



Charge! Eagles Rising

Player's Guide

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Tutorial
Tactics & Combat Examples

Passage Through Lines

Cavalry and infantry can pass through a line. In the case below the Neapolitan infantry in line may fire at the Portuguese line, receive return fire and the Neapolitan column behind may charge and CAC the Portuguese line provided there is enough room for the column to fit.



In the case below, the Neapolitan cavalry can pass through the line. The cavalry must be part of the same division/brigade, or the division they are in is advancing as a whole through the infantry division. The divisions and brigades are to be kept from intermingling.



Artillery Defense Support

In the photo at the right, a French line battery is being supported by the infantry battalion and the horse battery by the cavalry BG.

In these two cases, if the line battery is charged, the line battery can defensive fire and the infantry will fight the CAC. If the horse battery is charged, the support cavalry can opportunity counter charge, and the battery either stay unlimbered or limber and retire.



Coordinated Attack

Example 1:

In this example, the Neapolitans have a Hussar Regiment, two infantry battalions and a medium battery. The British have an infantry battalion and a medium artillery battery as depicted in the picture below:



The first order for the Neapolitans is to soften up the British infantry by firing into the British infantry battalion next to the battery. The British infantry battalion returns fire. The Artillery battery also fires at the British infantry unit. Since the battery is out of the arc of fire for the British infantry battalion, they do not return fire. The Neapolitan player announces both the cavalry and infantry unit on the flank will charge the British infantry.



The British infantry decides to form square, and roll a Skill Test. Their base value to succeed is Veteran (6), Linear doctrine infantry in line (-1), Form Square vs. Cav charge 2" – 5" (+3). For a net value of eight (8). They roll a 10 and are successful. The British battalion forms a hasty square instead of a solid square because of range. In addition, if the range was greater than 5" but less than 12", they did not beat the value needed by 4+ required to form solid square.



The Neapolitan Cavalry attempt to pull up. They must roll a skill test as Regulars (7). There are no other modifiers. They succeed on a roll of 11 on the skill test.



The cavalry falls back, however, the British artillery are able to shoot at them at $<3''$ or defer to fire at the infantry or artillery in the defensive fire phase. The Neapolitan infantry stop at $1''$ from the square, and the square issues defensive fire at the column (1 die) and can shoot at the cavalry at $3''$ (1 die) because of their approach from different sides of the square. The British infantry did not score a hit on the charging Neapolitan infantry; therefore, they did not need to take a skill test to close. Advance the Neapolitan battalion to contact.

The results of Close Action Combat is determined after all offensive fire, moves and defensive fires have been conducted.

Example 2 British Special Rule:



In this example 2, the French have three battalions in column and the British and Portuguese are defending a ridge line. The French column on the left determines if it has a valid line of attack to declare a charge. The Portuguese line unit is a valid target, but the British unit in the middle is not.



The French player then decides to advance and fire with 1 die on the middle British unit. The British unit has 1 die due to only two figures have a valid fire arc to the French battalion. Both miss.



The French player declares that the other two columns are charging (CAC) the middle British line. The British player declares closing fire and counter charge per the British special rules. The battalion rolls closing fire on the two columns with a total of five (5) dice (D10). The base number to hit is eight (8) with the following modifiers: closing fire vs infantry -2, and elite -1 for a net to hit of five (5). The results are 2, 6, 7, 8 and 10 for a total of four (4) hits which are distributed evenly to both French columns.



The French player must roll skill test for both columns to determine if they will close, and the British player has to pass a skill test to counter charge after defensive fire.



The French player needs to roll greater than eight (8). The base is seven (7) for Regular troops, modified by -1 for unit in column and +1 per casualty (+2 total). One column rolled well enough to close (10), but the other came up short with a four (4). The unit is disordered, would deploy in line and fires with two dice. Only a portion of the line would be eligible (not depicted) a 7 and 3. The unit needed a nine (9) plus to hit the British unit, therefore, no hits.

The British unit rolls their skill test with a nine (9), and counter charge (>3, Elite 5 -1 linear doctrine and in line.



