LA GRANDE TACTIQUE
HOCHE AND THE FIGHT FOR ALSACE 1793

La Grande Tactique is an operational game system for the revolutionary and imperial periods. Hoche and the Struggle for Alsace 1793 is the second volume of this series. Although the overall structure remains the same as for Montenotte, the rules have been vastly amended and simplified. Players are advised to read the rules carefully.

1 - PRESENTATION

The game scale is one turn per day; 1 strength step represents approximately 1000 men; and 6 km separate the centres of two hexagons (hex).

The map represents the historical theatre of operations with a superimposed hexagonal grid to regulate movement.

The units represent divisions or the equivalent with their accompanying cavalry.

Game play requires two six-sided dice, noted as ˝D6˝.

The provided counters represent combat units, their generals (positioned on the map), and the command and rout markers.

2 - GLOSSARY

• **Active player :** : the player who has one of his forces activated and that can carry out certain actions;

• **Alert zone** : each unit projects an alert zone around it at a distance of 1 MP for the infantry and 2 MP for the cavalry (with a minimum of 0 hex.); this alert zone allows for a reaction to an enemy unit's entry in the zone.

• **Cohesion** : indicates the value of the combat unit (training, experience, motivation);

• **CP (Command Points)** : a general has a number of CP equal to his command potential;

• **Division**: combat unit commanded by a division general (including Austrian columns), including at least one infantry unit and potentially a cavalry unit which are placed on the space in the game help corresponding to its SP;

• **Division general** : a general who commands a division and is subordinate to the general-in-chief;

• **Force** : division represented by its general, group of several divisions or HQ represented by the general-in-chief and positioned on the map;

• **General-in-chief** : the general who commands all the other generals of his arxmy ;

• **Inactive player**: the other player who can react to the actions of the active player;

• Initiative, cohesion or morale test: with **1D6**, the player must get a score **equal to or less than** the general's initiative value or the force's cohesion or morale value; if the players agree, this die roll can be done in secret ;

• **LoC** : line of communication ;

• **Morale** : sum of a unit's cohesion and the modifier of the unit's morale cursor;

• **Morale cursor** : cursor located on each player's game help to keep track of the evolution of the armies' morale;

• **MC** (movement capacity) : the number of movement points (MP) a unit has available to carry out its various actions.

3 - MORALE & FATIGUE

A unit's morale is equal to the **sum** of its cohesion and the modifier indicated on the morale cursor.

3.1 - MORALE CURSOR

The morale cursor (see game help) is a scale on which to place a marker corresponding to the army. This marker moves up or down according to the victories and defeats in combat. A force that ends the game turn on the "R" side loses a point for its army; a force that did not act during the turn recovers a morale point for its army without exceeding the "0" space (see also 14.2 Return to order).

3.2 - DEMORALISATION

A division whose morale is **less than or equal** to 0 (cohesion plus cursor ≤ 0) is **Demoralised**. A demoralised division cannot be part of the same force as a non-demoralised division. When a demoralised division is activated, it **automatically** moves with its full MC more than 4 MP away from all enemies and closer to one of its supply hexes.

A demoralised division that begins its activation phase **5 MP or +** from the nearest enemy can remain in place to gain a notch on the morale cursor at the end of the turn (see 3.1 and 12.4)..

3.3 - ROUT

Rout is a combat result (see 11.10.3).

UNITS

RECTO

Name of general — Army

Cohesion — Mouvement capacity

VERSO

Show that the unit is OOS

Austria

Prussia

3.4 - FATIGUE

There are four possible states of fatigue for the forces: "ready", "rested", "fatigued" and "exhausted", found on the verso of the generals' counters; the blank side signifies "ready" and the letters R (rested), F (fatigued) and E (exhausted). A force's fatigue level increases when it carries out a movement or combats (see 9.3 to 9.6 & 11.10.4). The increase in fatigue level is shown by pivoting the counter 90° anti-clockwise. A force's state of fatigue has several effects on the activations (8.2), reactions (8.4), combats (11.7.3) and the morale of the army (14.2).

4 - SEQUENCE OF PLAY

The game is played in several turns of a day, each divided into phases which must be executed in the following order:

1- Weather determination (5)
– Roll on the weather table.

2- Command phase (6)
– Verification of the general-in-chief's LoC;
– Use of the CP of the general-in-chief to command his subordinate generals;

3- Initiative phase (7)
– Initiative test of the generals-in-chief;
– Choice of the force to activate.

4 - Actions phase (8 to 11)
4.1 - 1st Activation sub-phase of the commanded forces.
4.2 - Activation sub-phase of the uncommanded forces.
4.3 - 2nd Activation sub-phase of commanded forces.
4.4 - Strategic movement sub-phase (see chapter 9).

5- Reinforcement and attrition phase (12)
– Placement of planned reinforcements on the map according to the instructions in the scenario;

– Addition of replacements in the "ready" commanded forces.

6- Supply phase (13)

7 - End of turn phase (14)

- Recuperation of fatigue and stragglers;
- Verification of victory conditions;
- The turn marker is moved forward one space and a new turn begins at phase 1.

5 - WEATHER PHASE

During the weather phase, the French player rolls **1D6**. The following results are possible:

1-4: *Nice weather*: no modification of the various rules;

5-6: *Rain*: : the French combat units have **-1 MP**; no recuperation possible of stragglers or of morale points after resting.

6 - COMMAND PHASE

The two players conduct this phase simultaneously.

6.1 - GENERAL-IN-CHIEF

Begin by checking the Line of Communication (LoC) of the general-in-chief. For a general-in-chief to have a valid LoC he must be able to trace a continuous line of road or path hexagons to a supply depot or an edge of the map with the **depot symbol** corresponding to his army, free of all enemy units or alert zones.

If he has a valid LoC, he can spend CP to command and supply forces. The cost in CP to command a force depends on the distance between it and the general-in-chief (the general-in-chief's hex is not counted): **1 CP per 4 MP**. Each force stacked with the general-in-chief or contained in his own force only costs **1/2 CP.**

A hexagon with an enemy or an enemy alert zone may not be counted unless, in the latter case, a friendly unit occupies it. Each commanded force receives a "commanded" marker placed above the counter's force.

RECTO

Name —
Initiative —
— Army
— Tactical Bonus (11.9.1)
— Command Potential

VERSO - MORALE MARKER

show that the army has not a valid LoC

If he **does not have a valid LoC**, the forces he commands will be **isolated**. The army's morale marker is then turned to its verso to indicate that it no longer has a valid LoC.

6.2 - DIVISION

There are **3 possible statuses** for a division:

– **Commanded and supplied**: the general-in-chief has a valid LoC and spent CP to command the division: the player draws a "commanded" marker from the container and places it on the division general's counter;

– **Commanded and isolated**: the general-in-chief does not have a valid LoC but has spent CP to command the division: the player draws a "commanded" marker from the container and places it on the division general's counter;

– **Uncommanded and isolated**: the general-in-chief has not spent CP for the division.

