

Tactical Unit Formations.

Colonne vuide:

The “Colonne vuide”, was a divisional and corps battle array with the purpose of deterring enemy cavalry whilst manoeuvring towards an enemy's line of battle.

The front of the colonne vuide was composed of battalions in line doubled, whilst the flanks of the colonne vuide were formed by battalions in column of divisions. The rear of the colonne vuide would be protected by a body of cavalry.

Although the colonne vuide had been around since the 1700's as a defensive evolution for retiring before the enemy, it was given a new lease of life within the French l'ordre perpendiculaire.

There were two methods to double a line within the French system; one was to double by sections so that three ranks became six, the other means was by forming line at a short distance, which once closed would double the depth of the front of the column to six ranks.

This now gave the command a depth and strength to defend against cavalry.

Battalions in line doubled count the same as an infantry square verses cavalry in the combat phase.

This is best represented in the rules by optionally increasing the standard number of bases per infantry battalion from four to six.

National Unit Classification:

Intended as a general *guide* for player's scenarios:

French units:

Cavalry	1791-1800	D
Cuirassiers	1805-1807	C
	1808-1812	B
	1813-1814	D
	1815	C
Carabiniers	1791-1800	D
	1805-1807	C
	1808-1812	B
	1813-1814	D
	1815	C
Lancers	1811-12	C
	1813-14	D
	1815	C
Dragoons	1791-1795	D
	1796-1800	C
	1805-1807	C
	1808-1812	B
	1813-1814	D
	1815	C
Hussars	1791-1795	C
	1796-1800	C
	1805-1807	B
	1808-1812	B
	1813-1814	D
	1815	C
Chasseurs	1791-1795	D
	1796-1800	C
	1805-1807	C
	1808-1812	C
	1813-1814	D
	1815	C
. Lancers	1811-12	C
	1813-14	D
	1815	C

Polish units in French pay:

Troop/unit type:	Period:	Unit class:
Cavalry		C
Vistula Legion	1808-1813	C
Polish Legion	1798-1800	D
Legion Italique Became 1-3 rd Foreign Demi-Brigades	1800-1801	D

Phase 4 a. Artillery.

Artillery rules:

1. Target priorities and measurement.

- a) The main targets must be visible to the battery firing. Please see the visibility rules on page 63.
- b) Batteries must fire at formed units that are nearest to the battery, or upon the most immediate threat to the battery.
Examples: returning fire on an enemy artillery battery, or skirmishers that are in combat with the battery
- c) A battery's arc of fire extends 45° from its flanks.
- d) The range to the target is measured from the centre of gun section model to the nearest part of the enemy unit.
- e) The enfiladed target modifier only applies where a line can be drawn from centre of firer through the length of a formed unit's base.

2. Firing in proximity to friendly units:

- a) Artillery may not fire at targets which have been already in combat in the previous turn.
- b) Artillery may fire on units which have just moved into combat, or are about to be attacked by a friendly unit in the same turn, but only if all other artillery firing rules comply.
- c) Artillery may fire "overhead" of friendly units if the artillery and the target is on a higher elevation than the intervening friendly unit and the friendly unit is no closer than ten centimetres from the target and not closer than five centimetres from the firer. Artillery may also fire overhead if the artillery is higher than both the target and the intervening friendly unit. The intervening friendly unit must roll for normal range artillery fire effects upon it.
- d) Artillery may not fire if any part of a friendly unit intervenes between the firing gun model and the target.
- e) Artillery may not fire through their own or friendly skirmishers.

3. Bombardments by massed batteries:

- a) Unless used in an historical battle, massed-batteries may be possible only if subject to one CinC's general's initiative test.
- b) After deployment both sides must declare their artillery firing priorities, and may choose either a bombardment, firing at formed enemy units, or they may elect to engage in counter-battery firing.
- c) A general must be assigned to a "massed-battery".
- d) The duration of the bombardment must be decided in advance and noted by player bombarding and/or the umpire notified.

Phase 4 a. Artillery.

Artillery rules:

17. Howitzer batteries:

- a) If howitzer batteries did not exist in historical orders of battle, then the command's general must pass an initiative test, to be able to form one composite battery (of three models) from every three batteries.
- b) Artillery rule 4a 2c (page 92) also applies to howitzers.
- c) The target's position must be seen and it must not have moved in the same turn.
- d) If the nominated target is not hit, then units with a distance of 5 centimetres from the nominated unit may be diced for once in a turn.
- e) Once a unit has been hit, no further units should be diced for.

18. A summary of national artillery modifiers:

- a) Spanish, Ottoman and Saxon Artillery: -1 modifier to normal and long range firing.
- b) Russian artillery fire by half-battery with a -1 modifier.

