Et sans résultat!

Introduction

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1. INTRODUCTION

Et sans résultat! is a grand tactical wargame for recreating Napoleonic battles focusing on the friction of warfare in the Napoleonic Age: *the timing of commitment and coordination of command.*

2. LEARNING *ET SANS RÉSULTAT!*

Et sans résultat! is offered in multiple forms:

The Overview is a high level introduction to *Et sans résultat!* It provides an overview of each phase of the turn sequence with enough detail that a new player can learn the game while assisted by a seasoned player. *The Overview* is available for free download as a PDF.

The Essential Player's Guide is the way for players to start learning ESR on their own. It expands on the *The Overview* through thorough explanation of each mechanic and the inclusion of over 40 pages of examples, each dedicated exclusively to the step-by-step use of a single mechanic. *The Essential Player's Guide* is available for purchase as a pre-printed, coil bound book approximately 90 pages in length.

The Complete Player's Guide includes all the content of *The Overview* and *Essential Player's Guides* but also includes *Raising an Army*, the definitive guide to assembling armies for use with ESR, and *Designing for War*, the guide to designing scenarios for use with ESR. *Raising an Army* includes over 30 pages of organization examples for the five major nations plus, an additional 43 pages of recommended ratings for Commander and Units for the Early, Mid, and Late War. *Designing for War* provides an introductory scenario to ESR and then picks it apart creating a step-by-step walkthrough of the elements necessary for scenario design, including the hows, whys and nice-to-haves. *The Complete Player's Guide* is available for purchase as a coil bound book approximately 200 pages in length.

The Quick Reference Guide offers the sequence of play and all necessary reference charts to play *Et sans résultat!* on two pages. It is expected that, once a player becomes familiar with the terminology and execution of mechanics, reference to either of the *Player's Guides* will be largely unnecessary. *The Quick Reference Guide* is included with each of the *Player's Guides*, available for free download as a PDF, and for purchase pre-printed on highly durable polyester paper.

3. GAME SCALES

Et sans résultat! may be played at any ground scale the players deem fit. All rules and mechanics provided are ground scale agnostic, and measurements of distances provided in the *Player's Guides* and *the Quick Reference Guide* are in scale yards. *Quick Reference Guides* are also available preprinted on highly durable polyester paper and via download from www.thewargamingcompany.com at a variety of popular ground scales ranging from 50 to 200 yards per inch.

The time scale of *Et sans résultat!* is inexact, three turns are considered one hour, but turns do not represent a specific period of time. Therefore, some turns may represent a longer duration than others, but three always equate to one hour.

As *Et sans résultat!* does not require any specific ground scale, it may be played with any scale of miniature figures from 2mm to 28mm. In fact, the game mechanics support playing without miniatures at all, and various forms of counters could be easily substituted by players wishing to try out the game before building a collection of miniatures.

Et sans résultat! allows players to use:
- Any ground scale from 50 to 200 yards per inch
- Any scale figures from 2mm to 28mm
- A time scale of three turns per hour

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4. GAME SCOPE

Players act as senior commanders and direct the actions of large masses of troops. Players command what are analogous to 'corps', which go by a variety of titles during the period. They will each receive an objective from their army commander and issue directives to their subordinate divisions in order to meet those objectives.

In Napoleonic warfare the battalion was the gauge of infantry strength. Similarly, cavalry squadrons, grouped into squadron groups, measured the strength of the mounted arm, while batteries reflected available artillery. These basic elements are referred to generically as 'units'. Infantry battalions, cavalry squadron groups, and artillery batteries are represented on the tabletop as the basic units of maneuver but are rarely practical to move or control independently. Rather, these units typically move as a part of their parent formation. Combat is resolved at this unit level quickly in an abstracted die roll contest reflecting the balance of quality and luck.

Tactical units are present on the tabletop and provide a variety of color and visual interest. Mechanics drive grand tactical play, requiring the player to consider the battlefield both as a whole and in grand tactical sectors in order to achieve success. With unit tactics mostly outside the scope of the game, players are invited to observe the fate of their battalions while focusing on the coordination of their divisions to win the day.

5. GAME CONCEPTS

Et sans résultat! uses a variety of concepts, new and old, to simulate the concerns of grand tactical command within the constraints of a game that is fun and practical to play. These concepts include the use of persistent orders – orders that persist from turn to turn – both enabling and requiring players to think beyond the current turn to achieve their objectives.

