

March Toward the Sound of Guns

Very Fast Napoleonic Rules

Version 1.1

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A) Game Scale

The game will, for convenience, follow Avalon Hill's 'Napoleon's Battles' game scale; in fact the game works with any scale you prefer.

1 inches = 100 paces.

1 Infantry figure = 120 men.

1 Cavalry figure = 80 men.

1 gun = battery for 4-8 guns.

1 turn = approximately 1 hour (so most battles can re-fought within 10 turns).

B) Turn Sequence

Each player (phasing player) will go through the sequence below in order to complete a turn:

- 1) Command phase
- 2) Movement phase
- 3) Shooting phase
- 4) Melee phase
- 5) End phase

C) Unit Definitions

Infantry 6 stands/unit (min 4 - max 7) 2/1/2 Melee/shooting/hits

Formation in:

- 1) Line
- 2) Column
- 3) Square
- 4) Open order
- 5) March column
- 6) Disordered/Routed

Cavalry 3 stands/unit (min 3 - max 5) 3/0/3 Melee/shooting/hits

Formation in:

- 1) Line
- 2) March column

- 3) Exhausted
- 4) Disordered/Routed

Artillery 1 stand/unit 1/2-1/2 Melee/Short range-Long range/hits

- 1) Limbered
- 2) Unlimbered
- 3) Disordered

Units are either Elite/Veteran/Good/Poor quality.

Facing:

Front/Flank/Rear, all shooting may only be conducted through the front facing of 180 degrees.

For details of unit profiles please refer to the table below.

D) Command Phase

- 1) Each Corps commander rolls a die on behalf for each divisional/brigade commander under his command and within his command range, up to a maximum of 4 dice including the Corps commander himself. Then he can assign the result among the group. The die roll is the Command Points (CP) each assigned commander uses for that turn.
- 2) Any Divisional/Brigade commander out of range of his superior Corps Commander or if not chosen by the Corps commander rolls a die and takes the result as his own.
- 3) The Army commander rolls for his own Command Points. In addition the Army commander can re-roll any one die of the CP roll within his range per turn, to simulate the effect of the Army commander in battle.
- 4) Command Points can only be spent on subordinate units.
- 5) Command Points are spent as follows:
 - For individual units or group of units within command range to move, change formation, 1 CP
 - For individual units within range attempting to rally, 1CP

Modified as follows (cumulative):

- Out of command range +1
- Infantry in open order +1 (only applies to unit already in open order)
- Move ends in contact +1

6) Command range:

Army commander:	16"
Inf Corps commander:	8"
Inf Divisional/Brigade commander:	4"
Cavalry Corps commander:	12"
Cavalry Divisional/Brigade commander:	8"

E) Movement Phase

- 1) All unit or group moves are measured point to point and corner to corner base.
- 2) Group unit means units acting together: up to maximum of 2 units can form a Group, units must start and end in contact.
- 3) Subsequent movement is allowed provided CP is expended.
- 4) Units moving into contact of enemy are considered charging and must later resolve combat in the Melee phase.
- 5) Individual commanders can only move after all units have been moved.
- 6) Movement rate:

Movement rate (inches)

Infantry line	2
Infantry column	4
Infantry square	0
Infantry in open order	2
Infantry marching in column	8 (must start and end along a road)
Cavalry in line	8
Cavalry if exhausted	4
Cavalry marching in column	12 (must start and end along a road)
Foot artillery limbered	3
Horse artillery limbered	6
Artillery unlimbered	0
Commander	24
Infantry routed	8
Cavalry routed	16
All disordered	0

Rally in movement phase.

Conduct a Quality Check (QC) for each unit receiving a Command Point (CP), if successful, unit becomes good order and can form in any formation wished, facing freely. However, such unit cannot move or shoot during the same turn.

After all rally, those units still routed must make a full move toward their own board edge, as indicated in the scenario.

