

Bataille Empire – Reference sheet V2

SEQUENCE OF PLAY (P 21)

1. Strategic command
2. Division activation
 - a. Tactical command
 - b. Preparatory fire
 - c. Charges and shocks
 - d. Movements and rallying
 - e. Final fire
3. End of game turn

COMMAND (P 23)

Commander	Value	Test	Range
Poor	-1	5+	4 UD
Ordinary	0	4+	6 UD
Competent	+1	3+	8 UD
Brilliant	+2	2+	10 UD
Strategist	+3	2+	12 UD

Range +4 UD for skirmishers or light cav.

MANOEUVRES (P 30)

TACTICAL = 4 UD ; OPERATIONAL = 8 UD

Wheel: Maximum 180°. A wheel of 90° in column = 1,5 UD.

Slide: A unit/group can slide laterally by up to 1 UD but must also advance straight ahead by at least 1 UD after sliding.

Lateral move: A unit/group moves at half speed without changing facing. Forbidden within tactical distance of a formed enemy.

Backward move: A unit/group can move at half speed to the rear with a maximum of 45° wheel. Cavalry and limbered artillery must do an about face.

Passage of lines: If same orientation, at more than 2 UD from the enemy and if there is a gap of at least 1 UD left and right. Forbidden to squares.

Multiple moves (*): A unit/group can make 2 or 3 moves.

2nd Move: 1 PC, 3rd Move: Class A = 1 PC, Class B = 2 PC, Class C = forbidden

Formation changes or reorientation:

Class A = Move -1 UD/-2 UD if cav ; Class B = ½ Move ; Class C = Entire move. An infantry at 2 UD (4 UD if cavalry) can make an opportunity charge.

About face (INF/CAV): Class A = 1 UD ; Class B = 2 UD ; Class C = 3 UD.

Limbered artillery: A reorientation costs 2 UD. Limber/unlimber is a formation change. No lateral or backward move.

Unlimbered artillery: Prolong move 1 UD (2 UD if horse artillery; forbidden to 12-pdrs) or make a reorientation. No lateral move.

Operational move (*): Advance in column at the slowest unit speed:

Class A = 5 x move ; Class B = 4 x move ; Class C = 3 x move.

(* Must remain at 8 UD or more from enemy other than detached skirmishers or irregular cavalry or enemy table edge. Units can move up to 4 UD from invisible enemy, hidden troops marker or enemy in a building,

RÉACTIONS (P 42)

TM = MANOEUVRE TEST

Reaction	Movement	Charge
Infantry	Opportunity charge 2 UD (p 38)	Counter-charge
	Opportunity fire	Stand in place (no marker)
	Chg formation/reorientation TM	Chg formation/reorientation TM
	Flee (unless <i>Attack</i> or <i>Hold</i>)	Flee (unless <i>Attack</i> or <i>Hold</i>)
Cavalry	Opportunity charge 4 UD	Counter-charge
	Chg formation/reorientation TM	Stand in place (no marker)
	Cavalry withdrawal	Chg formation/reorientation TM
	Flee (unless <i>Attack</i> or <i>Hold</i>)	Flee (unless <i>Attack</i> or <i>Hold</i>)
Artillery	Opportunity fire	Stand in place (no marker)
	Reorientation (no fire) TM	Reorientation TM
	Unlimber (no fire) TM	Unlimber (no fire) TM
	Limber and flee TM	Limber and flee TM
	Flee if limbered	Flee if limbered or to a square
Skirmisher	Opportunity fire	Flee
	Recoil 2 UD + Opportunity fire	Stand in place if in difficult terrain or in cover (no marker)
	Recoil 2 UD (no marker) or Flee	

MOVEMENT DISTANCE IN UD (P 29)

Unit type	Clear	Rough	Difficult
Infantry in line	4	4	2*
Infantry in column	6	6	4*
Detached skirmisher	6	6	4
Infantry in square	2	2	-
Cavalry in line	8	4*	-
Cavalry in column	10	6*	-
12-pdr foot artillery (no prolong move)	4	2	-
Foot artillery/prolong move	6/1	4	-
Horse artillery/prolong move	10/2	4	-
Commander	10	6	4

* The unit is *Penalized* in this terrain (except light infantry not in square).

Charge move: Infantry +1 UD, Cavalry + 2 UD.

Obstacle: Infantry -1 UD, Cavalry -2 UD, forbidden for Artillery.

Road bonus: Move in column as if in clear terrain +2 UD bonus.

COMMAND POINTS (P 24)

CP = (1D6 + Value) / 2 rounded up

1 CP or 2 CP if out of command range:

- Change division order *
- Activate a reserve *
- Transfer a CP to a division general *
- Bonus on initiative or order test *
- Activate a unit or a group
- Place or remove a garrison unit
- Rally a unit

* Only for General in chief if unattached.