Fatigue is used as the primary result of pressure against large formations of troops, fatigue is an indicator of how responsive, combat effective, and reliable a division is. To drive fatigue, artillery and skirmishing are abstracted into a pressure based mechanic where the stress exerted against an enemy formation can be focused to result in fatiguing that target. The combat system is primarily concerned with displacing the enemy and breaking their combat effectiveness rather than damaging individual units.

6. A BRIEF NOTE TO NEW PLAYERS

A lot of players have asked the obvious question: Where did the name come from and why did you pick *that?* From just inside the front cover it is clear that *Et sans résultat!* is from a longer quote by Marshal Ney the day after the Battle of Eylau and translates thusly:

Quel massacre! Et sans résultat!

What a massacre! And with no result!*

Some players have presumed this meant the author had a special affinity for Marshal Ney, which I do not. Others have observed with humor that the title of the game is "with no result", this is oddly a little more on-target.

When looking for a title for ESR, I wanted something of the period, this led me in the direction of a period quote by a major actor of the time. While there are many quotable people and certainly many quotes by Napoleon himself, it struck me that Ney's observation at Eylau, as to the ultimate futility of war, was a very human perspective on a period of really more than two decades, that had witnessed a seemingly endless loss of humanity. War offers no results.

I was determined that ESR would clearly break the stereotype of Napoleonic wargames being boring events where little occurred, as the joke goes, the casual observer may walk past the table once ever several hours and see no obvious change, or as a friend of mine once put it: "I played six hours, moved twelve inches, and killed one Frenchman!" ESR was decidedly not going to be that game. It would offer fast and decisive action with clear decision points that articulate relevant concepts, made available by straightforward mechanics. It would offer results.

With that, the motto of The Wargaming Company, LLC was decided along side the release of its first product:

War may be without results, wargames need not be.

Get a result: Et sans résultat!

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* This is the literal translation. There is also a practical translation I've seen which differs slightly: *"What a massacre! And all for nothing!"*

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7. A NOTE TO OWNERS OF THE ORIGINAL VERSION

Et sans résultat! was originally begun as an in-house rewrite of Matt DeLaMatter's *Legacy of Glory* in 2009. Some years later it had become its own project entirely that bore little but conceptual similarity to *Legacy of Glory*. It was about that time ESR was realized to be complete enough it could be released commercially for others to use and enjoy. After a couple more years of development, revision, and play testing, ESR was released, having its public debut at Little Wars 2015 outside Chicago, Illinois. Along the way, ESR inherited additional concepts and ideas from Geoffrey Wooten's *Corps d'armée* and Todd Fisher's *Revolution & Empire* – both excellent games.

ESR's original release was focused on being focused, an acceptance that rules are implicitly inclusive. If the rules do not explicitly state how a situation is to be handled, they necessarily then accept all methods of handling that situation. This was done purposefully to keep the writing tight and the page count short, according to the philosophy that it would allow players to locate the needed section quickly when reference was called for.

While it is true that the original release of ESR was not explicit, this was done deliberately. If a variety of interpretations of a given rule did not impede game play, did not lend themselves to 'gamey' play, and did not break the intention of the mechanic, then that rule was not made any more explicit. This style received criticism from some: that it was not well written, not explicit enough, not clear enough, too difficult to discern the intended meaning of, and did not offer enough examples.

This "banded" second edition of ESR – so called for the colored banding on the title page – formalizes the implementations of a lot of the concepts that were indicated or implied but not necessarily spelled out in the original edition. Based on feedback from players and further play testing and development, the turn sequence has been further streamlined and the order system simplified. The skirmishing and artillery mechanics were radically overhauled to allow for the removal of casualty tracking, which many correctly felt had a negative visual impact on game play. The Assessment system was rolled into each the now-combined Artillery & Skirmishing Phase and the Combat Phase, making the application of Assessments less conditional and more procedural.

Players also wrote in with desires for more background and supplemental information on the organization of armies and designing of scenarios. Major additions to this edition include extensive examples of army organization throughout the period and a guide to developing scenarios for use with ESR.

It is my hope that the revisions offered in this edition of *Et sans résultat!* offer players a yet-faster game, explained in a more approachable way, and provide ample resources to make players' gaming experience even better.