F) Shooting Phase

- All in-phase players' units can shoot provided they are in range, have a clear LOS and are not disordered; they can select any target within their arc of fire.
- All results are applied after the phase is over.
- Measurement is from stand to stand base.
- Shooting arc is stand's front arc (or all round if infantry is in open order or in square)
- Range for shooting is as follows:
 - Infantry: 2
 - Light infantry, French infantry before 1812, French Guard, and British infantry in line: 3
 - Horse artillery: 6 (Long range 12)
 - Foot artillery: 9 (Long range 18)

Shooting procedure:

- 1) Determine how many stands can shoot against the target
- 2) Roll a die for each attack, 4+ to hit with following cumulative modifiers:
 - (#1 always miss, #6 always hit).
 - 1 Vs defend position
 - 1 Vs infantry in open order
 - 1 Vs unlimbered artillery
 - +1 Vs infantry square
 - 1 Vs French infantry before 1812, French Guard
 - +1 for artillery in defensive fire (canister)
 - 1 Vs charged cavalry
 - +1 for British infantry in line
- 3) A hit scored will remove the stand; any remaining hits are removed after the phase. For example 5 hits scored against a French Line infantry will remove 2 stands with the remaining 1 hit ignored at the end of shooting phase.
- 4) Roll the number of dice = to the hits scored, any roll of #6 causes disorder, and if more than 2 x #6 are achieved, the unit becomes routed. Routed artillery units are removed from play.

G) Melee (close combat)

Close combat occurs:

- 1) When a stand “touches” an enemy stand.
- 2) Only the stand that physically touches can participate in the close combat. Corner to corner counts as touching.
- 3) Units will be modified by their formation as follows:

Combat table:

Att/Def	<i>Inf LN</i>	<i>Inf Col</i>	<i>Inf Sq</i>	<i>Inf open</i>	<i>Cav LN</i>	<i>CavExh</i>	<i>Limber</i>	<i>UnLim</i>	<i>Disor</i>	<i>Routed</i>
<i>Inf LN</i>	Sh,M	Sh,M	Sh,M	Sh,M	Sh,M	Sh,M	Sh,M	Sh,M	Sh,M	Sh,M
	Sh,M	Sh,M,S	Sh,M,I	Sh,M	E,X2M	X2M	M	Can,M	M	NA
<i>Inf Col</i>	Sh,M,S	Sh,M,S	Sh,M,S	Sh,M,S	Sh,M,S	Sh,M,S	Sh,M,S	Sh,M,S	Sh,M,S	Sh,M,S
	Sh,M	Sh,M,S	Sh,M,I	Sh,M	E,X2M	X2M	M	Can,M	M	NA
<i>Inf open</i>	Sh,M	Sh,M	Sh,M	Sh,M	NA	NA	Sh,M	Sh,M	Sh,M	Sh,M
	Sh,M	Sh,M,S	Sh,M,I	Sh,M	E,X2M	X2M	M	Can,M	M	NA
<i>Cav LN</i>	X2M	X2M	X2M*	NA	M	M	X2M	X2M	X2M	X2M
	Sh,M	Sh,M,S	Sh,M,I	NA	M	M	M	Can,M	M	NA

Bold letter is for the defender.

Example: If a cavalry unit in line charges an infantry unit in line, the defender can Sh (Shoot) and M (melee) with its stand value, and the cavalry can double its melee factor (X2M) for attacking.

-1 for exhausted Cav

Sh = shoot

+1 Vs disordered/routed en

M = melee

Disorder Vs good order #6 to hit

S = support

Cav Vs Inf Square #6 to hit

E = evade

-1 if defended positions

I = ignore further effect

#1 always miss, #6 always hit

NA= not allowed

Combat procedures:

Combat is simultaneous, with the following sequence:

- 1) All Att/Def stands must orient to maximize contact.
- 2) Defending stands touching enemy stands conduct shooting (defensive fire)
- 3) Attacking stands touching enemy stands conduct shooting (advancing fire)
- 4) Attacker resolves to hit results (4+ to hit with modifiers mentioned above)
- 5) Defender resolves to hit results (4+ to hit with modifiers mentioned above)
- 6) All hits (including those scored in defensive fire and advancing fire) count and remove stands accordingly
- 7) The difference in hits scored by both sides determines the winner and loser.

