

# Bataille Empire – Reference sheet

## SEQUENCE OF PLAY (P 28)

1. Strategic command
2. Division activation
  - a. Tactical command
  - b. Preparatory fire
  - c. Charges and shocks
  - d. Movements and rallying
  - e. Final fire
3. End of game turn

## COMMAND (P 27)

Commander	Value	Test	Range
Poor	-1	5+	4 UD
Ordinary	0	4+	6 UD
Competent	+1	3+	8 UD
Brilliant	+2	2+	10 UD
Strategist	+3	2+	12 UD

Range +4 UD for skirmishers or light cav.

## MANOEUVRES (P 36)

**TACTICAL = 4 UD ; OPERATIONAL = 8 UD**

**Wheel:** Maximum 45° or 90° if in column.

**Oblique move:** A unit/group moves laterally by up to half its move distance but must also advance straight ahead by at least the same distance.

**Lateral move:** A unit/group moves at half speed without changing facing. Forbidden within tactical distance of formed enemy.

**Backward move:** A unit/group can move at half speed. No oblique or lateral move. Forbidden to cavalry and limbered artillery.

**Passage of lines:** If same orientation, at more than 2 UD from the enemy and if there is a gap of at least 1 UD left and right. Forbidden to squares.

**Multiple moves:** A unit/group can make 2 or 3 moves if it remains at operational distance from enemy other than detached skirmishers.

**2nd Move:** 1 PC ; **3rd Move:** Class A = 1 PC, Class B = 2 PC, Class C = forbidden

**Formation change or Reorientation:** Must pass a Manoeuvre test if charged by enemy. If failed, the unit is *Disordered*.

Class A = Move -1 UD/-2 UD if cav; Class B = ½ Move; Class C = Entire move.

**About face:** Class A = 1 UD; Class B = 2 UD; Class C = 3 UD.

**Limbered artillery:** A reorientation costs 2 UD. No lateral or backward move. Limber/unlimber is a formation change.

**Unlimbered artillery:** Can move up to 2 UD forward or backward and make a reorientation up to 360°. No lateral or oblique move.

**Operational move:** Advance in column at the slowest unit speed while remaining at operational distance from formed enemy or enemy table edge. Class A = 5 x move ; Class B = 4 x move ; Class C = 3 x move.

## REACTIONS TO MOVEMENT (P 46)

**Retreat:** Cavalry and skirmishers can move away from enemy. Skirmishers can fire if they move less than 2 UD. Forbidden with action marker.

**Opportunity charge:** Infantry 2 UD or Cavalry 4 UD if enemy is *Disordered*, exposing flank/rear or moving (only if cavalry). Forbidden with action marker

**Opportunity fire:** The unit can fire. Forbidden with action marker.

**Formation change or reorientation:** Unit must succeed a Manoeuvre test. Remain in *Good order* if test failed.

**Flee:** May always flee unless unit is in *Good order* with *Attack* or *Hold* order.

## REACTIONS TO CHARGE (P 46)

**Stand in place:** The defensive fire is included in the shock combat.

**Counter charge:** Infantry can only counter charge infantry. Cavalry can always counter charge.

**Opportunity fire:** Gives fire support to a charged friendly unit. Forbidden with action marker.

**Formation change or reorientation:** Unit must pass a Manoeuvre test. It is *Disordered* if test failed.

**Flee:** Unless in *Good order* with *Attack* or *Hold* order and charged on the front. Irregular cavalry, skirmishers and limbered artillery can always flee.

## MOVEMENT DISTANCE IN UD (P 35)

Unit type	Clear	Rough	Difficult
Infantry in line	4	4*	2*
Infantry in column	6	6*	4*
Detached skirmisher	6	6	4
Infantry in square	2	2*	-
Cavalry in line	8	4*	-
Cavalry in column	10	6*	-
12-pdr foot artillery	4	2	-
Foot artillery	6	4	-
Horse artillery	10	4	-
Prolonged artillery/Class C	2/1	-	-
Commander	10	6	4

\* The unit is *Penalized* in this terrain (except light infantry not in square).

**Charge move:** Infantry +1 UD, Cavalry + 2 UD.

**Obstacle:** Infantry -1 UD, Cavalry -2 UD, forbidden for Artillery.

**Road:** Move in column as if in clear terrain +2 UD.

## COMMAND POINTS (P 33)

CP = (1D6 + Value) / 2 rounded up

### 1 CP or 2 CP if out of command range:

- Change division order \*
- Activate a reserve \*
- Transfer a CP to a division general \*
- Bonus on initiative or order test \*
- Activate a unit or a group
- Place or remove a garrison unit
- Rally a unit (2 CP if *Impetuous*)
- Move 10 UD (free of CP for 1<sup>st</sup> move)

\* Only for General in chief if unattached.