8. CHANGES FROM THE ORIGINAL VERSION

This second edition of *Et sans résultat!* makes several changes from the original version summarized here.

Simplification of the command system:
- Reduction to two order indicators: objectives for higher level organization and directives for lower.
- Formalization of order conversion.
- Formalization of Formation statuses.

Clean up of the visual appearance of games:
- Consolidation of casualty 'hits' and fatigue.
- Formal recommendations on using maps and rosters instead of any form of on-table order markers.

Enhanced differentiation between Units, Formations, and Commanders:
- Formalization of Unit characteristics providing greater differentiation that varies beyond combat quality.
- Introduction of Commander and Formation characteristics.
- Separation of Commander rating recommendations to vary by Early, Mid, and Late War.

Streamlined four phase turn sequence:
- Consolidation of Skirmishing and Artillery Phases into the Artillery & Skirmish Phase.
- Consolidation of Assessments into the Artillery & Skirmish and Combat Phases.
- Consolidation of Leader Fate into the Artillery & Skirmish Phase.

Revised instructional style:
- Explicit statements of the expectation and meaning of rules.
- Addition of three to six pages of examples, including diagrams, for each phase of the turn.
- Formal separation of the period into the Early, Mid, and Late War.

Addition of background, context, and supplemental content (included in *The Complete Player's Guide)*:
- 30+ pages of example army organizations.
- Dedicated section of instructions for developing scenarios.

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9. MATERIALS NECESSARY TO PLAY

To play *Et sans résultat!* several items are needed:

Six-Sided Dice	Each player will require a pair of regular six-sided dice, i.e. 2D6.
Measuring Devices	Each player will require a measuring device, such as a tape measure.
Orders of Battle	Each player will require a roster of their Units and of their Force's organization indicating the ratings and characteristics of their Commanders, Formations, and Units. Rosters can be structured to allow for the logging of orders, statuses, and fatigue on the roster itself.
Order & Status Markers	Alternatively, players who do not wish to log orders on a roster sheet may do so may using tabletop indicators of their choice. These may be as complex or simple as the player desires, ranging from using a dedicated die for fatigue to using a casualty figure.
Gauges	Tabletop gauges allow the quick determination of the 45º arcs of Units.
Playing Surface	Typically a table, the size of which can vary greatly depending on the ground scale chosen.
Miniature Figures & Terrain	While not strictly necessary, the best way to play tabletop miniature games is with miniatures.
Essential Player's Guide or Complete Player's Guide *	A copy of either the Essential or Complete Player's Guide should be available during game play in case reference or clarification is necessary.
Quick Reference Guide	Each player will require a copy of the Quick Reference Guide to play.

* *The Overview* is insufficient to play ESR from without either previous familiarity or the assistance of a seasoned player. Seasoned players are encouraged to provide new players with a copy of the the *The Overview* to familiarize them with the concepts and scope of ESR prior to their first game.

10. RECOMMENDED BASING

Et sans résultat! **may be played at any ground scale with figures based in almost any way**, the following recommendations are made for players seeking guidance as to appropriate Unit footprints for a variety of ground scales.

UNIT	APPROXIMATE DIMENSIONS	50 YARD SCALE	75 YARD SCALE	100 YARD SCALE	150 YARD SCALE	200 YARD SCALE
Commanders*						
Army Commander	150 yards	3"	2½"	1½"	1¼"	1"
Force Commander	112 yards	2¼"	1½"	1"	¾"	¾"
Formation Commander	75 yards	1½"	1"	¾"	½"	½"
Infantry Battalions						
300 men or Less	112 x 112 yards	2¼ x 2¼"	1½ x 1½"	1 x 1"	¾ x ¾"	½ x ½"
300-500 men	150 x 112 yards	3 x 2¼"	2 x 1½"	1½ x 1"	1 x ¾"	¾ x ½"
500-800 men	190 x 112 yards	3 ¾ x 2¼"	2½ x 1½"	2 x 1"	1¼ x ¾"	1 x ½"
800 men or More	225 x 112 yards	4½ x 2¼"	3 x 1½"	2¼ x 1"	1½ x ¾"	1¼ x ½"
Cavalry Squadron Groups						
1-4 squadrons (100-250 men)	150 x 112 yards	3 x 2¼"	2 x 1½"	1½ x 1"	1 x ¾"	¾ x ½"
Artillery Batteries						
8 guns or Less	112 x 112 yards	2¼ x 2¼"	1½ x 1½"	1 x 1"	¾ x ¾"	½ x ½"
10 guns or More	150 x 112 yards	3 x 2¼"	2 x 1½"	1½ x 1"	1 x ¾"	¾ x ½"
Small Limber*	112 x 300 yards	2¼ x 6"	1½ x 4"	1 x 3"	¾ x 2"	½ x 1½"
Large Limber*	150 x 300 yards	3 x 6"	2 x 4"	1½ x 3"	1 x 2"	¾ x 1½"
Reformation Area	150 x 300 yards	2 x 4"	2 x 4"	1½ x 3"	1 x 2"	¾ x 1½"
Specialty Companies*	50 x 50 yards	1 x 1"	¾ x ¾"	½ x ½"	¼ x ¼"	¼ x ¼"