6.3 - CASE OF GÖTZE (PRUSSIAN UNIT)

Götze Brigade is detached from the Prince of Prussia's division. As long as it is 4 MP or fewer from this division, Götze brigade shares the status. Beyond this distance, it is automatically uncommanded and isolated. Nevertheless, it may be commanded directly by the general-in-chief like any division. If it begins the turn stacked with the Prince of Prussia's division, the

RECTO

Name —
— Army
— Tactical Bonus (11.7.3)
— Initiative

Coalition player has the option of reattaching it: he adds Götze brigade's SP to the Prince of Prussia's division then removes the former from the game. Finally, as long as it remains immobile in hex 0311, it is automatically "supplied".

6.4 - EFFECTS OF AN UNCOMMANDED STATUS

– An "uncommanded" force **must test** the initiative of its general to act with full movement capacity (see 8.3 & 9.2);
– If it fails, it cannot move;
– Only Desaix can trigger a combat while uncommanded, after successfully passing a new initiative test.

Note: The effects of an isolated status are explained in 13. Supply.

6.5 - STACKING

Stacking is unlimited. However, when several forces are stacked on the map:
• In the absence of a general-in-chief, the forces remain stacked and cannot fuse;
• In the presence of a general-in-chief, forces may fuse: the generals of the **commanded** divisions are placed in the space of the general-in-chief's force and his force alone remains on the map;
• The Prussian forces and the Army of the Bas-Rhin may only fuse under the command of Brunswick;
• The French forces of the Army of the Moselle and the Army of the Rhine may only fuse under the command of the general-in-chief designated by the armies of the Rhine and the Moselle (see scenario);
• Generals-in-chief may be alone.

6.6 - STRATEGIC MOVEMENT ORDER (SEE 8.2.4 AND 9.6)

For each army, the player may choose a force with a LoC of any length with its general-in-chief **and** with a supply hex, located outside of an enemy alert zone, to carry out a strategic movement during the sub-phase 4.4.4.
The force receives a "commanded" marker placed under the force's counter. It is automatically supplied.

7 - INITIATIVE PHASE

Each player chooses one of his generals-in-chief whose army will begin the activation phase if it should win the die roll. Then each player rolls **1D6** and adds the initiative value of the chosen general-in-chief. The player with the higher score begins all the activation sub-phases beginning with the army of the chosen general-in-chief.

8 - ACTION PHASE
8.1 - OVERVIEW

The actions phase is divided into sub-phases: activation of commanded forces, activation of uncommanded forces, second activation of commanded forces and strategic movements. During each of these phases, the players alternate the activation of a force beginning with the player who won the initiative (see chapter 7).
Each force may only act once per sub-phase.

8.2 - ACTIVATION SUB-PHASES
8.2.1 - First activation sub-phase of commanded forces

During this phase, the players alternate activating "ready" commanded forces.

8.2.2 - Activation sub-phase of uncommanded forces

During this phase, players alternate activations of uncommanded forces (see 6.4). It is also possible to activate a force intended for a strategic movement (see 6.6) to carry out a normal activation as if the force were uncommanded. Forces in rout are moved without test during this phase..

Note: if a player fails to activate a force, he

passes his turn to his opponent and cannot reattempt to activate this force later in the turn.

8.2.3 - Second activation sub-phase of commanded forces

During this phase, players alternate activations of "ready" and "rested" commanded forces. The forces must take an initiative test on the value of their general-in-chief in order to act..

Note: if a player fails to activate a force, he passes his turn to his opponent and cannot reattempt to activate this force later in the turn.

8.2.4 - Strategic movement sub-phase

During the strategic movement sub-phase, players proceed through the strategic movements described in 6.6. The forces planned for a strategic movement must always be "ready": if a planned force was activated during the sub-phase 4.4.2 (see 8.2.2), or carried out a reaction movement, it can no longer carry out strategic movement.

8.3 - ACTIONS OF AN ACTIVATED FORCE

An activated force may undertake one or more of the following actions, as permitted by its MC (see 9.1):
– Movement (see chapter 9);
– Reconnaissance (see chapter 10);
– Combat (see chapter 11).
The actions of an activated force may provoke reactions of an inactive enemy force:
– Movement (see chapter 9);
– Reconnaissance (see chapter 10).

8.4 - REACTION CONDITIONS

For an inactive force to be able to react, an active force must carry out actions in its **alert zone** and the general of the "ready" inactive force must **successfully** pass an initiative test.

Exception: any force may carry out an initiative test in order to move away from the active force. It adds a modifier depending on its fa-

*tigue: Ready: **0**; Rested: **+1**; Fatigued: **+2**; Exhausted: **+4***

9 - MOVEMENTS

9.1 - OVERVIEW

Toute force ne peut se déplacer que dans la limite de sa capacité de mouvement (voir 9.2) en payant, pour chaque hex. dans lequel la force pénètre, le coût en PM indiqué par la table des terrains. Il n'est pas permis de dépenser plus de PM que la capacité de mouvement, sauf mouvement minimum (voir 9.4). Il existe plusieurs types de mouvement, qui sont détaillés ci-après.

9.2 - MOVEMENT CAPACITY OF A FORCE

A force's MC corresponds to the weakest MC of all of its units.
– A commanded force has its full MC available;
– An uncommanded force that successfully passes its initiative test has all of its MC available although the marches and actions it can undertake remain limited (see 6.4);
– A force composed only of cavalry has 4 MP;
– A force composed only of a general-in-chief has 5 MP.

9.3 - NORMAL MOVEMENT

This is the movement of an active force, apart from minimum movement. The force suffers 1 fatigue level at the end of its movement (and before any combat).

9.4 - MINIMUM MOVEMENT

During the first movement of the turn, a commanded force may always engage in movement toward a non-prohibited hex whose cost is greater than its MC. The force suffers 2 levels of fatigue.

9.5 - REACTION MOVEMENT

Depending on the movements of the active player's force(s), the inactive player's forces can

engage in reaction movement of 1 or 2 MP according to rule 8.4. This movement may result in increasing distance from an active force (2 MP) or decreasing the distance (1 MP). The force suffers a fatigue level.

9.6 - STRATEGIC MOVEMENT

A force engaged in a strategic movement normally doubles its available MC (see 9.2) but can triple it by passing an initiative test. This movement takes place on the road only and the force may never enter an enemy alert zone. The force suffers a fatigue level according to the ratio of MP spent to the total MC.

Example: A force with an MC of 3 undertakes a strategic movement of 6 MP: la force suffers an increase of 2 levels of fatigue.

10 - RECONNAISSANCE

Any active force may **freely** carry out reconnaissance on the enemy forces present in its alert zone. To increase its chance of success, it can spend additional MP to obtain a +1 bonus on the reconnaissance roll for each MP spent.

