

Field of Glory - Napoleonic

Quick Start Rules

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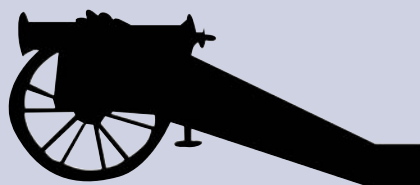


Welcome to today's training mission. This exercise is designed to familiarize you with the basics of the *Field of Glory - Napoleonic* rules and to give you experience in commanding troops on the tabletop. The scenario is set in late 1813, with a small division of about 7,500 Austrians attempting to block the path of a slightly smaller division of 6,000 French. The French are attempting to break through the Austrian line to safety before the rest of the Austrians can arrive.

First of all, we must set up the 30" x 30" area for play based on the scenario map on page 11. Note that only the important measurements are given and that all measurements should be increased by 50% if using 25mm figures). You can use a paper map, felt cloth or actual terrain pieces to represent the different elements on the map.

Players should choose sides and then place their figures per the map set up areas. Units are deployed alternately in groups of 2:2:1 starting with the Austrian player; in other words, 2 Austrian units, then 2 French, and so on per the 2:2:1 ratio until all units are on the game board.

For the purposes of this game, you will only need to know a few of the game mechanics and statistics given in the scenario. The full rules offer a range of mechanics and options to enable players to simulate any Napoleonic battle.



<p>The French player or players will be in command of 5 units</p>	<p>All French units are formed of 4 bases for infantry and cavalry, and 2 bases for artillery. There is also a single base representing the French Divisional commander.</p>
<p>The Austrian player or players will be in command of 5 units</p>	<p>All Austrian units are formed of 4 bases. 2 of the Austrian units each have an artillery 'attachment'. The Austrian Grenzers must be used as 'skirmishers' (meaning that they can move and fire at 6MU, but have other restriction as noted in the Austrian army list). There is also a single base representing the Austrian Divisional commander.</p>
<p>The French player is the active player for the first turn</p>	<p>This means that the French player moves first, with payers taking alternate moves thereafter. The French player may perform up to 2 'complex moves' during any turn, the Austrian player may perform 1 complex move per turn.</p>
<p>The French player may move any or all of his units</p>	<p>Any and all units may be moved each turn. The French player may perform up to 2 'complex moves' during any turn, the Austrian player may perform 1 complex move per turn.</p>

How do I play the game ?	Each player takes turns performing actions with their units. Actions must be performed in a certain order during each phase of each players move. See the “Action Sequence table” on page 4 for a detailed description of this sequence.
What is a Unit ?	A unit is made up of a number of bases of figures. There are 4 bases of infantry of cavalry and 2 bases of artillery to each unit. The exception to this is the Austrian line infantry units which will have 3 bases of infantry and 1 base of artillery. Units of cavalry will normally be formed 2 bases wide and 2 deep in ‘tactical’ formation with limbered artillery having a single model and unlimbered artillery 2 models. All infantry except Grenzers may form ‘square’, (shown be facing the rear 2 bases backwards), and for the purposes of this scenario Austrian infantry only may form an extended line, 4 bases wide.
How far can each of my units move ?	The active player may move his units during the Assault or the Movement phases of his own turn. All French infantry and (limbered) artillery units move 6MU. Austrian Grenzers also move 6MU. All other Austrian units move 4MU. Cavalry and Commanders of both sides may move up to 10MU. Both players may also move their commanders an additional 4MU during both players Recovery phases.
What meant by MU ?	MU is short for “movement Unit”. All distances in the game are measure in movement units, each of which is 1” if using 15mm figures and 1½” if using 25mm figures.
What type of moves may I allowed to make ?	All moves are defined as being Simple or Complex. These are identified in the Movement Table on Page 4. Units wishing to make a complex move must first pass a “Complex Move Test” (CMT). The player must roll 2 dice for each, and will successfully pass the test if either dice rolls a 5 or 6. The French can attempt 2 CMTs per move, the Austrians only 1.
How do my units attack an enemy unit ?	During the first phase of each player turn, the active player may declare an assault (charge) by any of his units on enemy units. Cavalry are not allowed to attack enemy infantry units in the field or the building. Austrian Grenzers and any disordered units must pass a CMT before they can assault unless all the targets of the assault are already Wavering. Units that are Wavering may not attempt to assault.
How may the enemy react when I charge it ?	Units being charged may perform a number of reaction moves – some of which require them to take a “Cohesion Test”. Possible responses are as follows: (see the Cohesion Test table on Page 7) <ul style="list-style-type: none"> • Infantry and artillery can always choose to stand and fire • Cavalry must counter-charge (unless wavering) • Infantry may for square if charged by cavalry (if not already in square) • Infantry may reform into tactical if in square and charged by infantry • Artillery may abandon their guns • Skirmishers may evade • All Wavering units must immediately take a cohesion test