Close action Combat is resolved. Both sides roll 2D6 plus modifiers.



They both rolled a seven (7). The British modifiers are plus (1) charging, plus two (2) 2X wider (enfilade) added to their base of seven (7) (elite), for a total of 17. The French CAC is a roll of seven (7), plus six (6) (Regulars), plus one (1) charging for a total 14. The British win by three (3). The French fall back 6" disordered with two (2) more casualties in either line or column formation (player discretion). The British continue the charge with their 5" exploitation move and contact the other two French units.



Once all other initial CAC have been resolved exploitation CAC are resolved. The British roll a seven (7) again, but this time their modifiers are different. They lose enfilade but still maintain the plus one (1) charge bonus for a total of 15. The French roll a 9 plus six (6) (regulars), plus one (1) for 2:1 units = 16 total. The French win by 1 and the British unit falls back 6" disordered.



The below is the final disposition of the troops after CAC (except the column on the right would be in line formation). The French assault was stalled and the British fell back but still hold the ridge line. The British line might have defeated all three French battalions and proved once again the thin red line can hold and/or win over superior numbers.



Cavalry Wave Attack

A cavalry wave attack is a coordinated assault by two (2) or more cavalry battle groups. In this example we have a cavalry division consisting of two (2) cavalry brigades with 3-4 cavalry battle groups per brigade launching an assault against the Austrian flank consisting of some Austrian line infantry, Croatians, and light horse of the Austrian advance guard division.



The French Player Fires their horse battery and then announces a Cavalry Wave charge from the whole division. This charge is launched at a geographical area not a particular unit within the 22.5 degree arc of the division. The direction of the charge needs to be declared along with the geographical area to be concurred. Any defender unit within the 22.5 degree arc is a potential target, however, the following cavalry BG must follow the leading BG, and they must maintain the general positional formation of the units as at the start of the charge.

The Austrian player declares their responses. In this case, the infantry roll for squares, the battery is going to fire defensive fire and retreat to the square supporting them,

The French battery does not hit the infantry battalion mass column. The Austrian line battalions are regulars in battalion mass formation: therefore, are automatically in a hasty square per their special rules. In order to form a solid square they will need to exceed the skill test by four (4). In order to form solid square, they need a ten (10) or greater to form a solid square (base value 7, - 1 column, +0 Cav Charge 5" - 12", plus the net delta of four (4)).

The first column on the left rolled an eight (8) and the middle seven (7) for a hasty squares, The Austrian column to the right with 12 forms a solid square.



The infantry defensive fire needs a nine (9) (base 8 plus 1 for fire against charging cavalry). The battery has a base eight (8) to hit minus 1 for medium guns close for a net of seven (7). The net result is one hit from the artillery resulting in a skill test for the cavalry unit.

The unit is a regular French hussar with a base number of seven (7). They need a seven (7) to pass (7 minus 2 for cavalry charging plus 1 for the hit and plus 1 for the hit from artillery while charging.)



They roll a six (6), thus failing the skill test and do not close. They pull up and the chasseur BG charging in the wave attack with them passes through and around the hussars to close assault the hasty square.

The other hussar BG decides to pull up/recall versus hitting the hasty square. The roll an eight (8) and pass the skill test (regular 7 minus 2 French/Russian cavalry Pull up/Recall equals net of five (5+)).

The chasseurs and infantry have a close action assault (CAC). The French chasseurs roll a 10 and the infantry a five (5).



The chasseurs and infantry are regulars (6). The infantry is plus five (5) for hasty square for a total of 11 plus five (5) for their die roll (16 total). The chasseurs are plus 1 for charging plus 10 for their die roll for 17 and win by one. Consulting the CAC results Cavalry defeats Infantry the loser take two (2) hits and the winner one (1) with the loser falling back 6" disordered. (note: The result is representative of the infantry companies not closing ranks effectively

and maybe some of them were caught out of by the cavalry unit.) The infantry falls back in either square or column formation. Since the result was not significant enough the cavalry may face up to 45 degrees or attempt to recall. They decide to recall and roll a six (6). They needed a five (5) (Regular 7 – 2 French recall), so they pass. The cavalry unit will fall back 12" and be disordered and blown.

