

Sequence of Play

A. INITIATIVE PHASE

1. Variable Reinforcement Segment.
2. Napoleon's Health Segment.
3. Initiative Determination Segment.

B. POOL CREATION PHASE

1. LIM Selection Segment
2. Pool Placement.

C. OPERATIONS PHASE:

1. Initiative First LIM Segment
2. Random LIM Draw Segment

D. NO LIM PHASE: The players alternate deciding what to do with Commands that were not selected during the Operations Phase. Choices are:

1. No Activation attempt, with Limited Activation
2. Activation attempt, with Normal Activation on successful roll, No Activation on unsuccessful roll.

E. OUT OF COMMAND PHASE:

1. Detachment Leader Assignment
2. Out of Command Unit Movement

F. COMMAND MORALE PHASE

G. LEADER REPLACEMENT PHASE

C/D Activation Sequence

1. Rally/Recovery Segment
2. Withdrawal Movement Segment
3. Road Strategic Movement Segment
4. Tactical Movement Segment*
5. Artillery Fire Segment
6. Combat Movement and Assault Segment*

* - Eligible units may form or leave Square or Extended Line during these steps.

Orders LIM Options

The player may do ONE of the following:

1. Any/All Leaders for that Player, regardless of where they are, may Move, even if they have already moved.
2. He may attempt to activate any ONE command (Corps/Division) or any individual Combat Leader whose LIM he did NOT place in the Pool, by making an Activation die roll.
3. *The Loose Cannon Unit.* Any one combat unit, anywhere, including a unit that has already moved or an Out of Command

unit, may do anything an In Command unit may do.

No LIM Activation Sequence

- A. Units not Adjacent to an enemy unit may
- Attempt to Rally/Recover
 - Move, using Road Tactical Movement*
 - In Command Artillery units may fire if they have not Moved.
 - Move, using Out of Command Movement*
- * - Eligible units may form or leave Square or Extended Line during these steps.
- B. Units adjacent to Enemy Units
- Must Assault or Withdraw
 - If they cannot Withdraw, they must Assault. If they cannot Assault, they must Withdraw.
 - Units that are D-2 that cannot Withdraw must make a Cohesion Check. If they fail the Cohesion Check, the unit routs.
 - Units in a Chateau are not required to Withdraw or Assault.
 - Units that are Out of Command during Limited Activation of their Command take a Step Loss if adjacent to an enemy unit.

Assault Resolution

- A. **Assault Designation Step:** The attacker designates which of his units are attacking which of the defenders units, noting each separate combat with Assault or Charge markers.
- B. **Square in Reaction Step:** Unengaged defending infantry units being Charged by cavalry may attempt to form Square.
- C. **Retreat Before Fire Step:** Infantry that is not Disordered, Routed, in Square, in an enemy cavalry ZOC, and can retreat into a hex not in an enemy ZOC may retreat one hex, adjust facing, and become Disordered.
- D. **Artillery Reaction Step:** Defending artillery may fire (at 2x their Fire Strength) at any assaulting units in adjacent hexes.
- E. **Simultaneous Fire Step:** All attacking and defending infantry units fire once, if eligible to fire, resolving separate fires against their designated target hexes.
- F. **Retreat Before Shock Step:** Infantry units that are not Disordered, Routed, in Square, in an enemy cavalry ZOC, and can retreat into a hex not in an enemy ZOC may retreat one hex, adjust facing, and become Disordered if they pass a Cohesion Check by

rolling below their Cohesion Rating. If they roll exactly their Cohesion Rating they remain in place, with no adverse effect. If the unit fails the Cohesion Check, it immediately routs.

G. Shock Commitment Die Roll Step: Each unengaged, non-Heavy Cavalry attacking unit checks to see if it closes for Shock combat. Remove the Assault/Charge markers from those units that fail the Commitment check.

H. Shock Resolution Step: The attacking player resolves the Shock portion of the Assault, one combat at a time, in the following sequence:

1. **Charge Reaction:** Non-disordered units that are not in Square, but are defending against a Charge must roll for Charge Reaction.
2. **Determine Shock Ratio:** The players compare the combat strengths of the opposing sides to obtain a Shock Ratio. The attacker compares his total SPs to that of the defender and reduces that comparison to a simple set of odds – those given on the Shock Table – rounding off in favor of the Attacker, if the defender occupies terrain that receives no Shock benefit on the Terrain Chart AND any attacker used movement during that Activation, otherwise in favor of the Defender.
3. **Determine any Die Roll Adjustments:** Before rolling the die, the players check the Terrain Chart and Shock Table to see what, if any, adjustments are made to the Shock die roll.
4. **Resolve the Shock.** Having determined the Shock ratio, the attacking player rolls the die, adjusting the die roll with any applicable modifiers. He consults the Shock Table under the appropriate column, cross-referencing it with the die roll (row).
5. **Combat Results Implementation.** Combat Results are immediately applied.
6. **Place Engaged Markers.** For all infantry units that were involved in Shock combat that remain in the hexes they began the Shock combat in, and are still adjacent to one or more of the units they fought in Shock combat, place an Engaged marker on the unit. Do not place Engaged markers on Chateau Intrinsic Defense or units in Square.
7. **Determine Cavalry Pursuit (Cavalry Charges Only).** If the Charge was successful, resolve Cavalry Pursuit.
8. **Automatic Disorder (Cavalry Charges/Shock Only).** All attacking Cavalry units that either Charged or engaged in normal Shock are automatically Disordered. All defending cavalry and infantry not in Square that were Charged/Shocked by enemy cavalry are also Disordered.