How do my units fire at the enemy ?	Units may only fire at any enemy directly to their front. Artillery units may wheel forwards or backwards 1MU before choosing their target(s) – although they cannot change the range band if they do this. The procedure is as follows: <ol style="list-style-type: none"> 1) Calculate the number of dice available to each unit firing, adding or subtracting dice for various tactical factors. (see the firing table on Page 5) 2) Reduce this total due to the cohesion losses of the firing unit. 3) Allocate all dice against targets. 4) Determine the to-hit score against each target. 5) Roll the dice against each target and allocate hits accordingly. 6) Resolve the effect of the hits immediately.
How far do my units fire ?	Artillery may fire up to 16MU and infantry units may fire up to 6MU. Cavalry may not fire at all. Units may only fire at enemy directly to their front. Artillery may wheel 1MU forwards or backwards before firing – although they may not change the range band by doing this. Range bands are: <ul style="list-style-type: none"> 2MU – Close range (All infantry and artillery units) 4MU – Medium Range (All infantry and artillery units) 16MU – Long range (Artillery units only)
What happens when my unit are hit ?	When casualties are cause on units, that player should immediately consult the “results of Firing” table on Page 5. These result are applied immediately – before his opponents get to return fire. If a unit receives 4 or more hits the “Outcome Moves” table on Page 7 should be used to determine how far that unit retires.
How does combat between units work?	Combat occurs between all enemy touching each other at the start f the combat phase. The procedure is similar to that use for firing and is as follows: <ol style="list-style-type: none"> 1) Calculate the number of dice available to each unit in combat, adding or subtracting dice for various tactical factors. (see the Combat table on Page 6) 2) Reduce this total due to the cohesion losses of each unit. 3) Allocate all dice against enemy units in contact. 4) Determine the to-hit score against each target. 5) Roll the dice against each target and allocate hits accordingly. 6) Resolve the effect immediately using the Combat Resolution table on Page 6, including pursuits by the winning unit(s).
What is the Divisional commander used for ?	He is used to allow units to perform Complex moves and to recover their cohesion. A unit can only perform a complex move if its commander is within 8MU. A unit can only recover its cohesion if its commander is within 4MU. The Commander may move up to 10MU during its own movement phase and an additional 4MU during either players recover phase. One unit only may attempt to recover its cohesion during a players own recovery phase.
How do I win the game ?	Either player wins the game if any of its units are in contact the other players LOC. at the end of any players Recovery Phase. Note well: A unit may not contact the enemy LOC during a retire move. If both players have units in contact with an LOC during the combat phase they fight each other as if they were in front edge contact with each other.