## ACTION MARKER (P 29)

A unit receives an action marker if:

- It performs more than one move.
- It fires, combats or becomes *Disordered*.
- It makes a reaction or retreats after a shot.
- Limbered artillery moves or unlimbers.

A unit with an action marker:

- Cannot engage in fire, combat or rally.
- Cannot move if artillery.
- Can return fire or defend with -1 penalty.
- Makes Manoeuvre test with -1 penalty.

## ORDERS AND ACTIVATION (P 30)

**1 - Retreat:** At least half the units must rally or retreat if within tactical distance of the enemy. Can not charge or approach enemy at tactical distance except charging by opportunity. Gains one free rally per turn.

**2 - Manoeuvre:** Units can move freely by staying out of enemy tactical distance. No unit may engage in combat except artillery can fire at short or effective range.

**3 - Attack:** At least half the units in *Good order* must make a full move toward an enemy/objective, or charge, or volley fire at effective range. Cavalry has +1 in combat.

**4 - Engage:** At least half the units in *Good order* must make a full move toward an enemy/objective or fire at enemy. Cavalry must move to within tactical distance or charge. Infantry may only charge an enemy from the flank/rear or a *Disordered* enemy.

**5 - Hold:** Units must remain in the defended area and within command range. They may not attack outside the area except cavalry may opportunity charge. Skirmishers can move up to 4 UD away from the area.

Automatic order change:

- Can change from *Manoeuvre* to *Hold* if enmity is within tactical distance.
- Can *Hold* if an objective has been caught.
- Can *Retreat* if half the division's units are eliminated or *Disordered*.

## MANOEUVRE AND CONTROL TEST (P 40)

**Class A: 3+    Class B: 4+    Class C: 5+**

**Manoeuvre test:** React to a charge or enemy move. If charged, it is *Disordered* if the test is failed. Otherwise it remains in good order and retains same formation/orientation.

**Control test:** To stop a charge or pursuit.

**Common modifiers**

Guard/Elite/Militia +2/+1/-1  
Attached commander/Out of command +1/-1

**Manoeuvre test modifiers**

In column/Form a column square +1/+2  
Threatened on flank or rear -1  
Unit with 50% loss -1  
Unit with action marker -1  
Charged by cavalry at -4 UD/+6 UD -1/+1

**FIRING RANGES IN UD (P 50)**

Shooter	Short	Effective	Long
Infantry/with rifles	-	2/3	-
Skirmishers/with rifles	-	3/4	-
Battalion guns 3/6-prd	2	6/8	-
Artillery 3-4-pdr	3	6	12
Artillery 6-pdr	4	8	16
Artillery 8-9-pdr	5	10	20
Artillery 12-pdr	6	12	24
Artillery on a hill	-	+2 UD	+4 UD

**FIRING RESOLUTION: 1D6 + MODS (P 52)**

Priority, shoot on the nearest formed unit in front of the shooter.

D6 + Mods	Infantry Artillery	Skirmisher, Building Long range artillery
1 - 2	Ineffective fire	Ineffective fire
3 - 4	1 attrition	Ineffective fire
5 - 6	1 loss	1 attrition
7 - 8	1 loss + 1 attrition	1 attrition
9+	2 losses	1 loss

**Infantry modifiers**

Infantry in line/column/square	+2/0/-1
Skirmishers fire SK1/SK2	+1/+2
Target with better SK	-1
Firer <i>Disordered</i>	-2
<i>Battalion guns</i> at short-range	+1

**Artillery modifiers**

Short range firer with cannonball/canister	+1/+3
Cannonball on column/square or enfilade	+1/+2
Stationary artillery (unless opportunity fire)	+1
Fire after moving, limbering or unlimbering	-1
Artillery under skirmisher fire	-1
Higher target or ricochet (4 UD)	-1

**Common modifiers**

By fire support/if canister	+1/+2
Target in light/medium/heavy cover <sup>(1)</sup>	-1/-2/-3
Target is unlimbered artillery or skirmishers <sup>(2)</sup>	-2
Firer with action marker	-1
<i>Large size/small size</i>	+1/-1
<i>Good shooter/Poor shooter, Rifle or Militia</i> <sup>(2)</sup>	+1/-1
Threatened flank or rear by infantry/cavalry	-1/-2
By loss already suffered	-1/loss

<sup>(1)</sup> Artillery with howitzers reduce cover by one level.

<sup>(2)</sup> Does not apply to skirmisher fire.

**MORALE TEST (P 56)****1D6 + Morale + Modifiers = 6+**

If test failed, the unit is *Disordered* and must *Retreat* 2 UD/4 UD unless it is in a building or fortification.

If already *Disordered*, it must flee 6/10 UD and suffer one loss. Skirmishers, artillery and irregular cavalry flee with no loss.

**Firefight:** 1 – Unit suffering the most loss or attrition,  
2 – Unit with the lowest morale,  
3 – Unit of the active player.

