THE MARCH OF EAGLES

THE MARCH OF EAGLES is a fast, fun brigade level Napoleonic wargame which is simple to set up and play. The rules are quick and will produce a result usually within 60 to 90 minutes. This first segment of the rules tells you all you need to know about infantry against infantry action.

What you need to play: tape measure, 6-sided dice, flat playing surface, figures.

Basing your soldiers: You can base your figures individually: mount them on squares of plastic/card (20mm x 20mm) or round bases (20mm diameter). You may also mount your *Rankers* on multi bases. You should mount *Character* figures on individual bases.

Unit organisation: The battalion is the basic tactical unit in The March of Eagles, and can be of different size and quality according to player choice. This represents the variation found in armies of the period. Battalions comprise a number of figures and regardless of how they are based will operate in multiples of 4. The smallest unit can be 16 figures and the largest 48 figures. In any army you may have a mix of unit sizes and quality as long as the total points add up to 200.

Unit quality: There are 4 levels of unit quality. These range from poorly trained troops to the elite units of the army. Better quality troops cost more points than inexperienced ones.

How to choose your army: This table shows the cost in points for battalions of different size and quality. This will help you work out the size and shape of your force.

BATTALION RATING	UNIT SIZE IN FIGURES								
	16	**20**	**24**	**28**	**32**	**36**	**40**	**44**	**48**
Green recruits	8	10	12	14	16	18	20	22	24
Drilled	16	20	24	28	32	36	40	44	48
Veterans	24	30	36	42	48	54	60	66	72
The Guards	32	40	48	56	64	72	80	88	96
To arm British Light troops with rifles add 1 point per figure.									

Troop types: Most of the soldiers in your battalions will be ordinary men with muskets. They are trained to move, shoot and fight on the command of their superiors. They are called *Rankers*. It is compulsory to take the minimum specified number of figures as *Rankers* in each unit.

CHARACTER FIGURES: There are 4 types of character figure which can be selected. Each has a unique effect on the performance of your battalions. These are taken in addition to the minimum number of *Rankers* per unit and not as replacements for them.

Drummer: These help to keep the battalion in step and moving together. They allow it to re-roll failed MANOEUVRE checks. Any battalion can have up to two drummers. A battalion with two drummers can re-roll failed MANOEUVRE checks twice in the same turn. In light infantry or rifle units the drummer can be replaced with a bugler or hornist. They cost 2 points each.

Sergeants: The backbone of the battalion. Their well-timed commands ensure the *Rankers* fire at exactly the right moment. They allow a battalion to re-roll failed SHOOTING rolls. Any battalion can have up to two sergeants. A battalion gets to re-take one failed shooting roll per turn for EACH sergeant. They cost 4 points each.

Ensign: The flag is a strong symbol of the unit. Fluttering above the men in the heat of battle it gives heart to the *Rankers* when courage is faltering. These allow a battalion to re-roll failed

RESOLVE checks. Any unit can have up to one ensign. British battalions can field two ensign figures but count them as a single character as British battalions carried two colours. They cost 6 points each.

Officer: They lead by example. They are true heroes for the *Rankers* to follow. They add to a battalion's combat capability and also permit a re-roll on Aggression checks. Any unit can have only one officer. They cost 10 points each.

SUPREME COMMANDER: The Supreme Commander figure controls your force. As long as he is separate from a battalion he enables all battalions to operate. He cannot be killed if operating alone. If he joins a battalion that battalion does not need to take ANY checks and automatically does what the player wishes. It also gains advantage as follows:

Manoeuvre: All moves and manoeuvres even over rough terrain and up slopes are at full speed. **Accuracy:** +1 to EACH shooting die score. **Aggression:** Additional +3 in combat. **Resolve:** Cannot fail a test.

If the Supreme Commander is with a battalion all other battalions reduce their ability by one quality level; for example Drilled become Green. Green units subtract a further -1 from Activation rolls. It also means he becomes a potential casualty as described under Accuracy and Combat. If the Supreme Commander is killed in battle he is not replaced. All units in the army permanently drop their unit rating by one level with Green units taking an additional -1 as they can go no lower in rating. A supreme commander figure should be mounted and always moves up to 4 x D6 inches. This is free movement and can be taken at anytime in the turn in addition to a moving unit.

SETTING UP A BATTLE: Set up a field of battle using green cloth or terrain tiles. Make the playing space 160cm x 120cm (6ft x 4ft) or 120cm square (4ft x 4ft). Place features such as trees, hedges, walls or a small farm. Do not use too much terrain. Roll a die for each player and the one who scores highest chooses which side his army will set up. The other player sets up on the opposite side. Ensure no battalions are nearer than 30cm (12 inches) to the centre line of the table (drawn between the long edges). The player who won the sides 'roll off' can choose to place a battalion first or ask his opponent to place. Each player then places a battalion alternately until all are on the table. Place Supreme Commanders last.