ACTION SEQUENCE

Phase	Action	Description
Assault	Declare Assaults	Active player only - CMT if required
	Declare responses	Inactive player - CMT or Cohesion Test if required
	Move chargers and adjudicate firing	Active player resolves result and makes Outcome Moves immediately
Firing	Active player fires	Inactive player resolves result and makes Outcome Moves immediately
	Inactive player fires	Active player resolves result and makes Outcome Moves immediately
Movement	Move units	Active player only - CMTs if required
Combat	Calculate combat hits	Both players simultaneously
	Combat Resolution	Follow steps in 'Combat resolution' table
	Cohesion Tests	Both players - inactive player first
Recovery	Move commanders	Both players - inactive player first
	Recover cohesion	Active player only - test as required

MOVEMENT TABLE

Activity	Steady	Disordered	Wavering
Make a forwards move, an interception, or assault with no change of formation	Simple	Complex	N/A
Counter-charging if Cavalry	Simple	Simple	N/A
Infantry attempting to assaulting a unit also being assaulted by Cavalry	Complex	Complex	N/A
Continue into contact after receiving 1 or 2 hits during charge	Complex	Complex	N/A
Turn or wheel to face an enemy within 2MU	Simple	Simple	Simple
Any other change of formation or facing while > 2MU from enemy otherwise stationary	Simple	Simple	Complex
<= 2MU of enemy	Complex	Complex	N/A
Moving through friends in any direction	Simple	Simple	Complex
Moving backwards including a wheel	Complex	Complex	Up to a full move, ending facing original rear
			Up to half a move, ending facing original front
Skirmishers moving 1/2 distance in any direction if outside 2MU	Simple	Simple	Simple
Crossing a hedge or wall or entering or leaving buildings forwards or backwards	Simple	Simple	Skirmishers
			Others
Artillery limbering or unlimbering	Simple	Simple	N/A
Artillery moving by prolong 2MU forwards or backwards, including wheel	Complex	Complex	N/A
2nd move if over 6MU from enemy throughout	Complex	Complex	N/A
N/A = Not allowed A Wavering unit may not end their move closer to any enemy unit			
Any move may include a slide sideways up to 1 base width if over 6MU from enemy, or to avoid friends if closer			
When making a double move, the 1st move must be successful before the 2nd move is attempted.			
ROLL 2 DICE	Score required:	Up to 2 tests may be taken per phase by the French	
	5+	Only 1 test may be taken per phase by the Austrians	

FIRING

Number of Dice Used		The To-Hit Score	
Long Range		Long Range	
Artillery	6 to 16 MU 3 dice	Target is cavalry or infantry single rank	6+
Medium Range		Target is skirmishers or in buildings	
Austrian Line Infantry	2 dice	Firing at Grenzers	4+
Austrian Jaegers	5 dice	Target is in square	
Austrian Grenzers	5 dice	All other Targets	5+
French Line Infantry	3 dice	Medium Range	
French Light Infantry	5 dice	Target is skirmishers or in buildings	6+
Artillery	6 dice	Target is in square	4+
Medium range Fire if within 6MU of enemy cavalry		All other Targets	5+
Austrian Line Infantry	N/A	Short Range	
Austrian Jaegers	-1 dice	Target is skirmishers or in buildings	5+
All other infantry	-2 dice	Firers are skirmishers	
Short Range		Target is in square	3+
Austrian Line Infantry	6 dice	All other Targets	4+
Other infantry	4 dice	Cohesion Losses:	
Artillery	6 dice	Disordered: Lose 1/3 dice (round remain dice up)	
Support to flank:		Wavering: Lose 1/2 dice (round remain dice up)	
Artillery or Austrian Line	+2 dice	Units firing to or from a building receive 4 dice at any range hitting on 5 at close range and 6 at any other range.	
Other Infantry	+1 dice	The To-Hit score cannot be higher than 6+ or lower than 3+	
NB. Each half of an extended line fire as a single unit			

RESULTS OF FIRING

Number of hits	Result		Cohesion loss
0	No effect on movement		No effect
1	Unit must take a CMT to move into contact, or to move closer to the enemy in the movement phase	If a CMT is not taken, or is failed, the testing unit may not move closer to enemy, and must retire to at least 3MU if cavalry.	No effect
2			-1 cohesion
3	Retire to 3MU if closer or are <i>Wavering</i> , otherwise may not advance.		-1 cohesion
4+	Retire immediately as per <i>Outcome Moves</i> table		-2 cohesion *
* A unit can only drop 1 cohesion level if all fire is at medium or long range.			
* A wavering unit taking a cohesion loss from medium or long range fire only, retires instead as per Outcome Table.			

