	2.0
	===
	40.0



### 3. Seven Years War

The Seven Years' War (1756 - 1763) pitted Great Britain, Prussia and Hanover against France, Austria, Russia, Sweden, and Saxony. Later Spain and Portugal was drawn into the fighting. In many ways it was the first "world war". Most major European nations were involved, and the conflict spanned the globe. In North America, in present day Canada and the United States, the war between Britain and France over control of the North American colonies was called the French and Indian War. In India, the war was called the 2nd Carnatic War.

The Seven Years War may be viewed as a continuation of the War of the Austrian Succession in which the growing power of Prussia, under the control of the dynamic Frederick the Great, defeated Austria and gained the rich province of Silesia.

However, Austria was not satisfied with this situation, and worked to counter the growing Prussian threat. In order to defeat Prussia, and regain its lost provinces, Austria convinced its old enemies France and Russia to form an alliance against Prussia. Prussia's only allies were Great Britain and Hanover (a British territory), which felt threatened by France. The alliance between Great Britain and Prussia was logical in light of British naval power, and Prussia's formidable land force on continental Europe. After the War of Austrian Succession the Austrian army had undergone military reforms that mirrored the Prussian system in many ways making it a much more formidable force. However, the Prussian military, directly led by its energetic king, Frederick the Great, was still the most powerful force in Europe. Even though Prussia was a relatively small country, its military was beyond compare.

Most historians declare that the war began in North America in 1754 involving fighting between Britain and France in the Ohio River Valley. In May of 1756, Great Britain declared war on France triggering a series of escalations that resulted in all out war. Frederick the Great, realizing that his enemies were using the war between Great Britain and France as a pretext to launch a war against Prussia, decided to attack first.

Prussian forces took the initiative in 1756, and launched a lightning campaign against Saxony, one of the allies of Austria. Prussia was able to destroy the Saxon army before it could be relieved by Austrian forces. Although outnumbered and attacked from all directions, Prussia was able to retain the initiative during the first few years of the war in Europe. However, as the war dragged on, and Prussia was unable to dramatically defeat any of its major enemies things began to turn against the Prussians. The years 1759, 1760 and 1761 were dark years for the Prussians, even though Prussia was repeatedly able to pluck victory out of the jaws of defeat. Frederick's ability to march and fight one enemy, counter-march and fight another enemy, and still be able to march again, was the factor that allowed Prussia to survive.



By 1762, Great Britain began withdrawing its financial support for Prussia, and the Prussian army dwindled to almost nothing. It looked like Frederick the Great had finally been beaten. He was only saved by the death of the Russian Tsarina. The new Tsar, Peter III, was a great admirer of Frederick the Great, and upon becoming Tsar, Peter III immediately offered peace terms, and withdrew from the war. Without Russia, the alliance lost its momentum.

In 1763, hostilities between Great Britain and France ended with the Treaty of Paris in which Great Britain gained possession of France's territories in North America in exchange for a few important islands in the Caribbean to France. The European hostilities ended the same year with all borders being returned to their pre-war boundaries, confirming Prussia's possession of Silesia. After surviving the assault of most of its neighbors, Prussia became the dominant German state, and the Holy Roman Empire headed by Austria became a living relic of a past age.

a. Prussia

1 Average General	x 5.0	5.0
1 Average Sub-Command	x 3.0	3.0
4 Average Infantry	x 2.5	10.0
2 Elite Infantry	x 3.0	6.0
1 Average Cavalry	x 2.0	2.0
1 Elite Cavalry	x 3.0	3.0
2 Light Cavalry	x 1.0	2.0
1 Artillery	x 4.0	4.0
1 Horse Artillery	x 5.0	5.0

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SPECIAL RULE: Prussian Infantry can fire twice 40.0  
during their turn if they have not moved.



## b. Austria

1 Average General x 5.0	5.0
2 Inferior Infantry x 2.0	4.0
4 Average Infantry x 2.5	10.0
1 Elite Infantry x 3.0	3.0
2 Light Infantry x 1.0	2.0
2 Average Cavalry x 2.0	4.0
1 Light Cavalry x 1.0	1.0
1 Average Heavy Cavalry x 3.0	3.0
2 Average Cavalry x 2.0	4.0
or 2 Inferior Infantry x 2.0	
1 Artillery x 4.0	4.0
	===
	40.0

## c. Bavaria or Saxony

1 Average General x 5.0	5.0
6 Inferior Infantry x 2.0	12.0
2 Average Infantry x 2.5	5.0
1 Elite Infantry x 3.0	3.0
2 Average Cavalry x 2.0	4.0
1 Average Heavy Cavalry x 3.0	3.0
2 Artillery x 4.0	8.0
	===
	40.0

