Sequence of Play

Artillery Phase. Guns may fire.

Give Fire. Other firearms may fire.

Command. Command actions and take control tests.

Movement. Move eligible units. Must must halt at 20 yds from enemy to front.

Combat Phase. In the following order:

- declare and execute charges and responses;
- resolve all hand to hand combat;
- conduct any resulting moves

- *Morale Phase.* Redress ranks. Assign DPs for morale.

Move Distances:

Normal Move:
Unlimbered guns: 20 yds medium; 40 yds light
Cavalry: 1 or 2 AvD + 1 optional D6 x 10yds;
Others: 1 AvD + 1 optional D6 x 10 yds.

Inspired unit: +10 yds for each die rolled

Fast Move: Evade, rout, retire and pursuit – use max dice and all optional additions. +10 yds for each die rolled on initial rout, evade or retire move

Detached leaders/messengers: up to 120 yds

Fatigue and Disorder: 1 DP if a "6" rolled in Line. No penalty if column, unformed, or limbered guns.

Rough Terrain: -10 yds for each die rolled. 1 DP if 5-6 rolled if in line or if cavalry, Cavalry +1 DP on a '4'.

Roads: up to 120 yds if in march column. No dice required. Negates effect of rough terrain.

Double all distances if beyond 120 yds of enemy.

Risk to Leader. Roll one D6: 1= Hit. Roll again:

1 = Killed

2-4 = Wounded. Loose 1 action, Brigadiers may not influence. Second wound = killed.

5-6 = Near miss. No effect

Morale.:

General killed/routing in 120 yds = 2 DPs
Commander killed/routing in 120 yds = 1 DP
Equal/higher routing/destroyed in 120 yds = 2 DPs
Lower grade routing/destroyed in 120 yds = 1 DP
Equal/higher grade foot retiring in 120 yds = 1 DP
Evading = 1 DP

Command Actions

Move up to 120 yds; attach and/or detach
Issue or listen to new orders
Influence unit to which he is attached:
  Steady - remove 1 DP. Unit must remain halted
  Inspire - increase combat effectiveness and move speed

Control Test. Take if not within 60 yds of detached leader (+40 yds for each additional action), unless:

- leader attached
- in base to base contact with a controlled unit of the same Battalia and will conform to its movement.
- If within 60 yds, directly behind a controlled unit of the same Battalia, and will conform to movement of the lead unit.

Must always test if charged last turn and failed to contact or wishing cease rout, pursuit, or looting
Roll 1 D6:
 +1 if in rout, pursuit, looting or charging
 +/-1 if leader attached
 +/-1 if Guns or A1 or B Grade

Results:
2- = Continue rout/pursuit/charge. A2 repeat last move. Otherwise halt.

3-4 = Act as player wishes

5+ = Repeat last move. Continue rout/pursuit/charge.

Manoeuvre

Wheel: 1 DP in 120 yds of enemy. No penalty column or unformed. ½ speed if wheeling backwards to refuse flank

Re-form: 1 move, once cause ceased.

Unlimber: 1 move and 1 DP (2 DPs if under fire).

Cross obstacle ½ move, 1 DP (2 if under fire). +1 DP to all cavalry troops in some cases.

About face: ½ move, 1 DP if cavalry or under fire.

Incline: A-D Grade Foot in line only. No penalties

Side-step/step-back: A-D Grade Foot in line only. 20 yds no dice required.

Mount/Dismount: ½ move, 1 DP if under fire.

Change Formation. 1 Move and 1 DP if within 120 yds of enemy. ½ move, no DP if further away.

Passage of Lines: No penalty if passing through guns. Otherwise no penalty if none routing, one is stationary, did not fire. Otherwise 1DP on each formed unit.

Pass a gap: 1 DP if within 120 yds of enemy. and reduces foot move by ½.

Maximum DPs. Once a unit has 3 DPs for any reason it no longer incurs any more DPs for movement or manoeuvre.

