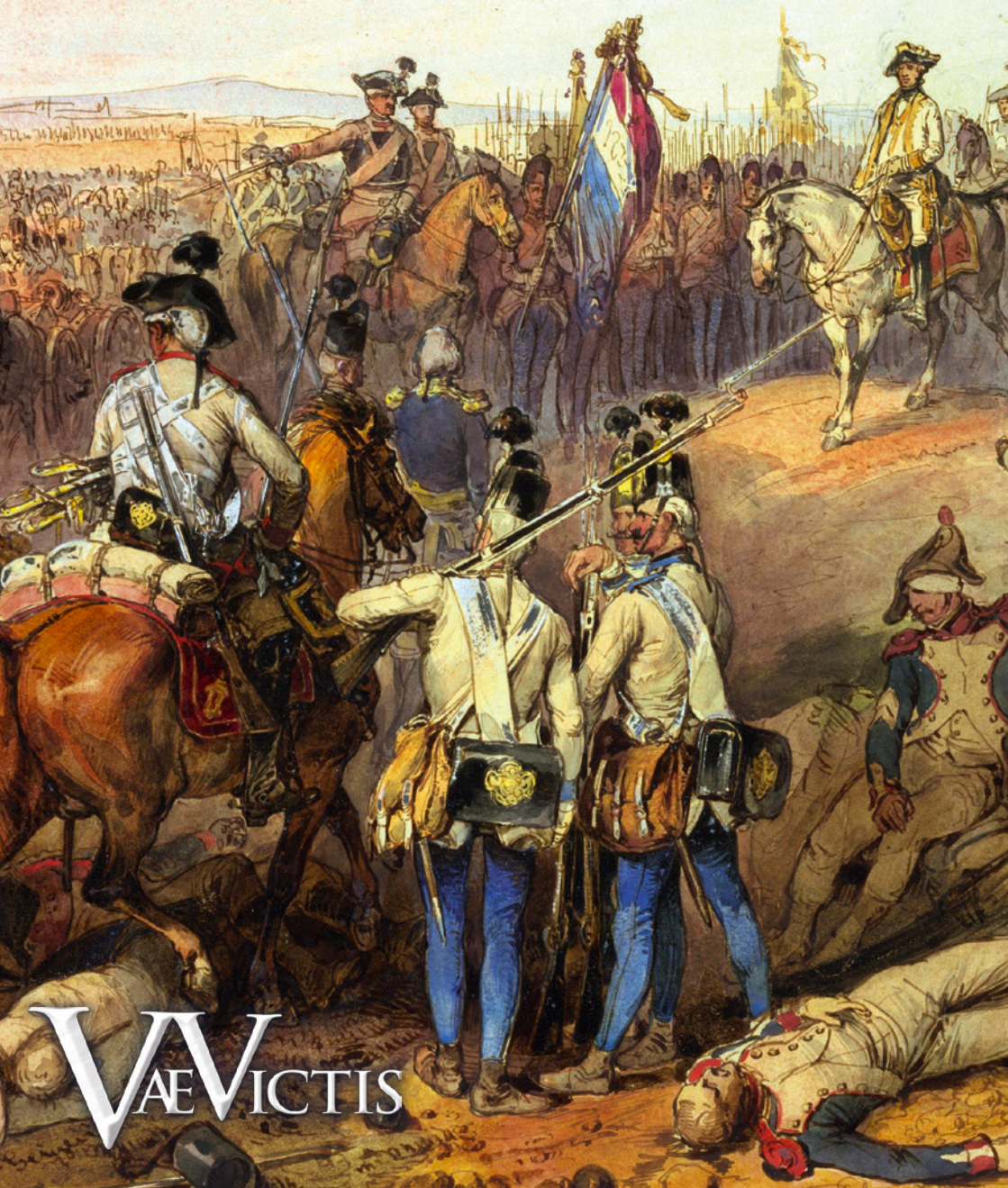


NEERWINDEN 1793

RULES & SCENARIOS



V
VAE VICTIS

NEERWINDEN 1793

THE SOLDIERS OF THE REPUBLIC VOL.2

This game covers the *Battle of Neerwinden*, fought 18 mars 1793 between the French army commanded by General Dumouriez and the Austrian army commanded by the prince of Saxe-Coburg. This game is the second volume in the series "The Soldiers of the Republic", dedicated to the battles of the French Revolution. The first was Jemmapes and appeared in *VaeVictis* 122.

Each strength step represents 500 – 1,000 fantassins, or 300 - 600 cavaliers, depending on the training level of the troops.

