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# INTRODUCTION

March Attack are a set of Napoleonic Wargames rules that were created to allow players to field approximately a Corps a side and to be able to complete a game of that size within a few hours. Far larger games can easily be played by a group of people that have a full day to spare. I have tried to combine the basic game mechanics of morale, melee and firing into a consistent system throughout the rules so that it can be easily mastered. This has allowed strategic options, army morale and command & control to be expanded without creating a set of rules that take forever to play or get bogged down in endless details.

March Attack can be used as a 'club' set of rules where a game can be set up and completed within an evening but there is no built in 'balance' or points system. Elite troops can be very good and militia can be very poor. Don't expect to turn up to a game where your Landwehr and Militia are able to stand up to Elite or Guard without some balancing factor in their favour. The rules are not a points balanced, buckets of dice, pick up, competition style game and are best played with historical orders of battle or as part of a campaign system.

The game has been designed so that turns flow smoothly with a minimum of bookkeeping or reference to charts and most of the basic mechanics should be picked up within the first game. There is a lot of emphasis on the command of large formations with each turn representing 20 minutes of real time and a scale of 1" to 60 yards. You'll find that the strategic situation can change very quickly and the timing of orders, bombardment, attacks and commitment of troops all play an important part. The rules have dispensed with some of the more traditional methods of representing unit size, troop quality, morale and combat ability. Instead these have been integrated into the concept of 'Combat Value' that allows the system to differentiate between troop quality and experience as well as unit size and training without overly complicating the tactical combat mechanics.

A combination of strategic movement, allowing large formations to manoeuvre about the field, and tactical combat rules means that the game keeps a good level of detail while remaining fast paced. Once you commit your brigades and divisions to advance they will not crawl across the battlefield but can cover ground at a realistic rate until they come to engage the enemy. You'll find that players have time to develop a plan and actually command their troops rather than having to rush at their opponents on turn one just so that they can get involved in the game!

I hope that you'll find the rules easy enough to learn, challenging enough to be enjoyable and realistic enough to keep your interest.

Mark Sims  
Stone, April 2011

## DESIGNERS NOTES

Throughout the rules you'll find these boxes where I waffle on about why I did a specific rule one way or the other and what I am trying to represent within the game.

## EXAMPLES

There are many examples throughout the rules, Just reading through these and the extended example at the back of the book will give you a very good idea of how the game mechanics work.

# 1. GAME SCALE

March Attack is designed so that a group of players can fight Corps sized battles in an evening or larger games over the course of a day.

There are two levels to the rules, the first is strategic where large bodies of troops are ordered about the field. The second is the tactical where these bodies come into close proximity to the enemy and combat ensues.

You will find that strategic movement is fast and tactical combat is bloody. Each turn represents 20 minutes of time and a lot can happen during this period. As well as strategic and tactical movement both sides can carry out skirmish combat, both sides will be able to fire and conduct melee more than once in a turn.

The approximate ground scale is 1" to 60 Yards which gives roughly 30" to 1 Mile

Each unit on the table can represent anything from a few hundred to more than 1000 troops. The number of troops (not figures) and their quality will determine the Combat Value (CV) of the unit. A units CV is its most important factor and affects all of its firing and melee combat.

These rules use 40mm wide by 30mm deep bases for all formed infantry and cavalry and 40mm by 40mm bases for artillery. Each base has 8 formed foot figures, 3 cavalry figures or 1 gun model and 4 crew. The actual basing conventions are not hugely important so long as both sides are based using roughly the same system.

All infantry and cavalry units are represented by 2 bases. Artillery batteries are represented by one or two bases depending on the battery size.

Commanders should be based so that you can tell the difference between Division, Brigade and higher level commands. The basing system is not important but for these rules single figures are based 30mm by 20mm for Division & Brigade command and 2 figures on a 40mm by 30mm base for Corps and Army commanders.

The individual units that are moved about on the tabletop represent infantry battalions, cavalry regiments or artillery batteries. These individual

elements are grouped together into Major Formations, 'MF' for short. These can be infantry or cavalry divisions and brigades, grand batteries or mixed formations with both infantry and cavalry.

Each MF will be acting under a specific order that it must follow - such as attack, defend, support and so on. Each unit within this MF will be able to carry out various actions within the overall orders that the Major Formation is acting under. MF's themselves may be grouped into Corps or Army Wings and each Corps or Wing will be following specific orders from the army commander.

