

These are the very basis of the system to explain before a game with a beginner (or teaching two beginners). This allow to quickly start the game and of course, the different actions will need more detailed explanations during the game, case by case. With basic cards reference for Terrain & Units, plus a Scenario "special for beginner"...

The battlefield game board

has three sections by two dotted lines : where the dotted line cuts through a hex, the hex is considered to be part of both sections.

Units and Leaders

Each unit is composed of several blocks. A leader is represented by one block. Two units may never occupy the same hex. Two leaders may not occupy the same hex. A leader in the same hex as a friendly unit is considered "attached" to the unit and must move along with the unit unless the leader is ordered to detach. The three main types of units are : infantry, cavalry and artillery.

The object of the game

is to be the first to capture a set number of Victory Banners gained for each enemy leader or enemy unit entirely eliminated.

Sequence of Play

1. COMMAND phase: Play a Command card.
2. ORDER phase: Announce all units and leaders you intend to order, within the limits of the Command card just played.
3. MOVEMENT phase: Move all ordered units and leaders, one at a time (it only costs one command to order a unit and its attached leader to move and/or battle together).
A unit or leader may only be ordered to move once per turn.
A unit or leader that is ordered does not have to move.
4. COMBAT phase: Battle one ordered unit at a time and each unit's combat must be fought to completion including any additional combat actions before another combat. A unit that is ordered does not have to battle. You may switch between ranged combat and melee combat from one unit to the next.
5. DRAW phase: Draw a new Command card.

Ranged Combat

Only infantry and artillery units may engage in ranged combat. The target unit must be within both range and line of sight. A unit adjacent to an enemy unit may not fire on another, more distant, enemy unit. The line of sight is blocked only if a hex between the battling unit and the target contains an obstruction.

Number of battle dice rolled in ranged combat when the infantry unit does not move is equal to the number of blocks in the infantry unit. When an infantry unit moves, the base number of battle dice rolled is equal to 1/2 the number of blocks in the unit, rounding up or down (depends on nationality). An ordered horse artillery unit, which does not move, may target an enemy unit 4 or fewer hexes. In ranged combat, the attacker scores 1 hit for each troop symbol rolled that matches the target unit.

Melee Combat

A unit attacking an adjacent enemy unit is said to be engaging that enemy unit in melee. In melee combat, the base number of battle dice rolled is equal to the number of blocks in the unit, even if the infantry unit has moved prior to the melee combat.

A horse artillery unit normally rolls 3 dice in melee. In melee combat, the attacker scores 1 hit for each troop symbol rolled that matches the target unit and 1 hit for each sabers.

Retreats

A flag does not cause a hit, but may cause the unit to retreat. For each retreat flag rolled against a unit, the unit must move one hex back toward its own side of the battlefield. One block must be removed from the unit for each retreat hex of move that cannot be completed. (Both for ranged or melee combats).

Leaders

A leader alone in a hex may not be targeted in ranged combat but an unattached leader may be attacked in melee. When a leader is alone in a hex, the attacking enemy unit rolls its normal melee battle dice. One or more saber symbols rolled will score a hit and eliminate the leader. Leaders may move up to 3 hexes.

When a leader is attached to a unit and the unit loses at least one or blocks, or is eliminated, there is a chance that the leader may also be hit. Make a leader casualty check by rolling 2 battle dice. To hit the leader two saber symbols must be rolled. (When the unit is eliminated, the leader casualty check is made with 1 battle dice and a saber symbol must be rolled). If the leader is not hit, the leader must retreat 1, 2, or 3 hexes.

Morale

A unit may disregard one flag when a leader is attached to the unit and when supported by two or more friendly units on any hexes that are adjacent to the unit.

Battle Back

In a melee combat, the defending enemy unit may Battle Back against the attacking unit if one or more of the defending unit's blocks survived the melee combat attack and the defending unit did not retreat from its hex.

Infantry Taking Ground in melee combat

A victorious attacking infantry unit may advance onto the vacated hex when the defending enemy unit/leader is eliminated or retreat. A square or an Artillery unit may not Take Ground.

