



**by Des Darkin**

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### 1) INTRODUCTION

Le Roi Soleil is not a new set of rules but an expansion of the **Impetus** rules set. Le Roi Soleil covers the wars spanning 1690-1740. To use this expansion you will need a copy of Impetus rules.

### 2) SCALE

Le Roi Soleil is a Grand Tactical game, where a Unit represents a Brigade (or an equivalent force). An artillery Unit represents 12 to 24 guns. It is recommended that players have at least ten Units per side to get a feeling for the large battles of the period.



### 3) BASING TROOPS

Base your troops like Impetus, but possibly with more depth. Square bases (eg 8x8cm) for 15mm) are perfect, but any another similar system will not affect the game (for example 8x6cm). Artillery must be based 40x40mm for 15mm, 60x60mm for 28mm and 30x30mm for 6mm and 10mm. With 6mm you can use 40x40 bases for Foot and Cavalry and 20x20 for artillery. Army Commanders based as Artillery (less deep if preferred).

### 4) TROOP TYPES

For simplicity these new troop types are based on the original Impetus troop types.

#### MOUNTED TROOPS



#### Heavy Cavalry (CP)

Cavalry like Cuirassiers They must pursue if they win a melee unless they pass a Discipline Test.

Dragoons (CM) All other heavy cavalry. Split into two categories:

Shock Tactic Nations – Sweden, Britain, Prussia, United Provinces, Denmark

Non – Shock Nations – all others.

*Note: In this period there were two main tactics used by cavalry – a) charge home, b) advance and discharge pistols, and then close (not charge). The British, Dutch and Swedes used a), while the French and other nations never really made up their minds until after 1720's.*

#### Light Cavalry (CL)

Cavalry used for scouting and screening, like, Hussars, Lancers, Cossacks.



## FOOT

### Infantry (FP)

There is only one type of regular infantry in this game: close order foot.

### Dismounted Dragoons (FL)

Used for scouting, skirmishing and harassing.

## ARTILLERY

### Foot Artillery (F-Art)

Can be Heavy (Art A) 9-12lbs; Medium (Art B) 6-lbs or Light (Art C) 3-4lbs. Battalion Guns are included in the VBU of units. Artillery doesn't fire if in Disorder (silenced) or is outside Command Radius (see Command Structure).

### Horse Artillery (H-Art)

This is same as Foot Artillery, though using only light guns, but with better movement / manoeuvre capabilities.

*Note: Typically, artillery is representational of the artillery usually deployed by each side and represents a combination of units.*

### Battalion Guns

These are not represented on the Firing table, rather these are part of a units base VBU.

## 5) ADDITIONAL RULES

### 1.0 Weather

After terrain has been placed according to rules players must roll 2d6 (one each) on the Weather Table.

Weather Table

Roll Result

11-12 Heat

7-10 Good weather

5-6 After rain

3-4 Rain

1-2 Heavy rain, snow, storm

Heat. Apply a -1 to all Discipline Test required for moving more than 1 phase.

Good weather. Play normally.

After rain. Terrain is soaked. Apply a -1 to all Discipline Test required for moving more than 1 phase. Also apply a -1 to artillery fire over 5U (cannister range).

Rain. As above. Also apply a -2 to all fire (not to Artillery firing at cannister range).

Heavy rain... As above. also halve all Command Radius (Command Structure).





## 2.0 Commands and Leaders

In Le Roi Soleil an Army is made of a number of Commands. In this period, this is usually confined to an Army Command, and two Wing Commands. There is no limit to the number of units in each Command unless stated in the scenario. All Units must be grouped into Commands

There are three kinds of Leaders: Army Commander, Wing Commander and Brigade Commander. An Army may have up to two Wing commanders

Contrary to Impetus, in Le Roi Soleil Leaders are not usually included into Units.

Leaders can be moved up to 20U in any direction when their Command is activated. Army Commander can move when any of the commands are activated. Leaders can always evade towards the closest friendly Unit whatever direction they are charged, ignoring routes that are blocked by enemy Units. A full move is not necessary. Leaders can not be targeted by fire. Apart from initiative their role is to keep the troops in radius.