The game mechanics will use standard 6 sided dice numbered from 1-6 (D6). The relevant tables will have a note of the number of dice that are used. (D6 or 2D6)

You will only need two D6 to play the game but sometimes additional dice can be used as markers or reminders for certain actions within a phase. Either way, you'll not need a bucket.

## DESIGNERS NOTES

The 40mm wide basing system does not allow a representation of the exact frontage of different sizes and strengths of battalions, regiments or batteries. The conventions used in these rules give a representation of unit frontages that take into account battlefield deployment and the relative sizes and types of units.

The overall deployment area of a brigade, division and corps is well within the boundaries of historical accuracy. I make no apologies for the fact that the basing is designed for ease of game play rather than being detailed down to the specific frontage occupied by individual figures according to the exact number of troops within a formation.

Having said that the game mechanics can be used with different basing systems which accommodate different unit sizes, I just choose not to. There is absolutely nothing to stop you basing your units according to their frontage by men, ranks, unit size and troop type. If you do this it is a simple enough matter to determine the amount of troops that can fire at a given target and so calculate the CV and fire points that are used.

## 2. TROOP STATISTICS

Each unit in March Attack represents a battalion of infantry, regiment of cavalry or battery of artillery. Each of these can have various quality levels, strengths, abilities and restrictions.

There are 5 different troop types in March Attack, most will use similar rules and statistics and each will be described in more detail in the following chapters.

- Infantry are designated as units that were capable of deploying entirely into skirmish order and used as such and those that are not. Units that can deploy entirely into skirmish formation will have an `Sk` after their description.
- Cavalry may be heavy, medium or light and can also be lancers. The cavalry weight has an effect on the charging melee modifiers.
- Field artillery are divided into light, medium and heavy with a further distinction for horse or foot artillery. Light are 3-4 pounders, medium are 6-9 and heavy are 12 or larger.
- Siege artillery have their own specific rules. Siege artillery are classed as heavy for firing purposes but they may not move.
- Commanders. Each Formation will need a commander, they have various command and Inspirational ratings.

The type of unit and its statistics will affect what it is able to do in certain situations. Some units may not carry out certain actions while others gain bonuses or modifiers in various situations.

An example of the Major Formations and the way that these statistics are represented is shown with the sample formations on pages 64 and 65.

### Commander Ratings

Commanders are defined by both their inspirational effect on troops and also their ability as commanders.

Inspirational effect can be Charismatic, Normal or Uninspiring. The number on the leader bonus table represents the bonus that a unit will gain on its VeD

tests and also in melee if the leader is attached to that unit. This bonus also applies in the morale phase for MF and Army morale tests.

Command ability is split into 5 levels from Terrible to Excellent. Command ability will help determine the chance that orders are successfully issued and received.

#### Leadership Bonus

Charismatic Inspirational Value (C)	+2
Normal Inspirational Value (N)	+1
Uninspiring Inspirational Value (U)	0
Excellent Command Ability (E)	+3
Good Command Ability (G)	+2
Average Command Ability (A)	+1
Poor Command Ability (P)	0
Terrible Command Ability (T)	-1



## How to use the Leadership Bonus Table

The leadership bonus table has 2 distinct sections, the first shows the Inspirational value of a leader. This will be used to affect the morale of the MF that a leader is attached to as well as applying a melee or VeD modifier when the leader is directly attached to a battalion, regiment or battery.

The second section covers the command ability of a leader. This influences how quickly they can react to situations, organise their troops to follow orders and control their subordinate commanders and units.

When issuing orders the command bonuses are applied to the die rolls to see whether the order is received and acted upon. The better the command ability the more chance that the orders will 'get through' when they are supposed to.

## Troop Quality

All units will have one of seven troop qualities. Combining this quality with the number of troops (not figures) in the unit this will determine their Combat Value. CV is directly related to how well a unit will conduct melee, fire fights and the losses they can suffer before breaking. There are seven levels of quality.

- Untrained
- Militia
- Conscript
- Regular
- Veteran
- Elite
- Guard

The troop quality will also determine the chance that a unit passes a Valeur et Discipline test. These are taken throughout combat as various circumstances dictate. The better the troop quality the more chance the unit has to pass these tests and avoid bad results.