On the cavalry versus cavalry side the two groups of horse meet in the middle (prorated charge).



The Austrian Vincent Chevauleger's roll a five (5) and the French 3rd Lancer's a 12. The French Lancers are veteran seven (7) and the Austrians Vincent's veteran seven (7). They both have the same charge modifier plus 1 and they are the same weight class. The Austrian unit has the two sizes larger mass bonus of +1. The French have a total of 20, and the Austrians 14. The result is a difference of six (6) with the Austrian cavalry receiving 3 hits and falling backwards 12" Disordered and blown. Since the 3rd Lancers 2D6 roll was greater than the Vincent's, they do not receive 1 KIA.

The 3rd Lancers exploitation is 10" from this spot, The second wave may exploit the initial 10" of the 3rd Lancers, plus another 10" maximum from this spot. If the Lancers contact another unit, the maximum exploitation for them is set at 10" no matter what the outcome is of subsequent CAC. The 5th Chasseurs may exploit further based on the results of their first CAC.

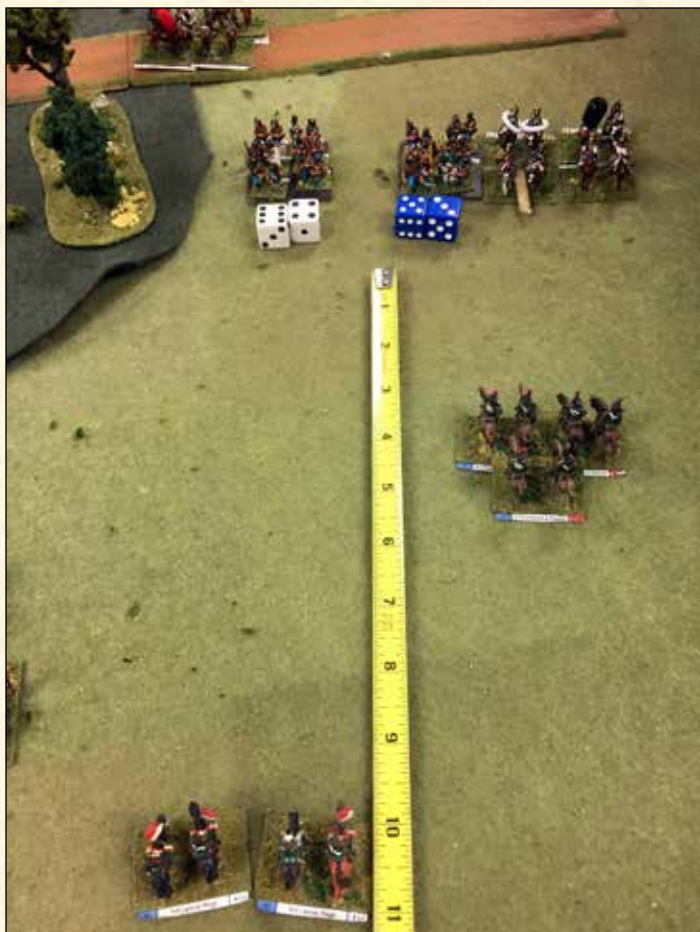


In this example, the Vincent's will fall back to the opposite side of the Croatian infantry due to the wave assault (5th Chasseurs) pushing them back further. They cannot be the target of the follow up wave.

The French player declares his intention to exploit the wave attack with the 3rd Lancers moving forward 10" and the 5th Chasseurs exploiting another 10" from that point. The Austrian player, declares they will form squares with the Croatian infantry. They are regulars seven (7) minus two (2) Charge is greater than 12" away, minus one (1) column for a net of four (4). One column rolls a 10 and the other and eight (8). Both pass and they form solid squares.