Shooting

	Maximum Range	Effective Range	Close Range
Heavy Gun	720 yds	360 yds	120 yds
Med/Light Gun	480 yds	240 yds	80 yds
Infantry	120 yds	-	-
Cavalry	40 yds	-	-

Small arms: 2 D6 per tercio stand shooting, 1 D6 others.
-1 die per DP on shooting unit.
Halve dice if target in fortifications, round up
Results: 6 = 1 DP

Artillery. Roll 1 D6 per gun. Modified as follows:

Same target and range	+1	New target	-1
Column or enfilade	+1	Each DP	-1
Beyond effective range	-1	Target in fortification	-1
Heavy Gun	+1	Light Gun	-1

Effective Range and beyond: 4+ = 1DP
Close Range: 2-3 = 1 DP, 4+ = 2 DPs

Combat and Close Fire

Roll 1 D6 for charging, AvD for others.

+2 if A Grade; +1 if B Grade

-1 if D Grade: -2 if E Grade

+1 leader inspiring (+1 each action to max +2)

+1 advantage of ground

+1 in fortifications (in addition to advantage of ground)

+1 charging, pursuing or took position last turn.*

+1 additional if heavy cav or swordsmen charging*

+2 additional if cavalry pursuing

+1 deeper formation (not combined with *)

+1 armoured troops fighting similar type

-2 infantry moved or no pikes, charged by formed cavalry

-2 charged in the flank/rear by formed

-2 Unformed or march column or only guns

-1 Each DP and casualty

-1 Outnumbered : -2 if 3:2; -3 if 2:1; - 4 if 3:1+

Combat Results

+7 Breakthrough	0 DPs	A2, C-E Grade *pursue*. Others take *any permitted after combat action*. Cavalry who elect not to pursue take 1 DP.
+4/6 Victory	1 DP	Cavalry who charged and failed to Defeat infantry *retire*. Cavalry who charged only guns or unformed infantry ride-through. Other A2 &C-E Grade cavalry *pursue*. Others *take any permitted action*.
+2/3 Success	1 DP	Cavalry who charged formed infantry retire. Infantry and guns facing cavalry remain in place. Cavalry who charged only guns or unformed infantry ride-through. Others *take any permitted after combat action*.
+1/-1 Inconclusive	1 DP	Cavalry who charged formed infantry retire. Infantry and guns remain in place. Cavalry who charged only guns, unformed infantry or a single rank of enemy cavalry, ride-through. Other cavalry or in other circumstances choose to remain in place or retire.
-2/-4 **Driven Back**	2 DPs	Infantry & guns charged by cavalry only, remain in place. Other formed infantry fall back. Others retire, guns abandoned. Cavalry who charged infantry take a casualty.
-5/-7 Defeat	2 DPs, 1 casualty	Guns abandoned and crew killed. Others *retire*.
-8 Break	3 casualties	Guns abandoned and crew killed. Others *rout*.

Movement after Combat

Any permitted action. May remain in place or pursue. Cavalry may also retire and infantry may take the position

Fall back. Move back one base depth facing the enemy and in good order.

Retire. Move back a full unformed move with maximum dice. May halt short once behind other formed friends or obstacle. Next turn may either continue to retire or remain in place to reform. If unable to retire, remain in place and receive 1 DP. Break if caught by pursuers and the pursuers get a free hack

Ride-through. Move 2 or 3 dice (player's option) through the enemy position. End facing the nearest threat. If the unit encounters new enemy or impassable terrain, it will halt beyond 20 yds. If there is no space either because the enemy are more than one rank deep or a supporting line is too close then the unit must either remain in place or retire.

Take the position. Move forward to occupy an abandoned position..

Rout. Full move with maximum dice unformed, until behind formed friends, or obstacle, or 240 yds from enemy. Then may take a control test to attempt to stop rout, succeeding on *act as player wishes* result.

Pursue. Make a full move, unformed, in an attempt to remain in contact with opponents who retired or routed. Pursuers encountering new enemy charge. Pursuers who catch routing or retiring units get a *free hack*. Roll 1 D6 for every pursuing stand in contact, inflicting 1 casualty for every 4+ rolled.