A force of the inactive player may carry out, in reaction to any action of an active force in its alert zone, reconnaissance on this active force without spending MP. Rule 8.4 must be respected. The player that carries out the reconnaissance rolls **1D6** and adds the modifiers below before consulting the reconnaissance table:

• Per MP spent in bonus (active force only): **+ 1**
• Cavalry Reconnaissance: **+ 2**
•Austrian infantry Reconnaissance (Grenzers and Jägers): **+ 0**
• French or Prussian infantry Reconnaissance: **- 2**

RECONNAISSANCE TABLE

Die roll result: result of the reconnaissance
0 to 4: none
5 or +: type of force (brigade, division(s), army [if several divisions])

6 ou +: strength at +/- 50 % margin of error
7 ou +: strength at +/- 25 % margin of error
8 ou +: strength at +/- 10 % margin of error, the force is revealed on its recto..
The results are **cumulative**.

Thus, a result of 7 reveals the type of force and an estimation of its strength within 25 % accuracy. The margin of error indicated is then chosen by the reconnoitred player. He can then increase or decrease his strength in the limits of the margin of error..

Example: Desaix's active force (14 SP) rolls a reconnaissance on an Army of the Bas-Rhin force (Splény, 10 SP). The player decides to spend 1 MP to get a bonus then rolls 1D6 and gets 4. He then adds the modifiers of +1 for the MP he spent and +2 because Desaix has cavalry, for a total of 7. The Coalition player announces that this is a division with 12 SP, exaggerating its strength. Then, the Coalition player tests Splény's initiative to carry out his own reconnaissance. Since he is inactive, he cannot spend MP and only has the cavalry bonus. He rolls 1D6 and gets 2 to which he adds the modifier of +2. The result of 4 gives no information.

11 - BATTLES
11.1 - OVERVIEW

Combat is not obligatory. The active player may choose to trigger it during the activation of one of his forces. There are two types of combat: prepared combat and marching combat (see 11.2). Proceed next to the marches to the sound of the guns. Then, determine the combat value of each camp. Once this value is determined, the players may choose a strategy. Each player rolls **1D6** and compares it to its combat value. Then, the combat table gives the result. Once the losses are calculated then distributed and the victor is determined, test for possible rout of the defeated and check whether or not the victor pursues him.

11.2 - PREPARED OR MARCHING COMBAT

11.2.1 - Prepared combat

A "ready" active force that declares a combat against an adjacent force at the beginning of his activation declares a prepared combat. The force combats with no fatigue penalty but the defender has more chance of combatting as it retreats.

11.2.2 - Marching combat

A "rested" active force that declares a combat against an adjacent force declares a marching combat. The force combats with a fatigue penalty (11.7.3) but the defender has less chance of combatting as it retreats..

11.3 - DÉCLARATION OF THE BATTLE

An commanded active force (or Desaix, uncommanded) that is «ready» or "rested" may declare a combat against the force(s) stacked in an adjacent hexagon by spending 1 MP and successfully passing an initiative test by the general – unless the general-in-chief is adjacent or stacked, in which case the declaration is automatic. The active force is called the "principal attacker" and the stacked force(s) of the defender are called the "principal defender". If several of the defender's forces are stacked together, they must all be attacked together. Each player tests the initiative of all his "ready" forces that are adjacent to the hex of the principal defender with a modifier of -2. A force that successfully passes its test may participate in the combat, as the player chooses; in the case of failure, the adversary chooses..

Note : if the principal defender is in a mountainous hex, the adjacent forces that wish to participate in the combat must be connected to the principal defender's hex by a road or path.

If at the end of this phase, the defending force is only composed of the general-in-chief, it retreats one hex and the attacker can advance after combat.

11.4 - MARCH TO THE SOUND OF THE GUNS

The "rested" or "fatigued" forces adjacent to the principal defender's hex test the initiative of their general to march to the sound of the guns, with no modifier.

The "ready" forces of both players that are located up to 2 MP from the principal defender's hex may test the initiative of their general individually in order to march to the sound of the guns. A force marching to the sound of the guns may provoke reactions if it enters the alert zone of an enemy force. These forces suffer a fatigue level.

11.5 - POSITION

If the battle takes place in the hex of the principal defender, in the interest of clarity and in order to calculate the combat modifiers, the players must leave their forces in their starting hex. except for the forces marching to the sound of the guns that are placed in the last hex. crossed before the principal defender's hex. It is permitted, therefore, while the battle is being resolved, to stack forces of both camps.

The hex. of the principal attacker, the two adjacent hex., and the principal defender's hex. are the principal attacker's rear hex. A force of the defender that is present there is a defending flank force.

The other three hex. adjacent to the principal defender are his rear hex. An attacking force that is present there is an attacking flank force.

11.6 - GENERAL-IN-CHIEF AND COMBAT

A general-in-chief may guide a battle if he is stacked with the attacker or principal defender or is adjacent to the hex. of the principal defender. Once the marches to the sound of the guns have been carried out, each player with an available general-in-chief may use his command value to guide

his forces in combat with **1 command point** per force. The force of the attacker or of the principal defender has priority and must receive the first point. These forces are considered "guided". The forces that do not receive a command point are deemed "without orders". By default, if a player has no general-in-chief, only the principal force is considered "guided" and the others are "without orders".

11.7 - CALCULATION OF THE COMBAT VALUE

Each player adds the morale modifier of the Army to the cohesion of his force: principal attacker for the attacker and a force of the principal defender, chosen by the defender. Then, this value is modified according to several criteria below to determine the final combat value of the attacker and of the defender. In any case, it cannot be **greater than 5**.

11.7.1 - Calculation of the ratio

Each player calculates the total of his SP engaged in the battle as follows:
• Any force marching to the sound of the guns has a base count of half its SP rounded down to the nearest whole number;
• All other forces have a base count of their full SP;
Then this base count is potentially modified:
• The "fatigued" forces have a base count of half their SP, cumulative;
• The forces «without orders» have a base count of half their SP, cumulative.
Divide the attacker's total SP by the defender's total SP to get a ratio in the form of 1:1, 1.5:1 etc. This ratio is rounded in favour of the force with numerical superiority or in favour of the attacker's force if he has a general-in-chief commanding the battle with a tactical bonus.
The following table gives the ratio modifier :
Ratio : modifier
1/2 : **Attacker - 1 ; Defender + 1**

1/1,5 : **Attacker - 1**
1/1 : **0**
1,5/1 : **Defender - 1**
2/1 : **Attacker + 1 ; Defender - 1**

11.7.2 - Terrain modifier
The defender chooses the terrain(s) that will be applied (certain terrains are not cumulative). Each player notes his modifier.

11.7.3 - Other modifiers..
Principal attacker "rested" : : **Attacker -1**
Principal defender "rested" : : **Defender -1**
Principal defender "fatigued : **Defender -2**
Attacking force on the flank : : **Defender -1**
Defending force on the flank : : **Attacker -1**
Desaix : initiative test, if success, **French +1**

11.8 - TACTICAL CHOICE
Once the combat values of the attacker and of the defender have been determined, each player secretly chooses a strategy. This is indicated by a die placed on the side corresponding to the chosen strategy. When both players have made their choice, the choices are revealed.