COMBAT

Number of dice used	
Situation	Dice
Infantry and Cavalry: In Open terrain and in either Tactical or Extended Line formations	6
All other troops or situations - including cavalry fighting infantry in square	4
Dice Additions and Losses	
Enemy downhill	+2 (+1) dice (+1) Units partially uphill get +1 instead of +2
Each supporting unit to flank	+2 dice Unless either side is defending an obstacle
Disordered: Lose 1/3 dice (round remaining dice up)	Wavering: Lose 1/2 dice (round remaining dice up)
The To-Hit Score	
Normal score required	+4 Modified by the POAs below
Points of Advantage (POA): Each + POA adds 1 to dice roll, each - POA subtracts 1 from dice roll	
Attacking enemy flank or rear	+ Unless Artillery is defending an obstacle
Cavalry fighting Artillery	+ Unless Artillery is defending an obstacle
Cavalry fighting Infantry not in Square	0 Only in open terrain, and not across an obstacle
Cavalry fighting Infantry in Square	- Unless Infantry are defending an obstacle
Fighting across an obstacle	0 Both sides
<i>Skirmishers</i> or Artillery in combat	0 In any terrain
Effect of Combat Hits	
Hits received	0-1 2-3 4-5 6+
Cohesion losses	0 1 2 3

COMBAT RESOLUTION

Players perform the following steps in order			
Retire Broken Units			
Non-active player	Retires units in contact and <i>Broken</i>	Active player	May pursue * unless <i>Wavering</i> .
Recovery	Active players <i>Broken</i> units no longer in contact because of enemy retiring recover to <i>Wavering</i>		
Active player	Retires units in contact and <i>Broken</i>	Non-active player	May pursue * unless <i>Wavering</i>
Retire Wavering Units			
Non-active player	Retires units in contact and <i>Wavering</i>	Active player	May pursue * unless <i>Wavering</i>
Active player	Retires units in contact and <i>Wavering</i>	Non-active player	May pursue * unless <i>Wavering</i>
Retire Disordered Units			
Non-active player	Retire units in contact and <i>Disordered</i>	Active player	Retire units in contact and <i>Disordered</i>
Special rules:	* Artillery never pursue	* Infantry do not pursue if in square or defending obstacle.	
* Infantry may choose not to pursue if there are any unbroken enemy Cavalry within 6MU of their starting position			
<i>Steady</i> Cavalry MUST pass through and <i>Disordered</i> Cavalry MAY pass through if ending in contact with Infantry			

COMBAT RESOLUTION

Action	Unit/distance	Steady	Disordered
PURSUE	Artillery	Not allowed	
	Infantry D6 MU	Cannot pursue if defending obstacle, or in square. May move into buildings	
		CMT to not pursue	CMT to pursue
	Cavalry D6 +2MU	Must pursue	CMT to not pursue
Pass through	Cavalry D6 +2MU	If pursuing measure distance moved from enemy rear - otherwise retire	

COHESION TESTS

Test type	Attempted activity	Score required	Result if test failed
Responding to an assault	Infantry assaulted by Cavalry in the open & not in Square	Form Square from Extended Line	6+
		Form Square from Tactical or March Column	5+
	Infantry in Square assaulted by other Infantry	Stand and fire	5+
		A <i>Wavering</i> unit having an assault declared on it	5+
Recovery tests	Artillery choosing to stand and fire	4+	
	Rallying broken unit	6+	
	Recovering abandoned Artillery	3 cohesion losses 1 attempt only 1 or 2 cohesion losses	5+
Other cohesion tests	Recovering cohesion losses for any unit	5+	
	Whenever a <i>Broken</i> unit first passes within 4MUs	5+	
Number of dice used for tests	Troops in extended line (if not defending buildings, and enclosed field or a hill.)	1 dice	Otherwise all units roll: 2 dice







