Close Fire & European Order

The Field of Battle - 1700-1720
Wargames rules by Simon MacDowall

Introduction

Close Fire & European Order are wargames rules designed to re-create, the battles of the early 18th C in Europe with miniature figures.. Many of the rule mechanisms have been developed from Andy Callan's American War of Independence rules- *Loose Files and American Scramble,* which were originally published in *Wargames Illustrated no. 1.*

The main focus of these wargames rules is European warfare from roughly 1700-1720. It was a period of military history that bridged the gap from the 'pike and shot' armies of the preceding century to the familiar 'horse and musket' armies that saw their full development in the latter half of the 18th Century. Too often wargames in this period are fought using conventional 'horse and musket' rules which have been developed to re-create the atmosphere of the Seven Years War or even the Napoleonic Wars. The result, usually, is just another Napoleonic game using different looking armies.

The historical period covered by *Close Fire* has, therefore, been kept deliberately narrow in order to concentrate on trying to re-create the flavour of this interesting and formative period of military history. Pikes are all but gone but while a battalion of foot may look fairly similar to a Seven Years War battalion it still acts in many ways more like its pike & shot predecessor. It will fight defensively, relying on firepower at close range to defeat its opponents. Although cavalry (more properly termed 'horse') are the offensive arm, they too are used much more cautiously than in later years. The usual tactic is to ride forward at a walk, discharge pistols and then advance at a trot to close with swords. Although the Dutch, Swedes and English have begun to charge with swords only, the full flat-out charge had not yet come into universal use. Of all the combat arms, artillery is probably the least developed. Professional artillerymen have not yet come into being and guns are heavy and unwieldy, being brought onto the battlefield by civilian drivers. Once set in position it is almost impossible to move them elsewhere.

Although individual battalions are represented in Close Fire, the basic playing piece is really a brigade of several battalions grouped together. Players will find that they need to manoeuvre each brigade as a single entity with the battalions and squadrons supporting each other. The command and control rules which encourage this are simple and subtle. Units in range of their leader will usually act as the player wishes, however, if the brigade becomes broken up then the player will loose control and units may start doing things other than what he might wish.

At the heart of the rule mechanisms is the concept of Disorder Points (DPs). These were invented by Andy Callan for his American War of Independence rules and have proven to be an enduring and elegant way of reflecting the variable state of morale and combat effectiveness. A unit will incur DPs for manoeuvre, receiving fire, close combat and morale, and they will loose them by halting to redress ranks or through the intervention of a leader. The system is easy to use, does not require any paper work and dispenses with the need for lots of morale checks.

Getting Started

What You Need to Play:

Sufficient figures organised into *battalions of foot*; *squadrons* of *horse*, *dragoons* and *hussars*; and *batteries of guns*. A minimum of 8 battalions, 6 squadrons and 1 battery will be needed for a small encounter but the rules are designed for much larger forces.

Measuring sticks or tapes to measure move distances and ranges. Normal rulers and inch tapes can be used but purpose-made measuring sticks are better. These can be cut from card or made from wood. If using 15mm figures, or smaller, these should be at least 9 inches long, marked in half inch graduations (with each ½ inch representing 10 yards). If using 25-28mm figures the measuring stick should be marked in 1 inch graduations (each representing 10 yards).

Several normal 6-sided dice *(D6),* and Average dice *(AvD)* marked 2-3-3-4-4-5. If you do not have AvD you can throw a D6 and count 1 as 3, and 6 as 4.

A table top or other playing surface large enough to accommodate the number of units in use. A 6 x 4 foot surface will handle most full scale battles in 15mm scale but bigger surfaces are better for larger scales or very big battles. Dining room tables are usually a bit too small for larger games so you will most likely have to get hold of some boards which can be laid on top of a normal table to give a larger playing area.

Three dimensional terrain to represent:

hills -which can have steep or gentle slopes

linear obstacles such as streams, hedges, ditches, fortifications; and

rough terrain such as woods, marshes, soft ground and towns. Some minor linear obstacles such as shallow fordable streams could also be classed as rough terrain.

Suitable markers to indicate actions which would be helpful if they were visually indicated on the table. Where figures are used as markers the bases should be shaped or textured to differentiate them from units. The following markers are recommended:

Messenger Marker - a single mounted staff officer or rider to act as a messenger when changing orders.

Inspiration Marker - one or two dismounted officer or NCO figures in advancing or inspiring position, placed beside a leader to show he has allocated command points to inspire a unit.

Horse-holder Marker - a single dismounted dragoon and one or two horses, to mark the location of horses of dismounted dragoons.

Firing Marker - cotton wool to indicate units which have fired.

Disorder Markers - small pebbles or pieces of gravel (easily obtainable from pet shops) to indicate *disorder points (DPs - see Morale p11)*. Units will accumulate and loose these points throughout the game. Pieces of gravel make especially good markers for this purpose since they can be more easily handled than counters and blend in better with the battlefield terrain. Alternatively very small six sided dice could be used.