## Unit Combat Value

Each unit has a quality level as described previously and you also need to know the number of troops (not figures) that are in that unit. This may be an infantry battalion, an artillery battery or a cavalry regiment. In the case of a battery the number of guns is the important factor.

To calculate the Combat Value (CV) of a unit you need to cross reference the number of troops within that unit with the troop quality on the CV Table. Combat Value is a combination of the troop strength and quality.

As CV is lost this represents the deterioration of the units morale as well as simply losing casualties. CV is the single most important statistic for a unit and is used extensively throughout these rules.

### DESIGNERS NOTES

Troop quality plays a very important role in these rules and you will see that full strength units of good quality troops can be very effective whereas small units of poor troops may be of little use no matter how many of them there are!

The concept is that the Combat Value of a unit is a combination of the number of men and their quality. 400 Veteran troops can be just as effective as 800 Militia and a units CV should not be thought of as just a number representing its physical strength.

Likewise the amount of losses that a unit takes do not just represent those troops physically killed or injured but the overall effect that these losses have on the combat ability and morale of the unit as a whole. A cannon ball causes just as many casualties on Guards as it does on Militia but the Guard unit will take that 'punishment' for longer before breaking.

So, CV is used to represent unit cohesion as well as its physical strength. As CV is lost this is the unit losing morale as well as casualties and when it reaches 0CV it is broken. This has allowed the rules to dispense with more traditional 'morale tests'.

### Combat Value & Unit Size

	100	200 (4)	300 (6)	400 (8)	500	600 (12)	700	800	900	1000
Untrained	1	1	2	3	3	3	4	4	5	5
Militia	1	2	2	3	4	4	5	5	5	6
Conscript	1	2	3	4	4	5	6	6	6	7
Regular	2	3	4	4	5	6	6	7	7	8
Veteran	2	3	4	5	6	7	7	8	8	9
Elite	2	4	5	6	7	7	8	9	9	10
Guard	3	4	5	6	7	8	9	9	10	10

## How to use the Combat Value & Unit Size Table

This table allows you to calculate the CV of a unit or battery. Firstly determine the quality of the unit from appendix B (page 66) or your own research and then cross reference that with the appropriate column depending on how many actual troops are present. For artillery use the number in brackets according to the number of guns in the battery, otherwise use the nearest value (numbers ending in 50 round up to the nearest 100).

For example a cavalry regiment with 329 men would use the 300 column to determine its CV while one that has 373 men would use the 400 column.

All infantry and cavalry units are represented by 2 stands. Artillery batteries are represented by 1 stand unless it is a 12 gun battery in which case 2 stands are used.

## Unit Designation

Each unit on the table must be one of the seven troop quality levels. Within these levels they can have different CV amounts and this is shown by a letter and number. The letter corresponds to the Troop Quality while the number represents its current Combat Value.

V-6 is a Veteran unit that is CV 6, V-4 would be a Veteran unit at CV 4, C-3 would be a Conscript unit at CV 3 and so on.

There are a number of other statistics that define what a unit may do in addition to their CV and quality.

**Skirmishers (Sk)** The entire unit is trained to fight in skirmish formation and was, or could be, deployed as such.

**Heavy Cavalry (H)** Cavalry weight affects movement speed and also weight advantage when charging into melee combat.

**Medium Cavalry (M)** As Above

**Light Cavalry (L)** As above

**Lancers (L** in addition to the 'weight') **(LL)** Light lancer. The lancer ability may confer advantages in some melee situations.

**Foot artillery (F)** Artillery batteries where the crew are on foot. This will affect their movement distance and some of their combat options.

**Horse Artillery (H)** Artillery batteries where the crew are mounted. This will affect their movement distance and some of their combat options.

**Siege Artillery (S)** These fire as heavy artillery but they may not be moved, prolonged or change facing during the battle.

**Light Cannon (L)** The weight of the guns that make up the battery. Light guns are 3-4 pounders. The artillery weight will affect the range, add modifiers to the firing and determine the movement distance and options of the battery.

**Medium Cannon (M)** The weight of the guns that make up the battery. Medium guns are 6-9 pounders. The artillery weight will affect the range, add modifiers to the firing and determine the movement distance and options of the battery.

