

Bataille Empire

Rules clarifications

Despite all the care taken in writing and proofreading version 2 of Bataille Empire, a few ambiguities remain. This document provides clarifications on rule points in response to questions from players.

Impetuous (page 18 and page 36)

- *Impetuous* units that are *Disordered* or with *Manoeuvre* order do not charge (see page 36).
- *Impetuous* tests are carried out at the beginning of the division's activation. The commander can spend PCs in order to command the charge, otherwise the unit charges on its own with a -1 penalty.

Commander eliminated (page 23-24)

- An eliminated commander is replaced at the start of the next turn's strategic command phase.
- The replaced commander can no longer attach himself to a unit and therefore can no longer give bonuses to shock combat, morale test, manoeuvre test or rally losses (he can rally *Disorder*).

Retreat (page 28)

- At least half the units must comply with the order. To do this all units in the division are counted, even those in *Disorder*.
- As a priority, the commander must spend his PCs to rally *Disordered* units or move them over 4 UD away from the enemy. Those that are *In Order* and more than 4 UD from the enemy must move to their table edge until they are 4 UD or less to comply with the *Retreat* order.
- Once half the units have complied with the order, it is possible to move others freely as long as they do not approach within 4 UD of the enemy.

Counter-charge and Manoeuvre or Retreat orders (page 28)

- Cavalry with a *Manoeuvre* order may counter-charge if attacked but without supporting units. Only the unit being charged may counter charge.
- Cavalry with a *Retreat* order may counter charge with supporting units.

Movement of supporting units (page 38)

Only units already in a support position and forming a group with the charging or counter-charging unit can move to support. They must belong to the same division.

Opportunity charge (page 38)

This is a form of charge but with a range of 2 or 4 UD and is measured from the furthest corner of the unit to any point on the target (see page 37 Target and charge range).

Retreat through a narrow passage (page 41)

If a unit in line or square has to retreat and behind it there is terrain that requires it to pass in column (bridge, ford, shallow river, road between two buildings, etc.), the unit automatically passes in column without further penalty.

Fleeing or retreating from an advancing enemy (page 43)

- When a unit flees or retreats from an advancing enemy, the enemy may continue its advance to its maximum movement distance, change direction and/or formation.
- A unit with *Engage* order has respected its order. A unit with *Attack* order must advance its full distance or fire at the enemy to respect its order.

Fire and morale support (page 45)

- A unit that provides fire support can also count as morale support during a combat. However, these two types of support are not cumulative for the same unit. For example, a unit can both fire on a supporting enemy and give morale support to a friend being attacked.
- During a charge, units firing in opportunity at the charging unit are not required to respect the firing priorities defined on page 48.



Example: A Janissary unit (in white) charges an Austrian unit in line. A second Janissary unit (in red) provides moral support.

The Austrian artillery has two choices:

- It fires in opportunity at the white Janissary unit and gives a +2 bonus to the shock combat. After the shocks, during the fire phase, the red Janissary unit can choose to fire at the battery, which can fire back (with an action marker). The artillery has therefore fired twice during the turn.

- It fires at the supporting red Janissary unit. The shot is resolved at the end of the charge movement but before the shock, which may cause the Janissaries to make a morale test and retreat. If the Janissaries are within range, they can return fire from the artillery. The shots are then simultaneous.

Ricochet fire and support (page 54)

- If an artillery unit fires in support with cannonball at the main unit of a charge and the ricochet allows another unit behind to be reached, the ricochet fire is resolved as a normal fire with a -1 malus for the penetrated unit.
- If an artillery unit fires in opportunity at a unit supporting a charge and the ricochet also hits the charge's main unit, then this ricochet shot is not resolved as a normal fire but it provides a +1 bonus to shock combat.

Movement of detached Skirmishers (page 66).

- If skirmishers are behind a friendly formed unit, they do not have to retreat to stay outside 2 UD of enemy infantry or 4 UD of enemy cavalry.
- Skirmishers with an action marker cannot retreat, they must flee instead.

Refused flank (page 77)

Troops on a flank march enter according to the conditions defined page 82. This means that troops enter on the next turn when the die indicates their arrival. For example, if the player rolls a 6 on the first turn, the flank march will enter on the second turn.

Garrison (page 80)

A garrison can guard terrain or an objective. It performs the same way as for a Hold order. It can move within the limits of a terrain, but the commander must spend 1 PC (or 2 PCs if out of command range).

Building an army (page 101)

A division must include at least two cavalry or infantry units (excluding SK).