Each game turn represents one and a half hours of real time. The distance separating the centre of two hexagons is approximately 600 meters.

The game requires two six-sided dice.

1 - OVERVIEW

1.1 - Counters

- Combat units are divided into infantry, cavalry and artillery units.

• Markers

The following markers are used in the game: disorganisation (level 2); rout; formation orders (defensive, offensive, manoeuvre and demoralisation); charge; loss (-2 SS) - 2 step losses (-4SS); harnessed artillery; non-commanded unit (-1 MP, -1 for morale); turn marker; victory points marker.

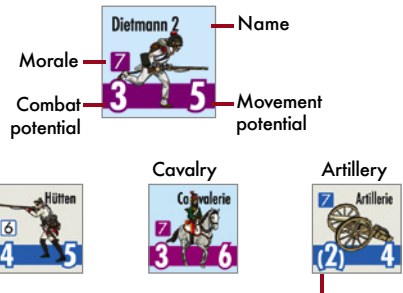
1.2 - ABBREVIATIONS

MB: Morale bonus

LoS: Line of Sight

DRM: Die Roll Modifier

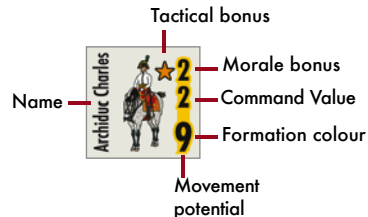
COMBAT UNITS



Indicates that the unit has suffered a level of disorganisation

() Indicates that the unit cannot take part in an assault as an attacker

COMMANDERS



Indicates that the formation commander has been activated

Commanding general

SS: Strength Step

CP: Combat Potential

MP: Movement Point

VP: Victory Point

MT: Moral Test

TET: Terrain Effects Table

TV: Tactical Value

CV: Command Value

ZoC: Zone of Control

1.3 - FACING

All combat units present in a hexagon must have the same facing.

Facing has no effect on a combat unit's movement. The facing of a unit is defined at the end of its movement phase and cannot be modified until the movement phase of the following turn.

Exceptions: reaction, retreat or advance after combat.

1.4 - STACKING

In general, two combat units may be stacked in a hexagon. **Exception :** a combat unit with a CP of three or more may only stack with an artillery unit.

The rules of stacking must be respected at the end of the movement segment and at the end of the combat segment.

Commanders and markers are not taken into account for stacking.

1.5 - ORGANISATION LEVELS OF UNITS

ORGANISATION LEVELS OF UNITS

Combat units may find themselves in one of the following four organisation levels:



- in good order (front side of the counter)



- disorganised, level 1 (back side of the counter)



- disorganised, level 2 (back side of the counter + disorganised marker)

- in rout (back side of the counter + rout marker)

1.6 - ZONE OF CONTROL

A zone of control (ZoC) is exerted over the three frontal hexagons of a combat unit.

Entering an enemy ZoC costs one movement point (including if a friendly unit is present).

Combat units and commanders must stop when they enter an enemy ZoC, even if it is occupied by a friendly unit.

They cannot move from ZoC to ZoC but when they begin their movement in a ZoC, they can leave the ZoC and finish their movement in another ZoC.

Exception: A unit surrounded by enemy units or ZoC, even non-commanded, can always move to an enemy ZoC at the cost of an additional level of disorganisation. This movement uses up the entirety of its MP.

The presence of friendly units does not cancel out enemy ZoC, except for lines of command.

A unit that is forced to retreat to an enemy ZoC suffers an additional level of disorganisation (or loss of a strength step if the unit is in rout).

1.7 - STEP LOSSES



Each loss suffered translates to a loss of 2 SS. A unit is eliminated when its CP is zero or negative.

2 - GAME SEQUENCE

The sequence of play for each round is as follows:

A - Initiative phase



Each player rolls a die and adds the command value of his commanding general.

The player with the higher roll wins the initiative (in the case of a tie, re-roll the die).

B - Command phase

- Voluntary order change segment
- Formation demoralisation segment

C - Alternating activation of formations phase

The player with the initiative decides whether to keep the initiative, in which case he activates a formation of his choice, or to let his opponent activate one of his formations first. For each formation that is activated, the player proceeds with the following operations:

- Command verification segment
- Movement and rallying segment
- Combat segment

The players alternate the activation of their formations, without the option to pass, until all the formations have been activated.

D - Final phase

The players turn their commander counters back to their front side and begin a new turn.