**Heavy Cannon (H)** The weight of the guns that make up the battery. Heavy guns are 12 pounders or larger. The artillery weight will affect the range, add modifiers to the firing and determine the movement distance and options of the battery.

These extra designations are simply added to the quality and CV and this gives each unit a set of statistics that look something like this.

**C-5 - Conscript CV5**

**G-6 Sk - Guard CV6 with skirmish ability**

**E-6 MH - Elite CV6 medium horse artillery**

**V-7 HS - Veteran CV7 heavy siege artillery**

**R-5 LL - Regular CV5 Light lancers**

**R-5 LF - Regular CV 5 Light Foot Artillery**

**V-4 H - Veteran CV 4 Heavy Cavalry**



## EXAMPLE

The French 1st Battalion of the 13th Legere has 643 men and their quality is rated as Veteran (Skirmish). Rounding to the 600 column under Veteran would result in them having a CV of 7. The skirmish ability has no effect on working out their CV.

### 1/13th Legere V-7 Sk

The 1st West Prussian Uhlan regiment has 640 men armed with lances and is rated as Regular. Checking the 600 column the table shows that their CV is 6.

### 1st W. Prussian Uhlans R-6 LL

17th Russian 12pdr position battery is rated as Regular. Checking the 12 gun column shows that their CV is 6. It is also worth noting that this battery is represented by two stands rather than one.

### 17th Position Bty (12pdr) R-6 HF

## Valeur et Discipline Rating

This is a representation of the elan, training and morale of the troops that make up the unit. Throughout the battle there will be cases where a unit has to pass a VeD test. The starting value is dependant on troop quality and will be from 4 for Untrained up to 10 for Guards - better quality troops have more chance of passing their test.

This VeD rating should not be confused with the Combat Value of the unit. A Veteran unit may start the battle at CV 4 and be reduced through combat but its unmodified Valeur et Discipline rating will always start at eight.

During game play various tests will require the unit to roll equal to or less than their modified VeD rating on 2D6 to pass. Being told that your troops need to pass a VeD test will no doubt raise a smile or two.

Failing a VeD test generally has bad results such as not forming square, changing formation under fire, charging home or avoiding disorder but it should not be regarded as a typical 'morale test' in itself. The actual reduction of a units CV is used to represent morale loss as well as casualties, the VeD test is used to represent their ability to react to combat situations.

No matter what the modifiers to the test an unmodified roll of 2 will always pass and an unmodified roll of 12 will always fail.

### Valeur et Discipline Table (2D6)

Untrained (U)	4
Militia (M)	5
Conscript (C)	6
Regular (R)	7
Veteran (V)	8
Elite (E)	9
Guard (G)	10
Attached leader Inspirational bonus Charismatic / Normal / Uninspiring	+2 / +1 / 0
Unit is infantry in column	+2
Each full 2 CV lost	-1
Unit is Disordered (D1 or D2) OR formation change vs charge from flank / rear	-2
Formation change vs charge from :- up to 5" / up to 12" / more than 12"	-2 / 0 / +2



The quality as well as the number of troops within a unit will determine its Combat Value.

## How to use the Valeur et Discipline Table

This table is used to determine the outcome of tests that represent the Elan, Morale, Esprit de Corps, Valour, Training, Leadership and Discipline of a unit.

The starting value for the troop quality is shown and is the number **or less** that you need to roll on a 2D6 to pass the VeD test.

Leader ratings. The inspirational value of any leader that is attached to the unit taking the test. One of the three modifiers will apply depending on the leader that is attached. Only one leader may apply their bonus to this test no matter how many are attached to the unit, the highest value is used.

Infantry unit in column. This applies to forming square as well as charge and disorder tests. This reflects the speed of formation change from column to square as well as the extra morale boost that comes from a column as opposed to line formation.

Per 2 CV lost. For each 2 full points of CV loss a unit suffers a -1 penalty to its VeD test. 1 CV loss would not give any modifier, 2 or 3 CV loss would apply a -1 modifier, 4 or 5 a -2 modifier and so on.

Disorder OR flank / rear charge. If the unit itself is currently disordered with a D2 or D1 marker then it will suffer a -2 penalty.