Cavalry Breakthrough

A victorious attacking cavalry unit may advance onto the vacated hex, and after advancing onto the vacated hex, the cavalry unit may then move one additional hex. After a successful melee combat, a cavalry unit that makes a breakthrough is eligible to battle in melee combat a second time.

Cavalry Retire and Reform

When being attacked in melee by an enemy infantry unit, a cavalry unit may choose to Retire and Reform (2 hexes toward its own side of the battlefield) instead of fighting in the melee. The attacking infantry unit rolls the proper number of melee battle dice but only cavalry symbols will score a hit against a cavalry unit electing to Retire and Reform.

Infantry Forming Square

An infantry unit at any strength may choose to form square during the opponent's turn before a cavalry unit is about to melee attack the infantry unit. If the infantry unit does not choose to form square, the cavalry melee attack is resolved normally.

Combined Arms Combat

When an ordered infantry or cavalry unit is about to attack an enemy unit in melee, one ordered artillery units may combine their battle dice with the attacking unit.

LEADER



- **Move** : 1 to 3 hex .
- **Combat** : may not battle.
- A leader in the same hex as a friendly unit is considered **attached** to the unit and must move along with the unit unless the leader is ordered to detach.
- When a leader is attached to a unit which loses at least one block, or is eliminated, the leader may also be hit with a leader **casualty check**.
- A unit may disregard **one flag** when a leader is attached to the unit.

LIGHT INFANTRY



- **Move** : 1 hex and battle, or 2 hex and no battle.
- **Melee Combat** : 1 Dice per block.
- **Fire Range** : 2 hex. 
- **Fire Standing** : 1 Dice per block +1
- **Fire Moving** : Dices x 1/2 the number of blocks rounding up +1
- **Forest** : may move on to a Forest hex and still battle when eligible.

LIGHT CAVALRY



- **Move** : 1 to 3 hex and battle.
- **Melee Combat** : 1 Dice per block.
- **Fire Range** : none.
- When being attacked in melee by an enemy infantry unit, a cavalry unit may choose to **Retire and Reform**.
- **Cavalry Breakthrough** : a victorious attacking cavalry may advance, then move one additional hex and battle in melee combat a second time.

LIGHT CAVALRY



- **Move** : 1 to 3 hex and battle.
- **Melee Combat** : 1 Dice per block.
- **Fire Range** : none.
- When being attacked in melee by an enemy infantry unit, a cavalry unit may choose to **Retire and Reform**.
- **Cavalry Breakthrough** : a victorious attacking cavalry may advance, then move one additional hex and battle in melee combat a second time.

HEAVY CAVALRY



- **Move** : 1 to 2 hex and battle.
- **Melee Combat** : 1 Dice per block +1
- **Fire Range** : none.
- When being attacked in melee by an enemy infantry unit, a cavalry unit may choose to **Retire and Reform**.
- **Cavalry Breakthrough** : a victorious attacking cavalry may advance, then move one additional hex and battle in melee combat a second time.

HEAVY CAVALRY



- **Move** : 1 to 2 hex and battle.
- **Melee Combat** : 1 Dice per block +1
- **Fire Range** : none.
- When being attacked in melee by an enemy infantry unit, a cavalry unit may choose to **Retire and Reform**.
- **Cavalry Breakthrough** : a victorious attacking cavalry may advance, then move one additional hex and battle in melee combat a second time.

LEADER



- **Move** : 1 to 3 hex .
- **Combat** : may not battle.
- A leader in the same hex as a friendly unit is considered **attached** to the unit and must move along with the unit unless the leader is ordered to detach.
- When a leader is attached to a unit which loses at least one block, or is eliminated, the leader may also be hit with a leader **casualty check**.
- A unit may disregard **one flag** when a leader is attached to the unit.

HORSE ARTILLERY



- **Move** : 2 hex and no battle, or 1 hex and battle but may not fire at 4 hex range if moved (only 3 hex).
- **Fire Range and Strength** : 
- A horse artillery unit that only has one block remaining may not move and battle, but may move or battle.
- When reduced to **1 block**, range is : 

HILL



- No movement restrictions. An infantry unit may form square on a Hill hex.