INITIATIVE: Check this at the beginning of every turn. Roll a D6 add the number of officers in your army to the die score (including your commander). The player with the highest score has the initiative and can choose to activate one of his battalions first or ask the enemy player to do so. After the first activation the players alternate by battalion until all have manoeuvred, shot or attacked. If you run out of battalions to move and the other player has some left, they get to move all remaining battalions before a new turn begins.

PLAYING THE GAME – THE SEQUENCE OF EVENTS:
1. Determine Initiative. **2.** Players alternate manoeuvring, shooting and attacking with their battalions. **3.** Check RESOLVE for both sides. **4.** Compulsory moves.

ACTIVATION: Battalions can do various things during the game and when they do so it is called an Activation. Moving, changing formation or reforming is covered under *Manoeuvre*, shoot (fire muskets or rifles) covered under *Accuracy*, and attack (with bayonets and swords) covered under *Aggression*. Each of these Activations requires the battalion to make a dice roll to be successful. The quality of your troops has an important effect on how easily these Activations can be performed. The table shows the score required on a D6 to complete an Activation. Successfully achieving this score allows the battalion to manoeuvre, shoot or attack. The particular type of activation must be specified for each battalion before checking success. If a player wishes to do nothing on his activation he declares a 'pass' but must mark

a battalion as activated. This battalion effectively misses its turn although it may respond if attacked.

	Troop Quality			
	Green	Drilled	Veterans	Guards
ACTIVATION SCORE ON A D6	5,6	4,5,6	3,4,5,6	2,3,4,5,6

MANOUEVRE: This involves your battalions getting into position and adopting the best formation to deal with the enemy. Battalions can move, reform OR change formation. If they choose to move they must pass a MANOEUVRE check. If they succeed they can move 2 x D6 inches in line and 3 x D6 inches in column. If they fail they do nothing this turn. Moving back and wheeling are achieved by rolling 1 x D6. Wheeling is measured from the outside. A battalion can adopt two different shapes on the battlefield when facing other infantry: either in line or in column (shown in the diagrams below). If they choose to change formation they must pass a MANOEUVRE check. If they fail they do nothing this turn. If they succeed they can change from line to column facing in any direction or vice versa or move as described above. They cannot move and change formation in the same turn. If a move begins on difficult terrain (or more than half the move distance is over it) or on an upward slope, roll 1 x D6 instead of the normal two. Battalions cannot perform any MANOEUVRE on difficult terrain other than moving forward or backward across it. If moving backward half the score of 1 x D6 inches. To cross linear obstacles subtract 1 x D6 inches from movement. Attempting to charge across linear obstacles is an instant disorder for the battalion. Battalions may also reform as a manoeuvre. This may be to regain order after a combat, when rallying from rout, after crossing difficult terrain or being interpenetrated. There is a minimum separation distance of four inches between all hostile troops unless an attack is mounted.

Battalion with 6 multi based firing groups in Line (24 figures). Note the positions of the Ensign and Drummer.
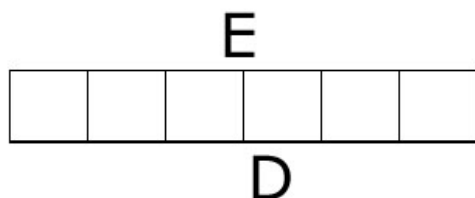
Battalion with 6 multi based firing groups in Column (24 figures). Note the positions of the Officer, Sergeant and Drummer.
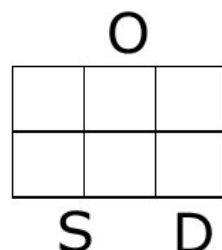
DISORDER: Disorder means the formation and effectiveness of the battalion has in some way been compromised. The causes are: Moving on difficult terrain (except light troops in open order); Not having spent a full turn standing to rally from disorder before being attacked or shooting; Being attacked in the flank or rear whilst already in combat; Being interpenetrated by close order friendly units. A close order unit which enters difficult terrain is disordered. If it stops moving and takes one turn to reform then it no longer counts as disordered unless it moves again within the difficult terrain. Skirmishers and open order light troops are not affected by passable difficult terrain.

ACCURACY: Shooting is easy. The battalion fires its muskets in groups of 4. For each group of 4 or fraction thereof in a battalion you will roll a D6. If your score is equal to or more than the 'Accuracy' score your have hit an enemy soldier. Each base shoots only once per turn. The number of firing groups which you can use depends on the distance to your target.

