

Sequence of Play

Command: Battalia morale; rally elite; initiative moves within 4" of enemy; other moves (proximity rule 8": only towards or away from enemy; Group order possible if units within 4" of each other)

Shooting

Hand to Hand

Remove disorder

Blunder Table. Roll D6. 1-4 no effect. 5-6 roll again below

1	Rapid retreat, 2 moves away.
2	Retreat, 1 move away.
3	1 move in front left quarter, may charge.
4	1 move in front right quarter, may charge.
5	1 move straight ahead, may charge.
6	Charge. Roll D6: 1-2:1; 3-4:2; 5-6: 3 moves

Movement Modifiers

Woods	Skirmish and command: half pace. Formed troops: half pace & disordered if they move.
Rough	One move maximum. Skirmish and command unaffected.
Linear obstacle	One turn to cross. Pikes disorder on 6. Skirmish and command unaffected.
Buildings	One move to enter or leave,

Command Die Roll Modifiers

+1	For every full 8" distance to unit (or furthest unit in group)
+1	Enemy within 4" of unit
-1	Unit in March column
-2	Unit in March column on track
-1	Enemy over 36" away from unit

Command roll: D10, modified. Unmodified 0 rolls on Blunder Table

Result exceeds command rating	May not move
Result equals or is one less than command rating	May make one move
Result is two less than command rating	May make two moves
Result is three or more less than command rating	May make three moves

Units that fail command roll may take one free move if in March column. Disordered or shaken troops may make one move directly away from enemy (even if shaken troops failed command roll).

Movement Allowances

Heavy, siege guns and hedgehog	0"
Medium artillery prolong	2"
Infantry, Light artillery prolong, Wagons, Limbered artillery	4"
Cavalry and Dragoons	6"
Light Cavalry	8"
Commander on foot	12"
Mounted Commander	18"

Shooting Ranges		Shooting Dice modifiers	
Pistols	4"	+1 Die	Large Unit
Shortbows, Muskets	8"	-1 Die	Small Unit
Light Artillery	16"	No dice	Unit in March Column
Medium Artillery	24"	1 Die max	Unit in Hedgehog
Heavy Artillery	32"	1 Die per face up to unit shooting value	Unit in buildings
		Double shooting dice	Firearms in enfilade against line or column

Shooting to Hit Table

Each modified D6 score of 4+ scores a hit (Arty 5 or 6). Unmodified 1 always misses. Unmodified 6 always hits and disorders target

-1	Firer shaken and/or disordered
-1	Target obscured; in building; artillery; skirmisher
+1	Firearms within 4" of target and/or closing fire

Morale Save Modifiers

+1	In soft cover
+2	In stone buildings or fortifications
-1	In March Column
-2	Hit by Light or Medium Artillery
-3	Hit by Heavy Artillery

Cavalry reactions when charged in flank or rear

Make a reaction roll. Pass: it may turn to face. Fail: turn to face but is immediately disordered.

Pike and shot charged by Cavalry

Make a reaction roll. Pass: form hedgehog. Fail: remains in place and does not receive hedgehog combat bonuses.

Hand to Hand Dice modifiers

+2 Dice	Large Unit
-2 Die	Small Unit
1 Die total	Unit in March Column
Double H to H dice	Undisordered hedgehog or defended wagons attacked exclusively by Cavalry
2 Dice per face up to unit H to H value	Unit in buildings

Hand to Hand to Hit Table

Each modified D6 score of 4+ scores a hit. Unmodified 1 always misses. Unmodified 6 always hits

-1	Shaken and/or disordered
-1 per face	Engaged in flank or rear
-1	In skirmish order versus non-skirmishers
+1	All chargers or counter chargers except Cavalry charging Pike
+1	Side won previous round of combat

Combat Results Bonuses

+1	Rear support within 4"
+1 per flank	Flank support within 2"
+2	Cavalry versus infantry not in hedgehog
+2	Hedgehog versus Cavalry
+3	Occupying buildings or fortifications

Break Test Modifiers

-1	Per casualty above stamina
-1	Disordered
-1	Casualty suffered from Artillery

Victorious Undisordered Cavalry take a reaction test

Pass: may decide whether to re-face, make one normal move or charge enemy in frontal zone. **Fail:** Lance-armed cavalry must pursue defeated enemy and is disordered before combat. Pistol-armed cavalry must remain in place, no further penalty. Skirmishing cavalry must retire one normal move. No further penalty.

Modified Result	Combat Type	Break Test. Taken after losing combat; after suffering excess casualties from shooting; if shaken by closing fire; after a drawn combat if they are shaken; if a unit they are supporting breaks. Roll 2D6 and apply modifiers. Effect
4 or less	Any	Unit breaks and is destroyed
5	Any	Artillery breaks and is destroyed Infantry and Cavalry retire 1 or if necessary 2 moves from enemy and are disordered. If they cannot end the move out of contact with the enemy they break and are destroyed
6	Any Shooting Hand to Hand	Artillery breaks and is destroyed Infantry and Cavalry hold their ground Infantry and Cavalry retire 1 or if necessary 2 moves from enemy and are disordered. If they cannot end the move out of contact with the enemy they break and are destroyed
7 or more	Shooting Hand to Hand	Unit holds its ground Artillery breaks and is destroyed Infantry holds its ground Cavalry retire 1 move from enemy . If obliged to retire another move to avoid obstacles/overlaps, cavalry are disordered.

Disorder

Incurred by shooting, break test results and some interpenetration. A disordered unit may not receive commands but may have a free move provided this is one full move to the rear.

Pikes and Heavy horse are disordered on a die roll of 5-6 if interpenetrated during movement by any troops

All troops interpenetrated by troops who are retiring after a break or blunder test are disordered on a die roll of 5-6

Units may remove disorder at the end of a turn in which they did not engage in combat. If they fired or retired during the move they may still remove the disorder.