OUTCOME MOVES

Unit type	Situation Disrupted	Cohesion state		
		Wavering or Evading	Broken	
Infantry	If defending obstacle or in square v cavalry	Halt	Halt	Destroyed
	In the the open and in contact with cavalry	Retire D6	Retire D6 + 2	Retire D6 + 4
	Otherwise			
Cavalry	In contact with enemy	Retire D6 + 2	Retire D6 + 4	Retire D6 + 6
	Otherwise			
Limbered artillery	In contact with enemy	Retire D6	Retire D6 + 2	Destroyed
	Otherwise			Retire D6 + 4
Unlimbered artillery	In contact with enemy cavalry	Abandoned	Destroyed	Destroyed
	In contact with enemy infantry		Abandoned	
	Otherwise	Retire D6	Retire D6 + 2	Retire D6 + 4
Minimum retire distance is 3MU		Infantry in square retiring more than 3MU end in Tactical formation		
A unit retiring >= its normal move ends facing the direction moved, otherwise it faces the direction it moved from.				







ABANDONED ARTILLERY

Action forcing abandonment (of unlimbered artillery):	Cohesion losses
Voluntary Retire to Infantry unit within 2MU when charged	-1 cohesion
Otherwise:	If forced to retire by failing a test Retiring from Infantry assault
	Retire from cavalry Assault
Retire as an outcome move from combat	-2 cohesion
Additional loss if all friends within 2MU retire (once only)	-1 cohesion
* An abandoned artillery unit accumulating more than 3 cohesion level losses is permanently destroyed.	

FRENCH FORCES

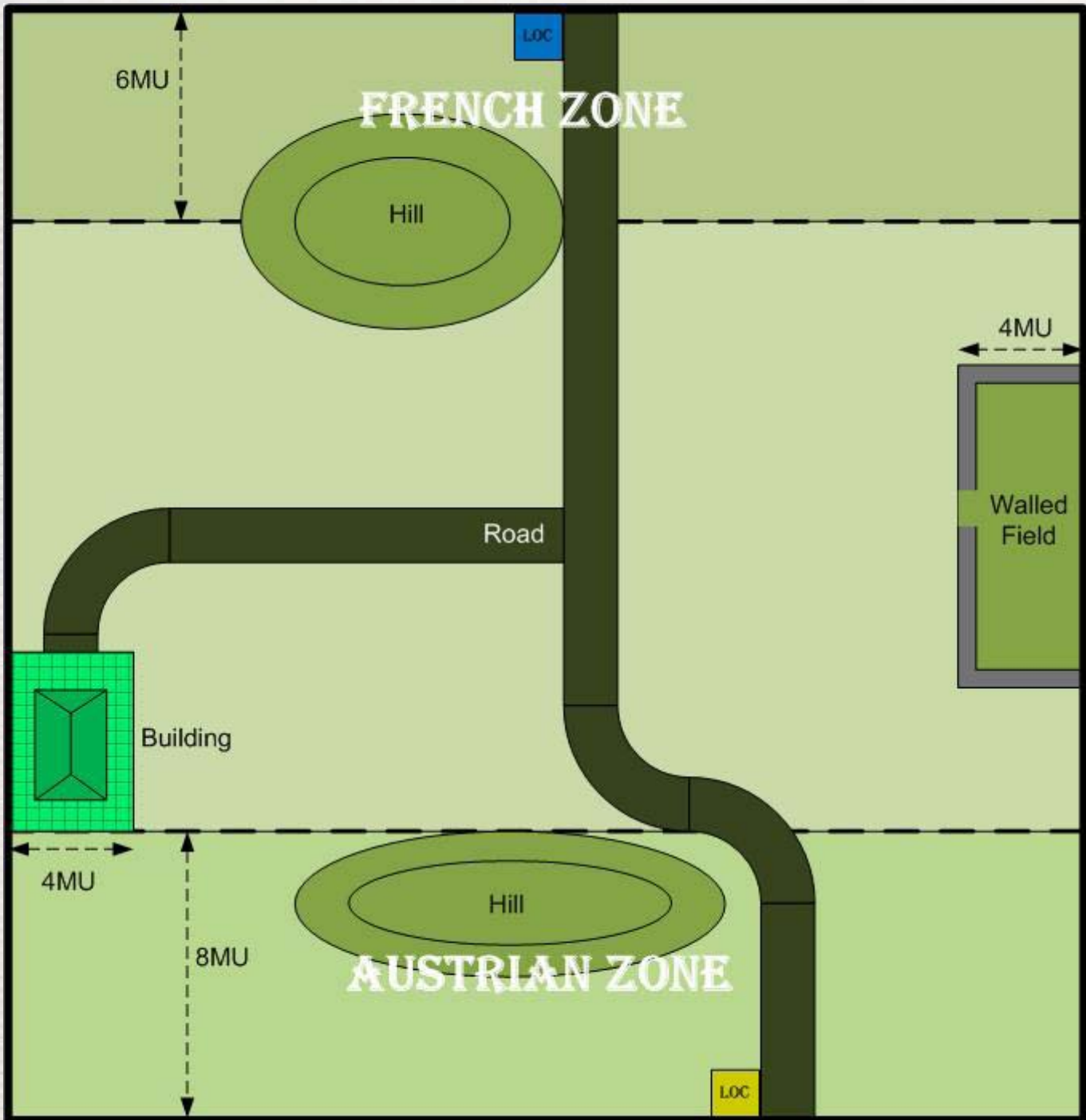
Divisional Commander	<p>Moritz (Skilled Commander) 2 CMTs permitted per move</p> 
Light Infantry	<p>Small unit (4 Bases) Average, Drilled Special Rules: None Firing: 5 Dice at medium range 4 Dice at close range</p> 
Line Infantry	<p>Small unit (4 Bases) Average, Drilled Special Rules: None Firing: 3 Dice at medium range 4 Dice at close range</p> 
Line Infantry	<p>Small unit (4 Bases) Average, Drilled Special Rules: None Firing: 3 Dice at medium range 4 Dice at close range</p> 
Artillery	<p>Small unit (4 Bases) Average, Drilled Special Rules: None Firing: 3 dice at long range 6 dice at medium range 6 dice at close range</p> 
Hussars	<p>Small unit (4 Bases) Average, Drilled Special Rules: None Firing: None</p> 