3 - COMMAND OF UNITS

3.1 - LINE OF COMMAND

A unit is commanded if it is **four hexagons or fewer** from its formation commander.

This line cannot pass through uncrossable terrain, a hexagon containing an enemy unit or enemy ZoC (unless it is canceled out by the presence of a friendly unit).

Verification of command takes place **at the beginning** of each activation of a formation.

Non-commanded units receive a marker at this time and keep it until the activation of the same formation, the following turn, even if they become commanded before then.

3.2 - NON-COMMANDED UNITS



A non-commanded unit does not benefit from the order effects of its formation. In addition, it suffers a penalty of -1 for its MP and its morale.

A non-commanded unit may not enter a hexagon adjacent to an enemy unit (except units with an offensive order, and, under certain conditions, a defensive order), unless it is to exit an encirclement, see 1.6.

3.3 - ROUTED UNITS

A routed unit does not benefit from the order effects of its formation. Moreover, it is not affected by the rules of command (and therefore cannot have a Non-commanded marker).

4 - ORDERS

Every formation is necessarily in one of the following four situations, indicated by a marker placed next to the formation commander:

- Offensive order
- Manoeuvre order
- Defensive order
- State of demoralisation

4.1 - CHARACTERISTICS OF THE ORDERS

4.1.1- Offensive order

Infantry and cavalry units of the formation that are in good order must advance with all of their movement points toward the enemy units. If possible, they must finish in a hexagon adjacent to an enemy unit.

Exception: "In reserve" units are not subject to this obligation.



The number of units that can be placed in reserve **is specified** on the offensive marker of each formation.

A unit in good order that is adjacent to the enemy can leave this hexagon if:

- it finishes its movement in a hexagon that is also adjacent to the enemy;
- or the relative limit of the number of reserve units is respected at the end of the movement segment.

Disorganised formation units (level 1 or 2) and artillery units are free to leave or enter the hexagon adjacent to the enemy.

4.1.2. - Manoeuvring order



Units may not enter a hexagon adjacent to an enemy unit but may remain if they are already there.

Each combat unit receives **+1 MP**.

4.1.3. - Defensive order



The movement potential of the units is divided by two (rounded up to the nearest whole number).

Units cannot enter a hexagon adjacent to an enemy unit unless:

- a unit of the formation is already present;
- this hexagon is adjacent to a friendly unit that is in an enemy ZoC itself (cavalry units that fulfil these conditions may charge).

4.1.4 - STATE OF DEMORALISATION



Units cannot enter a hexagon adjacent to an enemy unit. Units that begin their movement segment in an enemy ZoC must exit, unless they are surrounded by enemy units or ZoC (1.6 applies in this case).

Each combat unit has its morale **reduced by 1**.

4-2 - CHANGE OF ORDER

A change of order occurs during the command phase; it can be voluntary or involuntary.

4.2.1 - Voluntary change of order

During this segment, players may attempt to change the order of their formations. The player with the initiative announces all the changes he will attempt, indicates to which attempt he applies the bonus of his commanding general and then resolves them. The player without the initiative does the same. Only one attempt is authorised per round and per formation.

The player rolls two dice and consults the Voluntary order change table, applying any required DRM.

4.2.2 - Involuntary change of order

During this segment, **only** the formations that have suffered at least one loss or that have a unit in rout on the map **must** take a test on the Involuntary order change table to determine if they become demoralised. The state of demoralisation replaces the affected order up until then of this formation (even if this order was just accepted during the preceding segment).

The state of demoralisation is not permanent; the player may, beginning with the following turn, attempt to give a new order to this formation.

Game advice: As the game progresses, it is useful to note on a sheet of paper the losses suffered by each formation to facilitate the calculation of DRM for these rolls.

5 - RALLY AND MOVEMENT

5.1 - RALLY

At the **beginning** of the movement-rally segment, the player **must** take a rally test for the routed units. The player rolls two dice, applies the DRM and consults the Rally Table. If the unit is still in rout, it must move immediately, according to rule 5.5. If the unit rallies, its command is immediately checked

and it can immediately move with half of its movement potential.

The player **can** then attempt to rally the disorganised units (of level 1 or 2) in the same conditions as for the routed units. Regardless of the result, this attempt costs half the unit's MP that can then move immediately.

Once the movement has been carried out for the units tested for rally, the player may then move the other units of the activated formation in the order of his choice.

A commander may use his MB as a DRM for the rally of a unit present in his hex. Two commanders may not cumulate their MB for the same unit and a commander may only be used for one rally per segment (a commanding general can therefore be used during several formation activations).