Before exploitation moves, the combat on the other side needs to be resolved. The French Chasseurs regular (6) roll a nine (9) versus the O'Reilly chevauleger's Elite (7) roll of four (4). The Oreilles are medium cavalry and one class higher than the 5th Chassuers receiving plus one (10 modifier. They were both charging and there is not a mass or frontage modifier. Therefore, the net is French 16, and the Austrians 13. The French win by three (3) resulting in the Austrians suffering a KIA and falling back 12' disordered and blown. The French Chasseurs may exploit 7", hold the ground or recall.



During the exploitation phase, the French mark the exploitation of the lead 3rd Lancers, and move the other battle group (BG) of 5th French Chasseurs the 7th exploitation.



The second BG of 5th Chasseurs advances through and around the 3rd Lancers with a maximum exploitation independent of results of 10th from the end of the lead groups exploitation and contacts the infantry.



The Croatian infantry does not get any closing defensive fire because this is an exploitation move after CAC.

The 5th Chasseurs and the Croatian infantry both roll 8's in the CAC. They are both regulars (6). The infantry gets a plus eight (8) for a solid square and the cavalry get a plus one for charging. The net values are French 15 (6+1+8) and the Austrian Croats 22 (6+8+8). The French lose by 7, suffer 2 KIA and fallback 12" disordered and blown.



The final cavalry positions after the French flop of the turn.

Multi-unit Cavalry Charge Example



In this example, the Westphalian Chevauleger units declare charges versus the Russian Infantry on either side of the battery. The Russian player announces the infantry is forming square and when the chevauleger reach 10" away from the Russian Volhynia Uhlans, they announce an opportunity charge. (Note: opportunity charges need to be announced at the moment they are eligible.)



The Russian infantry battalions roll seven (7) and eight (8) respectively for forming square. They are regulars needing a base seven (7) without any other modifiers (Russian 1812-1814 were not linear doctrine). They both pass and form Hasty Squares. The Volhynia Uhlans roll a skill test to opportunity charge. The Uhlans are Elite needing a three (3) or more (Base 5 minus 2 for cavalry charging), and they roll a seven (7) passing; therefore, they opportunity charge.

The infantry are put into hasty squares and the cavalry each move 3". The movement is prorated from the start of the opportunity charge. If the chevauleger reach the infantry square prior to the Uhlans contacting them, then they fight the infantry first. If not, the first combat is with the Uhlans.

In this case the Uhlans will hit before the Westphalean Chevauleger's reach the infantry square.



The Russian artillery battery decides to split their three (3) fire between the two charging chevauleger units. Two (2) dice to their right and one (1) to their left. The artillery need a seven (7) to hit the horse (Base 8 minus one (1) for medium battery at close). If they were fire and evading, it would have been an eight (8) (Base eight (8) minus one (1) for close plus one (1) for evading). The net result is one hit on the left Chevauleger unit. The square also fires and misses.

The left chevauleger take a skill test for the closing fire hit. The chevauleger roll a five (5) and fail the skill test. They are veteran base six (6), but are minus two (2) for charging, but also plus one (1) for each hit and plus one (1) for the artillery fire hit at close range while closing for a net value of six (6).

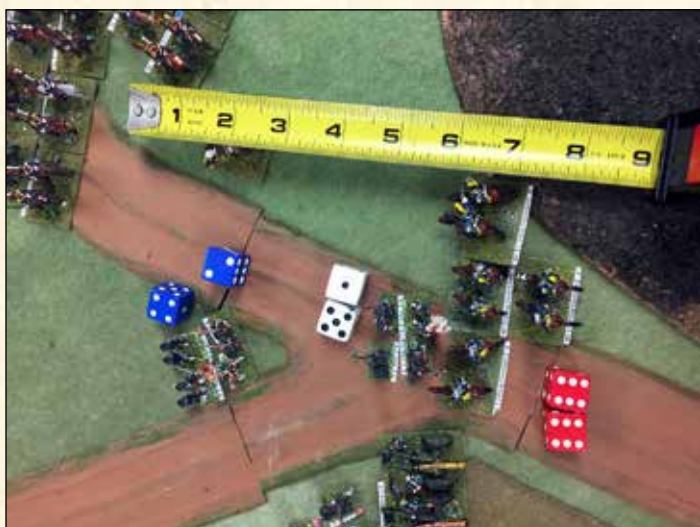


After they have failed the skill test they are still charging by rule, but disordered. The French player attempts to recall the unit and again fails with another five (5) (Base six (6) minus two (2) for Russian recall, plus two (2) for being disordered). Since the other Chevauleger unit has gone $>5''$ it can expand their frontage as they meet the Uhlands.