If a cavalry charge starts from the flank or rear zone of the target there is less chance that a formation change will be completed in time. This and the disorder modifiers are not cumulative. A disordered unit charged in the flank would only get a -2 modifier.

Formation Change Distance. The distance a cavalry unit charges from will affect the chance that a formation change is completed on time. The further away the cavalry charge the more chance there is to complete it.

### EXAMPLE

A unit of Veteran infantry in column started the battle with 7 CV has been reduced to 5 CV, it is charging and suffers another CV loss due to defensive fire so it needs to take a VeD test to charge home.

The target number of the test is 8 or less on 2D6 (Veteran), there is a +2 modifier because the unit is currently in column and a -1 modifier because the unit has lost 3CV (-1 per 2 full points of CV lost). The unit would need to roll 9 or less to charge home.

## Cavalry Battle Groups

Where a cavalry regiment has more than 500 troopers it may be split up into 2 battle groups. Each will have half of the troops and its CV will be calculated accordingly. For all intents and purposes these battle groups are now separate units.

The choice of battle group formation is up to the player and can be made on a unit by unit basis. The decision must be made at the start of the battle during set up and may not be changed throughout the course of the battle.

On the order of battle listings the 'default' formation is to have battle groups formed where possible. If you want to change this simply calculate the CV for one unit at full strength.

### EXAMPLE

The 6th Hussar regiment has 575 men and is rated as Regular. Rounded up to the 600 column the table shows that their CV is 6.

#### 6th Hussars R-6 L

Or, the Regiment can be split into 2 battle groups, having 287 and 288 men respectively. Rounding up to the 300 men column for Regular results in CV4.

#### 6th Hussars #1 R-4 L

#### 6th Hussars #2 R-4 L



# Skirmish Combat Values

Each nationality has a Skirmish rating of either Poor, Average or Good depending on its use, training and doctrine with regard to skirmish combat. This rating will determine the 'value' of the skirmishers that are produced by each formed infantry unit within the MF. Nationalities have different ratings depending on year (see page 69) and these, combined with the actual CV of the units concerned, will determine the Skirmish Combat Value of Infantry and Mixed Major Formations.

The actual amount that is added to the Skirmish Combat Value (SCV) of the MF is calculated by adding together the CV from units that have skirmish ability and then from those that do not. These totals are then divided by a number from 3 to 10 depending on the national skirmish rating. Values of .5 or more are rounded up, otherwise round down.

Skirmish Combat Rating		
Quality	Skirmish	Non-Skirmish
Good	1 per 3CV	1 per 6CV
Average	1 per 4CV	1 per 8CV
Poor	1 per 5CV	1 per 10CV

20th Division - VI Corps		Reg
Baron Jeanin		Av / No
Steady 6-5 (7) Shaken 4-3 (4) Spent 2-1 (2)		
1st Brigade		
1/5th Legere (470)		Vet 6 Sk
2/5th Legere (416)		Vet 5 Sk
1/10th Ligne (718)		Reg 6
2/10th Ligne (713)		Reg 6
2nd Brigade		
1/107th Ligne (370)		Reg 4
2/107th Ligne (365)		Reg 4
Division Artillery		
2/8th Foot Artillery (8 * 6pdr)		Vet - 5 MF

## EXAMPLE

As an example we can use the 20th Division shown here. This is a French Division in 1815 and its national skirmish rating is 'Good'.

There are 2 battalions in the 5th Legere, with full skirmish ability (Sk) totalling 11CV and another 4 battalions from the 10th and 107th Ligne that have 20CV but not full skirmish capability.

Looking at the Skirmish Combat Rating table on the 'Good' line gives 1 per 3CV for skirmish ability, this means that the 11CV with full skirmish capability adds 4 points to the 20th Divisions SCV.

The 20 points of combat value from the other 4 units are divided by 6 which will add another 3 points to the SCV of the formation giving it a total of 7.

Finally it is simply a matter of marking down the SCV that the unit will have when it is at 1/3 and 2/3 losses in units. These details are shown in brackets next to the strength of the MF in units.

## MF Statistics

In brief the number of units remaining within an MF is important with regard to Major Formation morale, the more units that have been lost the more severe the tests. This is dealt with more fully in the Morale chapter starting on page 49.

Each Mixed or Infantry Major Formation has a line that shows the amount of units and the skirmish value in brackets. There are three groups of numbers and this reflects the state of the MF when it is steady, shaken and spent.

