HONDSCHOOTE 1793 THE SOLDIERS OF THE REPUBLIC VOL. 4

" Show the other peoples that the sansculottes, who have the very natural desire for another government also have the means to strengthen it".

Bouchotte, Minister of War, to General Houchard..

This game covers the Battle of Hondschoote, waged 8 September 1793 between the French troops, commanded by General Houchard, and a Coalition army commanded by the Hanoverian general von Wallmoden. This is the fourth volume of the series "the Soldiers of the Republic". This version of the rules corresponds to a simplified version of the rule system "The Soldiers of the Republic" that is designed to shorten games and to initiate new players. It is also possible to play this game using the complete version of the rules of the series (these rules are available on the VaeVictis website: www.vaevictismag.fr).

Reciprocally, it is possible to play the other games of the series (Jemmapes, Neerwinden and Fleurus) by using the simplified rules. A file on the adaptation of these rules is available on vaevictismag.fr.

Each strength point represents 500 to 1,000 fantassins or 300 to 600 cavaliers, according to the troops' degree of training. Each turn represents one hour in real time. The distance separating the centre of two hexagons is approximately 300 metres.

The game requires two six-sided dice.



1.1 - Counters

• **Combat units** are divided into infantry, cavalry and artillery units.

• The markers

The following markers are used in the game: disorganisation (level 2); rout; formation orders (defensive, offensive, manoeuvre and demoralisation); charge; loss (-2 SP) - 2 step losses (-4SP);[*Neerwinden* and *Fleurus* only]; harnessed artillery; out of command unit (- 1 for morale, MP divided by 2); turn marker; victory points marker.

1.2 - ABBREVIATIONS

BM: Morale bonus LoS: line of sight DRM: die roll modifier CP: combat potential SP: strength point MP: movement point VP: victory point MT: morale test TET: terrain effects table CV: command value ZoC: Zone of Control

1.3 - FACING

The units must face one edge of the hexagon (see diagram) and they have three frontal hexagons and three rear hexagons.

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, except in the case of reaction, retreat after combat or advance after combat.



1.4 - STACKING

A maximum of two units may be stacked in a hexagon. An artillery unit may always be stacked with another combat unit, regardless of the combat strength of the latter. The other units cannot stack together, unless their total CP is less than or equal to **4 SP** (at Neerwinden and Fleurus this value increases to 6 SP).

Example : at Hondschoote, an infantry unit that normally has 3 SP, but that has suffered a loss (-2 SP), may stack with a cavalry unit that has 3 SP.

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

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)

- Each result « D » (disorganisation) suffered during fire or a combat reduces unit's organisation status by one level.

1.6 - ZONE OF CONTROL

A zone of control (ZoC) is exerted over the six hexagons that surround a combat unit.

Entering an enemy ZoC costs 1 MP (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, 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 SP. A unit is elimi-

nated when its CP is zero or negative.

2 - SEQUENCE OF PLAY

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 result wins the initiative (in the case of a tie, re-roll the die).

B - 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

- Artillery fire segment

- Infantry and cavalry combat segment The players alternate the activation of their formations, without the option to pass, until all the formations have been activated. After each activation, the formation commander's counter is turned over to its back side.

C - 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.

Out of 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 - OUT OF COMMAND UNITS



An out of command unit suffers a **penalty of 1** on its morale and its MP are **divided by two** (roun-

3.3 - ROUTING UNITS

A unit in rout is not concerned by the rules of command (and therefore cannot have an Out of Command marker).

4 - RALLY AND MOVEMENT

4.1 - 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 remains in rout, it must move immediately according to the rules of 4.5. If the unit rallies, its command is verified immediately and it may move immediately with half 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.

Special case : out of command units' potential is divided by two because of their status. Their potential is therefore divided by 4 in the case of a rally attempt. Rounding is always up to the next whole number.

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).

4.2 - 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.

Minimal movement of a hex. : a unit may enter any adjacent hex. even if its movement potential is not high enough (on the condition that the ZoC rules are respected and an impassable hex. is not occupied).

An artillery unit that moves (or changes facing the same hexagon) places a "harnessed artillery" (artillerie attelée") marker on it 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.

4.3 - 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 mo-



vement or reaction fire with this unit. The reaction is also possible following an advance after com-

bat.

After this reaction movement, if the inactive player exerts a ZoC on the hexagon where the moving unit of the active player is located, the movement of this unit ends.

Remark : when the units of the inactive player in several hexagons are eligible for a reaction they may each react freely.

4.4 - CHARGES 4.4.1 - Conditions of 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 are be in clear terrain;

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

4.4.2 - 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 combat.

After the combat, the unit(s) that charged take on an additional level of disorganisation.