5.2 - MOVEMENT

All the units of the formation may be moved during each movement segment, respecting the rules of the ZoC and stacking (at the end of the movement). A unit's movement must end before the player may move another unit.

A unit may not enter a hexagon occupied by an enemy unit.



An artillery unit that moves (or changes facing in the same hexagon) takes a "harnessed artillery" marker with no cost in MP. This marker remains at the end of the movement segment. It is removed during a movement segment during which the unit neither moves nor changes facing.

Note: *this marker does not prevent the unit from firing, but provokes an unfavourable DRM.*

5.3 - REACTION

When a unit enters a hexagon adjacent to an enemy unit that is not already in an enemy ZoC, the movement of the activated unit is suspended and the inactive player has the option of either carrying out reaction movement or reaction fire with this unit.

The reaction is also possible following an advance after combat.

- **Reaction movement:** the inactive player may change the facing of his unit or stack of units by one side of a hexagon. If, following this reaction movement, the inactive player exerts a ZoC on the hexagon of the active player that was moving, the unit's movement ends.

- **Reaction fire:** if the inactive player exerts a ZoC on the hexagon of the active player's unit, he may fire and the fire's effects are applied immediately. The movement of the active unit must end since it has penetrated an enemy ZoC.

Remark 1: *When the units of the inactive player, located in several hexagons, are eligible for a reaction, they may each react freely. If units of several hexagons wish to carry out reaction fire, these units combine their CP to carry out a single fire.*

Remark 2: *A unit may only engage in one reaction fire per segment. As a result, if a unit is put to rout following reaction fire, the active player may move another unit in a hexagon adjacent to the units that reacted without exposing itself to a new reaction.*

5.4 - CHARGES & COUNTER-CHARGES

5.3.1 - Conditions for a charge

A cavalry unit can charge if :

- it moves at least one hexagon before arriving in the hexagon adjacent to a targeted unit;
- the hexagon of the target and the last hexagon occupied by the cavalry must be in clear terrain;

VOLUNTARY ORDER CHANGE TABLE (2D6)

7 or less: Attempt to change order fails

8 or more: Attempt to change order is successful

Die roll modifiers

+ **command value** of the formation commander

+ **command value** of the commanding general for one order per round

- **1** to move to the offensive order

+**1** if the formation commander and the commanding general are stacked

-**1** if the formation commander and the commanding general are separated by more than six hexagons

FORMATION DEMORALISATION TABLE (2D6)

4 or less: Demoralisation of the formation

5 or more: No effect

Die roll modifiers

- **1** per step of the formation unit that is destroyed

- **1** per step of the formation unit in rout

+ **command value** of the formation commander

+ **1** if the formation has a defensive order

ORDERS

- **Defensive order:** units have their movement capacity reduced by half. They may only enter a hexagon adjacent to the enemy if a unit of the formation is already there or is in an adjacent hexagon that is itself adjacent to an enemy unit (the cavalry units that fulfil these requirements may charge).

- **Offensive order:** the infantry and cavalry in good order must approach enemy units with their full movement potential and if possible enter a hex adjacent to the enemy (**Exception** : reserve units and artillery are not required to get closer to the enemy).

Units in good order adjacent to the enemy may leave their hexagon if they can be put into reserve or if they finish their turn adjacent to the adversary.

Artillery units and disorganised units may freely enter and exit a hexagon adjacent to an enemy unit .

- **Manœuvre** : the units may not enter a hexagon adjacent to the enemy but they may remain there if they are already present.

- **State of demoralisation:** units may not enter a hexagon adjacent to the enemy and must exit during their movement if possible.

TERRAIN EFFECTS TABLE (TET)

Terrain	Movement	Fire	Assault	Line of Sight	Various
Clear	1	-	-	-	-
Village	2	-2	-2	blocking	ZoC, Cav
Wood	2	-2	-2	blocking	Cav
Tomb of Middelwinden	+ 1	-2	-2 ^a	-	-
Road	1 (+2 ^b)	-	-	-	Movement
Path	1	-	-	-	Mouement
River	All/impassable ^c	-	Impossible	-	ZoC
Stream	+ 1	-	-2	-	-
Bridge	1	-	-2	-	-
Level ↗	+ 1	-2	-2	See rule	-
Level ↘	-	-	+2	See rule	-

Notes

The DRM in fire or assault is applicable if at least one combat unit incurs this modifier.

ZoC : The ZoC is exerted over the 6 adjacent hexagons; no flank or rear hexagons.

River : Absence of ZoC along the river.

