

Vom Kriege

Napoleonic Wargame Rules

Version 1.0 (No hexes)



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Introduction

These rules are based loosely on a half-scale variant of Age of Eagles with features of Command & Colours. A figure scale of 1:60 is used with 15mm figures and a ground scale of 1 inch = 80 yards. Each turn represents 20 minutes. This enables battles of up to a Corps per side on a 7' x 5' table.

For battles of this size, the Division is the primary command level. Basing is the same as Age of Eagles. Units represent 2-3 battalions (6 stands = 1440 men), cavalry regiments (4 stands = 480 men) or batteries (1 stand = 6-8 guns). Unit formations can be represented including line, column and square. Hit markers are used to indicate the loss of men and fatigue rather than stand removal.

Units

Units are formed from a fixed number of stands. Age of Eagles stand sizes are used.

Infantry stand (3 rank) is $\frac{3}{4}$ inch x 1 inch, (2 rank) is $1\frac{1}{8}$ inch x 1 inch

Cavalry stand is 1 inch x 1 inch

Artillery stand is 6 gun= $1\frac{1}{8}$ inch, 8 gun= $1\frac{1}{2}$ inch

Troop and Unit Types

There are four troop types, Infantry, Cavalry, Artillery and Leaders. Each unit has a unit type under the respective troop type. Infantry are designated as line, cavalry as light or heavy, and artillery as heavy, light or horse.

 **Infantry**

Line Infantry
Light Infantry

Infantry units represent 2-3 battalions and are made up of 6 stands each of 4 figures.



 **Cavalry**

Light Cavalry
Heavy Cavalry

Cavalry units represent a regiment made up of 4 stands each of 2 figures.



 **Artillery**

Heavy Artillery
Light Artillery
Horse Artillery

An Artillery unit is a battery representing 6-8 guns. Heavy artillery have 3 crew figures and other artillery 2 figures.



 **Leader**

A leader is not a unit. They are represented by 1 or more figures. To distinguish leader levels, 1 figure is used for the Division leaders and 2 figures for Corps or Army leaders.



Unit Quality

Unit quality is designated by training and experience.

Units with above-average skirmish capability are also designated (sk)irmish.

Light cavalry can also be lancers.

Quality	Typical units
(e)lite	Guard, Grenadier
(r)egular	Line, Light
(c)onscript	Militia, poor Line
(irr)egular	Cossacks

Unit & Leader Strength

Units and leaders have a strength value which indicates the total number of hits the unit can receive before it breaks and routs. A unit is Shaken when the number of hits equals 1 less than its strength value. Hits represent both the loss of men and fatigue.

Elite units get a bonus hit and conscript units a hit penalty.

Unit & Leader Strength	
Infantry, Cavalry	4
Artillery, Leader	3
Elite/Conscript unit	+1 / -1

Unit Formations

Units must always be in a valid formation.

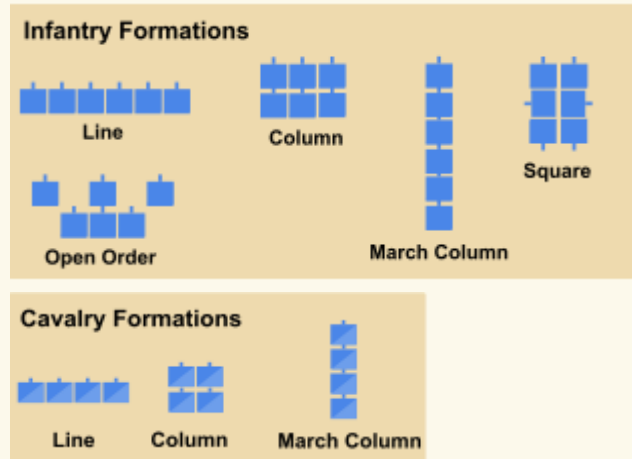
Infantry formations include Line, Column, March Column and Square. Light infantry can also form Open Order.

Cavalry formations include Line, Column and March Column.