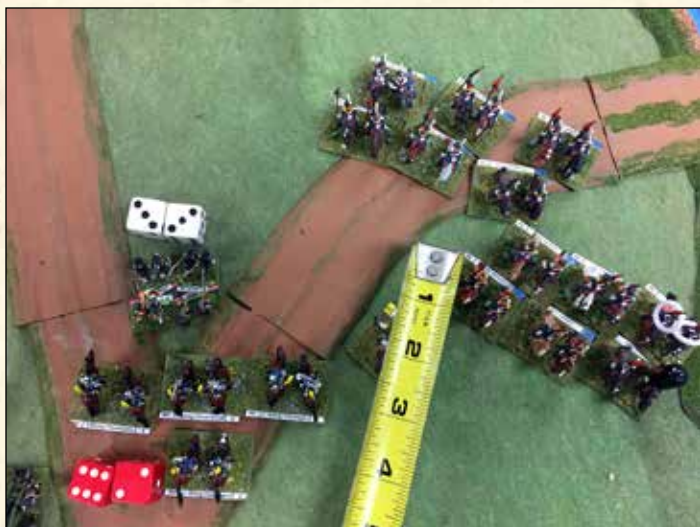


The two CAC are determined. The left chevauleger unit is soundly defeated by the hasty square. The infantry have a net value of 22 (6 unit value + 5 hasty Square + 11 dice roll). The cavalry a net value of 14 (7 unit value +1 charging -2 disordered + 8 dice roll). The net difference is eight (8). The cavalry unit takes two hits and falls back 12'' disordered and blown facing the enemy.

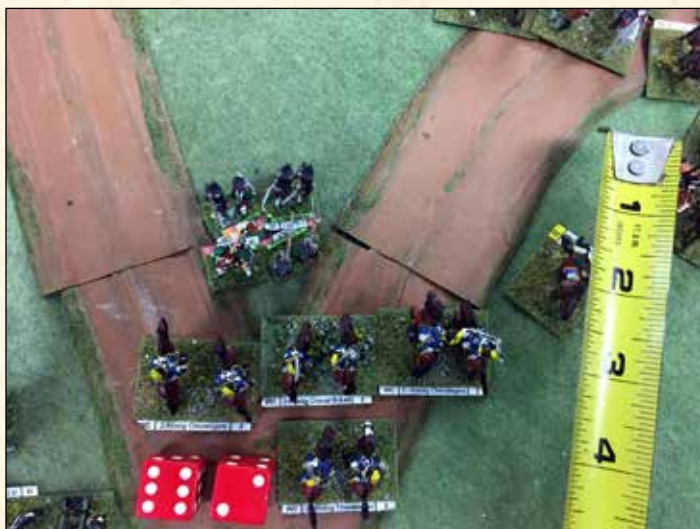
The right Chevauleger unit wins against the Uhlands. The net difference is four (4) (Chevauleger - 18 (7 unit value, +1 charging, +10 dice roll) minus Uhlands - 14 (7 unit value, +1 charging, +1 Lance + 5 dice roll)). The Uhlands take two (2) hits and fall back 12'' disordered and blown facing the enemy. The chevauleger's receive one (1) hit, and have up to a 7'' exploitation move.



The Chevauleger decide to close with the infantry square.



The conscript infantry behind the front infantry decide to roll for square just in case. They fail with a six (6) forming a hasty disordered square (Conscript base value 8, minus -1 column formation, +0 Cavalry charge 5 – 12” = 7).