• **CHOICE 1 :** *retreat* **; attacker and defender**
This allows for limiting losses and pursuit. To successfully retreat, the player tests the initiative of the general-in-chief if he guides the battle or of the principal force. In the case of a prepared battle, the defender adds a **modifier of -1**.
If the test is successful :
– The losses of both camps are divided by 2 ;
– The rout test is not taken ;
– The pursuit test is taken on the "retreat" column ;
– The defender retreats to an adjacent hex (see 11.10.3) ;
– The camp that declares a retreat automatically loses the battle unless both camps retreat, in which case it is an undecided battle.

• CHOICE 2 : *normal battle* ; attacker and defender.

No modification of the rules.

• CHOICE 3 : *skirmish* ; attacker only.

This allows for reducing losses: the losses of both camps are divided by 2. The victory of the attacker is always possible. In the case of counter-attack of the defender, the losses are not divided by 2.

• CHOICE 3 : *counter-attack* ; défenseur seulement

In the case of the defender's victory, this allows for testing the attacker's rout. The presence of the general-in-chief is required (in the combat hex. or an adjacent hex.) and a tactical bonus of the general-in-chief OR a flank march. Then, the defender tests the initiative of the general-in-chief.

If the test is successful, the counter-attack takes place without problem: resolve the combat normally. If the initiative test is a failure, no terrain modifier applies. In either case, if the defender wins the battle, test the rout of the attacker.

11.9 - COMBAT RESULT, BONUS OF THE GENERAL-IN-CHIEF AND HEAVY CAVALRY

The two players roll **1D6** and compare the result to their combat value; if the die is **less than or equal** to the combat value, it's a success. If the die is **strictly greater** than the combat value, it's a failure.

– If one player succeeds and the other fails, the first is the victor;
– If both players fail, the battle is undecided;
– If both players are successful, the player with the higher die roll is the victor.

11.9.1 - Bonus of the general-in-chief

If a player has a general-in-chief guiding the combat that benefits from a **tactical bonus**, he

may modify his combat die roll: he tests the general's initiative; if successful, he may modify his die roll by **-1** as the player chooses. Both players may benefit from this bonus.

11.9.2 - Heavy cavalry

 If a player has heavy cavalry, he may use it to improve his die roll result. If the combat roll result was a failure, he can spend heavy cavalry SP to increase the value of the die by 1 per SP. After 6, return to 1. If the combat roll was a success, each cavalry SP spent also increases the die value by 1. In any case, the die roll may not exceed the combat value.

Example 1 : a player has a combat value of 3 and gets 5 on the combat roll. It is therefore a failure. He decides to engage his heavy cavalry and must spend 2 SP to transform the failure into a success : 1 SP to get 6 and 1 additional SP to go to 1.

Example 2 : the Austrian player got a result of 3 for a combat value of 4 which is a success but the French player also had a success with a 4. The Austrian player engages 1 SP of heavy cavalry to get a final result of 4, thus avoiding defeat.

11.9.3 - Combat table

The combat table gives the final result, according to the successes, failures and die roll results. It indicates the attacker's losses as a percentage of its own force on the left and the defender's losses as a percentage of its own force on the right.

The players may choose to either calculate the losses precisely or use the Losses table that indicates the approximate losses according to the percentage and the number of SP.

11.10 APPLICATION OF THE RESULTS
11.10.1 - Application of losses

The two players reduce the SP value of their

units by applying the first loss to the principal force.

Then, the other losses are distributed freely by both players among the units that participated in the combat, with the sole constraint that no unit can be destroyed if there remains **at least 2 SP** for another unit.

11.10.2 - Modification of morale

The looser moves the morale marker of the concerned army (or armies) back as many squares as the number of divisions engaged multiplied by the difference in the modified combat dice (a failure counts as 0 in this case).

The victor advances his morale marker(s) the number of spaces equal to half this score.

*Example: The French player wins a battle with 3 divisions against 2 Austrian divisions. The result of the French player was 2, the result of the Coalition player was 0 (a failure). After defining the losses, the Coalition player moves the Austrian Army's morale marker back by 2 (number of Austrian divisions engaged in the combat) * (2 (result of the French player) - 0 (result of the Coalition player)) = 4 spaces. The French player advances his morale marker by half of this result, or 2 spaces: the number of French divisions engaged does not come into play.*

11.10.3 - Retreat & rout of the looser, advance after combat

Then, the looser must retreat:

– **1 hex**. if the final result of the victor is not at least two times greater than that of the defeated;

– **2 hex.** if the final result of the victor is at least two times greater than that of the defeated.

The retreat is counted from the defender's hex.

The **first** hex. of retreat is:

– For the attacker: the hex. of the principal attacker or a hex. adjacent to it;

– For the defender: one of the three hex. opposite the principal attacker;

– A hex. containing one or more enemy forces may not be used to retreat.

Beyond the first hex., the retreat must bring the force closer to his supply point.

Then, the defeated tests the morale of each force engaged. A force that fails is put to flight and receives a "rout" marker.

Effect: a routed force suffers the pursuit of the victor on the rout column. As long as it is not rallied, it cannot be commanded and automatically moves all of its MP toward one of its army's supply hex. It can neither pick up stragglers nor receive replacements. Rally is tested during the end of turn phase.

If the defeated is out of supply, he is eliminated (see 13.5).

The victor then concentrates the forces that participated in the battle in the defender's hex.

In the case of an undecided battle, the defenders are stacked with the principal defender and the attackers with the principal attacker.

11.10.4 - Pursuit and end of the combat

All of the forces that combatted increase their **fatigue level by 2** (the maximum level is "Exhausted"). Then, the victor can attempt to pursue the defeated. To do so, he must declare a pursuit and test the initiative of the general commanding his forces (if there is no "general-in-chief", the general commanding the principal force). If the test is a success, the pursuit takes place.

The victor rolls **2D6** and adds the cavalry and terrain ratio modifiers (see the terrain table column "pursuit") before checking the result in the column depending on the result of the battle (retreat of the defeated, normal defeat or rout) and of the modified die roll. The result gives the percentage of loss. If the defeated is not routed, the cavalry withstands up to half of the losses, as the player chooses.

For each loss inflicted on an infantry unit of a Coalition division, the unit also loses a **chariot** (see 13.2). For each infantry unit of a division that loses **2 SP** in pursuit, the morale marker of its army moves back **one** space

12 - REINFORCEMENTS, ATTRITION
12.1 - REINFORCEMENTS
If reinforcements are planned (see scenario), they are positioned at this point, according to the instructions given by the scenario..

12.2 - REPLACEMENTS
the beginning of the replacement phase, each player rolls on the replacements table. The Coalition player rolls a die for each army. The modified die roll result gives the number of SP received in replacement for the entirety of the concerned army.