Artillery formations include:

Unlimbered - stand placed facing forward

Limbered - stand placed facing backward



Unit Facing

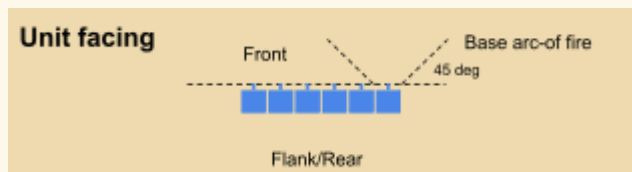
Units have a facing direction which defines their front and flank/rear. Facing is also used to define the unit's arc-of-fire.

A unit's front is forward of the unit's facing. The flank or rear is behind that line. Units in square or occupying a built-up area (BUA) do not have a specific facing. Instead they face in all directions and have no flank or rear.

Facing is used when:

- Shooting, to determine if a target is in arc-of-fire;
- Meleeing, to determine if a unit is attacked in the flank or rear.

Each stand in a unit has an arc-of-fire of 45 degrees either side of the facing direction.



National Doctrine

National doctrine affects the movement of infantry units in certain formations. This is done by requiring an additional command die for any orders involving movement that is inconsistent with national doctrine. There are three doctrines for infantry: linear, columnar and impulse.

Doctrine	Formations consistent with doctrine	Infantry Units
Linear	Line, March Column, Square	All armies 1792-1808 except France
Columnar	Column, March Column, Square	French army 1792-1804, 1812-1814 All other armies 1809-1815 except Impulse below
Impulse	All	British/KGL 1809-1815 Portuguese regulars 1810-1815 British Allied 1815 French 1805-1811 and 1815 Davout's Corps in 1812 French Old Guard and Middle Guard at all times French Young Guard at all times except 1813-1814

Commands

The base level of command is the Division. Each army has an overall army leader and a number of Divisional commands with associated leaders and units.

All units must be assigned to a command, and units cannot change commands during the game. For historical scenarios, the number of infantry, cavalry and artillery units in each command is determined by dividing the actual strength of the command by the number of troops in a standard unit. For example, a Division of 6,000 infantry would be represented by 6 infantry units.

Leaders and Command Points

Each Divisional command has a number of command points (CP) used to order units in the command. The number of command points is determined by summing the number of units in the command and dividing by 2 (rounding up) up to a maximum of 4 CP.

Leader quality	No. Dice Rerolls	Army leader CP
L3 (Excellent)	3	3
L2 (Good)	2	2
L1 (Average)	1	1
L0 (Poor)	0	0

Leaders are rated as either Excellent (L3), Good (L2), Average (L1) or Poor (L0), representing the leader quality. Leaders can reroll a number of Command Dice based on the leader quality. The Army leader has a number of command points based on the leader quality.

Brigade Groups

Grouping of units into brigades enables multiple units to be actioned with a single order. This grouping can change from turn to turn.

To be a group, the following conditions must be maintained for the duration of an order:

- 2 or more units under the same command leader.
- Infantry and cavalry cannot group together.
- All units are within 3 stand widths of another unit in the group.
- Units generally maintain the same relative positions and facing during a move.
- Units cannot mix shooting and melee combat.



Units in a group do not have to battle against the same enemy units.

Game Markers

Command & Battle Dice

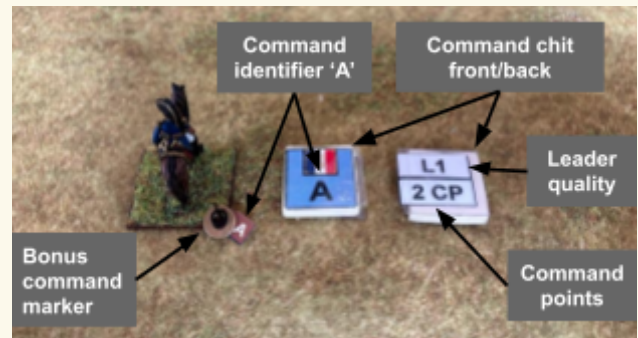
Command and Battle dice are identical special six-sided dice with two infantry, one cavalry, one artillery, one saber and one flag facing. Command dice are used to order troops to move, battle or rally. Battle dice are used to resolve combat.