4.5 - MOVEMENT OF ROUTING UNITS

Routing units must move 3 hexagons (or 4 for a cavalry unit), avoiding enemy ZoC and, if 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 an "out of command" marker and may re-enter by the exited hexagon (with a movement potential divided by 4 because of the cumulation of the rally attempt and the absence of command). 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.

5 - ARTILLERY FIRE SEGMENT 5.1 - ARTILLERY FIRE

During this segment, the player may only fire with the artillery units of the activated formation. The range depends on each game (two hexagons at *Neerwinden* and *Fleurus* and three hex. in the other games). The artillery units by fire from their frontal hexagons, if they have a line of sight to their target (see diagram below). The artillery units fire separately, but may fire at the same target.

5.2 - 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

Reaction Movement



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	TERRAIN EFFECT TABLE				
Terrain	Movement (MP)	Fire	Combat ^a	Line of sight	Various
Clear	1	-	-	-	-
Village	2	-1	-1	blocking	Comb, Cav
Grove (Bocage)	1,5	-1	-	-	-
Redoubt	+1	-1 ^b	-1 ^b	-	Combat
Road	1 (+2 ^c)	-	-	-	Movement
Path	1	-	-	-	Movement
River	All/impassable ^d	-	Impossible	-	-
Stream	+ 1	-	-1	-	-
Bridge	Cancel ^e	-	-1 ^e	-	-
Windmills	-	-	-	-	No effect
Woods	1	-1	-1	blocking	Cav
Entrenchment	+1	-1 ^b	-1 ^b	-	-
Level 🕫	+ 1	-1	-1	Cf rule	-
Level 🖌	-	-	-	Cf rule	-
Farm/Abbey	1	-	-1	-	-
Citadel	Impassable	Impossible	Impossible	blocking	France
(Charleroi)	except by road				
Citadel (Mons)	Impassable	Impossible	Impossible	blocking	Jemmapes*
Tomb of					
Middelwinden	+ 1	-1	-1	-	Neerwinden

Combat :a unit has no rear.

Cav: any cavalry unit that attacks this hex. or defends in this hex. suffers an additional penalty of 1 to its combat potential.

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

a: the terrain modifier is applied, for combats, to the combat potential of the units that attack, and is applied for each hex. concerned. All the modifiers are cumulative.

b: these effects only benefit a defender inside an entrenchment. Moreover, a "retreat" result is canceled in the case of a successful morale test on a unit of the defender's choice. Failing this test does not provoke a degradation of the unit's disorganisation status.

c : **+ 2 MP** for a unit that carries out all its movement on the road (without being able to enter a hex adjacent to the enemy).

d : total of the MP for the infantry and the cavalry. Impassable for the artillery.

 e: the bridge cancels the effect of the waterway, the -1 is not cumulative with the effect of the waterway

France : Only the French units may enter the city of Charleroi..

Jemmapes, Neerwinden : applicable to Jemmapes or Neerwinden only.

* : Only the Austrian units may enter the city of Mons.

RALLY TABLE (2D6)

3 or -

Result between 4 and the unit's morale Result strictly greater than the unit's morale Die roll modifier Remove two levels of disorganisation Remove one level of disorganisation Failure of the rally attempt

+ 2 if the unit is in an enemy ZoC (**Note**: a redoubt cancels out the effect of this penalty for the unit that is inside an entrenchment or a redoubt.

- **BM** of a commander present in the hexagon.

		COMBAT RESULT TABLE (ATTACKER/DEFENSEUR)						
Die	e	FINAL VALUE						
	-5 & -	-4,-3	-2,-1	0,1	2,3	4,5	6,7	8+
1	2P3D/-	2P2D/-	P2D/-	3D/-	2D/D	2D/D	D/D	D/2D
2	2P2D/-	P2D/-	3D/-	3D/D	D/-	D/D	D/2D	-/2D
3	P2D/-	3D/-	3D/D	2D/D	D/D	D/2D	-/2D	D/3DR
4	3D/-	2D/-	2D/D	D/D	D/2D	-/2D	D/3DR	–/PDR
5	2D/-	2D/D	D/D	D/2D	-/2D	D/3DR	-/PDR	D/P3DR
6	2D/D	D/D	D/2D	-/2D	D/3DR	-/PDR	D/P3DR	D/2P2DR

Determination of the column

• Sum of the CP in attack (taking into account the modifiers of the Terrain Effects Table that are applied to each hex. containing units in attack).