The looser retreats by a stand depth straight back, and the looser rolls dice equal to the difference in score for checking order status, any #6 = -1 level, and 2 x #6 = -2 level. If more than one unit participated in combat, the rolls are shared equally among them.

- 8) Infantry winner can only consolidate.
- 9) Cavalry winner rolls to check for exhaustion, if not exhausted, they can pursuit if the enemy has not yet routed. And another round of melee occurs without any shooting.
- 10) For any Draw result, attacker retreats a base depth

Blocking retreat

Retreat into friendly unit:

Give way, both retreat in the same direction, and the friendly unit rolls a die to check for order status.

Stand firm. The retreating unit -1 level of order status automatically.

Retreat into enemy unit:

Routed automatically

H) End Phase

- 1) Phasing player checks for army morale
- 2) Check for victory conditions
- 3) Exhausted cavalry that haven't been engaged in melee return to good order.

I) Game Terms

Marching column

- 1) Must move all the way along the road, infantry treated as column in case of combat, cavalry treated as line in case of combat.
- 2) Formed as single stand width.

Disorder

- 1) Units become disordered either in shooting phases, or in the melee phase, in both cases they roll the number of dice indicated and any #6 disorders the unit. A further #6 makes it rout.
- 2) Units in disorder cannot move nor shoot, require #6 to make a hit in melee, and are +1 being attacked.
- 3) Units in disorder become routed if further downgraded in status.
- 4) Units in disorder will return to good order automatically if not involved in any

melee that turn during the owning player's end phase.

Routed

- 1) Units become routed either in shooting or melee phases, in both cases they roll the number of dice indicated and any consecutive roll of 2 x #6 causes unit to rout, immediately make a rout move toward their Line of Communications.
- 2) In addition to above, a unit can be routed if already in disorder and any #6 is rolled during a status check, thereby causing it to rout.
- 3) Routed units must rally by spending CP, if they fail, they must move toward their board edge.
- 4) Routed units cannot shoot or melee; they suffer +1 to hit if attacked by the enemy; if downgraded in status, check if they will surrender.

Exhausted Cavalry

- 1) Cavalry become exhausted if they fail a Quality Check after each round of combat.
- 2) Exhausted cavalry cannot initiate any melee, cannot continue their pursuit and must immediately move away (back along the direction charged, or away from enemy) 4"
- 3) Exhausted cavalry suffers -1 to hit when engaged in combat, move at half rate, and cannot evade from infantry attack.
- 4) Exhausted cavalry return to normal during the own player's end phase if they didn't participated in melee that turn.

Support

- 1) Only infantry units get support from unengaged stands that belong to the same unit.
- 2) Supporting stands are those which belong to the same unit fighting but are not themselves engaged; they count as support no matter whether they are in the 1st, 2nd, 3rd or 4th rank.
- 3) Each supporting stand contributes +1 to the final melee result.
- 4) No support can be claimed if enemy assault from unit's rear arc or if the infantry is in open order.

Evade

- 1) Cavalry can avoid melee with infantry units when being charged; evade is entirely voluntary, you may choose not to evade if you wish.
- 2) Exhausted cavalry unit cannot evade.

- 3) Evading cavalry move away 4" from charged unit. A unit can evade as many times as it wishes.

Ignore Further Results

- 1) In certain melees such result may occur.
- 2) It means the defender only takes hits and ignores any further effects such as retreat, status check, etc.

Order Status (Status Check)

- 1) Unit levels of order are:
 - a) Good
 - b) Disordered
 - c) Routed
- 2) There are two occasions when units need to check for their orderly status:
 - a) Shooting
 - b) Melee
- 3) When doing a status check, roll the number of D6 indicated, any #6 will downgrade the unit 1 level, any 2 x #6 will downgrade it 2 levels.