Command Chits & Identifiers

Each command leader and its units must have a unique identifier that can be represented on the unit's stand to easily identify the leader and its units.

There is also an associated command chit for each leader. This chit has the command identifier, leader quality and command points.

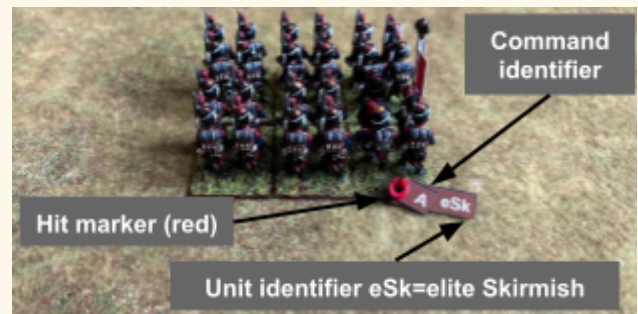


Unit Identifiers

If not easily identifiable from the unit figures, a unit may also have an identifier for the unit type and quality.

Command Bonus Markers

Command bonus markers are used to indicate a bonus command point for a leader. Command bonus markers are transferred from the Army leader.



Hit Markers

Hit markers are used to indicate the current status of a unit. Hit markers are added to units and leaders as a result of combat. Hit markers can be removed by rallying the unit. The first hit marker can never be removed.



Disorder Markers

Disorder markers are used to indicate that a unit is currently disordered.

Shooting Markers

A shooting marker is placed in front of units which shoot to indicate the state of the unit when conducting Defensive Fire. Cotton wool can be used as a shooting marker.



Terrain

Terrain features have an impact on both movement and combat.

Rough Terrain

Rough terrain includes woods, marshes, streams, built-up areas, fieldworks and any other terrain that would make movement difficult.

Infantry moving into, through or from rough terrain does so at $\frac{1}{2}$ the normal movement rate.

Cavalry, artillery and leaders moving into, through or from rough terrain does so at $\frac{1}{3}$ the normal movement rate.

Rivers

Rivers cannot be crossed except at a bridge or a ford.

Streams

Streams can be forded by all units.

Woods

Woods include orchards and vineyards. Woods are represented by a roughly circular area 4-5" across (roughly the width of a unit in line). Larger woods are represented by adjacent multiple wooded areas.

A unit entering a wood is automatically placed around the perimeter of the wooded area. Only 1 unit can occupy a wood. Contact and range is measured to/from the edge of the wooded area. A unit leaving a wooded area is placed in any formation within 3" of the wooded area and not within 3" of an enemy unit. Woods block line-of-sight.

Built-up Areas (BUA)

A built-up area (BUA) is represented by a rectangular base with a width of 4-5" (roughly that of a unit in line). A single BUA is a village or strongpoint such as a walled church. Larger villages or towns are represented by using multiple BUAs.

A unit entering a BUA is automatically placed around the perimeter of the BUA. Only 1 unit can occupy a BUA. Contact and range is measured to/from the edge of the BUA. A unit leaving a BUA is placed in any formation within 3" of the BUA and not within 3" of an enemy unit. A BUA blocks line-of-sight.

Fieldworks

Fieldworks do not block line-of-sight.

Hills

Hills do not affect movement but do affect combat.

Line-of-sight is only blocked where the crest of a hill completely blocks the view between two units.

A unit with the whole front face on a higher elevation than the front face of another unit is considered Uphill of that unit.

Roads

Units which start and end move on a road and are in a single stand-width formation have their movement doubled.

Bridges

Units in a single stand-width formation can use bridges to cross rivers without restriction.

Play

Sequence Of Play

A game-turn consists of successive initiatives, where a command is selected, and all orders relating to that command are completed before the next initiative. The game-turn finishes when all commands have completed their initiative.

At the start of each game-turn:

1. Roll for any arrivals and add any new command cards.
2. Place all command chits in a cup.
3. Draw a chit to indicate which command has the next initiative.
4. Continue drawing chits until all commands are actioned.

The command with the Initiative is the active (attacking) player, and units directly under that command are then ordered into movement and combat with the roll of command dice and their associated effects. The active player's opponent is considered the defending player during this initiative.