The infantry do not get closing fire and both sides roll their CAC dice. The chevauleger's are on a roll and get box cars (12) and the infantry six (6). The net result is a difference of 4 (Chevauleger = 20 (7 unit value + 1 charging + 12 dice) minus 16 (6 unit value + 5 hasty square + 5 dice), and the square is broken. The cavalry still have exploitation distance, they have only used 1.5” of their 7”, and decide to go for the next infantry square.



The net result of this CAC is Russian Conscript Infantry in a hasty disordered square roll a six (6), and the Chevauleger roll an eight (8). The net result is zero (0) (Russian 5 unit value + 5 hasty square, - 2 disordered + 6 dice = 15, and chevaulegers 7 unit value + 1 charging – 2 Disordered (automatic after first square) + 8 dice = 14). This presents a unique situation in which the cavalry may flow around the square and could potentially contact units behind the square. The unit passes their skill test and are allowed to exploit 5” beyond the square, but their exploitation distance was limited to 7” based on the first CAC.

The chevaulegers has enough exploitation distance to flow around the square and not be in contact with the square. If there was not enough distance, they would still

flow around to be 1” from the square. If this unit had contacted another unit and it would have been their third CAC in the phase (and last by rule), they would be disordered for the CAC. In the end, the cavalry is disordered and blown in this exposed situation.

The other Uhlan unit was in position to opportunity charge (threat zone <5” during exploitation and within charge arc) however, they chose not to opportunity charge (probably not, but wanted to end the story line here).

Designer Notes

Charge! Eagles Rising had its' origin in the mid to late 70's at that time I was starting my teaching career in Northern Wisconsin. I had discovered miniature wargames several years earlier and Napoleonic gaming became my favorite. Rob had an established group of gamers and he was drawn to Napoleonic's also. Although we didn't know each other we travel a similar path to "Charge".

I played every Napoleonic rules you can imagine, but I was most attracted to the "Grand Tactical" style games where the player commanded several divisions as opposed to several regiments. There were many of them with Empire™ being the most popular. Over time the rules got more and more complicated to the point where many guys left Napoleonic's for other periods. I began working on a set of rules to recapture my love of the Napoleonic era.

Flash forward many years; Rob becomes part of Wednesday's Group (Anderson's Irregulars) and we compared notes. We wanted to see the movement of Corps across our miniature battlefield. We also wanted to our miniature Generals to feel the stress of command. Tactically, we wanted to use formations and tactics used in the period. With each combat arm (Infantry, Cavalry, Artillery) having a role to play. If this could be accomplished headache free that would be great (our goal).

My ideas were advanced but needed lots of work. Rob and I developed the initial quick reference sheet defining the mechanics of the rules. The Wednesday group tried them out and provided initial feedback. Rob was totally on board and a great team was established. Our goal was to create game with simple mechanic's, a game that plays fast, with a feel and flow like accounts written by the participants. We have to thank our Wednesday group for they tried multiple versions over the years, and gave us great input into making the rules better.

Our game was to account for a Strategic or Grand Tactical movement of troops outside of the tactical combat range. These formations allow units to move much faster and further than troops committed to tactical combat. This allows for formations outside of the battle space to gain surprise and other advantages. We realized Command and Control was also very important. Commanders are rated for their ability to command; these ratings allow for better commanders to change orders more easily. This also can help determine the arrival of off board troops.

Tactically we wanted a nontraditional sequence. Tactical Combat is divided into tactical phases, the offensive or phasing player should have in his mind how he wants to attack the enemy, and which units are selected to charge, move and/or fire. This may be done in almost any order. The sequential order of unit activation is key to achieving the desired result. Since each tactical phase is 20-30 min of time, it should be possible to set up an attack or counterattack through the sequencing of unit activations. The key point here is deciding which units and in what order do you want to activate them. Units/Battalions within a brigade may be used so you can soften up (preemptory fire) a unit before you close action combat with another unit. In addition, we wanted a game that kept both sides engaged in the play. Consequently, the non-phasing player fires back when shot at every time, can opportunity charge, and all non-phasing units may defensively fire at some point during the phasing players tactical segment. We have found that the net result is both sides stay very engaged in the game play, and the play is more balanced.