*Basing should be altered as the player sees fit to accommodate figures.

WARGAMING THE NAPOLEONIC WARS

11. WARGAMING THE NAPOLEONIC WARS

The Napoleonic Wars began in 1805, following Napoleon Bonaparte's 1804 declaration of the Empire of France and the brief two year period of peace after the Wars of the French Revolution. The period ended in 1815 after Napoleon was forced to abdicate the French throne for the second time.

11.1 PERIODS OF THE NAPOLEONIC WARS

The ten year period was a series of connected wars largely waged against Napoleonic France by various continental protagonists and fueled by English financing. *Et sans résultat!* divides the Napoleonic Wars into three sub-periods:

Early War	1805-1807	War of the 3rd Coalition War of the 4th Coalition
Mid War	1808-1812	Beginning of the Peninsular War War of the 5th Coalition The Finnish War The War of 1812 The Great Patriotic War or the Second Polish War
Late War	1813-1815	War of the 6th Coalition or the War of Liberation Conclusion of the Peninsular War War of the 7th Coalition

11.2 ARMIES OF THE NAPOLEONIC WARS

Raising an Army is included in *The Complete Player's Guide*. In *Raising an Army*, the ratings of Commanders and Units, in addition to the characteristics of Commanders, Armies, and Units are outlined within these sub-periods. This allows players to represent that the armies of the Early War were materially, as well as organizationally, different than those of the Mid and Late Wars. *Raising an Army* also provides extensive examples of army organization for each part of the Napoleonic period and offers players a jumping-off point in raising their own Armies. The Wargaming Company also publishes a series of *Campaign Guides* which offer players scenarios, army organization and ratings, and uniform painting guides.

The recommendations offered in *Raising an Army* and the *Campaign Guides* are subject to the opinions of scenario designers, game hosts, and players. These recommendations should form a starting point for reference.

Due to the variation in terminology between different national armies over the course of the period, *Et sans résultat!* uses four generic terms to identify the organizational structure of the militaries:

Army	Any gathering of two or more players' commands constitutes an Army.
Force	A player's command, typically composed of multiple Formations.
Formation	A Formation is a grouping of Units. Multiple Formations generally make up a Force.
Unit	A Unit is an infantry battalion, a cavalry squadron group, or an artillery battery. A grouping of Units constitutes a Formation.

11.3 DESIGNING SCENARIOS FOR THE NAPOLEONIC WARS

Also included in *The Complete Player's Guide* is *Designing Scenarios*. *Designing Scenarios* provides players and game hosts guidelines and recommendations for how to begin designing scenarios that will provide excellent games for *Et sans résultat!*

An example for potential scenario designers is included: a small scale fictional scenario that players can use to introduce themselves and their friends to *Et sans résultat!*

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12. A NOTE REGARDING THE 5TH PRINTING

With this book, *Et sans résultat!* Second Edition, has entered its 5th printing. While previous print runs corrected minor errors, such as typographical errors in punctuation and spelling that had made it through the proofing process, this 5th printing also seeks to clarify a variety of rules on which players have commonly sought further explanation. An *Errata* has been created and posted on thewargamingcompany.com for free download as a PDF to provide reference for owners of earlier printings. The *Errata* is also included here so that players may quickly reference the clarification in question.

12.1 CONSOLIDATED LIST OF CLARIFICATIONS TO THE CANON RULES

The following table lists the clarifications made to the canon rules as of this 5th printing.