During each initiative, follow the sequence shown below, fully completing the sequence 1 to 3 before moving to the next command.

1. ORDER phase: Allocate and assign command points and unit orders. Remove bonus and shooting markers.
2. MOVEMENT phase: Move units with assigned orders, one at a time. Move the leader last. The defender may conduct reaction moves.
3. COMBAT phase: All movement must be completed before any combat is fought. Action one unit at a time and each unit's combat must be fought to completion including any additional combat actions before another unit's combat is begun.

Game-turns continue, until one of the players reaches the victory conditions indicated in the scenario.

Setting Up A Game

1. Select either an historical or random scenario.
2. Place the relevant terrain on the tabletop as indicated by the scenario.
3. Place units and leaders in their starting positions.
4. Place all command chits in a cup.
5. Place associated command identifiers on leaders and units.
6. Review any special rules or victory conditions that apply for the battle.

Object Of The Game

The object of the game is defined in the victory conditions for the scenario.



Order Phase

Command Points

Step 1: The command with the initiative first determines the leader's available command points, i.e

CP = Base CP + command bonus markers - leader hits.

Command points cannot be more than 6 or less than 1.

Step 2: Remove any command bonus markers on the leader and shooting markers for any units in the command.

Army Leader Focus

If the Army leader has the initiative, then one or more of their command points can be transferred to any command leader to increase that leader's command points.

- The Army leader must be able to trace a path, clear of enemy units, to the command leader.
- The Army leader must expend 1 additional CP to transfer command points to command leaders that are further than 12 inches away.

Command bonus markers, equal to the number of CPs transferred are placed with the receiving command leader.

Unit Orders

If a command leader has the initiative then unit orders are allocated as follows:

Step 1: Roll 1 command dice for each CP. Command dice are rolled as a set of dice.

Step 2: After rolling, the player may nominate a number of dice to be rerolled, dependent on the leader quality, i.e. an L1 leader can reroll 1 die.

Step 3: Any pairs of command dice can be substituted by a single die of the player's choice.

Step 4: One or more command dice are placed next to the unit or group that you want to order with those dice, subject to:

- A command leader can only order units within its command.
- A command leader must expend 1 additional die to order units/groups for each of the following:
 - Unit/group further than 12 inches from the command leader.
 - Unit/group moving in a formation inconsistent with its national doctrine.
- A disordered unit requires any 1 die to remove the disorder.
- A unit routing after receiving maximum hits can only receive Rally orders.

Unit Order	Dice	Actions allowed for units/groups	Dice	Actions allowed for units/groups
Deploy		Infantry may move and shoot.	 	Infantry may move twice, or Infantry may shoot with +1
Deploy		Cavalry may move and melee.	 	Cavalry may move twice, or Cavalry may melee with +1
Deploy		Artillery may move and shoot.	 	Artillery may move twice, or Artillery may shoot with +1
Assault		Any unit may move, shoot and melee.	 	Any unit may move twice, or Any unit may shoot with +1, or Any unit may melee with +1
Rally		1 unit with 2 or more hits can remove 1 hit marker. Unit can change facing to any direction.		

Step 5: The command dice are removed from a unit/group after it has conducted all moves and/or battles.

Movement Phase

Unit Movement

- Moves are announced and made sequentially, one unit/group order at a time, in the sequence of your choice.
- A unit/group with orders allowing multiple moves treats each as a separate move.
- The path each stand in a unit travels from the starting point to the end point of a move must be less than or equal to its move distance.
- A unit can move directly forward or oblique up to 45 degrees.
- A unit can wheel up to 45 degrees.
- A unit can change formation at either the start or end of a move at a cost of $\frac{1}{2}$ move. A unit cannot change formation if within 3" of an enemy unit.
- A unit can side-step or move backwards at $\frac{1}{2}$ move rate.
- Units can move through friendly units at $\frac{1}{2}$ move rate.
- Artillery can conduct 2 actions per turn. Actions include limber/unlimber, move and shoot. Artillery can be rotated 45 degrees and manhandled 1", otherwise it must be limbered to move.