## d. France

1 Average General x 5.0	5.0
2 Inferior Infantry x 2.0	4.0
4 Average Infantry x 2.5	10.0
1 Elite Infantry x 3.0	3.0
2 Average Cavalry x 2.0	4.0
2 Elite Heavy Cavalry x 4.0	8.0
1 Average Cavalry x 2.0	2.0
or 1 Inferior Infantry x 2.0	
1 Artillery x 4.0	4.0
	===
	40.0



## e. Britain

1 Average General x 5.0	5.0
1 Average Hanoverian Infantry† x 2.5	2.5
5 Average British Infantry x 3.0	15.0
1 Elite British Infantry x 3.5	3.5
1 Light Infantry x 1.0	1.0
2 Average Cavalry x 2.0	4.0
1 Average Heavy Cavalry x 3.0	3.0
2 Light Cavalry x 1.0	2.0
1 Artillery x 4.0	4.0
	===

† Denotes a British Unit that does not get the 40.0  
“British Infantry Shooting” modifier.

## f. Russia

1 Inferior General x 4.0	4.0
4 Inferior Infantry x 2.0	8.0
4 Average Infantry x 2.5	10.0
1 Elite Infantry x 3.0	3.0
2 Average Cavalry x 2.0	4.0
6 Light Cavalry x 1.0	6.0
1 Light Infantry x 1.0	1.0
1 Artillery x 4.0	4.0
	===
	40.0

## g. Sweden

1 Average General x 6.0	5.0
3 Inferior Infantry x 2.0	6.0
4 Average Infantry x 2.5	10.0
2 Elite Infantry x 3.0	6.0
3 Heavy Cavalry x 3.0	9.0
1 Artillery x 4.0	4.0
	===
	40.0



#### 4. French & Indian War

The French and Indian War was part of the Seven Years War. Treat it as a sub-list.

##### a. British

1 Average General x 5.0	5.0
2 Inferior Infantry x 2.5	5.0
4 Average Infantry x 3.0	12.0
2 Inferior Colonial Militia† x 2.0	4.0
2 Elite Infantry x 3.5	7.0
1 Average Cavalry x 2.0	2.0
1 Light Infantry	1.0
1 Artillery x 4.0	4.0
	===

† Denotes a British Unit that does not get the “British Infantry Shooting” modifier. 40.0

##### b. French

1 Average General x 5.0	5.0
6 Inferior Infantry x 2.0	12.0
4 Average Infantry x 2.5	10.0
1 Elite Infantry x 3.0	3.0
1 Average Cavalry x 2.0	2.0
4 Light Infantry x 1.0	4.0
1 Artillery x 4.0	4.0
	===
	40.0

#### OPTIONAL RULES:

1. French player can substitute 2 Light Infantry for each of its Inferior Infantry to represent Indian Allies.
2. Both Players can substitute Cavalry with the same points worth of inferior Colonial Militia or Light Infantry to represent Indians or Woodsmen.



## 5. American War of Independence

### a. British

1 Average General x 5.0	5.0
2 Amer Tory Militia† (Reg Inf) x 2.5	5.0
4 Average Infantry x 3.0	12.0
2 Elite Infantry x 3.5	7.0
1 Average Cavalry x 2	2.0
3 Light Cavalry x 1.0	3.0
2 Light Infantry x 1	2.0
1 Artillery x 4	4.0

===

† Denotes a British Unit that does not get the 40.0  
“British Infantry Shooting” modifier.

### b. American

1 Average General x 5	5.0
4 Minuteman Militia x 2	8.0
4 Average Infantry x 2.5	10.0
3 Light Infantry x 1.0	3.0
2 Light Cavalry x 1.0	2.0
1 French Avg Sub-Com x 3.0, 2 French Inf Av x 12.0	
2.5, 1 French Art x 4	
or 3 Minuteman Militia x 2, 2 Average Infantry x 2.5, and 1 Light Infantry x 1	

===

40.0





## 6. Napoleonic Wars

As stated above, this set of rules was designed primarily with the 18th Century in mind. However, it can be used for the Napoleonic period as well.

Optional Rules - These can be used at the option of the players.

The Square - The single most notable issue that anyone who has ever even thought about playing a game in the Napoleonic Period has to deal with is the Square. Although prior to the Napoleonic Period there is some evidence that units were trained in how to form Squares (and there were even a few remote instances when units arguably formed Squares although there is debate about whether these efforts were the true defensive Square, or just desperate efforts to form a defensive perimeter when outnumbered and surrounded) it was only during the Napoleonic Period that the Square gained true significance. Infantry from all nations formed Squares virtually at the first sight of horses. The Square arguably played a significant role in a number of battles, but just as arguably, its importance may have been overstated by two centuries of "arm chair" generals who have a tendency to obsess over trivial things. We will not resolve this debate here!