19. Artillery re-supply rules (optional):

The default ammunition re-supply is assumed to take place on the game and is established by uninterrupted lines of communication between artillery batteries and a designated artillery park. If no enemy units intervene, then supply is uninterrupted and they may continue to fire.

Batteries isolated from divisional/corps reserves:

- a) Each artillery battery should start with ammunition for the following: round-shot for 12 turns and canister for 3 turns.
- b) Once lines of communication have opened again, re-supply for three turns may be ordered by ADC movement from the artillery base to an "artillery reserve park" (situated to the rear of the higher parent formation) and then by artillery caisson movement (16 centimetres per turn) to the battery requiring re-supply.

After bombardments:

Batteries may also be re-supplied by moving the battery to the "artillery reserve park", with the re-supply lasting for as many turns the battery is stationary for, but only up to the original 15 turns (round-shot for 12 turns and canister for 3 turns).

Phase 5 a. Skirmisher Combat Rules.

1. Conditions for skirmisher combat:

- a) A combat takes place when skirmisher bases are within combat range.
- b) "Combat range" for skirmishers is up to 8 centimetres, 45° from the skirmisher's base.

2. Skirmisher combat values & deployment:

- a) Skirmishers Types: Dedicated line battalion skirmishers (British light companies, French voltigeurs, Prussian Schuetzen) fight with the same combat unit die roll as their parent battalions.
- b) Prussian, Russian and Austrian line battalions may skirmish with one base, representing volunteers etc. and strengths up to a company deployed for that purpose, but with a -1 modifier to their die roll.
- c) Third rank skirmishers will fight with a -1 to the parent class die roll.
- d) Line battalions may deploy an additional, second base from the line, counting as a third rank, but two bases will both fight with a -1.
- e) Third-rank skirmishers are required to pass a unit class die roll in order to get back into formation again.
- f) The deployment of third ranks may be done without requiring a command decision of a "general's initiative". This however must be done on a divisional level and not in a unit by unit, piecemeal fashion as this would require separate initiatives and die rolls.
- g) A formed unit may not deploy skirmishers if it is; routing, or its skirmishers have already been dispersed (permanently removed from play).
- h) A formed unit may not automatically deploy skirmishers if it is within combat range of enemy formed units, or enemy skirmishers. Units may only deploy skirmishers in combat range by passing a test to do so. Please see page 79, "Unit Manoeuvre Tests".
- i) Skirmisher bases may not be deployed more than a range of 8 centimetres from the front of their parent unit's front.
- j) Light infantry may be deployed in open order with their bases moved a distance of 4 centimetres apart and each base will combat as skirmish bases. Reforming takes one turn and must be neither in combat range of enemy units, nor in close range of enemy artillery.
- k) Whole units may also be deployed in extended order with their bases moved a distance of more than 8 centimetres apart and each base will combat as skirmishers. Reforming takes one turn and must be either in combat range of enemy units, nor in close range of enemy artillery.
- l) Line infantry battalions may be deployed in open or extended order with each unit base counting as skirmishers, but with a -1 to their combat die rolls.

Phase 5 c. Melees.

Notes on melees:

1. Infantry melees are **not** automatic if units come into base contact in open terrain.
2. In open terrain an infantry melee will take place **only if** base contact takes place and the units were not visible to one another, or unaware of one another at the start of the turn. In this case therefore, there will be an “accidental” or an “encounter” melee.
3. In infantry melees, modifiers that relate to formations do not apply.

Notes on built-up areas (B.U.A`s):

1. B.U.A`s should consist of blocks, or “sectors” with sufficient space for two formed units - allow space for your model building and the units. These are recommended to be 5 x 5 centimetres.
2. Lightly built-up areas may be represented by fenced sectors around B.U.A`s. This would also be of 5 x 5 centimetres but they may have models of smaller buildings or barns placed within them. These give a +1 modifier to the defenders` die rolls.
3. Roads should be wide enough to accommodate cavalry and infantry units in march-columns.
4. On roads in B.U.A`s. units may move at normal column speed.
5. Units move from one sector of a B.U.A. to another per turn.
6. A maximum of one formed unit or four skirmisher bases may defend a B.U.A., but this should be limited to three light companies for larger establishment of 200 men each. This would apply to Austrian light infantry companies and divisions for example.
7. Skirmishers defending buildings or defences are made to recoil by other skirmishers.
8. Units may combat on roads in B.U.A`s, but again modifiers which relate to formations do not apply.
9. Units attacking B.U.A`s that are disordered continue in combat if they fail to rally and disengage in the next turn.
10. Skirmishers do not get a +1 to their die rolls for defending light B.U.A`s.