WHO CAN SHOOT: In line, any firing groups can shoot as long as a straight, uninterrupted line can be drawn from the front of the base to the target. In column, only the front row of firing groups can shoot as long as their target meets the criteria stated for firing in line. Targets in obvious cover such as behind walls or in woods mean the number of firing groups eligible to shoot is reduced by 50% again. As an example; battalion shooting at a target in cover 7 inches away would reduce its firing groups from 50% to 25%. Always round a fraction of 0.5 or more up and less than 0.5 down. A firing group of 4 still counts as eligible to fire even when it is reduced to one figure. When the last figure is lost then the number of firing groups reduces by one. As an example, a battalion of 20 *Rankers* is equivalent to 5 firing groups. Even with 17 figures it is still 5 firing groups. When down to 16 figures it becomes 4 firing groups. *Character* figures do not count in firing groups. Dependant on circumstances, shooting capability can be improved or diminished by applying *Shooting Modifiers* before finally applying the *Range Effect* to the total number of shooting dice available.

SHOOTING MODIFIERS: Column target +2 dice. **British in line (not Green)** +2 dice. **Guards** +2 dice. **British Riflemen shooting** +2 dice. **Target in soft cover** -2 dice. **Target in hard cover -** reduce number of dice by 50%. **Disordered -** reduce number of dice by 50%. **Target are skirmishers -** reduce number of dice by 50%.

	Range in inches to the target		Number of firing groups who can shoot
RANGE EFFECT	Musket	Rifle	
	Up to 6	Up to 6	ALL
	6-12	6-18	50%
	12-18	18-24	25%

One firing group will always be allowed to shoot no matter how few firing groups remain in your battalion. Ranges should not be pre measured.

SKIRMISHERS: The number of skirmishers that are used in the game should be limited. Each battalion may deploy up to 20% of its *Rankers* as skirmishers. This figure is perhaps a little high for both sides but makes calculation relatively easy. The two flank companies of British battalions accounted for 20% of total strength and could have both been deployed in this role. The Light Company of a French line battalion was 16.5% of total strength. If the option to deploy is chosen it must be done before the game begins for any battalion wishing to do so. They cannot be recalled during the game. If deployed, skirmishers count as firing groups of 2 figures. This means 6 figures would fire as 3 groups. All fractions should be rounded up for percentages equating to number of figures deployed or for firing dice. Battalions in line or column cannot shoot through their own skirmishers. Enemy must shoot at a skirmish screen that is shielding its close order parent unit. Skirmishers are activated <u>with</u> their parent body. They move at the same rate as the parent battalion and must stay within 4 inches of it at all times. If contacted in an enemy attack they are removed from the game. Their removal in this manner does not prevent a follow on into the parent unit. Their loss is not a cause for a RESOLVE check.

LIGHT TROOPS: One Light battalion is the maximum permitted in any army. It must be of VÉTÉRAN status and cannot be larger than 36 figures in size. If chosen it may deploy 75% of its strength as skirmishers with the balance staying in close order 6 inches behind. British light troops can be armed with rifles and classed as 'riflemen'. This could provide significant firepower but would be vulnerable to attacks.

RISK TO PERSONALITIES IN SHOOTING: If a battalion with *Character* figures takes casualties from enemy fire there is a risk the *Character* may be lost. If any of the shooter's die rolls were a 6 then a *Character* is lost instead of a *Ranker*. If more than one *Character* is part of the battalion then dice to see which is lost. This also applies if the commander has joined a battalion.

AGGRESSION: To close with the enemy a battalion must pass an AGGRESSION check. If it fails it does nothing this turn. If it passes it moves into contact with the enemy unit. Determine how far it will move by rolling 2 x D6 for battalion in line or 3 x D6 for battalion in column. If no contact with the enemy is made it stands for a turn to rally but can fight back (but not give defensive fire) if itself charged. If it contacts the enemy unit a combat is fought.

COMBAT PROCESS:

Both sides roll a D6.
Add the number of firing groups to the score.
If in line and you charged +3 to score.
If in column and you charged +6 to the score.
+3 to the score if the battalion has an officer.
+2 if another friendly unit has joined the combat.

+2 if you are uphill of the enemy.
+1 to the score for each other *Character* figure in your battalion.
-1 if the enemy is defending soft cover.
-2 if disordered.
-4 if the enemy is defending hard cover.