If you want to play with Squares, then do so. Insert the following on Page 5 after Reorder after Disorder and before Crossing Rivers:

Change of Formation to Square - 2 Regular Infantry units that are in contact one behind the other can form a Square. You can either turn the rear unit around and have it face the opposite direction to indicate the change of formation, or you can use some other method to indicate that the units are in Square. Such a change of formation is considered the units movement for the turn. Units in Square cannot move. Change of formation out of the Square will be considered a move for a turn as well.

1. Enemies firing into a Square do not get the "if enfilading fire" bonus.
2. Enemies in contact do not get the "overlap" bonus for overlapped flanks. Rather up to 4 units that are actually in contact with one side of the Square can attack the Square with one unit being selected by the attacking player as the primary unit, and the other units being treated as "overlaps".
3. Units in Square uses the "Pike or other Close Ord" Combat Outcome Chart.

The Column - Another point of heated dispute and debate is the Napoleonic Column. Instead of lining up in nice neat little lines, armies would form their units in deeper columns to add greater shock effect (with the exception of the British). I would like to think that such issues should be resolved in play. In these Rules, British Troops get a shooting bonus. As such they do better when shooting than when in Melee. As such



British Units theoretically would perform better if placed in lines that allow them to take advantage of their firing bonus.

If you want to make the Attack Column more potent, on Page 6, in the COMBAT CHART, Negative Modifiers, substitute:

“or for a unit of Regular Infantry behind another Regular Infantry unit attacking the front.”

with

“or for up to 2 units of Regular Infantry behind another Regular Infantry unit attacking the front.”

a. Britain

1 Brilliant General x 6.0	6.0
1 Inferior Sub-Command x 2.0	2.0
1 Average Sub-Command x 3.0	3.0
4 Average Infantry x 3.0	12.0
2 Elite Infantry x 3.5	7.0
3 Light Infantry w/ Rifle x 1.0	3.0
2 Average Cavalry x 2.0	4.0
1 Elite Cavalry x 3.0	3.0
1 Light Cavalry x 1.0	1.0
1 Artillery x 4.0	4.0
1 Horse Artillery x 5.0	5.0
	===
	50.0



## b. France

1 Brilliant General x 6.0	6.0
1 Average Sub-Command x 3.0	3.0
1 Inferior Sub-Command x 2.0	2.0
1 Inferior Infantry x 2.0	2.0
4 Average Infantry x 2.5	10.0
2 Light Infantry x 1.0	2.0
1 Elite Infantry x 3.0	3.0
2 Average Cavalry x 2.0	4.0
2 Light Cavalry x 1.0	2.0
1 Heavy Cavalry x 3.0	3.0
2 Artillery x 4.0	8.0
1 Horse Artillery x 5.0	5.0
	===
	50.0

## c. Austria

1 Inferior General x 5.0	4.0
5 Inferior Infantry x 2.0	10.0
4 Average Infantry x 2.5	10.0
2 Light Infantry x 1.0	2.0
2 Average Cavalry x 2.0	4.0
2 Light Cavalry x 1.0	2.0
1 Average Heavy Cavalry x 3.0	3.0
2 Average Cavalry x 2.0	4.0
or 2 Inferior Infantry x 2.0	
2 Artillery x 4.0	8.0
(if after 1800)	
1 Average Sub-Commander x 3.0	3.0
or 1 Elite Infantry x 3.0	===
	50.0



## d. Prussia

1 Average General x 5.0	5.0
1 Inferior Sub-Command x 2.0	2.0
1 Average Sub-Command x 3.0	3.0
4 Inferior Infantry x 2.0	8.0
4 Average Infantry x 2.5	10.0
2 Elite Infantry x 3.0	6.0
2 Light Infantry x 1.0	2.0
3 Average Cavalry x 2.0	6.0
4 Light Cavalry x 1.0	4.0
1 Artillery x 4.0	4.0
	===
	50.0

## e. Russia

1 Inferior General x 4.0	4.0
1 Inferior Sub-Command x 2.0	2.0
5 Inferior Infantry x 2.0	10.0
6 Average Infantry x 2.5	15.0
2 Average Cavalry x 2.0	4.0
4 Light Cavalry x 1.0	4.0
3 Light Infantry x 1.0	3.0
2 Artillery x 4.0	8.0
	===
	50.0