We chose to use 2 types of dice. Why did we use D10's and D6's? We decided for all fire a D10 was enough and the math was easy to add or subtract a point or two. One D6 was too limiting in the potential modifiers and too great a swing in probabilities.

For direct small arms fire, we decided, the number of fire dice rolled would be based on the size of the unit and their front rank. In addition, the linear doctrine of whether they were a two rank, three rank or four rank formation. The greater the number of troops in the first and second rank the greater the number of fire dice.

For artillery, we decided that a section of guns 3-4 tubes would be one D10. Based on history and the advantage that the French and British had in the Artillery science they would be more effective shooting, therefore, we rated them as class 1. The Russians loved their guns, but the gunpowder was not as good as other armies and

consequently their accuracy was off at longer ranges, but at close canister range, the powder was good enough. Consequently, we created a class 3 to reflect their poor powder and to balance the game a bit due to the large number of guns.

We use 2D6 for basically everything else because of the averaging affect, the probabilities of generating numbers greater than X. In addition, to the probability of Y pips difference between two sets of D6 rolls. 1D10 is too great of a delta swing and the probability of rolling a 10 the same as rolling a one (1). We found the Skill Test is a unique and important aspect of the player not having total control of a unit (Some uncertainty) particularly when it comes to lower trained and morale grade units.

We wanted a balance between the three (3) arms of the period – Infantry, Artillery, and Cavalry. The use of combined arms is an important aspect of the Napoleonic Era. Any two can defeat one. For example, Cavalry can be a shock force, but it cannot charge repetitively, and does require time to recover and reorganize. We wanted the spectacle and impact of a mass brigade/division cavalry charge (Wave Attack). The impact could be devastating (sweeping the field) or a disaster (not effective flop) depending on the situation and the die rolls. In either case, this cavalry wave assault will leave the charging units in an unfavorable position disordered with their horse blown open for counterattack. This is the risk and reward aspect of launching such an attack. We have play tested these rules extensively, with some interesting outcomes, but the bottom line is the games look and feel like we have read.

Skirmish combat is to represent the opening rounds and/or lull in events. This represents the small arms light infantry combat that targeted command control and artillery of the enemy forces when the formed units were 150+ yards from each other. It is not to represent the skirmish combat that occurred when formed and unformed units were < 200 yards from each other. The normal direct fire rules account for this type of combat, with the unformed units harder to be hit.

Close action combat is to represent the coming to grips with the enemy. Who will impose their will (who flinches first) on the other to get a resolution? It represents the charge (impact), the shortrange fire fight, and/or the clashing of steel (bayonets). Often, the units would charge but before contact halt and form into line to match firepower of the defender. Even though this is a columnar period towards the end of the period, the combat formation for firepower was line. Our rules reflect the decisions battalion commanders made based on their assessment of the situation. Units in column kept spacing between each other to allow each to deploy in line. This is one of the reasons for the limit of how many units can charge a target unit. It is also why units are forced to deploy in line if they fail a skill test to close with the enemy. They still fire but are also disorganized.

We have determined based on multiple convention games, that a novice to the period and rules can command a small corps of two (2) infantry divisions with a cavalry brigade. The more experienced player's larger corps. Our club games have 4-10 players typically, and we design scenarios to allow each to have a minimum of 1 division, but often ½ - 1 corps. Our club games last 6-8 hours (2-3 nights – 3 hours/night) to fight to conclusion 2-4 Corps (Columns) per side.

We are blessed with a good gaming community in our area. We have put on massive games with these rules on a Saturday playing in almost real time (1 hour of game turn = 1 hour of real time). On our Website (www.chargewargames.com), we have photos from 2015 battle of Waterloo (18 players), and 2019 battle of Austerlitz (12 players). We hope you enjoy the nuances of these rules and playing of the games.

We want to expend a very big thank you to Greg Johnson for his excellent work in formatting and desktop publishing skills. Greg is also our Website designer. Without Greg's help, this rule set would not have come together. Greg has been in the gaming community for over forty years, and has broad experience in both board and miniature gaming.

Rob & Mark

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