Troop Type and formation	Move
Infantry in line	6"
Infantry in column	9"
Infantry in march column	9"
Cavalry in line or column	12"
Cavalry in march column	15"
Heavy and Light Artillery	6"
Horse Artillery	9"
Leader	15"

Attached Artillery

A single artillery unit adjacent to a friendly infantry or cavalry unit facing the same direction is considered attached and forms part of the adjacent unit for the purposes of considering melee targets.

Multiple artillery units in the same command and adjacent to each other are considered as a single melee target.

Movement adjustments	
Change formation	- $\frac{1}{2}$ move
Move through friendly unit	x $\frac{1}{2}$
Move sideways or backwards	x $\frac{1}{2}$
Infantry in rough terrain	x $\frac{1}{2}$
Cavalry/artillery in rough terrain	x $\frac{1}{3}$
Move on road	x 2

Charging the Enemy

If a unit has Assault orders it can charge an enemy unit by moving forward into contact. The attacking unit must try to contact the defender with as many stands as possible. Only 1 attacking unit can contact each face of the enemy unit.

To contact the flank of an enemy unit, the centre of the attacking unit must start its move behind the front face of the defending unit.

If a cavalry unit charging an enemy unit moves through rough terrain, or would move into rough terrain if it took the defender's position, then it is disordered prior to the melee.

Movement in Rough Terrain

Infantry moving into, through or from rough terrain does so at $\frac{1}{2}$ the normal movement rate.

Cavalry, artillery and leaders moving into, through or from rough terrain does so at $\frac{1}{3}$ the normal movement rate.

Road Movement

Units which start and end move on a road and are in a single stand-width formation have their movement doubled.

Movement in Built-up Areas

A unit which moves any stand into a BUA must place its stands around the perimeter of the BUA.

A BUA can contain only 1 unit.

Movement out of an occupied BUA is measured from the edge of the BUA.

Leader Movement

A leader always moves after all units in the current Initiative have moved.

A leader does not need an order to move.

A leader may move through any friendly unit.

Reactions

Defending units can react to the attacking player's moves out of turn by conducting 1 reaction.

Retire

A defending cavalry unit, artillery unit or infantry unit in open order contacted by infantry MAY choose to retire.

A leader, when an enemy unit moves into contact MUST retire.

A unit or leader may not Retire if it cannot make a basic move towards its side of the battlefield.

Step 1: The attacker determines and rolls the required number of melee Battle dice against the defending unit. Only a saber will score a hit on the defending unit.

Step 2: The defending unit's Retire movement of 1 move toward its own side of the battlefield is made.

- Infantry and cavalry units remain facing their original direction after retiring.
- Artillery retire limbered.
- There are no terrain or friendly unit restrictions on a retire move other than through impassable terrain.
- A unit may retire more than 1 move if it can't legally stop.

Step 3: The attacking unit may conduct a melee follow-up after occupying the vacated position.

Units moving through an enemy leader may continue with normal movement.

Counter-charge

A non-disordered defending cavalry unit may counter-charge an attacking cavalry unit that declares a melee, if the defending cavalry unit can intercept the attacking unit before it makes contact.

Defensive Fire

If an attacking unit declares a melee on a defending unit, then the defender gets to shoot at the attacking unit at close range before the melee combat (refer melee and shooting). Artillery units which can target the attacking unit before it makes contact are also eligible to conduct Defensive Fire.

Form Square

An infantry square is a defensive formation used by infantry units to counter an enemy cavalry melee attack.

An infantry unit may choose to form a square during the opponent's turn when an enemy cavalry unit moves adjacent, except if the unit is in rough terrain or battling back.

Test to Form Square: Roll up to 4 command dice and the unit can form a square if at least 1 Infantry is rolled.

Subtract 1 command die if 2 or more hits, and subtract 1 command dice if unit is disordered.

A unit in square cannot be forced to retreat unless it has sustained the maximum number of hits.

Combat Phase

Combat/Battle are terms used for both shooting and melee combat. A unit assigned an order may only engage in one type of combat, even if it is capable of both types of combat. It may also only conduct the type of combat allowed by the order it is assigned.