The replacements are used to reinforce the commanded infantry units. It is possible to exceed the initial number of SP of a force.

Replacements

Die	Rplt
1	1
2	2
3	2
4	3
5	3
6	4

Modifiers

French : **+ 1**

Austrians and Prussians : : **- 1**

12.3 - ATTRITION
The players then test the attrition of all their forces that are not "ready". For each force, the player rolls **1D6** and adds the following modifiers :

1 to 4 SP = **-1**

5 to 8 SP = **0**

9 to 12 SP = **+1**

13 to 16 SP = **+2**

17 to 20 SP = **+3**

21 or more: = **+4**

Morale ≤ 1 = **+2**

Rout = **+2**

Fatigued = **+2**

Exhausted = **+3**

Not supplied = **+2**

By **multiple of 6 points**, the force loses 1 SP to be distributed at will among the divisions that compose it. The losses of "unsupplied" or "demoralised" forces are doubled and tripled respectively if they are also adjacent to the enemy..

Example 1 : a "rested" force with 9 SP, morale 3, tests its attrition. The player rolls 1D6 and adds +1 for the 9 SP. The result is 4 + 1 = 5 : no attrition.

Example 2 : a force with 15 SP, morale 0, "exhausted" and "in rout" tests its attrition. The player rolls 1D6 +2 (15 SP) +2 (morale 0) +2 (rout) +3 (exhausted). The result is 5 + 9 = 14 : 2 SP x 2 since demoralised = 4 SP lost. If the force were also adjacent to the enemy, it would have lost 6 SP.

12.4 - RECUPERATION OF STRAGGLERS AND REST
The "ready" forces test their morale and gain back **1 SP** if they are successful, never exceeding the initial value indicated by the scenario. In addition, for each "ready" force of an army, its morale marker is moved forward one space without exceeding the 0 modifier..

13 - SUPPLY PHASE
13.1 - OVERVIEW
During the supply phase, check whether or not the isolated units can be supplied by their own means. There are several methods..

13.2 CHARIOTS (COALITION)
The game help of the Coalition includes a chariot counter. A Coalition division begins the game with

its "chariot" marker on square 6. Once a division is "isolated", it must use its chariots to supply itself: the Coalition player moves the division's "chariots" marker to the inferior square on the chariot counter. .

13.3 - FORAGE (FRENCH)

The French divisions may move to a "supplied" status depending on the richness of the terrain surrounding them. The terrain table indicates the number of SP that can be supplied. If there are too many SP, the force is not supplied..

Designer's note: ithis is the first campaign of a French revolutionary army living on the terrain.

13.4 - UNSUPPLIED FORCES

Any isolated force that cannot be supplied by 13.2 and 13.3 is considered "out of supply". Units of an unsupplied force are turned to their verso to indicate this status (cohesion **-2** and **MC/2**).

13.5 - EFFECTS OF BEING "OUT OF SUPPLY"

– If an unsupplied force loses a combat while it is attacked or stacked with other "unsupplied" forces, it is **eliminated**;
– A "unsupplied" force suffers more attrition, see 12.3.

14 - END OF TURN PHASE
14.1 - VERIFICATION OF VICTORY CONDITIONS

The players check the automatic victory conditions indicated in the scenario. If these conditions are met, the game is immediately over and the scope of the victory is determined.

14.2 - RETURN TO ORDER

The forces in rout that are not adjacent to the enemy test their morale. If they are successful, the force rallies. Otherwise it remains in rout.
Modifiers:

General-in-chief not present : **+1**
General-in-chief present : **0**
General-in-chief with tactical bonus present : **-1**
Note: Brunswick can rally the forces of the Army of the Bas-Rhin and Hoche can rally the forces of the Army of the Rhine.
All the forces recover **2 levels** of fatigue. For each division on its "rested" side after this recovery, the army's morale marker moves back **one space**.

14.3 - END OF TURN

If neither camp has won an automatic victory, the turn marker is moved ahead to the next day and a new turn begins. ◆

15 - SCENARIOS

Overview: the forces indicate the infantry/cavalry SP in parentheses. The generals-in-chief's names are in bold and italics.
The morale markers are placed on the last space of the value indicated.
Reminder: Place the commander's counter on the map on its verso, "ready" side and the infantry and cavalry units that compose the force on the game help on the counters to indicate their number of SP.

15.1 - "LANDAU OR DEATH!"

Hoche and the struggle for Alsace, November - December 1793. Full campaign.

The scenario begins on the 19 November 1793 turn..

15.1.1 - Initial deployment and reinforcement FRENCH

Army of the Rhine [morale marker on 0].
• *Pichegru* in 0201;
• Divisions Hatry (7/1), Desaix (10/4), Férino (8/2) and Michaud (8/2) in 0202 et 0302 two divisions per hex.;
Army of the Moselle [morale marker on 0].
• *Hoche*, divisions Taponier (5/1) and Huet (9/3) in 1508.

COALITION

Prussian Army [morale marker on 0].

• **Brunswick** in 1115

• Divisions Kalkreuth (10/1) and Knobelsdorff (9/1) in 1410 and 1411;

• Division Weimar (6/2) in 1209;

• Division Hohenlohe (8/4) in 0609;

• Division Prinz von Preussen (5/2) in 0513;

• Brigade Götze (3/0) in 0311;

• Division Courbière (6/1) in 0516.

Army of the Lower Rhine (Bas-Rhin) [morale marker 0].

• **Wurmser** in 0405;

• Division Hotze (7/1) in 0706;

• Division Prince de Condé (4/1) in 0604;

• Divisions Spleny (7/3), Kospoth (5/2) and Waldeck (5/2) in 0107, 0206 et 0306 one division per hex.

FRENCH REINFORCEMENTS

19 november: division Ambert (7/1) in 1510;

22 november: division Vincent (5/2) in 1408; division Jacob (6/0) in 1107;

2d6 turns after a French defeat including at least two divisions: Division Grangeret (6/1) in 1107.

Divisions Jacob and Grangeret are part of the Army of the Ardennes. When they arrive on the map, the player chooses to which army he assigns them by placing the counters of the infantry and calvary units on the counters of the chosen Army.

15.1.2 - Victory conditions

• At the end of a game turn, if at least one French division that is "ready", commanded and supplied is at Landau (hex. 0413), the Coalition player announces whether he orders the retreat or continues with the combat. If he orders the retreat and:

– the two French armies have a morale **greater** than the two Coalition armies: the French player wins an operational victory;

– at least one Coalition army is demoralised

while no French army is: the French player wins a strategic victory;

– Any other result is a French tactical victory.

• At the end of any game turn, if at least one Coalition army is demoralised, the Coalition player may also order the retreat. Victory is determined as above, as if Landau were controlled by a French division.

• At the end of the 31 December turn, if Landau is not controlled by a French division and:
No French army is demoralised, the Coalition player wins an operational victory;

 At least one French army is demoralised, the Coalition player wins a strategic victory.

