

A.G.O.S. Update

Formation changes hampered by terrain

Due to the way in which Napoleonic armies were organised and drilled it would be folly to order companies in formation into terrain that would disrupt this formation.

As such no unit except skirmishers may enter woods.

Formation changes in rough terrain are allowed but result in taking twice as long to complete.

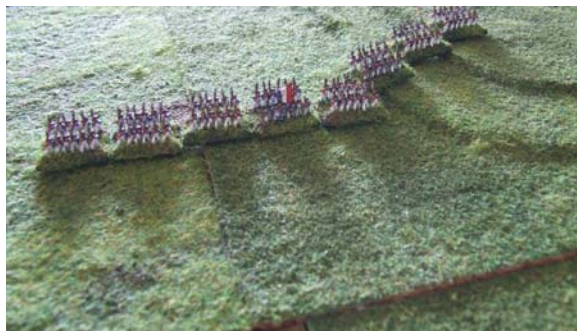
A unit for example changing from column to line would normally expend 100% of its move under the hold order and have completed its formation change by the end of the turn it started in.

However if this same unit changed formation over rough terrain such as a marsh or a hill it would take 2 turns.

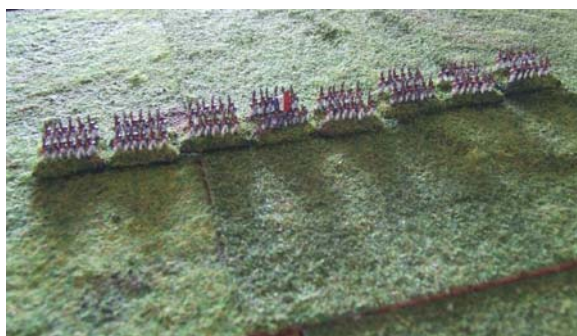
During the 1st turn the unit is considered disorganised.



The unit before the formation change



The unit at the end of the first turn in which it changes formation (It is considered disorganised)



The unit at the end of the second turn in which it changes formation

Troops in Column on roads

Any troops in column that are on a defined road with the advance order are permitted to follow the road without the need to make formation changes or manoeuvres in order to stay on it.
They simply follow the road they are on.

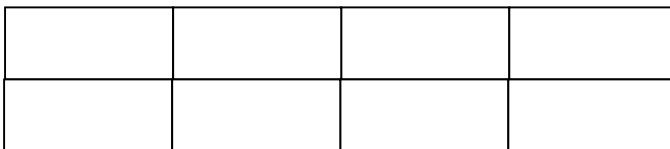
Cavalry Formations

Cavalry may form into double rank line.

Normal line for cavalry is as such:



They may adopt the double rank formation:



This formation is treated as normal line, it used as cavalry bases being wider than infantry can result in very wide units that are unwieldy on the battlefield.

Engage order

Any unit that is given the engage order that fails to get into base to base contact with the enemy will spend the next turn as disorganised.
If using the order system then they must also be given hold orders next turn.
This represents the failed charged not resulting in melee and the unit re-forms and gets back into formation the next turn.

Casualties Clarification

When a casualty is inflicted either through missile fire or melee the base is removed.

No tokens are placed.

Artillery Routing

When artillery rout leave the cannon itself in place and move the base with the crew on.

If they rally they can return to the artillery piece and commence firing once back.

Routing

Routing units must move toward the nearest table edge whilst keeping as far away from the enemy as possible.

There will be many situations that can be tricky to determine which is the most likely edge the routers will head for so use common sense and think what would be the safest route the men would take.

Routing troops are not in any formation and are considered disorganised.

LOS

LOS between bases is measured from the centre of the firing base to the centre of the target base. If you can not draw a straight line from centre to centre then you are not eligible to shoot.

LOS and skirmishers

A unit of skirmishers like all units will block LOS.

The only exception is that they do not block LOS for artillery.

Artillery may fire through a skirmisher unit to a unit behind that it would otherwise have LOS to unless the skirmisher unit is in column.

Linear barriers

Solid linear barriers that are actually higher than a figure block LOS.

Morale tests per turn

Only one type of morale test needs to be made per turn.

If for example a unit loses 25% of its men due to missile fire it must make a morale test, if it passes then it need not test for this again for the remainder of the turn even if it loses more troops from missile fire that would normally require another morale test, they are sufficiently brave this turn.

Otherwise you could have situations where a unit is fired upon and passes it morale test, so the enemy decides that another unit will fire upon it, they pass again, so he decides another unit will fire, they pass, so he decides another unit will fire and so on.

We like to play so that all shooting is simultaneous so this firing and waiting to see what happens method is a bit unfair.

Chain of command

Each unit will have a base with a flag on it; this will be placed as near centre as possible.

The 30cm command radius from a commander is now assumed to be to the base with the flag.

If a unit is within 30cm but the flag base is not (maybe the end base is) then the unit is considered disorganised. (Is given hold orders in the advanced rules)