**Morale test modifiers**

Supported unit, square or in medium/heavy cover	+1/+2
Attached commander/Out of command	+1/-1
<i>Disordered</i> unit	-1
Threatened flank or rear by infantry/cavalry	-1/-2
By loss already suffered	-1/loss

**ELIMINATE COMMANDER: ROLL 2D6 (P 27)**

- In shock or fire combat Eliminated on 10+
- In enemy firing zone Eliminated on 11+

Eliminated commanders are replaced by another of lower value.

**RALLY (P 64)**

**Conditions:** No action marker and out of tactical distance from enemy or behind formed friends or in a building or fortification. The unit may move but not approach enemy.

- Rally the Disorder 1 PC or 2 PC if impetuous
- Recover 1 loss (\*) 2 PC and commander attached

(\*) The first loss can never be recovered.

**CHARGE (P 42)**

- Priority against enemy within 2 UD, if not at your choice.
- Target must be within 45° of the unit's front. A formation change is allowed if outside enemy's tactical distance (4 UD).
- Charger can rotate up to 45°, it aims at the target's center.
- Charger advances half way (at least to 4 UD) to the target.
- Target declares reaction and advances if it countercharges.
- Non-impetuous cavalry may attempt to stop a charge by a manoeuvre test. It remains in *Good order*.

**SHOCK RESOLUTION: 1D6 + MODS (P 57)**

Difference	Loser	Winner
0	1 loss + <i>Disorder</i>	1 loss
<b>Melee</b>	Retreat 4/8 UD	Advance 1 UD
1 to 3	1 loss + <i>Disorder</i>	1 attrition if charge
<b>Retreat</b>	Retreat 4/8 UD	Advance 1 UD
4 to 6	2 losses + <i>Disorder</i>	1 attrition if charge
<b>Flee</b>	Flee 6/10 UD	Pursuit 3/6 UD
7 and +	Eliminated	No loss
<b>Rout</b>		Pursuit 3/6 UD

**Melee:** The better *Status* wins, defender wins if same *Status*.

**ART:** Eliminated in *Melee* if it loses the combat.

**INF beaten by CAV:** A *Retreat* becomes a *Flee* result.

**CAV beaten by INF or ART:** A *Flee* or *Rout* becomes a *Retreat* with 1 attrition or 1 loss if against ART or INF in line.

**A *Disordered* unit is beaten:** The unit is eliminated.

**Charge or counter charge modifiers**

Cavalry charge if LC/MC/HC <sup>(1)</sup>	+1/+2/+3
Cavalry with <i>Lance</i>	+1
Cavalry with <i>Cuirass</i> vs cavalry	+1
Cavalry in line vs cavalry in column	+1
Cavalry in opportunity charge or pursuit	+1
Infantry charging in line/in column <sup>(2)</sup>	+1/+2
Charge with <i>Elan</i> or cavalry with <i>Attack</i> order	+1
Enemy with action marker	+1
Enemy is <i>Disordered</i>	+2
Enemy is Skirmisher	+2
Flank or rear attack	+4

**Defender Modifiers**

Infantry in line vs infantry	+3
Infantry vs cavalry/1 flank/2 safe flanks	+2/+3/+4
Infantry in column/full square vs cavalry	+6/+7
Artillery with none/one/two safe flanks	0/+1/+3
Defending light/medium/heavy cover	+1/+2/+3
<i>Tenacious, Good shooter</i> or <i>Battalion guns</i>	+1 each
<i>Poor shooter</i> or <i>Militia</i>	-1

**Common modifiers**

Better Morale or Status than enemy	+1/step
Enemy with more losses	+1/step
By morale or fire support/if canister	+1/+2
Infantry with better SK	+1
Height advantage or riverbank	+1
Attached commander/Out of command	+1/-1
<i>Large size/small size</i>	+1/-1
Threatened flank or rear/if infantry by cavalry	-1/-2
Penalized by terrain if infantry/cavalry	-1/-2

<sup>(1)</sup> Except if stationary, *Disordered*, in pursuit or in terrain.

<sup>(2)</sup> Except in building, bridge, ford or during a pursuit.

**RETREAT AND FLEE (P 60)**

- A retreat faces the enemy, a flee has back to the enemy.
- Automatically pass behind a friend in rear support. The supporting unit is *Disordered* if the interval is <1 UD or if it is not oriented in the same direction.
- Moves in a straight line but can reorient to avoid an enemy/obstacle or to reach terrain.
- If the retreat or flee is blocked the unit is eliminated.
- Supporting units may move backwards up to 2 UD.

**PURSUIT (P 61)**

- The winner must pursue if it charged or countercharged except in a building, fortification or village. A manoeuvre test must be passed to not pursue (except if *Impetuous*).
- It advances 1 UD and then continues straight on or rotates up to 45° to engage a new enemy, without a charge bonus.
- A fleeing unit that is caught is eliminated. The infantry is caught by cavalry after 2 UD of fleeing.