• At the end of any game turn, if both French armies are demoralised, the Coalition player wins a strategic victory and generals Pichegru and Hoche are sent to the guillotine.

• At the end of any game turn, if at least two "ready", commanded and supplied Coalition divisions are at Strasbourg in 0201, the Coalition player wins a strategic victory (the city is not controlled but the siege is laid and the humiliation is immense).

15.1.3 - Special Rules

• **Campaign fortifications at the Haguenau Line**
The hex. 0604, 0505, 0306, 0206, 0107 and 0205 around Haguenau display a fortification symbol. Nevertheless, at the beginning of the game, they are not yet completed and do not count in the terrain modifiers. Starting with the 1st December turn and at a rate of once a week as long as the Austrian player holds the Haguenau Line, he tests the completion of the construction at the beginning of the turn by rolling 1D6 and adding the modifier indicated on the turn counter **+2** . If the result is 7 or more, the construction is completed.

• **Road from Strasbourg to Saverne**
It is possible to rally hex. 0501 and 0701 by paying 2 MP..

• General-in-chief of the Armies of the Rhine and the Moselle

– Starting with the turn of 1st December, the French player may request the nomination of a general-in-chief of the armies of the Rhine and the Moselle. He rolls **2D6** and adds the Army of the Moselle's morale modifier and subtracts that of the Army of the Rhine.

If the result is **9 or more**, Hoche is named general-in-chief. If the result is **5 or less**, Pichegru is named general-in-chief. Ignore all other results.

The general-in-chief of the armies of the Rhine and the Moselle may command the forces of the two armies

• Winter quarters of the Prussian army

– At the beginning of the scenario, the Prussian Army reaches its winter quarters, as the Duke of Brunswick is ordered by the King of Prussia.

At the beginning of the game, every commanded Prussian force must move closer (in MP) to Kaiserslautern; uncommanded forces may remain in their position or move closer to Kaiserslautern. Brunswick is blocked at Kaiserslautern.

When a force of the Army of the Moselle moves below (to the east) row 11xx, a commanded Prussian force may either move closer to Kaiserslautern or move freely by successfully passing an initiative test; if it fails, the force does not move. An uncommanded force may only move closer to Kaiserslautern if it is activated. Brunswick is blocked at Kaiserslautern.

When a force of the Army of the Moselle crosses the line Saverne (0801) – Neuweiler (0803) – Weissembourg (0409) – 0412 – Annweiler (0513) – 0519 (the frontier of the Rhine Valley), there are no more limitations.

• Siege of Landau

The siege of Landau is carried out by divisions Prinz von Preussen (as well as Götze brigade), Hohenlohe and Courbière. These divisions are considered automatically supplied as long as they remain in the hex. of their initial deployment.

• Saint-Just and the representative of the people

Once per game and for each army, the French player may attempt to boost his morale at the end of a game turn during which the army combatted. The army that is tested must have a morale modifier of **-1 or less**. The player tests the initiative of all the generals of the divisions that combatted during the turn. Each success moves the morale marker forward one space.

15.1.4 - Option : random events

On the verso of each "commanded" marker is an event. If the option is chosen (strongly recommended), the "commanded" markers are placed in a container and randomly drawn then placed on their recto on the commanded forces by both players.

Upon the activation of a commanded force, the player reveals the verso and applies the results, detailed below:

No effect : no random event, normal activation;

Slowness : the force's MC is reduced by 1;;

Timorous : lthe player must test the force's initiative to declare a combat;;

Hesitation : l: the player must test the initiative of the force to activate it as if it were uncommanded;

Surprise : if this force combats, the player rolls 1D6 : 1-3, the attacker's combat value is reduced by 1; 4-6, the defender's combat value is reduced by 1 ;

Jordis : once per game, the Coalition player may use this marker, if the French force that revealed it attacks an Austrian force or if any Austrian force revealed it. The Austrian morale for the combat is 4;

Le Bas & Saint-Just: a «ready» force of the Army of the Rhine that is adjacent to or 1 MP from a Coalition force and is selected randomly is immediately activated, moves 1 MP where necessary, then declares a combat on the adjacent Coalition force. If several forces are adjacent, the French player chooses whom he attacks.

15.2 - THE BATTLE OF KAISERSLAUTERN

The scenario begins on the 19 November 1793 turn and ends on the 1 December 1793 turn. Only rows 09xx to 16xx are playable. The initiative goes to the French player on the first turn.

15.2.1 - Initial deployment and reinforcements
FRENCH

Army of the Moselle [morale marker sur 0]..
• **Hoche**, divisions Taponier (5/1) and Huet (9/3) in 1508.

COALITION

Prussian army [morale marker square 0].
• **Brunswick** in 1115
• Divisions Kalkreuth (10/1) and Knobelsdorff (9/1) in 1410 and 1411;
• Division Weimar (6/2) in 1209;

FRENCH REINFORCEMENTS

19 november: division Ambert (7/1) in 1510;
22 november: division Vincent (5/2) in 1408; division Jacob (6/0) in 1107;
Division Jacob is automatically integrated into the Army of the Moselle.

15.2.2 - Victory conditions

• If at the end of any turn in the game, the Prussian army is demoralised or Kaiserslautern is controlled by a French division that is «ready», commanded and supplied, the game ends immediately on a French victory.

• Otherwise, at the end of any game turn, the French player may announce that he surrenders:
– If he lost 5 SP or fewer (attrition not included) and combatted in a battle involving at least 2 divisions from each camp, the Prussian player wins a tactical victory (historical).
– If he lost 5 SP or fewer (attrition not included) but did not combat in a battle involving at least 2 divisions of each camp, the Prussian player wins an operational victory (Hoche is removed from his command).
– If he lost 6 SP or more (attrition not included), the Prussian player wins a strategic victory.

15.2.3 - Solo play

The player plays the French army. For the Prussians, each turn, Brunswick distributes his command points and his strategic movements to command as many divisions as possible. The Prussian divisions march on Kaiserslautern by determining at random the order of activation. An uncommanded force that has not received a strategic movement order tests its initiative (on a value of 3) to march toward Kaiserslautern. For more of a surprise, the player can mix together the counters of the Kalkreuth, Knobelsdorff and Weimar forces and distribute them face down among the deployment hex. Finally, if the French player arrives adjacent to a Prussian force after having spent at most 2 MP, the Prussian force tests its reaction (on a value of 3) to move away.

15.3 - FIRST BATTLE OF WEISSEMBOURG (WISSEMBOURG

The scenario lasts three turns.
Historically, the battle took place 13 October 1793. The month marker is not used, therefore. The scenario begins on the turn of the 12th and ends on that of the 14th. The scenario is designed to be played solo as the Coalition. The playable zone is limited by hex 0108 – 0508

– 0513 – 0113. The Coalition player has the initiative each turn.

15.3.1 - Initial deployment

FRENCH

Army of the Rhine [morale marker square -1].