Cav: if at least one cavalry unit is present in attack, an additional DRM of -2 is applied.

If at least one cavalry unit is present in defence, an additional DRM of +2 is applied.

Movement : Cancels out all the negative terrain effects (change in elevation, waterway, etc.) except in a hex adjacent to the enemy.

a – cancels out a retreat result in the case of a successful morale test

b - +2 MP for a unit whose entire movement takes place on a road (without being able to enter a hex adjacent to the enemy).

c – all the MP for the infantry and cavalry. Impassable for the artillery.

MORALE TABLE (2D6)

Result **less than or equal** to the unit's morale: **success**

Result **strictly greater** than the unit's morale: **failure**

Die roll modifier: -**MB** of a commander present in the hexagon

COMMANDER ELIMINATION TABLE (2D6)

11 or less : no effect

12 or more : Eliminated

Die roll modifiers

+ 1 if the combat provoked at least one step loss

+2 if the unit(s) with which the commander is/are stacked is/are destroyed

STRENGTH RATIO MATRIX

Strength ratio	DRM
1/3 and less	Combat prohibited
1/2	-6
2/3	-4
1/1	-2
3/2	0
2/1	+2
3/1 and more	+4
The strength ratio is rounded in favour of the defender.	

Die roll modifiers (limited to + 6 or - 6)

Terrain effects table (defender's hexagon)

Strength ratio (see matrix)

+/-1 for the presence of a commander with a tactical bonus (maximum : one commander per camp)

+ 2 if the unit in defence is attacked by a flank hexagon, or + 4 if the unit in defence is attacked by the rear hexagon.

- 2 if an attacking unit is adjacent to other enemy units that are not engaged in another combat (either fire or assault) in the same sequence (per non-attacked hexagon)

- 2 if at least one defending unit has a defensive order

- 2 if at least one disorganised unit of level 2 participates in the combat as attacker

+ 2 if at least one disorganised unit of level 2 participates in the combat as defender

ASSAULT TABLE

2D6	ATTACKER	DEFENDER
0 or -	P + 4DR*	-
1	P + 4DR*	1D
2	P + 3DR	-
3	P + 3DR	M
4	P + 2D	1D
5	3D	-
6	2D	M
7	P	1D
8	P	P
9	1D	1D
10	-	R
11	P	P + 1D
12	M	2DR
13	1D	P
14	M	3DR*
15	1D	P + 2DR
16	M	P + 2DR
17	-	P + 3DR*
18	-	P + 3DR*

+ 2 per unit that charges (cavalry charge or bayonet charge by French infantry unit (maximum : + 4))

+2 for a combined attack: applicable if the targeted hexagon is in clear terrain, if it was the target of artillery fire in the same segment and if at least one infantry unit and one cavalry unit attack across a non-blocking hexagon edge

Combat results

M: Morale test for the head unit (assault) or for a unit of the choice of the player that suffers the fire: consult the morale table.

One level of disorganisation on this unit in the case of failure.

n D : number of levels of disorganisation (to

be distributed among the units that took part in the combat)

P : one step loss suffered by the head unit (assault) or a unit of the player's choice (fire).

R : retreat of one hexagon by all the units

* : 1 artillery step destroyed (if present)

FIRE TABLE

Die/SS	1-2	3-5	6-8	9-12	13+
2	–	–	–	M	M
3	–	–	–	M	1D
4	–	–	M	1D	2D
5	–	–	M	1D	2D
6	–	–	D	1D	2D
7	–	M	D	2D	2D
8	M	M	D	2D	2DR
9	M	D	2D	2DR	2DR
10	M	D	2D	3D	3D*
11	D	2D	2D	3D*	3D*
12	D	2D	3D	3DR*	3DR*
13	D	3D	3DR	3DR*	P + 1DR
14 or +	2D	3D	4DR*	P + 1DR	P + 1DR

Die roll modifiers

See Terrain effects table (hexagon of the targeted unit)

+ 2 : if the targeted hexagon contains at least 4 infantry or cavalry SS (artillery isn't counted)

+2: if at least one artillery unit fires at 1 hex.

- 2: if at least one disorganised unit of level 2 fires

- 2: if at least one artillery unit bearing a "harnessed artillery" marker fires

+1: if all the shooters are in defensive order

Combat results

M: Morale test for the head unit (assault) or for a unit of the player's choice that suffers the fire: consult the morale table.

1 level of disorganisation for this unit if it fails

nD: number of levels of disorganisation

P: one step loss suffered per head unit (assault) or a unit of the player's choice (fire).

