**BATAILLE EMPIRE REACTIONS**

**Movement, friend charged within 2UD or enemy artillery moving to close range**

*Cavalry*

 Opportunity charge at 4UD (with conditions)

 Change formation/orientation: NOT disordered (TM)

 Withdraw: NOT disordered or with action marker

 Flee: NOT in good order with attack or hold orders, unless irregular

*Infantry*

 Opportunity charge at 2UD (with conditions)

 Opportunity fire (not retreat or manoeuvre orders) during the enemy fire phase if possible

 Change formation/orientation: NOT disordered (TM)

 Flee: NOT in good order with attack or hold orders

*Artillery*

 Opportunity fire NOT long range or with manoeuvre orders

 Reorient without firing (TM)

 Unlimber without firing (TM)

 Limber and flee (TM)

 Flee if limbered

*Detached Skirmishers*

 Flee

 Opportunity fire if making no more than a 2UD retreat from infantry: NOT with action marker

**The Target of a Charge**

*Cavalry*

 Counter charge

 Stand (note special case versus an infantry flank charge)

 Change formation/orientation: NOT disordered (TM) or versus opportunity charge

 Flee: NOT in good order with attack or hold orders and frontally charged, unless irregular

*Infantry*

 Counter charge, unless against cavalry

 Stand

 Change formation/orientation: NOT disordered (TM) or versus opportunity charge

 Flee: NOT in good order with attack or hold orders and frontally charged, unless skirmishers

*Artillery*

 Stand

 Reorient (TM, eliminated if it fails)

 Unlimber (TM, eliminated if it fails)

 Limber and flee (TM, eliminated if it fails)

 Flee into a full square, returning with an action marker after the combat

 Flee if limbered

*Detached Skirmishers*

 Stand if in difficult terrain or in, or behind cover; otherwise always flee

**BATAILLE EMPIRE ORDERS**

**ATTACK**

Only formed units and artillery are counted for determining half the units.

If any unit is able to charge, one salvo fire or charge must be made.

Infantry in good order may not flee a frontal charge.

Cavalry in range must charge into good terrain but may ignore skirmishers.

Cavalry may not flee a frontal charge and must countercharge if not disordered.

Cavalry that cannot charge must, if possible, advance into tactical distance to charge next turn.

Providing, or having provided, morale support or any fire support *to a charge* is sufficient.

Artillery must fire at effective or short range.

**ENGAGE**

Infantry may charge skirmishers, buildings, flanks, rears and disordered units.

Battalion gun fire or skirmisher fire is sufficient.

Cavalry need only get to tactical distance. It may charge. It can flee enemy charges.

Providing, or having provided, morale support or any fire support *to a charge* is sufficient.

Artillery may fire at any range.

Artillery may always flee.

**HOLD**

Detached skirmishers, irregular cavalry and disordered units may move up to 4UD away.

Infantry may only charge or counter charge units that enter or are in the defended area.

Cavalry may charge or counter charge units up to 4UD from the defended area.

Good order infantry and cavalry may not flee a frontal charge.

Artillery may always flee.

**MANOEUVRE**

No opportunity charges or opportunity fire.

No long-range artillery fires.

May fire only if attacked themselves, not in support.

Cavalry may counter charge, but supporting units may not move with them.

Units may change formation or re-orient, but if they move, they must move away from the enemy.

No advance within tactical distance.

Enemy, other than skirmishers or irregulars, within tactical permit automatic change to hold later.

**RETREAT**

At least half the units in the division must do one of the following: rally from disorder; move over 4UD from the enemy. These actions are the priority. If these account for less than half the units, other units in good order and greater than 4UD from the enemy, must move to within 4UD of their table edge.

When half of the units have complied with the above, CP may be spent as desired, but no unit may approach within 4UD of the enemy.

Once within 4UD of their own edge units need not move.

Infantry may fire or counter charge in defence, but may not initiate combat.

Cavalry may counter charge or opportunity charge with supporting units.

Artillery may fire only at effective range (even by opportunity), but not approach to short range.

One free rally. Any units that rally may not approach the enemy.