Steady 6-5 (7) Shaken 4-3 (4) Spent 2-1 (2)

In this case the 20th Division has 6 formed units at the start of the battle, it is steady with a Skirmish Combat Value of 7. When it has 3 or 4 units remaining it is shaken with a SCV of 4 and when it only has 1 or 2 units remaining it is spent and has an SCV of 2.



# 3. THE GAME TURN

Each turn represents approximately 20 minutes of real time. A turn consists of two distinct phases, strategic and tactical.

The strategic phase is mostly carried out by both sides at the same time. The tactical part of the turn is taken by both sides in succession where one side becomes active and carries out their movement while the inactive side reacts. Once the active player has completed all of their actions the active and inactive sides swap roles and the tactical phase is played through one more time.

Once both sides have been active the time track is advanced 20 minutes, the turn ends and returns to the start of the next strategic phase S1.

In game terms this means that both sides simultaneously issue orders, carry out morale tests and skirmish combat with large bodies of troops (Major Formations). Then you deal with the more detailed combat and movement rules by having both sides play through the tactical phases in order.

## Engagement Range

An important concept worth mentioning early on is engagement range. This affects the ability of troops to carry out strategic movement or not and also determines whether Major Formations will conduct skirmish combat.

When formed enemy troops come within 9" of each other they are counted as engaged. For skirmish combat calculations an entire MF is either engaged or not (see page 20) but for movement purposes individual units are either engaged (with 9") or not and this can affect their movement speed.

Movement will be faster while outside of engagement range of the enemy. The strategic movement rates can only be used while outside this 9" distance from the enemy. Once a unit is within 9" of the enemy they must use tactical movement speeds.

In game terms this means that units can move fairly fast to cover ground when they are not in close proximity to any enemy forces but when they become engaged they will slow down. This allows you to strategically move large bodies of troops.

## DESIGNERS NOTES

March Attack are designed to fight large battles, part of this involves the deployment and use of Divisions and Brigades (MF's). Once a large formation has been committed to battle and becomes engaged with the enemy the amount of control that a commander can exert over that formation diminishes, 'Friction of War' as Clausewitz would describe it.

Reading historical accounts of battles one thing that crops up almost every time is the reference to a commander committing troops, having committed all his reserves, still having forces uncommitted and so on. I have tried to introduce this concept into the rules by making it easier to order uncommitted troops and determining that those outside engagement range can move more freely. Hopefully this will encourage players to think about where and when they want their troops to engage the enemy.

## Turn Order

Strategic Phase	
S1	Both sides issue orders & roll for arrival
S2	Morale tests, results and compulsory movement
S3	Engaged MF's conduct skirmish combat
S4	Both sides attach and detach leaders.
S5	Determine initiative, winner chooses active side
Tactical Phase	
T1	Active charges and movement
T2	Firing Phase, both sides, simultaneous
T3	Move chargers into contact, resolve melee
T4	Change disorder markers D1 removed, D2 to D1

## Committed and Uncommitted Formations

Whether a Major Formation (MF) is committed or uncommitted has an impact on the issuing of orders and its morale tests.

At the start of a battle the formations that you control will be 'uncommitted' and are not yet engaged with the enemy. As your Major Formations become engaged they become 'committed' and once this happens they cannot regain uncommitted status.

In game terms an uncommitted formation will not be forced to take MF morale tests (page 50) and is more likely to react quickly to the orders that it has been issued. Exactly how troops become committed is dealt with in later chapters.

## S1 Issue Orders

New orders are issued from superiors to their subordinates. Depending on the size of battle that is being fought there may be multiple tiers of command.

The orders for both sides are now rolled for to see if they have been received successfully. Subordinate commanders and MF's may immediately act upon new orders or issue new orders of their own.

## S2 Morale Tests

An infantry or mixed infantry/cavalry MF that has lost an infantry unit at any point in the previous turn, is currently Shaken or worse (at 2/3 or less strength), and is committed must roll for MF morale.

If any mixed or infantry MF has been completely destroyed through tactical combat in the previous turn or broken through morale failure in this phase then any other Infantry or Mixed MF within 12" must also take a morale test. If these tests result in new MF's breaking they can cause tests on other nearby friends. Army morale tests can affect an MF whether it is committed or not.