R: retreat of one hexagon by all the units

*****: 1 artillery step destroyed (if present)

RALLY TABLE (2D6)

3 or less

Result between 4 and the morale of the unit
Result greater than the morale of the unit

Remove two levels of disorganisation

Remove one level of disorganisation

The rally attempt fails

Die roll modifier

+ 2 if the unit is in an enemy ZoC (**Note**: a redoubt or an entrenchment cancels out an enemy ZoC)

- MB of a commander present in the hex or in an adjacent hex

- there is no obstacle between these two hexagons (change in elevation, river, stream, bridge, fortifications).

5.3.2 - Effects of a charge



When a charge is declared, the player places a “charge” marker on the cavalry unit. This gives a favourable DRM during the following assault. After the combat, the unit(s) that charged take on an additional level of disorganisation.

5.3.3 - Conditions for a counter-charge

If a cavalry unit is present in the targeted hexagon, and it is not already in an enemy ZoC, it can decide to counter-charge.

5.3.4 - Effects of a counter-charge

The DRM of the charge is canceled out during the resolution of the assault, but the units that charged or counter-charged take on an additional level of disorganisation after the combat.

5.4 - Movement of routed units

Units in rout must move 3 hexagons (or 4 for a cavalry unit), avoiding enemy ZoC and, if

Reaction movement



possible, in the direction of their edge of the map indicated in the scenario, following the most direct route.

If they cross a hexagon occupied by a friendly unit or end their movement in such a hex, the unit that is crossed suffers an additional level of disorganisation.

If stacking is impossible, the unit in rout retreats an additional hex, until the stacking rules are respected.

A unit that exits the map is not considered eliminated. It is placed on the edge of the map, in the direction of the exited hexagon. It can attempt to rally during the following turns. As soon as it rallies, it is placed under a “non-commanded” marker and may re-enter by the exited hexagon (with a MP/2). If this hexagon is occupied by an enemy unit or is adjacent to an enemy unit, it may re-enter within a radius of three hexagons starting with the following turn

6 - THE COMBAT SEGMENT

Activated units can combat enemy units located in their ZoC, either by fire or by assault.

The order of the activated formation has no effect on the combat (example: a unit of a demoralised formation can launch an assault).

The player resolves his fire and assaults in the order of his choice. He is not required to assign in advance all the combat units to the various fire and assaults that he intends to carry out.

Each assault and each fire may only be targeted to one hexagon and each targeted hexagon can be the target of only one artillery fire, one infantry fire and one assault, in the order chosen by the active player.

6.1 - FIRE

Infantry units can fire from a distance of one hexagon, at full combat power.

Cavalry units may not fire.

Artillery units may fire up to two hexagons away from their frontal hexagons if they have a line of sight to their target.

Infantry and artillery units may not fire together. Units of the same type that are in different hexagons, even non-adjacent, must combine their CP to fire on the same target

6.1.1 - Line of Sight (LoS)

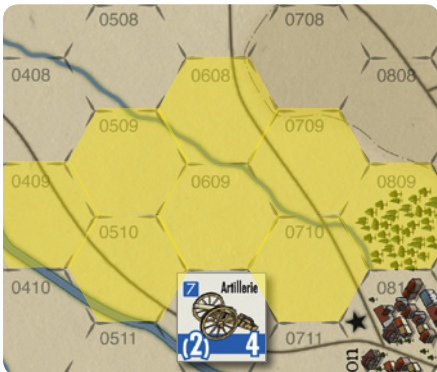
An artillery unit must be able to draw a LoS toward the target unit. The LoS is drawn from the centre of the hex of the artillery unit to the centre of the hex of the targeted unit. It can be blocked by obstacles or by terrain elements (see the TET), or by the presence of friendly or enemy units.

When the LoS exactly follows the edge of a blocking hexagon, it is not blocked if no obstacle exists on the other side.

If the shooter and the target are at the same elevation level, the LoS is blocked, unless the obstacle is at a lower level.

If the shooter and the target are not at the same elevation level, the LoS is blocked:

- if a hexagon is higher than both the shooter and the target;
- if the slope is not at the level of the hexagon of the shooter or the target hexagon .



6.1.2 - Fire resolution

The player determines the applicable DRM and rolls a die. The results are applied immediately.

6.2 - ASSAULT

6.2.1 - Resolution of the assault

Each player designates a "head unit" from its cavalry or infantry units. The difference in morale of these two units determines the morale DRM. (See the Combat Table). The players determine the other applicable DRM, **which are limited to + or - 6**, then the attacker rolls two dice. The results are applied immediately.