Setting up the Game (1)

1.3	Unit Characteristics	Added	Impetuous [IM]: May involuntarily convert to attack [A].
1.4.1	Example: Game Pieces	Clarification	Only a deployed Formation suffers a penalty for being outflanked~~, as ployed Formations suffer the same penalty any time they~~ **when performing** an Assessment (5.4 and 6.5).

The Command Phase (3)

3.2	Activate Orders	Added	**A pending order is an order previously issued and not yet activated.**
3.2.1	Order Activation Test	Added Commentary	**When an order delay expires, the order automatically activates. Subsequent attempts to activate an order while it is delayed suffer a penalty, and could result in a replacement delay, shorter or longer than the original.**
3.5	Force Order Objectives	Clarification	Objectives should indicate a ~~clear geographic~~ **clearly identifiable** location, such as a town, wood, or bridge.
3.6.1	Attack [A]	Commentary Clarification	This delay can range from instant – if the Formation is within one move of the enemy and no artillery is committed – to several turns – if the Formation must cross a substantial distance ~~or there is enough artillery committed against the target to allow the Formation is delay closing~~.
3.6.2	Defend [D]	Removed	~~No class of Unit may have its fatigue reduced back to zero.~~
3.6.4	Move [M]	Added	**The Formation may halt its movement anywhere within 900 yards of a visible enemy.**
3.6.4	Move [M]	Clarification	~~If~~ The Formation ~~is ployed it~~ may avoid dense or rough terrain by steering around.
3.6.4	Move [M]	Clarification	It may also ~~move onto a road and~~ follow a road **or river** so long as the path continues to move it closer to its objective, even if the road is not the most direct route.
3.7.1	Retreat [RT] Status	Clarification	Retreating [RT] Formations move at half speed during the Movement Phase and are not required to move towards their Force's objective, ~~but~~ **instead** any movement performed must carry its Units farther from the enemy.
3.7.2	Broken [BK] Status	Clarification	The broken [BK] status occurs if a Formation's fatigue equals or exceeds 1½ times the Formation's number of deployed Units **during the Status Check step of the Combat Phase.**
3.7.2	Broken [BK] Status	Clarification	Infantry battalions and cavalry squadron groups must face away from the enemy; **limbered** artillery is placed in the Formation's Reformation Area, **unlimbered artillery is removed**.
3.7.2	Broken [BK] Status	Clarification	Broken [BK] Formations move at half speed during the Movement Phase and are not required to move towards their Force's objective, ~~but~~ **instead** any movement performed must carry its Units farther from the enemy.
3.8.2	Take or Abandon Personal Command	Removed	~~When an Army or Corps Commander has Taken Personal Command, order activation and Leader Action tests do not automatically fail if the Formation's commander has been removed due to a Leader Fate test (5.3). This is an exception to Leader Fate (5.3).~~
3.8.4	Commit an Artillery Battery	Removed	~~Artillery batteries which are ployed may not be committed.~~
3.8.9	Create Detachment	Clarification	If the new Formation includes Units from multiple Formations which had different fatigue levels, the fatigue level of the new Formation matches the ~~worst~~ **highest** of those that contributed Units to it.

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The Movement Phase (4)