Quality Check (QC)

- 1) Units are either Elite/Veteran/Good/Poor quality
- 2) QC happens when:
 - a) Infantry form emergency square
 - b) Cavalry check for their exhaustion after each round of combat
 - c) Rally
- 3) QC table:

Elite	2+ passes for a D6
Veteran	3+ passes for a D6
Good	4+ passes for a D6
Poor	5+ passes for a D6

Emergency Infantry Square

- 1) Infantry unit can attempt to form square when an enemy cavalry unit is within 8 inches (the charging range for cavalry), the game is immediately paused and the infantry unit in question can attempt to form square by QC.
- 2) Infantry units can attempt to form square once for each enemy unit/group per turn, if they fail such attempt, they must still attempt to form square if any other enemy cavalry unit approaches.

- 3) Please note that the cavalry unit need not charge the infantry unit for it to react to its presence, no matter whether such attempt is successful or not, it is a good tactic for using cavalry to force enemy infantry unit to form square and then fire at them with other units.

Heavy Cavalry

- 1) Certain units in the game are classified as heavy cavalry, such as French Cuirassiers.
- 2) Heavy cavalry have the following characteristic:
 - a) They have a 5+ save against any hit

Army Morale

- 1) Each side totals their infantry, cavalry and artillery stands before the battle, such total dictating the break point for the army. If a side loses more than half its break points, that side is considered to have lost.
- 2) The morale check is conducted during the phasing player's end phase.
- 3) Units count as a loss during the end phase if:
 - a) routed
 - b) destroyed
- 4) Artillery, Elite/Veteran , Heavy cavalry unit stands count as 2 points for calculating morale.
- 5) French Guard (both infantry and cavalry) stands count as 3 points for calculating morale.

Commander

- 1) Commanders have no game function except in the command phase.
- 2) They can only move after all units have been moved.
- 3) When enemy units pass through a commander that is alone, he is simply moved to the closest friendly unit.
- 4) A commander is only removed (and must be removed) from play if all his subordinate units have been destroyed.

Infantry Open Order

- 1) Infantry move into open order automatically when they enter woods, built up areas or other difficult terrain such as marsh, and they will return to their previous formation when they move out from such features.
- 2) In such instance, there is no specific way of arranging unit stands, they just follow their previous formation, for example if the unit enter the woods in line formation,

then the unit's open order in woods will be in line formation.

- 3) Open order has an all round firing arc instead of the usual 180 front arc.
- 4) Units in open order cannot claim support from ranks behind.

Unit Save Value

- 1) Only applies to some elite units of the era, for example the French Old Guard.
- 2) Simply throw dice for each hit suffered by the unit, if dice equal or are greater than the mentioned value, the hit is a save and is ignored.

Terrain effect

Terrain	Effect:	Infantry	Cavalry	Artillery	General
Open	Move	Refer to the movement rate (RTMR)	RTMR	RTMR	RTMR
	Shoot	Refer to the shooting table (RTST)	RTST	RTST	Not applicable
	Melee	Refer to the combat table (RTCT)	RTCT	RTCT	Not applicable
Wood	Move	Automatically in open order +1CP	No enter	No enter	No penalty
	Shoot	Unit inside -1 to hit	Not allowed	Not allowed	Not applicable
	Melee	No support claim from ranks	Not allowed	Not allowed	Not applicable
Hill	Move	RTMR	RTMR	RTMR	RTMR
	Shoot	RTST	RTST	RTST	Not applicable
	Melee	Higher ground side +1 for combat result	Same as infantry	Same as infantry	Not applicable
Built up area	Move	Automatically in open order +1CP	Only from road	Only from road	No penalty
	Shoot	Defended position (-1 to hit)	Defended position	Defended position	Not applicable
	Melee	Defended position (-1 to hit)	Defended position	Defended position	Not applicable
Stream/ River	Move	Depend on scenario notes	Scenario notes	Scenario notes	Scenario notes
	Shoot	No effect	No effect	No effect	Not applicable
	Melee	Defended position (-1 to hit)	Defended position	Defended position	Not applicable

- 1) Infantry starts/via/stops at woods/BUA/other difficult ground needs +1 for CP and they are assumed in open order automatically when they are in such features.
- 2) Basically there is no movement rate change when unit moves across the difficult ground, however extra CP are needed to keep the unit in order.