Combat is resolved, one unit at a time, in the sequence of your choice. Allocated command dice are removed from each unit/group as you go.

You may switch between shooting combat and melee combat from one unit to the next; however, you must announce and resolve one unit's combat, including all related additional combat actions stemming from that battle entirely, before proceeding to another unit's combat.

- A unit assigned an order does not have to Battle.
- Units in a group cannot mix shooting and melee combat.
- A unit may not split its Battle dice between several enemy targets during the same combat dice roll.
- A unit may only use an order to Battle once per turn; in some instances after a successful melee a cavalry unit may have the opportunity for a bonus melee as part of additional combat actions.

Shooting

To shoot, a unit must be within range and have a line-of-sight to the target unit.

Melee

To melee, a unit must be in contact with the target unit. After a melee, an attacking unit may be eligible to conduct a melee follow-up.



Shooting

Shooting Eligibility

- Only infantry and unlimbered artillery may shoot.
- A unit may move and shoot, subject to orders.
- A unit in contact with an enemy unit cannot shoot.
- Infantry in square or in a BUA cannot use skirmish fire.
- Infantry in march column cannot shoot.

Step 1 Select Shooting Unit

Select the unit you want to shoot with and the enemy unit it is targeting. The shooting unit must shoot at the closest target that has not been shot at or contacted in melee this initiative. Each shooting attack is declared and resolved one unit at a time, in the sequence of your choice.

Step 2 Check Range and Visibility

A target unit must be in range and visible.

The range to a target is measured from the nearest stand in the firing unit to the closest stand of the target unit.

A target is visible to the shooter if it is in line-of-sight of at least 1 stand of the shooter.

A stand has a line-of-sight if the target unit is in its arc-of-fire (refer unit facing), and it is possible to draw a straight line from the stand to the target unit without the line passing across an obstacle or within 1" of another unit.

Artillery can shoot over friendly units if on a higher elevation and the target is further from the friendly unit than the shooter.

Step 3 Resolve Shooting

Battle dice rolled = Fire points +/- adjustments.

Skirmish fire - uses 1 Battle die with no adjustments.

Square fire - uses 1 Battle die with no adjustments.

Fire support - Units without a shooting marker, that are eligible to shoot at the target with at least half their stands, can lend fire support (except skirmish fire).

When halving Fire points round down but no less than 1.

Roll the resulting number of Battle dice and resolve the outcome as per table opposite.

Step 4 Place Shooting Marker

A shooting marker is placed in front of the unit and any fire support units to indicate that they have fired, except for skirmish fire.

Fire Points	Close (3")	Skirmish (6")
Infantry line	4	1 (Sk only)
Infantry column	2	1 (Sk only)
Infantry open order	2	2 (Sk only)
Infantry in BUA/woods	2	-
Open order in woods	2	2 (Sk only)
Infantry square	1	-

Artillery Fire Points	3"	6"	12"	18"	24"
8 gun Heavy	5	4	3	2	1
8 gun Light	4	3	3	2	1
6 gun Heavy	4	3	3	2	1
6 gun Light	3	2	2	1	1

Adjustments (except Skirmish and Squares)	
Order bonus, or for each fire support unit	+1
Shooter is 2-rank line firing at close range (3")	+1
Artillery target is enfiladed, square, or column	+1
Target in woods	-1
Infantry target occupies BUA or fieldworks	-2
Artillery target occupies BUA or fieldworks	-1
Artillery target is skirmish at 3"-6" range	-1
Shooter is shaken (hits=strength-1), or Shooter is disordered	-1 -2
Shooter has a shooting marker	x ½
Target is obscured (target visible to less than half the front stands)	x ½

Battle Dice roll	Hits scored
  	Scores 1 hit for each troop symbol rolled that matches the target unit. Open order targets halve hits.
	Target disordered
	None

Melee

Infantry and cavalry units with relevant orders may engage in melee combat against defending units. An artillery unit or a disordered unit may not initiate melee combat.

Step 1 Select Melee Attack

Select the unit you want to melee with, together with any melee support units, and the enemy unit it is targeting. The target unit must be in contact with, and directly in front of, the attacking unit.