Leaders can be attached to Units. In that case the Unit has a benefit during Discipline Test and Cohesion Test as for Impetus. If a Leader is attached to a Unit in melee or that is fired at, in case a 6 is rolled during a Cohesion Test the attached Leader must roll again. A further roll of a 6 means the commander is dead and is removed from play.

Wing Commanders attached to a Unit, moves with the Units (even if they have already moved that turn) and their **Radius is halved.**

### 2.1 Command Structure and Leaders quality

An Army Commander may activate any Commands in the Army, as long as they are in Command Radius

The radius of an Army Commander can be increased by the use of a Wing Commander.

There are 4 Command Structure in Le Roi Soleil

Grade	Army CO Radius	Wing CO Radius	Point cost
Excellent	80	30	30
Good	60	30	30
Average	40	20	15
Poor	30	15	0

The first number is the radius of the Army Commander, the second is **additional** radius for a Wing Commander. So an Average Army commander with a poor Wing Commander, has a Command Radius of 55U.

Commanders are not the same and their leadership skills vary. Army Commanders and Corps Commanders can be:

Grade	Value	Points cost
Genius	4	40
Expert	3	30
Fair	2	20
Poor	1	10
Incompetent	0	-10

### 2.2 Importance of being within Command

#### Radius

If the Army Commander is out of radius of a Command, then he can attempt to Activate a Unit by passing a Discipline Test.

If the Unit is activated by using a Discipline Test, the Unit can move only 1 movement phase and they recover from disorder with a -1 modifier at the Discipline Test.

- Artillery cannot move more than 1 movement phase and it recovers from disorder with a -1 modifier at the Discipline Test.



If the Discipline Test is not passed, the unit in the may not move, change face or try to rally. Only Opportunity Fire is allowed if a Unit is out of Command Radius.

### 2.3 Loss of a Commander

Leaders can be killed or wounded only if attached to a Unit. If a Leader is attached to a Unit in melee or that a Unit which is fired at, in case a 6 is rolled during a Cohesion Test the attached Leader must roll again. A further roll of a 6 means the commander is dead and is removed from play. The Commander is replaced with a new Leader one turn later. The new Leader is ability is rolled for randomly. 1 – Genius, 2-Good, 3-5 Average, 6 Poor.

### 3.0 Initiative and activation

Initiative is by Army Commander. Roll only one die for initiative. If it is a draw the initiative goes to the player with the best Army Commander and in case the draw is not resolved to the player with the best Command Structure. If both have the same CS then roll again.

### 4.0 Movement

Fresh Units (not Disordered) can perform a side/oblique movement without becoming disordered if at half speed. CL can perform a side/oblique movement at full speed without becoming disordered.

### 4.1 Evasions

All Cavalry units can evade if charged frontally. Also limbered artillery can evade from a charge. Leaders automatically evade to nearest friendly Unit.

Large units may not Evade.

Evasion from fire is not allowed.

### 4.2 Disengage

All Cavalry Units can disengage from Infantry melee or from Artillery melee. Cavalry Units can disengage from other Cavalry after passing a Discipline test. Large units may never Disengage. Disordered units may disengage with a -1 adjustment to Discipline Test

### 4.3 Passage of Lines (POL)

It was common tactic in this period to replace worn infantry units from the line with units in the rear. This tactic is termed passage of line.

If the player wishes to carry out a passage of lines the Unit that is to be replaced must not be in melee or in entrenchment, village or town.

The Unit must be within 5U of the unit that will replace it in the line. This Unit must be directly behind it.

The Unit to be withdrawn is placed immediately behind the other unit.

Both units now carry out a discipline test. If the unit testing is already Disordered, there is a -1 modifier. If the unit fails the test it is Disordered. If the unit is already Disordered, there is **no cumulative** effect, leading to a loss of a VBU.





**5.0 Fire**

In Le Roi Soleil there are three types of fire: Artillery Fire, Musket & Carbine Fire and Pistol Fire.