When the French player declares an assault, he may order one or two infantry units to engage in a bayonet charge. Each of these charges gives him a DRM of 2 per unit, but each unit will suffer an additional level of disorganisation after the combat.

Note: in case of a charge of an infantry and/or cavalry unit, the head unit must be one of the units that charges.

An isolated artillery unit or two stacked artillery units that are attacked are automatically destroyed, with no loss for the attacker.

6.2.2 - Retreat of the cavalry

As soon as an assault is declared against a hex containing cavalry (even stacked with units of another type), the cavalry unit(s) can decide to retreat one hexagon, respecting the rules of retreat after combat.

Each cavalry unit that retreats must take a morale test (with a DRM of +2 if at least one attacking unit is cavalry), and suffers a level of disorganisation in the case of failure. The attacker advances after combat if the target hex is vacant (see 6.4). The infantries that charged suffer a level of disorganisation. If they advance, the infantries can no longer combat.

On the other hand, if the attacker advances with cavalry, the cavalry can launch a **second and final** assault against any hex in its zone of control, maintaining the charge bonus if the conditions for the charge are still met (see 5.3.1). If this is not the case, the unit that charges immediately suffers a level of disorganisation before resolving the final assault.

Only one cavalry retreat is possible during the segment, such that if a unit that retreated is attacked again, it can no longer evade the assault.

Other cavalry units in defence may, on the other hand, opt for a cavalry retreat .



EXAMPLE OF COMBAT

French combat segment. The French player fires first with his artillery on the *Grüber* brigade in the aim of cancelling out the favourable DRM to the defender in the case of assault with units in the ZoC of enemy units that are not engaged in another combat - fire or assault (see assault table). No DRM for the fire. Result of $2D6 = 6$. No result. The French player then decides to fire with the *Dampierre 2* unit (engaging it in the assault to come would provoke an unfavourable DRM because of its disorganisation). $DRM = -2$ (disorganisation level 2). $2D6 = 8$. Final result: 6. No result. Finally, the player launches an assault with *Dampierre 1* and *Dietmann 1* (chosen as head unit) and the cavalry. The two infantries lead a bayonet charge. *Schwarzenberg* is the head unit in de-

6.3 - COMBAT RESULTS

These results consist of step losses, levels of disorganisation and retreats.

M: Morale test of the head unit (assault) or for a unit of the choice of the player that suffers the fire: consult the morale table. One level of disorganisation on this unit in the case of failure.

P: one step loss suffered by the head unit (assault) or a unit of the player's choice (fire).

nD: number of disorganisation levels (to be distributed among the units that took part in the combat)

R : retreat of a hexagon by all the units (that can change the facing of the hexagon edge). A unit cannot retreat to a hexagon containing another unit if the two units cannot have the same facing or if the stacking limit is exceeded. If retreat is impossible, the retreat is canceled and the stack suffers an additional level of disorganisation

*: 1 artillery step destroyed (if present).

The head unit of each camp must suffer the first loss as well as the first level of disorganisation. The other levels of disorganisation are freely distributed among the units.

fence. The French units are both below and above the target such that the DRM +2 and -2 cancel each other out. Strength ratio: 2/1, or + 2.

Morale differential : +1.

Austrian defensive order -2,

tactical bonus for Charles - 1, Bayonet charge + 4.

Final DRM = +4. $2D6 = 8$.

The result of the assault is therefore: MT (att)/2DR (def). The player rolls 2D6 to resolve his morale test. With a result of 9, he has passed (thanks to General Égalité). He disorganises Dietmann 1 and the cavalry (effect of the bayonet charge). The Austrian player disorganises both of his units and retreats to 1104. A "harnessed art" marker is placed on the artillery unit. The French head unit must advance to the hex left vacant by the defender. The two implicated commanders finally test themselves on the Commander *elimination table*.

If a unit reaches the rout stage, it immediately retreats one hexagon. If all of a player's units have been destroyed or are in rout although there are disorganisation levels yet to be allocated, these disorganisation levels are lost.

If a unit that is already in rout is attacked, each level of disorganisation suffered is converted into a step loss.

6.4 - ADVANCE AFTER COMBAT

After an assault, if the hexagon of the defender is vacant, the head unit of the attacker must enter the square to occupy it. It can change facing by one side of a hexagon. If the stacking rules allow, another unit can advance after combat. If several units charged (cavalry or infantry), they have priority for this advance after combat.