Failing a morale test can result in all of the units within the MF being disordered, forced to retire or breaking entirely. An MF will never take more than one morale test in a turn no matter how many causes it may have.

The compulsory results of MF morale tests override the MF's orders, even if they have only just been issued. Retire, disorder and broken results are applied now.

## S3 Skirmish Combat

Each infantry or mixed MF that has any formed unit within engagement range of the enemy **must** engage in skirmish combat if it, or its opponent, is able to do so.

Skirmish combat can effect either side depending on their relative skirmish values. The side with the skirmish combat advantage will roll 2D6, consult the skirmish combat table and apply the effects against enemy MF's that it is engaged with.

## S4 Attach & Detach Leaders

Any leader may attach to or detach from its subordinate units. To attach they must be within 12" of the unit, if they detach they may then move up to 12". A leader may detach from one unit and attach to another in the same phase. Compulsory retire movement has no impact on a commanders ability to attach or detach from a unit in this phase.



## S5 Determine Initiative

Both sides will determine who has the initiative for the forthcoming tactical combat phases. The side that wins the initiative may choose to become the active side or force their opponent to be active first.

Each side adds the command ability of its C in C to a 2D6 die roll. The highest total wins the initiative. In case of a tie a D6 is rolled, highest score wins, do not apply any modifiers to this roll off.

## T1 Charges & Movement

The active player declares all charges and the target declares their reaction. The inactive player may react to these charges by infantry forming squares, cavalry counter charging or opportunity charging and limbered artillery fleeing. Charges and reaction movement is calculated and then carried out, chargers halting 1/2" away from target.

The active player may now move with any units that have not charged. The MF's **commitment** status has no effect on its ability to use tactical or strategic movement in this phase but a units **engagement** status does. All units may conduct tactical movement, including charges, even if they are not within engagement range of the enemy and are currently uncommitted.

Units that **are** within engagement range (9") of formed enemy troops may only use the tactical movement rates from the movement chart. If the unit is outside of engagement range it may use the strategic rates but if it does so it may not come closer than 9" to the enemy during its movement.

Strategic movement allows units to move more easily when they are not in close proximity to the enemy. Strategic and tactical movement are dealt with fully in chapter 8.

## T2 Fire

Both sides fire with any units that have a target in range and arc. All fire is deemed to be simultaneous so any effects are not applied until both sides have had a chance to fire. Any charging unit that is fired upon and takes losses will be forced to take a Valeur et Discipline (VeD) test to see whether it charges home or is halted.

Whether a formation is engaged or not and its commitment state do not affect its ability to fire. With the exception of chargers any infantry or artillery unit that has a target within range and arc may fire.

## T3 Resolve Melee

The active side gets to choose which order melees will be carried out in. As each melee is concluded the winner decides what actions to take with victorious units, some may occupy ground, recall or change facing up to 45 degrees. Cavalry that have charged are marked as blown after all melee has been carried out.

## T4 Change Disorder Status

All D1 markers on both sides are removed from the table and then all D2 markers are flipped to their D1 side. There is no difference between the effects of D1 or D2, they both represent disorder but ensure that units are disordered for the same length of time.

## Swap Active & Inactive

Once the active side has played through all of the tactical phases the active and inactive roles swap.

Once both sides have been active and inactive the time track should be advanced 20 minutes and play returns to phase S1 with the start of a new turn.

### DESIGNERS NOTES

The turn order has two distinct sections, the strategic where players order large bodies of troops and the tactical where you deal with the detail of tactical combat, firing and movement

It is worth pointing out that the tactical phases can have a lot happening in them. Both sides being active and inactive means that a unit can shoot twice in a turn. Likewise opportunity and counter charges means that a unit can be involved in more than one melee each turn.

The game mechanics are designed so that as players you don't have to start trudging towards the enemy on turn one to actually get a game complete. You have time to bombard, keep reserves and plan attacks. Once you actually **do** commit your troops they will not crawl across the field but move at a realistic pace and when they contact the enemy combat is generally bloody and decisive.

The idea is to let you recreate battles as they were actually fought rather than forcing you to make plans designed around restrictive game mechanics. I'd hope that a March Attack battle report read like an historical account rather than a game that just happened to use Napoleonic figures.