- Subtraction of the sum of the CP in defence
- Application of the following modifiers :
- +/- difference in morale of the head units

+/- 1 1 if a commander with a tactical bonus is present (maximum : one leader per side)

• 2 if at least one unit in defence is attacked by a	
ear hexagon	

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

+ 2 per unit that charges (infantry or cavalry), at most 2 units

ARTILLERY FIRE			
Die	Result		
1 or less	-		
2	-		
3	-		
4	D		
5	D		
6 and more	2D		

Results of combats and fire

nP: number of step losses suffered (to distribute among the units that took part in the combat).. **nD**: number of levels of disorganisation (to

Die roll modifiers

-1 : per unfavourable terrain effects (hexagon of the target unit)

- + 1 : if the target hexagon contains at least 4 SP of infantry and/or cavalry (artillery not taken into account) or 6 SP at *Neerwinden* and *Fleurus*.
- +1: if the unit fires at a distance of one hex.
- 1 : if the unit that fires is disorganised level 2

- 1 : if the artillery unit has a "harnessed artillery" marker

distribute among the units that took part in the combat).

R: retreat of one hexagon by all the units (that can change facing by one hexagon edge)

COMMANDER ELIMINATION TABLE (2D6)

10 or less : No effect ; 11 : commanded wounded (eliminated) ; 12 or more : commander dead (eliminated)

Die roll modifiers

+ 1 if the combat provoked at least one step loss or + 2 if the unit or units with which the commander is stacked are destroyed.

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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.

5.3 - FIRE RESOLUTION

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

6- COMBAT SEGMENT

The activated infantry and cavalry units may attack the enemy units located in their frontal hex.

A unit is never required to attack but if it does so all the units in its ZoC must be attacked either by it or by other units of its formation.



In any case, all the attacking units must be adjacent to all the attacked units.

The player resolves his combats in the order of his choice : He is not required to assign in advance all the units to the different combats he plans to carry out.

6.1 - COMBAT RESOLUTION

Each player designates a "head unit" from its cavalry or infantry units. The difference in morale of these two units determines the morale DRM.

The attacker adds up the CP of the attacking units. The modifiers due to terrain (see the Terrain Effects Table) are applied to each stack that attacks. Then, the players subtract from this result the sum of the CP of the defending units.

Example of combat : the French player wants to attack the redoubt in 1209 with the three adjacent stacks. He is therefore required to also attack the Coalition stack in 1409 with his cavalry regiment (this second combat is not described here). The brigade Mengaud in 1110 has 3 SP and is reduced to 2 SP because of the redoubt, as well as the brigade Demars in 1210 (the grove however has no effect on the combat, see TET). The artillery unit in 1310 cannot participate in the combat in attack. The infantry brigade has 2 SP and is not affected by the redoubt. The sum of the attack value amounts to 6 SP. The defence value is 5 SP. The difference is +1.

This value is further modified by diverse factors: the difference in morale of the two head units, the presence of a commander with a tactical bonus, etc. (see the list under the combat table). The final result gives the applicable column on the combat table. The player rolls a die and immediately applies the results..

Precision : IWhen a unit attacks units in several hex., the defending player decides on

the hexagon used to apply the terrain effects.

When the French player declares an attack, he may order one or two infantry units to engage in a bayonet charge. Each unit that charges benefits from a bonus identical to that of a cavalry charge.

There can only be a maximum of two units that charge during the same combat, infantry and cavalry combined.

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. Example of combat (cont.) : The French player designates the Demars brigade as the head unit. The Coalition player designates his grenadiers regiment (he has no other option). The difference in morale is +1 in favour of the French player. General Jourdan gives another +1 thanks to his tactical bonus. On the other hand, no bonus for the attack by the rear is applied because the defending unit is in a redoubt (see the Terrain Effects Table). The combat should therefore be resolved on column "2.3". but to maximise his chances of

taking the redoubt, the French player gives the order to brigades Demars and Mengaud to launch a bayonet charge (+4 total). The combat will therefore be resolved on the "6. 7" column. The die roll result is 4 (D/3DR). The brigade Demars receives 2 disorganisation levels (one for the combat and the other for the charge). The counter is turned over and receives a "disorganisation level 2" marker. Brigade Mengaud is also turned over (as an effect of its charge). The Coalition player inflicts a level of disorganisation on his grenadiers regiment and two on his artillery. The retreat result is only applied if the defender fails a morale test (see the effet of redoubts on the combat on the TET). He rolls two dice and gets a 6, which is equal to the current morale value of his regiment. The morale test is therefore successful and the R result is canceled. The Coalition has justly succeeded in pushing back the French assault on the redoubt!

6.2 - RETREAT OF THE CAVALRY

When a combat is resolved against a hex containing cavalry (even stacked with units of another type), the cavalry unit(s) can decide to retreat one hexagon, after the de-



claration of infantry charges, 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) and the combat stops (les units qui chargeaient subissent a level of disorganisation). The combat is resolved normally if there is still a unit present in an attacked hex.

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

6.3 - COMBAT RESULTS

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

nP: number of step losses (to distribute among the units that took part in the combat).

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.

The results are applied in the order indicated by the combat table (first the attacker's losses, then the attacker's disorganisations, etc.). The head unit of each camp must suffer the first loss as well as the first level of disorganisation. The other levels of loss and disorganisation are freely distributed among the units.

