

COMMAND MORALE TEST 2D6

Box Losses	Carry On	Hold	Retreat	Flee
1/4	9	10	11	12
1/3	8	9	10	11
1/2	7	8	9	10
1/2+	6	7	8	9

Carry On. No effect. Continue to follow orders.

Hold. Change to Hold orders immediately. Defend the current location until new orders are received.

Retreat. Command immediately falls back 15", or to 8" of the table edge, whichever is further. The command resorts to Hold orders 8" from the table edge if it has not been forced off the table.

Flee. The command collapses and all units flee from the table in rout.

Modifiers & Victory Conditions.

Modifiers are determined by scenarios.

For non-campaign games - Victory Conditions are decided by scenarios.

Examples are given here for Blenheim.

Modifiers.

French Cavalry or Infantry (not in villages)

Between Blindheim and Oberglau Testing.

Blindheim taken by Alliance +1 (Village must be taken and uncontested)

Oberglau taken by Alliance +1 (Village must be taken and uncontested)
Blindheim AND Oberglau taken by allies +3

French Infantry in Oberglau or Blindheim

Immune from tests while in villages. Must take all missed tests if pushed out of villages.

Franco Bavarian Cavalry or Infantry (not in villages)

Between Oberglau and Lutzingen

Oberglau taken by Alliance +1 (Village must be taken and uncontested)
Lutzingen taken by Alliance +1 (Village must be taken and uncontested)

Marlborough and Eugene

If Marlborough or Eugene are in contact with the command General of the testing command - and 1/2 or more of the commands are in command and control - the testing command received a "-1"

Victory Conditions.

The Alliance must either:-

Break or force off the table all of the cavalry and one foot command not in a village (or have caused at least one foot command to have moved into a village) between Oberglau and Blindheim.

OR

Break or force off the table all of the cavalry and one foot command not in a village (or have caused at least one foot command to have moved into a village) between Oberglau and Lutzingen

In doing so, the Allies must have at least 1 cavalry command with attack orders or in pursuit in the same sector.

The Franco Bavarian win by preventing the Alliance victory condition.

Rules Notes

Bounce through fire (P7). Effective and long ranges, units 6" behind the target unit are subject to being hit by bounce through fire. A separate roll is made for any secondary target. If a kill is rolled, it becomes a disorder. No other result has an effect.

Enfilading Fire (P7). Bounce through line crosses more stands of the same original target. If the fire line passes through the flank side of a target unit, then for each stand of the same unit (crossed by the fire line) roll for bounce through as if they were other units.

The Orders (P7).

Attack Orders: Must advance at least half of the units in the division at least half of their full move forwards, towards the enemy. The division will attack until it reaches the tip of the arrow drawn on the orders map or a specified unit.

Move Orders: Move at any speed until the command reaches the destination specified in the order or until the division comes within the enemy's or its own engagement range, at which case the orders revert to **Hold Order**.

Hold Orders: The division holds its current position. The division may re-deploy about commander to take up the best position. Any unit within the division may advance towards any enemy unit that is within its own engagement range or in support of a friendly unit (from the same division) that does so to provide flank or rear support. In such circumstances, the General may also advance the minimum required to keep his units in command and control.

Reinforce Orders: Order for a part of a division to break away from its command - and move directly to join another division.

Delayed Orders: This is a delay at Hold Orders, noted by a number of turns, followed by one of the other above orders. When the specified number of turns has passed, the unit will change to the second order.

Formation Changes (P9)

1. Infantry may change formation at the cost of half of their move. Column to line or line to column. Infantry may only make one such formation change per turn.
2. Infantry line may turn to the left or right and become a column - and vice versa.
3. Cavalry may change frontage while moving. They may not reduce and expand in the same turn. They may expand or contract 1 squadron for each 3" of movement or the loss of 3" from their total movement.
4. Infantry may about face at the cost of half of their move, cavalry at the cost of one quarter of their move.
5. All other facing changes are made by wheeling.
6. Cavalry may not move rearward without turning to the rear.
7. Infantry may move rearward at half speed - but receive a disorder if within 6" of the enemy.
8. Limbering or unlimbering medium and heavy artillery takes a full turn.

Wheels. Infantry may wheel at half speed. Cavalry may wheel at full speed: When shock Chargers are charging, wheels must be performed first (3" or 45° max) then the charge must be in a straight line.

Contracting Frontage. Cavalry may contract OR expand frontage (for example - to avoid terrain) while charging (shock cavalry) or moving. Infantry must change formation and form a column. Shock cavalry that change frontage in the last 5" of their move (before reaching the 1" point from the target) lose their "shock" close combat bonus.

Oblique. Infantry may not oblique or move sideways - except when manning trenches, fortifications or villages. Here they can move along the edge of the feature at half speed.

Interpenetration. Lines that are parallel may interpenetrate providing one doesn't move. If both move, both are disordered. Mounted disorder foot which must be stationary. Foot may not interpenetrate mounted. Any may pass through artillery without disorder.

Tactical Movement. Units whose entire movement is 30" or more from the enemy may move double its normal move for its current formation.

Disorder from Firing (P9-10). Disorder results from firing accumulate to shaken and then to kills. Disorder results from movement do not accumulate. However, if a unit is disordered from movement and THEN gets a disorder from firing - it becomes Shaken.

Advancing to Close Combat (P11). Initiative side advances any of his units that are 2" away from the enemy to within 1" of the enemy and declare "close combat". Then non initiative side. This is a free move and does not deduct from any movement allowance.

Shock charge foot may choose to halt their charge and take a disorder result.

Shock charge cavalry MUST close irrespective of the condition they find themselves in at this point.

Blown Cavalry (P13). Regardless of result, after close combat, Cavalry are ALWAYS at least blown - even if victorious. If they have the option to pursue - this is not applied until after the pursuit move. Cavalry may be blown and disordered or shaken.