ACTION MARKER (P 22)

A unit receives an action marker if:

- It performs more than one move.
- It fires, flees, combats, or is *Disordered*.
- It succeeded a reaction.
- It retreats after receiving a shot or rally.

A unit with an action marker:

- Cannot engage in a combat, move to support a charge, unlimber or rally.
- Can return fire or defend with -1 penalty.
- Makes Manoeuvre test with -1 penalty.

ORDERS AND ACTIVATION (P 25)

1 - Retreat: At least half the units must rally or retreat if within tactical distance of the enemy. It is forbidden to approach enemy within tactical distance or charge unless by opportunity charge. One free rally per turn.

2 - Manoeuvre: Units can move freely by staying out of enemy tactical distance. No unit may engage in combat except artillery that can fire at short or effective range.

3 - Attack: At least half the units in *Good order* must make a full move toward an enemy/objective, or charge, or volley fire at effective range. Cavalry has +1 in combat.

4 - Engage: At least half the units in *Good order* must make a full move toward an enemy/objective or fire at the enemy. Cavalry must be within tactical distance or charge. Infantry may only charge detached skirmishers or an enemy in a building, from the flank/rear or *Disordered*.

5 - Hold: Units must remain in the defended area. They may not attack outside the area except by an opportunity charge. Detached skirmishers can move up to 4 UD away from the area.

Automatic order change:

- *Manoeuvre* to *Hold* if enemy (other than Sk and Irreg. cav.) is within tactical distance.
- Can *Hold* if an objective has been taken.
- Can *Retreat* if half the division's units are eliminated or *Disordered*.

MANOEUVRE AND CONTROL TEST (P 44)

Class A: 2+ Class B: 3+ Class C: 4+

Manoeuvre test: React to a charge or enemy move. If the unit is charged, it is *Disordered* if the test is failed or is eliminated if artillery.

Control test: To stop a charge or pursuit.

Common modifiers

Guard or Elite/Militia	+1/-1
Attached commander/Out of command	+1/-1

Manoeuvre test modifiers

In column/form a column square	+1/+2
Threatened on flank or rear	-1
Unit with 50% loss	-1
Unit with action marker	-1
Charged by cavalry at -4 UD	-1
Artillery that limbers or unlimbers	-1

FIRING RANGES IN UD (P 48)

Shooter	Short	Effective	Long
Infantry/with rifles	-	2/3	-
Skirmishers/with rifles	-	3/4	-
Battalion guns	-	6	-
Artillery 3-4-pdr	3	6	12
Artillery 6-pdr	4	8	16
Artillery 8-9-pdr	5	10	20
Artillery 12-pdr	6	12	24
Artillery on a hill	-	+2 UD	+4 UD

FIRING RESOLUTION: 1D6 + MODS (P 50)

Priority, shoot on the nearest formed unit in front of the shooter.

D6 + Mods	Art. Short Infantry except from or on building	Artillery Effective	Art. Long Skirmishers Building
1 - 2	0	0	0
3 - 4	½	½	0
5 - 6	1	½	½
7 - 8	1½	1	½
9+	2	1	1

Infantry modifiers

Infantry in line/column/square	+2/0/-1
Skirmishers fire SK1/SK2	+1/+2
Infantry with <i>Battalion guns</i>	+1
Target with better SK	-1
Firer is <i>Disordered</i>	-2

Artillery modifiers and Battalion guns (BG)

Short range fire with canister	+2
Cannonball on column/square or enfilade (BG)	+1/+2
Stationary artillery (unless opportunity fire) (BG)	+1
<i>Shrapnel</i> fire at effective or long range	+1
Fire and limber or unlimber and fire	-1
Artillery under skirmisher fire (BG)	-1
Higher target (BG) or ricochet (4 UD)	-1

Common modifiers

By fire support/canister/skirmishers	+1/+2/+½
Target in light/medium/heavy cover (1)	-1/-2/-3
Target deployed artillery, skirmisher out of building (2)	-2
Firer with action marker	-1
<i>Large size/small size</i>	+1/-1
<i>Good shooter/Poor shooter, Rifle or Militia</i> (2)	+1/-1
By threatened flank or rear by infantry/cavalry	-1/-2
By loss already suffered	-1/loss

(1) Artillery with howitzers reduce all covers by one level.

(2) Does not apply to skirmisher fire.

MORALE TEST (P 54)**1D6 + Morale + Modifiers = 6+**

If test failed, the unit is *Disordered* and must *Retreat* 2 UD/4 UD unless it is in a building or fortification.

If already *Disordered*, it must flee 6/10 UD and suffer one loss. Skirmishers, Irregular cavalry, and artillery flee with no loss.

Firefight: 1 - Unit suffering the most loss during the fire,
2 - Unit with the lowest morale,
3 - Unit of the active player.