- Combat :

	-1	-1
	-	-1
	-1	-

Only in range combat

- A Hill hex blocks line of sight.

TOWN & BUILDINGS



- A unit may not battle the turn it moves onto a Town hex.

- A unit or leader that enters a Town hex must stop and may move no further on that turn. An infantry unit may not form square on a Town.

- Combat :

	-2	-3
	-	-3

- A Town hex blocks line of sight.

FOREST



- A unit or leader that enters a Forest hex must stop and may move no further on that turn. An infantry unit may form square on a Forest hex.

- A unit may not battle the turn it moves onto a Forest hex. Exception : Light infantry and Riflemen.

- Combat :

	-1	-2
	-	-2

- A Forest hex blocks line of sight.

FIELD WORKS



- A unit or leader that moves across a hex side with Field Works must stop and may move no further on that turn. An infantry unit may not form a square on a Field Works hex.

- Infantry and Artillery units on a Field Works hex may ignore one flag.

- Combat :

	-1	-2
	-	-2

-A Field Works hex does not block line of sight.

FORDABLE RIVER



- A unit or leader that enters a Fordable River hex must stop and may move no further on that turn. An infantry unit may form square on a Fordable River hex.

- A unit may battle the turn it moves onto a Fordable River hex.

- Combat :

	-1	-1
	-1	-1

-A Fordable River hex does not block line of sight.

SAND QUARRY



- A unit or leader that enters a Sand Quarry hex must stop and may move no further on that turn. An infantry unit may form square on a quarry hex.

- A sand quarry is considered impassable terrain for an artillery unit.

- Combat :

	-1	-2
	-1	-

-A sand quarry hex does not block line of sight.

BRIDGE



- **Movement:** A bridge will cancel a river or fordable river's movement restrictions. An infantry unit may form square on a bridge hex.

- **Combat :** A bridge will cancel a river or fordable river's battle restrictions.

- **Line of Sight :** A bridge does not block line of sight.