- 3) Stream/River will be defined in scenario notes whether it can be crossed or where to cross.
- 4) Cavalry and artillery can enter BUA only via roads that penetrate it. Cavalry remain in march column and artillery can change formation.
- 5) Units inside features will take the benefit of terrain effect in addition to others, for example a French infantry before 1812 deployed within BUA will have the following effect:
 - a) -3 to hit if being shot (-1 for French infantry before 1812, -1 for open order. -1 for defended position, but #6 always hit).
 - b) -1 to hit if being assaulted in defended position.

Suggested Unit Profiles

Nationality	Unit type	Quality	Melee	Shoot	Hit	Save	Range (inch)	Pt per stand
French	Old Gd inf	Elite	2	1	3	6+	3	15
	Young Gd Inf	Veteran	2	1	2	-	3	12
	Line before 1812	Good	2	1	2	-	3	11
	Line after 1812	Good	2	1	2	-	2	10
	Prov. Line in 1813	Poor	2	1	2	-	2	9
	Ligh Inf	Good	2	1	2	-	3	10
	Gd Hvy Cav	Elite	3	0	3	5+	-	18
	Hvy Cav	Veteran	3	0	3	5+	-	17
	Gd Light Cav	Veteran	3	0	3	-	-	15
	Light Cav	Good	3	0	3	-	-	14
	Foot Art	Good	1	2	2	-	9-18	12
	Horse Art	Good	1	2	2	-	6-12	12
British	Gd inf	Elite	2	1	3	6+	3	15
	Line Inf	Veteran	2	1	2	-	3	12
	Ligh Inf	Veteran	2	1	2	-	3	12
	Hvy Cav	Good	3	0	3	5+	-	16
	Light Cav	Good	3	0	3	-	-	14
	Foot Art	Good	1	2	2	-	9-18	12
	Horse Art	Good	1	2	2	-	6-12	12
Russian	Gd inf	Elite	2	1	3	-	2	13
	Line Inf	Good	2	1	2	-	2	10

	Ligh Inf	Good	2	1	2	-	3	11
	Militia	Poor	2	0	2	-	-	5
	Gd Hvy Cav	Elite	3	0	3	5+	-	18
	Hvy Cav	Veteran	3	0	3	5+	-	17
	Gd Light Cav	Veteran	3	0	3	-	-	15
	Light Cav	Good	3	0	3	-	-	14
	Cossack	Poor	2	0	3	-	-	10
	Foot Art	Good	1	2	2	-	9-18	12
	Horse Art	Good	1	2	2	-	6-12	12
Austrian	Grenadier inf	Elite	2	1	3	-	2	13
	Line Inf	Good	2	1	2	-	2	10
	Ligh Inf	Good	2	1	2	-	3	11
	2 nd Line	Poor	2	1	2	-	2	9
	Hvy Cav	Veteran	3	0	3	5+	-	17
	Light Cav	Good	3	0	3	-	-	14
	Foot Art	Good	1	2	2	-	9-18	12
	Horse Art	Good	1	2	2	-	6-12	12
Prussian	Foot Guard	Elite	2	1	3	-	2	13
	Line before 1808	Poor	2	1	2	-	2	9
	Line after 1808	Good	2	1	2	-	2	10
	Ligh Inf	Good	2	1	2	-	3	11
	Landwehr Inf	Poor	2	1	2	-	2	9
	Hvy Cav	Veteran	3	0	3	5+	-	17
	Light Cav	Good	3	0	3	-	-	14
	Landwehr Cav	Poor	3	0	3	-	-	13
	Foot Art	Good	1	2	2	-	9-18	12
	Horse Art	Good	1	2	2	-	6-12	12
All	Army cdr					Cmmd range	16	160
	Inf Corp						8	80
	Inf Div/Bgde						4	40
	Cav Corp						12	120
	Cav Div/Bgde						8	80