If a unit reaches the rout stage, it immediately retreats **2 hexagons**. 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. The result **R** is also ignored in such a situation.

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.

6.5 - ROUTING UNITS AND COMBAT

A unit in rout cannot initiate fire or combat. If it is the target of fire or combat, the unit in rout immediately carries out a rout movement (see 4.5) then takes a morale test. If it fails, it suffers a step loss. If there is still a unit in the hex that was the target of the combat, the combat is resolved normally. Otherwise, an advance after combat must ensue.

7 - COMMANDERS

Commanders may use their BM for the rally tests (but not the morale tests).

The general in chief may only move once per turn, during a movement segment of any one of his formations.The counter is then turned over to its back side. He may use his BM several times during a turn to rally.

If, during a mouvement, a combat unit pe-

netrates a hexagon with an isolated enemy commander, this commander must take an elimination test. If he is not eliminated, the player places the commander on a friendly unit of his choice (in the case of a formation commander, on a unit of the formation). If all the units of a formation have been destroyed, the commander is not placed on the map but is not considered as having been eliminated.

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

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 this formation).

Elimination test resolution

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

If the commander is wounded or killed, he is immediately replaced by the replacement counter

Note : the special rules of certain modules may grant a VP in the case of death for certain commanders.

Precision : the VC of the formation commanders is not used with this version of the rules

8 - SCENARIOS

8.1 - RULES SHARED BY THE VARIOUS SCENARIOS

8.1.1 - Rout movement

Western edge for the French army. Eastern edge for the Coalition army.

8.1.2 - Levasseur's counter

This counter represents the mission representative René Levasseur de la Sarthe



(and his colleague Pierre Delbrel). His BM may be used for rally tests. Furthermore, when he is stacked with the general in chief,

he awards him +1 for his command value.

8.1.3 - Horse Artillery

This unit is considered like an artillerv unit, but can moreover retreat before combat like a cavalry unit (see 6.2).

8.1.4 - - Order markers

These markers are not used in the simplified version of the rules.

8.1.5. - Number of turns

The scenarios are played in 7 turns.

8.1.6 - Coalition plan

The Coalition player must leave at least one unit in each of the redoubts, as well as in on of the two hex. of Hondschoote. during the first three game turns.

8.2 - GAME SET UP

8.2.1 - French army

Positions itself first:

- Formation Leclaire : in the row 504-507 and to the west of this row.
- Formation Jourdan : in the row 508-511 and to the west of this row.
- Formation Colaud : in the row 610-912 and to the southwest of this row.

8.2.2 - Coalition army

- Formation Diepenbroik: in the row 1202-1206 and to the east of this row.
- Formation Cochenhausen: in the row 1207-1209 and to the east of this row
- Formation Hammerstein : in the row 1210-1512 and to the northeast of this row.

The formation commanders are stacked

with a unit of his formation; each general in chief is stacked with a unit of his camp.

8.3 - VICTORY CONDITIONS 8.3.1 - Victory points

The VP are taken into account on the victory points counter. Each step loss of a combat unit instantly awards 1 VP to the opponent.

The geographic control of hexagons marked with a red star awards 1 VP to the Coalition player.

A hexagon is controlled by a camp when a combat unit of the camp occupies it or was the last to cross it.

All the hex of a village must be controlled to obtain the VP associated with this village. If a camp loses control of hexagons, the VP is removed on the VP counter (but can be obtained again if the camp takes back control later on)..

8.3.2 - Use of the VP counter



At the beginning of the game, the VP marker is placed on space 3 of the counter on its Coalition side.

Any VP won by this camp moves the marker up while a VP obtained by the adversary moves it down. When the marker is on 0, it can be placed on either its French or Coalition side.

Example: On the first turn, if the French player inflicts a loss on the Coalition player and takes control of a redoubt marked by a red star, the Coalition loses 2 VP. The marker, initially placed on the 3 VP space (Coalition side), moves down two spaces. On turn 2, if the French player inflicts two new losses on the Coalition player, the marker is repositioned in space 1 on its French side.

8.4 - VICTORY LEVELS

If at any point in the game a camp obtains

7 VP, it immediately wins a decisive victory. Otherwise, at the end of the game, the French player wins a minor victory if he has at least **3 VP**. Below this number of VP, the Coalition wins a minor victory.

8.5 - HYPOTHETICAL SCENARIO

General Houchard could have concentrated more forces for the battle, especially Division Hédouville. This scenario considers the hypothesis in which this division participated in the battle. The French player can add to his troops the counters of this formation that is placed with formation Colaud. The French player wins victory if he gets **7 VP** at any point in the game. Otherwise, the Coalition player is victorious. The other rules remain the same.

8.6 - ATTRIBUTION OF CAMPS

Before the game begins, the players may bet VP to obtain the camp of their choice.

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