RUGGED HILL

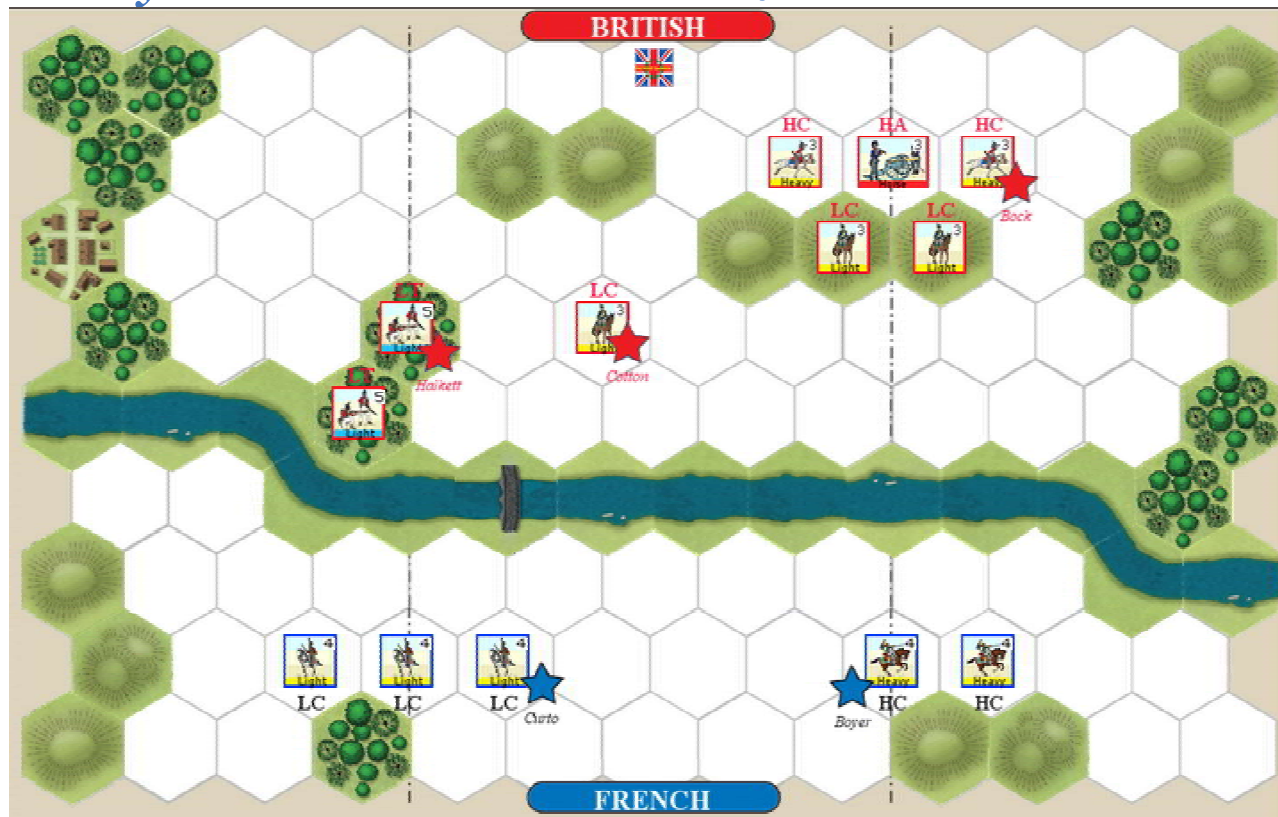


- **Movement :** Not allowed. No unit may enter a Rugged Hill hex.

- **Combat :** Prohibited.

- **Line of Sight :** A Rugged Hill hex blocks line of sight to units behind a Rugged Hill hex.

Bloody Ambush at "Venta del Pozo" - 23 October 1812



Historical Background

Joseph Souham's Army of Portugal forced Wellington to abandon the Siege of Burgos. After a pursuit which included the Battle of Venta del Pozo, he pressed the Anglo-Portuguese back to Salamanca : one of the most desperate cavalry fights took place at Venta Del Pozo.

Wellington, moving his principal force towards a line in the rear, ordered the brigades of Anson and Halkett to remain in front until they should be driven in by the enemy. Halkett placed his light infantry brigade (1st and 2nd KGL) behind a brook, on whose bushy banks a part of his battalions were concealed. The cavalry was in front.

He planned to ambush the French advanced guard. Anson's cavalry would file across the bridge and presumably the French would follow. After some French squadrons crossed, Ramsay's six cannons would open fire and Bock's KGL heavy dragoons (1st and 2nd) would charge them.

The plan miscarried when Anson's brigade turned the wrong direction after it crossed the span. The light dragoons stopped right in the way, blocking both Ramsay's guns and Bock's intended charge zone : by some mistake the heavy brigade had not received orders to charge until the French had crossed the bridge.

The two German battalions in ambush now threw in a heavy fire, and were ordered to draw back. After a few minutes, Boyer's dragoons, which had crossed the stream bed to one flank, swarmed into the melee. The British cavalry retreated in considerable disorder. The French pursuit soon ran into Halkett's two battalions, formed in square and the KGL infantry held firm.

The French subsequently charged the two battalions in succession, but they managed to hold off the French horsemen and escape intact. The British troops moved and reached the position of the army at Torquemada. *Note : the two KGL German battalions wore the "Venta del Pozo" battle honour until 1918 (source : Wikipedia).*

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army

- Commander : Cotton
- 5 Command Cards

French Army

- Commander : Boyer
- 4 Command Cards
- Move First

Victory

5 Victory Banners

Special Rules

- As this is a Rearguard Skirmish action, the British player may escape his troops through the British banner : each unit (not Leader) leaving the board by this hex counts then as a victory banner. This is allowed only AFTER than, at least, one unit in each camp as been eliminated.
- Note : the River is fordable.

by Pascal Dumat & François Gonçalves - February 2011