The side with the highest score wins and takes 2 casualties. The loser takes 6 casualties, falls back 2 inches and checks RESOLVE. The winner can follow up if desired. If there is no follow up both units stand for the next turn unless attacked. If attacked they can defend themselves but are disordered. If there is a follow up and the loser passed its RESOLVE check another round of combat is fought when activated by a phasing player. No other battalion can join the combat in the same turn as it started. If there is no winner or loser then no charge bonuses are added to dice scores in the next round of combat but other modifiers apply. If a winner is pushing an enemy back then the charge bonus for current formation is added to the combat dice score. Combat continues until one battalion breaks. If 2 battalions are already fighting and another friendly unit passes an AGGRESSION check to join, it does not count as fighting but adds a modifier to the combat number of the friendly fighting battalion. A friendly battalion can only join by charging into the flank or rear of an engaged enemy battalion. If this is the first action of a new phase then the battalion currently engaged will count the modifier for friendly battalion joining the combat otherwise it will have to wait for a further turn to count this bonus. When an already existing combat is activated by one player it automatically counts as the activation for both fighting battalions.

DEFENSIVE FIRE: If a battalion has not previously activated it can try and attempt defensive fire if attacked. When giving defensive fire a battalion rolls a D6. Score 1: Long range (25% of eligible firing groups fire), Score 3-5 Medium range (50% of eligible firing groups fire), Score 6: Short range (All firing groups fire). Take an ACCURACY check for each firing group eligible to shoot. Subtract 1 from each dice score. A casualty is caused by each firing group that scores equal to or over its Accuracy number. If casualties are taken the attacking unit takes a RESOLVE check. If it fails it BREAKS. If it passes or no casualties are sustained it contacts and a combat is fought. Shooting casualties have no effect on combat result.

REMOVING CASUALTIES: *Ranker* casualties should not be removed until the battalion has reached 50% of its original strength. This encourages the battalion to maintain its frontage for as long as possible. *Character* casualties are removed immediately.

RISK TO CHARACTERS IN COMBAT: If a battalion in combat loses by a difference of 3 or more the battalion *Characters* are at risk of becoming casualties. Roll a D6 for EACH *Character* and on a 50% chance he is lost as one of the casualties sustained in the combat in place of a *Ranker*.

RESOLVE & BRAVERY: This involves checking if your battalions want to stay in the fight after something bad has happened to them or near them. When called upon to test RESOLVE or BRAVERY the battalion must score equal to or above the number shown in the Activation table. A battalion should check its RESOLVE or BRAVERY when: It wants to Attack (BRAVERY); It takes casualties (RESOLVE); It loses a combat (RESOLVE); It sees a friendly battalion run away in line of sight at ANY distance on the table (RESOLVE); The commander in chief is with it and is lost in combat or to enemy fire (RESOLVE). Roll a D6 and check whether the modified score meets the required number on the Activation table.

MODIFIERS: If the battalion has 50% losses or greater -1 from die score. If the battalion lost in combat this round -1 from die score. If an officer is present the battalion +2 to the die score. If a battalion fails its RESOLVE check for losing combat, taking casualties, seeing friends run, seeing the Supreme Commander killed or is already broken it runs away 3 x D6 inches. If it is already BROKEN and its activation is to RALLY then halt on the spot if the check is passed. The battalion must then stand for one turn in its current position to REFORM. If it is checking to Attack and fails its BRAVERY check it does nothing this turn and is considered activated. Even if there are several reasons to check RESOLVE in a single turn a battalion will only test once. Battalions who rout off table do not come back.

WINNING: The winner is the player with the most non broken units on the table after 8 turns. If this number is the same OR the players each have the same number they started with then the player who has taken the least number of casualties between the remaining units is the winner. If objectives were set the result can be judged relative to these.

TWO SAMPLE ARMIES	Points
British	
1st Battalion DRILLED: 36 Rankers + 1 Drummer +1 Sergeant + 1 Officer	52
2nd Battalion DRILLED: 36 Rankers + 2 Drummers + 2 Sergeants	48
3rd Battalion GREEN: 40 Rankers + 1 Sergeant + 1 Officer	34
4th Battalion VETERAN: 28 Rankers + 1 Officer	52
5th Battalion GREEN: 20 Rankers + 1 Sergeant	14
Total Points	**200**
French	
Battalion 1 DRILLED: 24 Rankers + 1 Drummer + 1 Ensign	32
Battalion 2 VÉTÉRAN: 24 Rankers +1 Sergeant	40
Battalion 3 DRILLED: 32 Rankers + 2 Drummers	36
Battalion 3 GUARDS: 32 Rankers+ 2 Drummer + 2 Sergeants + 1 Ensign + 1 Officer	92
Total Points	**200**

These rules are available to download FREE from www.victrixlimited.com

Rules by Barry Hilton