4	The Movement Phase	Clarified Commentary	These are outlined in Movement Priorities (4.2.2 **4.2.3**).
4.1.1	Cavalry Conversions	Added	**A cavalry Formation on an attack [A] directive, outside 450 yards of the enemy, may convert to defend [D].**
4.1.2	Move Conversions	Removed	A Formation on a move [M] directive, ~~which includes artillery Units, and ended~~ **may end** its movement **anywhere** within 900 yards of a visible enemy, and may convert to a defend [D] directive.
4.1.3	Reserve Conversions	Removed	~~Converting from a reserve [R] directive to another directive requires an immediate, out-of-sequence Order Activation test.~~
4.3.4	How to Ploy & Deploy Formations	Clarified	**Deploying** Units may ~~be moved up to~~ **move** 225 yards from their ~~starting~~ **ployed** position and may choose to contact the enemy. **Ploying Units may move 225 yards but may not contact the enemy.**
4.5.3	Example: Opposing Simultaneous Movement	Added to Commentary	**Only Units not contacted by the enemy will be allowed to deploy, as contacted Units are not allowed to move.**
4.5.4	Example: Cavalry Converting to Attack during Movement	Clarified	Per Movement Priorities (4.2.3 **4.2.3**), the French Units contacted by the cavalry may not move further and remain halted (#5).
4.5.5	Example: Movement Priorities	Clarified	Movement Priorities (4.2.3 **4.2.3**) sets the order by which Formations will move during the Movement Phase.
4.5.5	Example: Movement Priorities	Commentary Replaced	~~The French Formation, caught unawares while marching along the road, may be able to deploy some of its Units after it has been contacted (#4) but will still have a difficult Assessment and potentially a bad Status Check.~~ ~~It is rarely a good idea to move through open country in the presence of the enemy while ployed.~~ **The importance of having supporting [S] Formations becomes very obvious in this example. If the French had a brigade of cavalry assigned to support [S] either of the retreating [RT] Formations, it could have converted at the start of the Movement Phase and intervened in the Russian attack.**
4.5.8	Example: Ployed Formations	Added	Added numbers identifying each part of the ployed Formation.
4.5.10	Example: Rushed Deployment	Added	**Doing so causes automatic fatigue on the Formation for the classes deployed.**

The Artillery & Skirmish Phase (5)

5.1	Performing Artillery Fire & Skirmishing	Clarified	To perform artillery fire and skirmishing the Formation must have at least one committed, unlimbered artillery battery within 900 yards and 45º of the target, or must have deployed infantry battalions within 450 yards **and 45º of the target. Infantry do not require line-of-sight to the enemy.**
5.1	Performing Artillery Fire & Skirmishing	Added	**Artillery do require line-of-sight and a firing lane the width of their frontage, clear of friendly Units.**
5.1	Performing Artillery Fire & Skirmishing	Clarified	A Formation must perform artillery fire and skirmishing against ~~whichever enemy target Formation is most within its 45º arc and closest to it~~ **the closest enemy Formations.**
5.1	Performing Artillery Fire & Skirmishing	Clarified	Artillery batteries must contribute points against whichever target is most within their arc and closest. Infantry battalions must contribute points against targets within 450 yards **and 45º.**

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5.1	Performing Artillery Fire & Skirmishing	Clarified	If multiple Formations select the same target, each tallies their points and their 2D6 rolls, **the results are then combined**.
5.1	Performing Artillery Fire & Skirmishing	Replaced	~~A target Formation performs only one Assessment during the Artillery & Skirmishing Phase no matter how many Formations target it, unless it is targeted by a grand battery.~~ **Unless it is targeted by a grand battery, a Formation performs only one Assessment during the Artillery & Skirmish Phase from enemy Artillery and Skirmishing points.**
5.1.3	Attacking Cavalry	Clarified	If a Formation being attacked by cavalry has another valid enemy target, skirmishing modifiers for infantry battalions may be used against that alternative target, presuming that ~~they~~ **the target** is within 450 yards **and 45º.**
5.3.1	Determining the Fate of Leaders	Clarified	All commanders within **45º and** 900 yards of enemy artillery or 450 yards of enemy infantry or cavalry are at risk for harm and must have their fate determined.
5.4	Assessments from Artillery Fire & Skirmishing	Clarified Commentary	A Formation can be required to take up to ~~five~~ **several** Assessments during the Artillery & Skirmish Phase. **Examples include:** one due to an enemy's Artillery & Skirmish Score, ~~a~~ **each** harmed Commander, ~~or~~ a threatened Reformation Area, and up to four due to being targeted by a grand battery's Fire Mission.
5.4.2	Artillery & Skirmish Assessment Modifiers	Clarified	Short range for artillery batteries is 450 yards **and 45º arc**. Enfilade fire is artillery fire that fires into the 45º arc off the ~~Formation's~~ flank **of any Unit in the target Formation**.
5.4.3	Assessment Results	Clarified	Therefore, on a modified result of -5 to -9, first, irregulars [I] **are removed** and cavalry ~~are removed~~ **rout**, then artillery batteries are retired, and finally five fatigue is assigned.
5.4.3	Assessment Results	Added	**Fatigue must be allocated to classes that were valid targets of the Artillery & Skirmishing. Players may only allocate fatigue to classes that are present within the Formation, therefore, cavalry fatigue may not be allocated to a Formation which does not include cavalry.**
5.4.3	Assessment Results	Clarified	Fatigue may not be allocated to a class if all the Units of that class are in the Reformation Area, unless there are no Units of any class outside the Reformation Area, **which are valid targets of the Artillery & Skirmishing.**
5.5.3	Example: Splitting Artillery & Skirmish Scores Between Targets	Clarified	The Prussian artillery batteries (#2) **must each target the closest enemy.**
5.5.12	Example: Logging Fatigue on an Order of Battle	Added	**The player chooses to spread the fatigue across all three classes of the Formation. This is allowed because all three classes have deployed Units that were valid targets of the Artillery & Skirmishing.**