Morale test modifiers

Supported unit, in square or building/heavy cover	+1/+2
Attached commander/Out of command	+1/-1
<i>Stoic</i> unit	+1
Disordered unit	-1
By threatened flank or rear by infantry/cavalry	-1/-2
By loss already suffered (by 1,5 losses if <i>Large size</i>)	-1/loss

ELIMINATE COMMANDER: ROLL 2D6 (P 23)

Eliminated commanders are replaced by another of lower value.

- In shock combat Eliminated on 10+
- Attached to a unit that receive fire Eliminated on 11+

RALLY (P 64)

- No action marker and out of tactical distance from all enemy or behind formed friends or in a building or redoubt.
- The unit may move but have to stay +4 UD from the enemy.
- Unit can remove the *Disorder* for 1 PC or recover 1 loss for 2 PC if commander attached to the unit.
- The first loss can never be recovered.

CHARGE (P 35)

- Priority against enemy within 2 UD, if not at your choice.
- Target must be within 45° of the unit's front. A formation change is allowed if outside enemy's tactical distance (4 UD).
- Charger aims at the target's front centre.
- Charger advances half way (at least to 4 UD) to the target.
- Target declares reaction and advances if it counter charges.
- Non-impetuous cavalry may attempt to stop a charge by a control test. It remains in *Good order*.

SHOCK RESOLUTION: 1D6 + MODS (P 56)

Difference	Loser	Winner
0	1 loss + <i>Disorder</i>	1 loss
Melee	Retreat 4/8 UD	Advance 1 UD
1 to 3	1 loss + <i>Disorder</i>	1 attrition (*)
Defeated	Retreat 4/8 UD	Advance 1 UD
4 to 6	2 losses + <i>Disorder</i>	1 attrition (*)
Routed	Flee 6/10 UD	Adv. + Pursuit 3/6 UD
7 and +	Eliminated	No loss
Eliminated		Adv + Pursuit 3/6 UD

(*) Only if charge, counter charge or defend a building.

Melee: The better *Status* wins, defender wins if same *Status*.

INF or ART beaten by CAV: *Defeated* becomes a *Routed* result. Cavalry can always initiate a pursuit.

CAV beaten by INF or ART: *Routed* or *Eliminated* becomes a *Defeated* result with 1 attrition or 1 loss vs ART or INF in line.

ART or Disordered unit beaten: The unit is eliminated.

Charge or counter charge modifiers

Cavalry charge if LC/MC/HC (1)	+1/+2/+3
Cavalry with <i>Lance</i> against all	+1
Cavalry with <i>Cuirass</i> vs cavalry	+1
Cavalry in line vs cavalry in column	+1
Cavalry in opportunity vs Inf/Art or in pursuit	+1
Infantry charging in line/in column (2)	+1/+2
Charge with <i>Elan</i> or cavalry with <i>Attack</i> order	+1
Enemy with action marker	+1
Enemy is <i>Disordered</i> /if cavalry vs square	+2/+4
Enemy is Skirmisher	+2
Flank or rear attack	+4

Defender modifiers

Infantry in line vs infantry	+3
Infantry vs cavalry/1 flank/2 safe flanks	+2/+3/+4
Infantry in column/full square vs cavalry	+6/+7
Artillery with none/one/two safe flanks	+1/+2/+3
Defending cover or building	+1 to +3
<i>Tenacious, Battalion guns</i>	+1 each
<i>Militia, Melee weapons</i>	-1 each

Common modifiers

Better Morale or Status than enemy	+1/step
Enemy with more losses	+1/step
By morale support	+1
By fire support/canister/skirmishers	+1/+2/+½
Infantry with better SK	+1
Height advantage or riverbank	+1
Attached commander/Out of command	+1/-1
<i>Large size/Small size</i>	+1/-1
By threatened flank or rear/if infantry by cavalry	-1/-2
Penalized by terrain if infantry/cavalry	-1/-2

(1) Except stationary, *Disordered*, in pursuit, bridge or terrain.

(2) Except in building or bridge, in pursuit or against cavalry.

RETREAT AND FLEE (P 40-41)

- A retreat faces the enemy, a flee has back to the enemy.
- Automatically pass behind a friend in rear support.
- Moves 2 UD in a straight line but can then wheel to avoid an enemy or terrain.
- A fleeing infantry is caught by cavalry in pursuit after 2 UD in clear terrain and is eliminated.
- If retreat or flee is blocked at 2 UD the unit is eliminated.

PURSUIT (P 60)

- The winner can pursue if it charged or counter charged except in difficult terrain, a building or village. Cavalry must pass a control test to not pursue (except if *Impetuous*).
- Advance 1 UD and then pursuit of 3 UD/6 UD with wheel up to 45° to engage a new enemy, without a charge bonus.
- A fleeing unit that is caught is eliminated. The infantry in clear terrain is caught by cavalry after 2 UD of fleeing.