• There is no general-in-chief;

• Mix together the counters of the forces of the Army of the Rhine and place them face down in hex. 0409, 0309, 0209 and 0110;

• Desaix (represents P.-A. Dubois) (9/1);

• Férino (represents J.-B. Meynier) (12/2);

• Michaud (represents Munnier and Méquillet) (12/2);

• Hatry (represents Ferey and Diettmann) (12/1).

COALITION

Army of the Lower Rhine (Bas-Rhin) [morale marker sur 0].

• *Wurmser* in 0312;

• The forces deploy in the game zone north of the French line with the exception of mountainous hex. A division may be chosen for a flank movement on Lautterberg via the Rhine;

• Waldeck (5/2)

• Hotze (8/1)

• Kospoth(6/2)

• Splény (represents Mészàros) 9/3 – Splény's cavalry is always L;

• Condé (5/1).

15.3.2 - Victory conditions

If, at the end of the scenario, Weissembourg and Lautterberg are held by Coalition divisions and:

– The Coalition losses are less than the French losses, the player wins a strategic victory (historical);

– The Coalition losses are greater than the French losses, the player wins an operational victory;

If only Weissembourg or Lautterberg are held by Coalition divisions and:

– The Coalition losses are less than the French losses, the player wins a tactical victory;

– The Coalition losses are greater than the French losses, the player suffers a tactical defeat;

If the player does not manage to take Weissembourg and Lautterberg, he suffers a strategic defeat.

15.3.3 - Special rules

• The French forces do not move and can only march to the sound of the guns; their initiative is tested on a value of 2. During a French activation, the active force is determined randomly. A force beginning its activation outside the hex. of French deployment and adjacent to a Coalition force declares a combat on a result of **1 or 2 on 1D6**. Otherwise, it does nothing. The French forces of Lautterberg and Weissembourg do not march to the sound of the guns.

• At the beginning of the scenario, the Coalition player may assign a force to a flank movement. He notes the turn on which this force must attack. This force cannot march to the sound of the guns and must be the one to provoke the combat. The turn of its arrival, during the first activation sub-phase of the commanded forces, the player tests the initiative of this force. If the test is a success, it enters during this first sub-phase. Otherwise, it enters during the second. If a Coalition force is in 0111 at the moment of its activation and it declares a combat against the French force at Lautterberg, it benefits from the flank march but it only counts for half of its SP. ◆

Note : *for clarity's sake, the counters have been placed on their recto; for the fog of war, counters must naturally be placed on their verso..*

Turn of 20 November 1793

• **Command phase** : For the Army of the Rhine, the French player has 3 command points. He chooses Michaud, Desaix and Férino. Hatry remains uncommanded. Since he has a LoC with his supply base, Pichegru may also supply these three divisions. In terms of the Coalition player, regarding his army of the Bas-Rhin, also with 3 command points, the player chooses the forces of Splény, Kospoth and Waldeck. Since he also has a LoC with his supply bases, von Wurmser can also supply these forces at the end of the turn.

• **Initiative phase** : The French player wants to begin the turn with Pichegru and put pressure on Wurmser. He chooses Pichegru for his initiative test. The Coalition player chooses Wurmser and both players roll 1D6. The Austrian player gets a 3 +2 (Wurmser's initiative) = 5, the French player gets 5 +2 (Pichegru's initiative) = 7. The French player wins and will begin all the activation sub-phases with the Army of the Rhine.

• **Activation phase, activation sub-phase of the commanded forces** : The French player chooses to activate Desaix first. He begins his activation by carrying out reconnaissance on the Austrian force in 0205. He chooses to spend 2 MP bonus and rolls 1D6 to which he adds +2 (2 MP spent) and +2 (cavalry reconnaissance). The die roll result is 1 for a final result of 5 : the Coalition player announces the presence of a division.

In reaction, the Austrian player also wants to carry out reconnaissance. He tests his initiative and gets a result of 2 on 1D6; a success. He can then test his reconnaissance with a modifier of +2 (cavalry reconnaissance). The die gives a 2 for a final result of 4 : he obtains no intelligence on the enemy force.

The French player, who still has 1 MP for Desaix, chooses to attack. He spends the last MP and declares a prepared combat, since Desaix's force is ready. He tests Desaix's initiative and gets a 4 on 1D6 which is a success. Férino's and Splény's forces are ready and adjacent to the hexagon of the principal defender and can therefore test their initiative with a modifier of -2. Férino gets a 5 – 2 = 3 and the Coalition

Start of the turn

player chooses to leave it inactive. Splény, however, gets a 4 -2 = 2, allowing him to join the combat. Only Waldeck's force is able to march to the sound of the guns but the Coalition player chooses not to test it so as to not leave Haguenau vulnerable.

• **Ratio calculation** : Desaix's force has 10 infantry SP and 4 cavalry SP for a total of 14 SP. Kospoth's force has 5 infantry SP and 2 cavalry SP; Splény has 7 infantry SP and 3 cavalry SP for a total of 10 SP. But Splény is considered "without orders» for the combat since Wurmser is 2 hex. from the combat : his 10 SP are worth 5 SP for a modified total of 12 SP. 14/12 give a ratio of 1.5 to 1 : defender -1.

• **Terrain modifier** : TClear farm terrain, village, bridge : only the last terrain gives a modifier : attacker -1.

• **Other modifiers** : Since Desaix is the principal attacker, the French player tests his initiative to determine if he gets his tactical bonus. The die roll result is 6, a failure..

• **Determination of the combat value** : The French player has a combat value of 3 (cohesion value) -1 (terrain) + 0 (Morale) = 2. The Coalition player has a combat value of 3 (cohesion value) -1 (ratio) + 0 (Morale) = 2.

• **Tactical choice** : Based on their determined combat value, both players make their choice. The Coalition

player thinks he has nothing to lose and opts for a normal battle. The French player does the same.

• **Result of the battle** : The players both roll 1D6 and compare the result to their combat value. The French player gets 4 and the Coalition player gets 6. Both fail. Neither camp is able to claim the bonus of the general-in-chief to modify the die result. However, the Coalition player has 3 SP of heavy cavalry with Splény. He decides to spend 1 SP to increase his result which goes from 6 to 1; a success.

The combat results table indicates in this case that the victor suffers 2.5 % of losses (the determination of losses table indicates a loss of 1 SP) when the defeated suffers 5 % of losses (the determination of losses table indicates a loss of 0 SP as well).

Then the morale marker of the French Army of the Rhine is moved back one space. The morale marker of the Austrian army of the Bas-Rhin is moved forward one space. Desaix, defeated, falls back to his starting hexagon then to 0104 and the two Austrian forces are stacked together.

The morale of Desaix's division is then tested : 1D6 against the cohesion value + morale modifier (for a total of 3). The die roll result is 4 : Desaix's division is in rout. The forces that participated in the combat (Desaix, Kospoth and Splény) are all turned 180° to indicate their fatigue status after combat.