The Combat Phase (6)

6.3.1	Combat Modifiers	Added to Commentary	**A summary is provided in** *The Characteristics of an Army (1.3)***.**
6.4.2	Mass Cavalry Assaults	Clarified	**If the Formation continues its assault,** Units are advanced up to 450 yards toward the closest enemy within their front 45º arc.
6.5.1	Assessment Results	Clarified	Therefore, on a modified result of -5 to -9, first, irregulars [I] **are removed** and cavalry ~~are removed~~ **rout**, then artillery batteries are retired, and finally five fatigue is assigned.
6.6.7	Example: Performing an Assessment	Added	**The fatigue must be allocated to infantry, as the majority of Units which participated in the combat were infantry battalions.**
6.6.11	Example: Order Conversion from a Reserve [R] directive	Removed	

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12.2 SUMMARY OF CORRECTIONS TO THE *QUICK REFERENCE GUIDE*

The following table summarizes the clarifications made to the canon rules as of this 5th printing.

List of Orders & Actions	Leader Actions	**Take Personal Command does not require a Leader Action Test.**
Combat Resolution	Results: Lost by ≤ 3	Retire. ~~Cavalry & Infantry vs~~ Cavalry +1 Fatigue.
Assessments	Results: -10 or Less	~~Fatigue increased to 1½x total Units.~~

12.3 SUMMARY OF CHANGES AND ADDITIONS TO THE OPTIONAL RULES

The following table indicates all changes and additions to the optional rules as of this 5th printing. Those optional rules which have not been changed or added continue to exist in their designated area of *The Player's Guide* text and are not included here.

The Command Phase (3)

3.7	Formation Statuses	~~Allow players to issue a retreat [RT] or break [BK] status to a Formation voluntarily during the Issue Orders step of the Command Phase. Such statuses are immediately considered active.~~
3.8	Leader Actions	Leader Actions may also be used by game hosts and scenario designers to resolve needs not directly addressed by The Player's Guide. Examples might include committing an engineering company [E] to build a bridge in a scenario that requires a river crossing. The task of bridge construction may have an additional cost or procedure, such as consuming the bridging Unit and requiring 1D6 turns.
3.8.4	Commit an Artillery Battery	Allow the 'Commit' Leader Actions to transfer an artillery battery or Specialty Unit from one Formation to another.

The Movement Phase (4)

4.1	Order Conversions	Formations may convert any order to a retreat [RT] status and be immediately moved to 900 yards from the enemy. Apply 1D6 fatigue to the majority class of the Formation.
4.2.1	Movement Rates	Artillery treats rough and dense terrain each as one step worse for movement purposes. Thus, artillery treats rough terrain as dense, and dense terrain as uninhabitable.
4.2.1	Movement Rates	Cavalry takes one fatigue each turn it is on a move [M] in rough terrain, or two fatigue in dense terrain. These penalties are doubled if on an attack [A] order. Cavalry with the light [L] characteristic reduce these penalties by one fatigue. Fatigue is allocated immediately upon the conditions being met.

The Artillery & Skirmish Phase (5)

5.1	Performing Artillery Fire & Skirmishing	Artillery may not fire more than 450 yards into rough terrain or 225 yards into dense terrain as it is unable to effectively sight targets.
5.2.2	Fire Missions	After resolving a Fire Mission, apply 1D6 artillery fatigue to the grand battery.

The Combat Phase (6)

6.3.1	Combat Modifiers	Cavalry with the light [L] characteristic only receive the bonus for fighting in dense terrain when resolving combat against other cavalry.
6.3.2	Combat Results	If players prefer, routed Units may simply be placed adjacent to the Formation's Reformation Area.

Et sans résultat!