

## OPTIONAL AND HOUSE RULES

### OPTIONAL RULES

Wagons and Supply	N
Observation Rules	N
Night and Weather	N
Unknown Tabletop Terrain	N
Prone	N
Massed Artillery	Y
Artillery Spread Formation	Y
Divisional Square	Y
Brigade Skirmish Formation	Y
Force Marching	Y
Engineering Tasks	Y
Civilian Artillery Drivers	N
Optional Evasion Movement	Y
Optional Closeness Modifier	Y
Emergency Line from Square	N
Emergency Prone	N
Emergency Horse Artillery Movement	Y
Optional Wheeling (old way)	N
Liar's Reserve	Y (Decided per game)
Variable Entry Times	Y (Decided per game)
Elite Infantry Reaction	Y
Ranged Artillery	Y
Perimeter Options for Artillery	Y
Prevent Route/Dispersals	N
Optional Isolation and Surrender	Y
Artillery Routing in Place	N
Old Guard Manning Artillery	Y
Irregular Unit Attacks	Y
Multi-Day Battles	Y (Decided per game)
Optional General Rules	Y
Multi-Player Rules	Y
Initiative	N
Re-rolls	N
Optional Combat Sequence	N

### House Rules

Must make contact to "pin" a unit

No Fatigue

Tie Rolls always = 1 hit each

Not using Withdrawal