**5.1 Artillery Fire**

Artillery may fire as normal following the firing table. Artillery can fire only if in Command Radius. Disordered artillery is considered “silenced” and cannot fire. Artillery (ART B and C) can fire and move or move and fire as a normal unit, but apply a -2 for each movement phase. Heavy artillery (ART A) may only move if in Command. If move and fire, apply a -4 for each movement phase.

**5.11 Counter-battery Fire**

For an artillery unit to carry out counter-battery fire, it must pass a Discipline test. All modifiers apply.

**5.2 Musket and Carbine Fire**

Musket fire is performed only by Infantry units. In Le Roi Soleil, there are a number of different Musket types. These reflect the changing firepower of the musket and the different firing drills used over the period

Musket A	WSS Platoon Fire (GB, Sweden, Dutch, Prussia)
Musket B	Salvo Fire. Platoon Fire all other nations not listed as Musket A.
Musket C	Salvo Fire 1/3 pikes or GNW Platoon Fire with pikes, good dragoons
Musket D	Salvo Fire ½ pikes, poor dragoons

**5.3 Pistol Fire**

Many nations used the tactics of non-shock. Units (CM or CL) would move towards an enemy unit and at close range each rank would discharge their pistols. These units would use this tactic to cause the cohesion of the target to breakdown, and then close. These Units would have less Impetus than those nations that preferred a true Shock tactic.

- Shock Tactic Nations – Sweden, Britain, Prussia, United Provinces, Denmark
- Non – Shock Nations – all others.

Units that wish to use Shock, **charge and use their pistols**, it is treated the same as Pilum in Impetus, roll **one** d6 and on a 6, a hit is achieved. The charging unit **would get** the Impetus bonus.

For Units that use Nn-Shock, three d6 are rolled. However, the Unit will not get Impetus Bonus in the melee.

Non-Shock or Shock cavalry units that receive a charge, stationery only roll 1 d6.

**-1 d6 if Unit is Disordered.**

In all cases, the defending Unit being charged (Cavalry, infantry or Artillery) carries out its’ Opportunity Fire, or pistol fire **FIRST**. The charging unit, or contacting unit, rolls for its’ pistols **AFTER** the effect of the defending units fire



is calculated. Therefore a Shock Cavalry Unit that is disordered by Opportunity Fire or defenders pistol fire will have no pistol roll (1 d6, -1 for disordered = 0 dice)

*Example: Lumley's Cavalry Brigade charges Comte de Zurlauben Brigade, both are in good order with no losses). Lumley charges successfully and closes with Zurlauben. Pistols are discharged – Lumley's Brigade is English, and rolls 1 D6 (no effect) Zurlauben rolls 3 D6 and has two "hits". Lumley has to take a Cohesion test with usual range modifiers, but fails, taking 1 VBU loss and is Disordered. Lumley has lost a VBU, so CANNOT claim the Impetus Bonu as he is no longer a fresh Unit.*

### 5.3 Opportunity fire

#### 5.31 Musket Fire

Any Infantry Unit can fire at a Unit which contacts it through normal movement or charging or through Pursuit, but only if frontal. Opportunity Fire is not permitted if the unit is contacted in the flank or rear unless the unit is in a village.

Roll 1 d6 for the unit being contacted. Compare discipline to the die roll. Result is range that firing is calculated from

Discipline	5U	10U	15U
A	2-6	1	
B	4,6	2,3	1
C	5,6	3,4	1,2

-1 if disordered

A modified result of zero means the fire was ineffective.

Note: This "range" represents not the physical range, but a combination of range, discipline and cohesion of the unit being contacted. This will also determine the modifier on any Cohesion Test required.