Melee support - Additional units that are in contact with the target unit can lend melee support. A unit cannot lend melee support if it is adjacent to an enemy unit that has not yet been chosen as a target.

Each melee combat is declared and resolved one unit at a time, in the sequence of your choice.

Step 2 Defender Reaction

Refer Reactions. If the attacker becomes disordered then the attacker and all melee support units retire 3" back from the defender.

Step 3 Strength of the Attack

Battle Dice rolled = Strength of unit +/- adjustments

Squares in melee - unit has a strength of 1. For cavalry attacking a square, the battle dice rolled is 1 with no adjustments.

March column in melee - unit has a strength of 1.

Step 4 Resolve Combat

Roll the resulting number of battle dice against the target. Hits are resolved first, followed by retreats.

Step 5 Battle Back

In a melee or Melee Follow-up combat, if the defending unit is infantry or cavalry it will Battle Back against the attacking unit, if the unit did not retreat and is facing the attacking unit.

During a Battle Back the defending unit conducts Step 3 and 4 in the same manner as the attacker.

If attacking and defending units are still adjacent at the end of a Battle Back the attacking unit and support units retire 3" from the defending unit.

A Battle Back by a Square against cavalry will always result in a retreat of half a move by the cavalry.

Step 6 Melee Follow-up

When a unit attacks in melee combat and eliminates or forces the defending enemy unit or leader to retreat, the unit may advance (move) into the vacated position if there is space to do so. If an attacking cavalry unit chooses to advance, it is eligible to battle in melee a second time. The cavalry unit may advance a half move and melee an enemy unit. If successful, the cavalry unit may move into the vacated position. A unit can only make one melee follow-up on a turn.

Step 7 Cavalry Disorder

All cavalry units involved in the melee are disordered.

Melee adjustments	
Order bonus, or for each melee support unit	+1
Elite / Conscript	+1/-1
Irregular versus non-disordered	-2
Heavy cavalry, or Lancers charging infantry	+1 +1
Unit is shaken (hits=strength-1), or Unit is disordered or in open order	-1 -2
Melee into woods or uphill, or Melee into occupied BUA or fieldworks	-1 -2

Battle Dice roll	Hits scored
  	Scores 1 hit for each troop symbol rolled that matches the target unit.
	Scores 1 hit on any unit. Cavalry v Infantry in square only hit with a saber.
	A flag may cause a unit to retreat. (refer Retreats section)

Retreats

After all combat hits have been resolved and hits taken, retreats are resolved.

Retreat outcome

Units retreat ½ move per flag rolled, except infantry in square which take 1 hit per flag.

All units which retreat are disordered.

Units which suffer the maximum allowable number of hits must immediately retreat 1 move, face away from the enemy, and become disordered. If the unit still has the maximum number of hits at the end of the subsequent initiative then the unit is removed from play.

Units which receive a hit or disorder or are forced to retreat, and are already at their maximum hits, are immediately removed from play.

When a unit is removed from play, the unit's leader suffers 1 hit. When a leader suffers 3 hits, the leader and all its units are removed from play and the Army leader suffers 1 hit.

A unit in square cannot be forced to retreat unless it has sustained the maximum number of hits.

Retreat procedure

The player controlling the retreating unit decides where the unit retreats to, using the following rules:

- Retreat moves use the basic move rate regardless of terrain.
- A unit must always retreat toward its own side of the board, regardless of what direction the attack came from. Units may not retreat toward the opponent's side of the board or sideways.
- The unit can change facing to any direction at the end of the retreat move, except if at maximum hits.
- Artillery must limber when retreating.
- Retreat from a BUA/wood is measured from the edge of the BUA/wood.
- A unit must obey normal movement restrictions when retreating.
- Terrain that is not impassable has no effect on retreat moves, i.e. rough terrain rates are ignored.
- A unit will change formation if required by the terrain feature.
- Impassable terrain features, including the table edge, will prevent a unit's retreat, resulting in 1 hit. If the unit reaches its maximum allowable number of hits then it is removed from play.
- A unit can retreat further to avoid retreating onto friendly units.

Melee Examples

