

What's new in version 2

For players of the first version, here is a summary of the main changes.

- A unit in a building can form a group with other units.
- Cohesion points for artillery and skirmishers are modified according to their status as for infantry.
- Irregular cavalry (Cossacks) become *Disordered* after a shock combat. They may always flee without losing cohesion.
- Battalion guns are standardised and all fire at 6 UD for a budget of 2 pts. The rules for the use of battalion guns have been clarified.
- New abilities have been added: Camel, Fortified, Melee weapons, Shrapnel and Stoic.
- A unit of *Impetuous* cavalry must pass a control test or charge an enemy at 8 UD. It rallies normally for 1 PC.
- Line infantry is no longer penalized for combat in rough terrain.
- A unit may wheel more than once during a movement.
- Oblique move is removed and replaced by a lateral slide of up to one UD and an advance of 1 UD.
- When changing formation, it is possible to change the unit's facing by 90° to the right or left or to make a 180° turn in place. This change of facing is free in move distance and included in the change of formation.
- Unlimbered foot artillery can make a prolong move of 1 UD and unlimbered horse artillery of 2 UD. 12-pounders artillery may not make a prolong move but may perform a reorientation.
- The charge procedure has been revised and rewritten to be clearer and more fluid.
- When a division activates, the non-active player's opportunity charges are declared after the active player's preparatory fire and charge declarations.
- A unit may stop its flight or retreat if it is out of tactical range of the enemy to avoid exiting the table.
- Fire is now not mandatory.
- Fire support for skirmishers, long-range artillery and battalion guns now counts only as a +½ bonus (rounded up).
- The fire table has been revised with the inclusion of a new column for effective range artillery fire which becomes less powerful.
- A change in formation or facing does not cause opportunity fire.
- Artillery fire in enfilade has been revised to be less easy to obtain.
- *Stoic* units have a +1 bonus to morale checks. *Large size* units make morale checks for every 1.5 casualties.
- Formed units and artillery make a morale test for each casualty, not for attrition.
- Skirmishers and Irregular cavalry make a morale test for each attrition.
- Artillery does not automatically lose a Melee result in a shock combat. Its status is considered as for infantry or cavalry combats.
- A *Disordered* infantry unit retains its formation modifier (line, column, square) in combat. The opponent of a *Disordered* unit has a +2 bonus or +4 if it is cavalry against infantry in square.
- Cavalry in opportunity charges have a +1 bonus only on infantry and not on cavalry.
- The *Good shooter* and *Bad shooter* abilities no longer count towards shock resolution. However, *Militia* are still penalized.
- Artillery shock modifiers are now +1/+2/+3.
- Shock results have been renamed to *Melee*, *Defeated*, *Routed* and *Eliminated* to avoid confusion with *Fleeing* and *Retreating* moves.
- Infantry defending a building suffers one attrition even if it wins the shock combat.
- Unlimbered artillery may attempt to flee if charged by passing a manoeuvre test.
- Unlimbered artillery that is in contact with an infantry unit in square on its flank or rear may flee in reaction into the square if it is charged. The unit charging the artillery then attacks the square.
- A unit takes an action marker after rallying. *Impetuous* units rally for 1 CP only. An out-of-command unit can be rallied for 2 CPs.
- Detached skirmishers get one free facing change and then spend 1 UD for each additional facing change. Entering or exiting a building cost them half their movement.
- The Reserves chapter has been revised and reorganised to be more understandable.
- The reconnaissance bonus is now included directly in the army's initiative.
- The commander's budget has been reduced. The cavalry budget has been increased by 2 pts and the infantry budget reduced by 1 pt.
- The SK budget has been increased.
- Battle setup has been revised with options to simplify it.
- The default battle type is *Pitched Battle*. Players can now choose from 6 battle scenarios.
- Flank march causes units to flee at 6 UD instead of 4 UD. The player does not have to indicate his point of entry in advance and units can advance 4 UD on the table before the opponent can react.
- The army lists have been revised and expanded. Four new lists have been added.