#### 5.32 Artillery Fire

Roll 1 d6 for the unit being contacted. Disordered Artillery may not fire

Discipline	Canister -Yes	Canister - No
A	2-6	1
B	3-6	1,2
C	5,6	1-4

### 5.4 FIRING TABLE

Weapon	P.Blank	Short	Effective	Long	Extreme
Range	5U	10U	15U	30U	60U
Musket A	5/6	3/4	0/1		
Musket B	4/5	2/3	-1/0		
Musket C	3 / 4	1 / 2	-2/-1		
Musket D	2 / 3	0 / 1	-3/-2		

Weapon	P.Blank	Short	Effective	Long	Extreme
Range	5U	10U	15U	30U	60U
Art A	4	3	2	1	1
Art B	3	3	2	1	0
Art C	2	2	1	0	na
Art D	2	1	0	na	na

#### Modifiers

-1 if Disordered Foot/Horse (NOTE: Disordered Artillery is Silenced)

+2 if Artillery firing at Large target

+2 firing on the flank/rear (enfilade). Not cumulative with the previous modifier. Not applicable to targets in Villages

+2 VBU if first volley or firing canister (5U)

-2 Firing at Fortifications (Villages, houses and entrenchments are treated the same s Fortifications in Impetus.



All other modifiers in Impetus apply (reduction -1 per movement phase etc.)

All troops are disordered if charged from rear/flank. No other effects are applied.

## 6.0 Melee

General rules as in Impetus are applied, with the following exceptions.

### 6.1 Impetus bonus

Shock Cavalry have Impetus bonus.

Non-Shock Cavalry have Impetus Bonus if they contact Infantry or Artillery in the open.

Infantry have Impetus Bonus if they charge other Infantry in open terrain.

Infantry that charge infantry in villages, houses or entrenchments receive no Impetus Bonus unless they are a Large Unit.

### 6.2 Uphill

Cavalry uphill don't get any bonus in melee.

### 6.3 Artillery in melee

Artillery contacted in melee is not removed but fights. Artillery may fire canister (see 5.32) if charged frontally.

### 6.4 Retreating after a melee

Mounted Troops that don't win a melee must retreat in Disorder by  $5U+1d6$ .

Infantry that lose a melee must retreat in Disorder. Infantry that are in a village, house or entrenchment may elect to not retreat, by passing a Discipline Test. Regardless of the outcome, the infantry unit must take 1 additional VBU loss.

### 6.5 Pursuing

CP must pursue if they win a melee, unless they pass a Discipline Test.. Other troops can choose (provide they do not have an Impetus=0). Foot Units can follow-up only if they win against a foot Unit.

### 6.6 Flank and Rear charges

## 7.0 Cohesion Tests

Apply the same rules of Impetus, but if the Army has a Wing commander, he can try one re-roll once per turn, as long as the unit is within his Command Radius.

An Army is defeated when Units rout with a value of at least 50% of its initial VDT. The route of the army is calculated at the end of the turn.



## 8.0 Discipline Tests

There are a number of additional times when a discipline test is carried out

- Cavalry unit wishes to disengage from a melee with Cavalry, or Infantry disengage from infantry.
- A CP unit wishes to NOT pursue.
- Passage of Lines
- Activate Unit out of Command Radius.
- Artillery wishes to carry out Counter-battery fire



In all Discipline tests, if the unit is out of Command Radius, have an additional -1 modifier on the roll.

### 9.0 Large Units

All Cavalry may form large units

Infantry may only form large Units as a formation to assault a village, town or entrenchment

### 10.0 Villages, Towns and Entrenchments



In this period, the importance of buildings and entrenchments increased dramatically.

#### 10.1 Entrenchments

Entrenchments cost 5pts per base.

Cavalry may charge entrenchments but are automatically Disordered. This Disorder occurs before any Opportunity Fire or Melee.

#### 10.2 Capacity of Villages

It is recommended that villages be only allowed a capacity of one Unit. However, players may wish to increase this

capacity based on historical events, such as the village of Blenheim, which eventually held 16 French battalions in the battle.

#### 10.3 Villages & Fortifications and melee

Units that defend a village can never be attached in the Flank or Rear.

Units in fieldworks can be attacked in the Flank or Rear.

#### 11.0 Army Lists

Army Lists will be made available via the link and through the Impetus Forum.

#### 12.0 Questions and Answers

Please send any questions to me via the Impetus Forum. I will do my best to answer them

*Finally, thanks to Lorenzo Satori for supporting this expansion set, to Joe Dever for his photos, and to two Impetus Forum contributors highlandbevan and Arcdukek for their ideas and feedback.*

*Des – June 2010*