• **Pursuit** : Since there is no Austrian general-in-chief in the combat, the Coalition player tests the pursuit of the defeated on the initiative of the principal defender, Kospoth. The result is 6 : no pursuit. If there had been one, it would have been tested on the "rout" column..

• **Continuation of the Activation Phase** : The two players move on to the commanded forces. During the activation sub-phase of the uncommanded forces, the French player starts again with the Army of the Rhine. He attempts to activate Hatry. He rolls 1D6 and gets a 6 compared to the initiative value of general Hatry (3) : it's a failure. Then the Coalition player attempts to activate Condé (3) and gets a 4 on 1D6, also a failure. Then, the Coalition passes, not wanting to activate Hotze.

During the second activation phase of commanded forces, the French player, who begins the sub-phase again, passes, followed by the Coalition player. Since there is no strategic movement planned, it's the end of the activation phase

• **Reinforcements and attrition phase** : At the end of the turn, during the reinforcements and attrition phase, the French player tests Desaix's attrition with a modifier of +2 (13 SP) +2 (rout) +1 (fatigued force). He gets 3 for a result of 8 which provokes a loss of 1 SP. It is then the Coalition player's turn to test Splény's attrition (+1 for 9 SP and +1 for the fatigue) and Kospoth (+1 for the fatigue). The player rolls 1D6 for each force and gets 5 and 3 : Splény loses 1 SP, Kospoth suffers no loss.

• **Supply phase** : The two players play this phase simultaneously. For the French player, Desaix, Férino and Michaud are commanded and supplied. Hatry, uncommanded, must live on the terrain. He is in a hex of clear farmable terrain (20 supply points) with a village (+5 points). This is sufficiently ample to supply his small division. For the Coalition, Waldeck, Splény and Kospoth were also commanded and supplied. Hotze and Condé are uncommanded and each use a point of chariots to be supplied..

• **End of turn phase** : During this phase, the French player may attempt to rally Desaix by testing his morale with a modifier of +1 because the general-in-chief is not present. The result is 1 +1 = 2 : Desaix's division is rallied.

Then, Desaix, Splény and Kospoth's forces are turned 180° on their "ready» side. Lastly, the turn marker is moved forward one day. ◆

Desaix defeat

TERRAIN EFFECT TABLE

Terrain	Movement	Combat A/D	Supply	Pursuit
Clear, cultivated	1,5	0/0	20	0
Difficult, cultivated	1,5	-1/0	20	-1
Woods	All[1]	-1[2]/0[2]	0	No pursuit
Mountain, cultivated[3]	3	-1/+1	10	-2
Mountain, woods[3]	—[4]	-1/+1	0	No pursuit
Village	OT	OT/OT	OT + 5	OT
Fortified village	OT	-1 [5]/+1 [5]	OT + 5	OT
Landau	OT	OT/OT	OT	OT
River	+0,5	-1/OT	OT	OT
Bridge	+0	-1/OT	OT	OT
Campaign Fortifications	OT	OT/+1	OT	OT
Trail	1 MP per hex. if the force has 12 PF or less			
Road	1 MP per hex. if the force has 24 PF or less			

Notes :
1- Movement from a wood hex. to another wood hex. forbidden out of a road/trail.
2- Cavalry SPs are not counted, no use of heavy cavalry (cf 11.9.2).
No modifier is attacker is austrian.
3- Cavalry SPs are not counted, no use of heavy cavalry (cf 11.9.2).
4- Enter this kind of hex. only via a road or a trail.
5- -1 cumulative for the Attacker. **+1** Non cumulative for the Defender.
OT : other terrain

TURN COUNTER

1 +2	**2**	**3**	**4 R**	**5**	**6**	**7**	**8** +3
9	**10**	**11 R**	**12** Scenario 3	**13**	**14**	**15** +5	**16**
17	**18 R**	**19** Scenarios 1 and 2	**20**	**21**	**22** +6	**23**	**24**
25 R	**26**	**27**	**28**	**29**	**30** November	**31** Décember	**MONTH**

COMBAT RESULT TABLE (IN %)

Att/Def	1	2	3	4	5	a succes	nothing
1	10/10	10/5	10/5	10/5	10/5	Winner	Both
2	5/10	15/15	15/15	15/7,5	15/7,5	2,5 %	5%
3	5/10	15/15	20/20	20/20	20/20		
4	5/10	7,5/15	20/20	25/25	25/25	Looser	
5	5/10	7,5/15	20/20	25/25	30/30	5 %	

5/10 – Attacker won
15/15 – Indecisive battle
10/5 – Defender won

DETERMINATION OF LOSSES BY PERCENTAGE

SPs	2,5 %	5 %	7,5 %	10 %	15 %	20 %	25 %	30 %
1-3	0	0	0	0	0	0	1	1
4-6	0	0	0	1	1	1	1	2
7-9	0	0	1	1	1	2	2	2
10-12	0	1	1	1	2	2	3	3
13-15	0	1	1	1	2	3	4	4
16-18	0	1	1	2	3	3	4	5
19-21	1	1	2	2	3	4	5	6
22-24	1	1	2	2	3	5	6	7
25-27	1	1	2	3	4	5	7	8
28-30	1	1	2	3	4	6	7	9
31-33	1	2	2	3	5	6	8	10
34-36	1	2	3	4	5	7	9	11

PURSUIT

2D6	RETREAT	DEFEAT	ROUT
2	0	5	10
3	0	5	10
4	0	5	10
5	0	5	10
6	5	10	15
7	5	10	15
8	5	10	20
9	5	15	20
10	10	15	25
11	10	15	25
12	10	20	30

MODIFIERS :
Ratio of cavalry : -2 to +2
Terrain

RECONNAISSANCE

1D6 + modifiers
• Per MP spent in bonus (active force only) : **+ 1**
• Cavalry Reconnaissance : **+ 2**
• Austrian infantry Reconnaissance (Grenzers and Jägers) : **+ 0**
• French or Prussian infantry Reconnaissance : **- 2**

RECONNAISSANCE TABLE
Die roll result : result of the reconnaissance
0 à 4 : none
5 ou + : type of force (brigade, division(s), army [if several divisions])
6 ou + : strength at +/- 50 % margin of error
7 ou + : strength at +/- 25 % margin of error
8 ou + : strength at +/- 10 % margin of error, the force is revealed on its recto.
The results are **cumulative**.

FRENCH PLAYER

ARMY OF THE MOSELLE - HOCHE

1 SP	2 SP	3 SP	4 SP	5 SP
6 SP	7 SP	8 SP	9 SP	10 SP

ARMY OF THE RHINE - PICHEGRU

1 SP	2 SP	3 SP	4 SP	5 SP
6 SP	7 SP	8 SP	9 SP	10 SP

Commanded troops accompanying the General-in-Chief

HOCHE

PICHEGRU

MORALE

DEMO	-2	-2	-2	-2	-2	-2	-1
-1	-1	-1	-1	-1 Scenario 3	0	0	0
0	0	0 Scenarios 1 and 2	+1	+1	+1	+1	+1