ONE DAY CAMPAIGN OPTIONAL RULES

Command Radius

Each Army has a different Command System (depending both on skills of the officers, on the communication system, ADC etc)

Army	*Command System*	*Corps Commander Radius*	*Army Commander Radius*
French, English, Prussian and Austrian after 1812	**Efficient**	**10"**	**15"**
Prussian and Austrian before 1812, Russian, Spanish	**Poor**	**5"**	**10"**

Units not in the Command Radius of their Corps Commander cannot Full Move.

Corps Commander not in the Radius of their Army Commander cannot give Full Move orders to their units.

SECTION 2.034b – Skirmishers

Some infantry units can detach skirmishers or to deploy Light battalions in open order. While this is not physically represented on the table, when enemy units (not cavalry) that cannot detach skirmishers enter within 1" from these units, they immediately test morale.

MODIFIERS TO MELEE NUMBER

(Add)

Heavy Cavalry	**+1**

SECTION 5.07 - OPTIONAL NATIONAL CHARACTERISTICS:

Add:

ENGLISH infantry gets a +1 bonus in firing

MORALE RESULTS

NERVOUS	**BLUE**	Unit retreats One (1) inch, ending up facing enemy. Future Morale Tests are as normal. Fires with a "-1" modifier and fights in Melee with a "-1" modifier. Takes one hit.
FLUSTERED	**YELLOW**	Retreats a Combat Move, ending up facing the enemy. Future Morale Tests are as normal. Fires with a "-2" modifier and fights in Melee with a "-2" modifier. Takes one hit.
PANICKED	**RED**	Retreats a Full Move, ending up facing away from the enemy. Future Morale Tests are at "-1" May not Fire at all, and fights in Melee with a "-4" modifier. Takes two hits.