7 - COMMANDERS

The commanding general may only move once per round, during the movement segment of any one of his formations. The counter is then turned over on its back side. He can use his MB several times during a turn, to test morale or to rally.

If, during movement, a combat unit enters a hexagon containing an isolated enemy commander, this commander must take an elimination test.

If he is not eliminated, the commander is placed by his player on a friendly unit of his choice (for a formation commander, on a unit of his formation).

If all the units of the formation have been destroyed, the commander is not placed on the map but is not considered to have been eliminated.

Each time a unit stacked with a commander is the target of fire that brings about a result or is implicated in an assault, the commander must take an elimination test.

If a commander is eliminated, a replacement commander is immediately placed on a friendly unit (in the case of a formation commander, on a unit of that formation).

• Resolution of the elimination test

The player rolls two dice, applies the applicable DRM and consults the commander elimination table.

8 - SCENARIOS

8.1 - GAME SET-UP

8.1.1. - French army

Set-up first:

- **Formation Valence** (offensive order) : in the 1711-2213 row and to the west of this row.
- **Formation Égalité** (offensive order) : in the 1610-1312 row and to the west of this row.
- **Formation Miranda** (offensive order) :

Ruault column in 806-907, Miaczinski column in 1207-1206, Champorin column in 107-206. The cavalry and artillery can stack or be placed in a hex adjacent to an infantry unit from the formation.

(note: certain units are not commanded from the 1st turn).

8.1.2. - Austrian army

- **Formation Clairfayt** (defensive order): in row 2005-2304.
- **Formation Colloredo** (defensive order) : in row 1303-1705.
- **Formation Wurtemberg** (defensive order): in row 1302-1704.
- **Formation Charles** (defensive order) : in row 801-1002.

The formation commanders are stacked with a unit of their formation; each commanding general is stacked with a unit of his camp.

8.1.3. - Rout movement

Western edge for the French army.

Eastern edge for the Austrian army.

8.2 - VICTORY CONDITIONS

8.2.1 - Victory points

Victory points are accounted for on the victory points counter.

Each step loss for a combat unit instantly awards 1 VP to the opponent.

The elimination of the Austrian commanding general awards 1 VP to the French player.

The geographic control of hexagons marked with a blue star award 1VP to the French player. The geographic control of hexagons marked with a black star award 1VP to the Austrian player.

A hexagon is controlled by a camp when a combat unit of that camp occupies it or was the last unit to cross it. The two hexagons in the village of Léau must be controlled to obtain the VP. If a camp loses control of hexagons, the VP is removed from the VP counter (but may be recovered if the camp takes back control).

8.2.2 - Use of the VP counter

At the beginning of the game, the VP marker is placed in the 0 square on the counter. When it is in the 0 square, it can be placed on either the French or Austrian side. The first camp to win a VP places the marker on its side in square 1 of the counter. Any new VP won by this camp moves the marker forward while any VP won by the opponent moves it back.

***Example:** the French player gains control of Neerwinden that was previously uncontrolled by either camp. He wins 1 VP. The Austrian player counter-attacks and takes control of Neerwinden, inflicting a loss on the French. The French player loses 1 VP (blue star) and the Austrian wins 1 VP for the hexagon (black star) and another for the loss. The VP marker is repositioned in square 2 on the Austrian side.*

8.3 - VICTORY LEVELS

If at any point in the game a camp obtains **8** VP, it immediately wins a **decisive** victory. Otherwise, at the end of the game, a player wins a

major victory if he has between **4 and 7** VP **minor** victory if he has between **1 and 3** VP. The battle is undecided if the marker is in the 0 square.

8.4 - HISTORICAL SCENARIO

The scenario is played in 9 turns.

8.5 - «WHAT IF» SCENARIO

Historically, General Dumouriez did not assemble all the nearby French forces, especially the d'Harville division. This scenario entertains the possibility of this formation taking part in the battle. The French player can add to his troops the counters of this formation, found in the game Jemmapes (see *VaeVictis* n° 122). The units must be adjacent to the friendly units without being farther east than these units. The other rules remain the same.

8.6 - ASSIGNMENT OF CAMPS

It is recommended, especially for the «what if» scenario, for the players to bet VP at the beginning of the game to obtain the camp of their choice.

9 - OPTIONAL RULE

9.1 - SECRET ORDERS

Players resolve secretly their orders change (4.2.1) and demoralization (4.2.2) of their formations.

The orders markers are hidden under the leader counter and shown only when the formation is activated or in case of a defensive order when the owner plays a bonus (reaction fire, assault). ◆



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