AUSTRIAN FORCES

Divisional Commander	<p>FRESNEL (Competent Commander) 1 CMT permitted per move</p> 
Jaegers	<p>Small unit (4 Bases) Average, Drilled, Rfiles Special Rules: Only loses 1 dice from medium range fire with enemy cavalry within 6MU. Firing: 5 Dice at medium range 4 Dice at close range</p> 
Grenzers	<p>Small unit (4 Bases) Average, Irregular Special Rules: Skirmishers – Cannot form Square. Cannot charge the front of steady or disordered enemy. Must evade if charged. Only use 1 dice for Cohesion Tests Firing: 5 Dice at medium range 4 Dice at close range</p> 
Line Infantry	<p>Small unit (4 Bases) Average, Drilled, artillery attachment Special Rules: Medium range firing is allowed only by the Artillery base Firing: 2 dice at medium range 6 dice at close range</p> 
Line Infantry	<p>Small unit (4 Bases) Average, Drilled, artillery attachment Special Rules: Medium range firing is allowed only by the Artillery base Firing: 2 dice at medium range 6 dice at close range</p> 
Hussars	<p>Small unit (4 Bases) Average, Drilled Special Rules: None Firing: None</p> 

Where do I place my units to start the battle ?

All Austrian units must be deployed within the area marked “Austrian Zone” although one unit may be deployed in the Building. All French forces must be deployed within the area marked “French Zone”, The French Player must deploy his infantry and cavalry units 2 bases wide by 2 bases deep (in “Tactical” formation). French artillery must be placed limbered. The Austrians may deploy his units in either Tactical formation or in a formation 4 bases wide (in Extended Line”). Each players LOC marker is placed as indicated.



Both hills are gentle (i.e. not especially steep or tall). It is important that the Austrian hill is entirely within, and covering no more than half of their deployment zone, and that the building and field are each approximately 4” wide. Other than that the terrain just needs to be ‘similar’ to the map.