Halt Marker - a small counter (counters from old boardgames work well), painted or textured to blend with the battlefield to indicate units which may not move.

Spiking Marker - two or three figures appropriately posed to indicate a team of men spiking a gun to render it inoperable.

Encumbered Marker - a group of figures carrying fascines, scaling ladders or similar, to mark a unit which is carrying equipment and therefore may not fire or charge.

Fix Bayonet Marker - a single figure with fixed bayonet to indicate troops with plug bayonets who may not fire with fixed bayonets.

Artillery Crew Marker - a group of artillery figures to indicate the location of crews which have abandoned their guns.

Organising Figures

The game is played with multiple figures mounted on standard size bases. These bases are grouped together into *units*. The size of bases and some of the ways in which units will act during the game are determined by the army's *fighting style*. Two styles are possible:

> **Traditional Style**: Deep, narrow formations with foot firing by rank and cavalry discharging pistols before closing, charging at the trot. Used by French, Bavarians, Austrians and most southern European nations. Some traditional foot in the first decade of the century still retained a small number of pikes in each battalion. Others, including the French until 1703, had plug rather than socket bayonets. When these were fixed the musket could not be fired. Traditional dragoons may dismount to fight on foot.

> **New Style**: Shallower, wider formations with foot firing by platoon and horse often charging *à l'outrance* with swords only (see Combat p18). Used by Swedes, Dutch, English and many other northern European states. Some, such as the Prussians, may have adopted platoon fire for foot but still retained the traditional style for cavalry. Dragoons in some armies, particularly towards the end of the period, fought in the same way as horse charging with swords and not dismounting.

* In an allied army it is possible to have different nationalities using different styles. For example German troops in a Dutch army might use Traditional Style while the remainder of the army uses New Style.

Scale

Close Fire has been designed primarily for use with 6-15mm figures, although it still works well with larger scales.

In 10-15 mm scale one figure represents approximately 50-60 men and one gun model represents four. One inch on the wargames table represents approximately 20 yards.

All measurements used in the game are given in multiples of 10 yards (½ inch). It will greatly ease play if you make up measuring cards or sticks marked out in 10 yard graduations. For 6mm, and 10mm figures the ground scale is the same as for 15mm but the figure-man ratio will need to change depending on the number of figures per base .

For 25-28mm figures the figure-man ratio is the same as 15mm but the ground scale changes to 1 inch representing 10 yards. Players with 20mm figures should chose either the 15mm or 28mm ground scale and adjust the figure-man ration depending on the number of figures they mount on the bases.

Basing

Individual figures are mounted on bases of a standard size according to their fighting style. The addition of magnetic strips across the bottom of the card base can be useful for transporting the figures in metal or metal-lined boxes and can also help to stiffen thinner card and prevent warping. It is possible to play the game using bases only (without figures) and new players might like to do this to experiment with the rules while they raise their armies of miniatures.

Although any basing system can be used, the recommended base sizes for 15 figures are as follows.

> Traditional foot: 4 figures in 2 ranks, mounted on a 1" square.

> Traditional horse and mounted dragoons: 2 figures mounted on a base 1" wide, 1 1/4" deep.

> Battalion guns: One model on a base 1" wide, deep enough to accommodate the model.

> Other guns: One model on a base 1 1/4" wide, deep enough to accommodate the model.

> Optional basing for new style horse, all hussars and those new style dragoons which operate as cavalry rather than mounted infantry: 2 figures mounted on a base 1 1/4" square.

> Optional basing for new style foot: 4 figures in 2 ranks mounted on a base 1" wide and 3/4" deep.

> Dismounted dragoons should be represented by two figures on a foot-size base.

> Leaders should be based according to rank (see Command & Control p8).

*Smaller scale figures (6, 10 and 20mm figures) can use the same base sizes but mount more figures on them to give a better visual effect or use smaller bases. For larger figures increase the base sizes but keep the same number of figures.

Individual battalions of new style foot roll one extra die per battalion when shooting. An extra ½ base (2 figures on a base ½" wide, ¾" deep) may optionally be used to represent the additional fire-power of a battalion firing by platoons. This ½ base counts full effect for firing but has no effect in combat.

Traditionally the foot were drawn up in 4-5 ranks with ranks firing in succession. The Swedes and Dutch, followed by the English and many of the northern German states, began to reduce the depth of formation and introduce firing by platoons. This provided a continuous controlled ripple of fire along the battalion front which eventually became the basis of 18th century infantry tactics. The rules for new style foot allow this greater fire-power per battalion to be reproduced. The use of an extra half base makes the battalion visually wider than its traditional style counterpart and serves as a reminder.

Units

All bases must be organised into *units*. A unit is a tactical rather than an organisational grouping and may contain troops from several different regiments operating together as a single entity. Normally all bases in a unit stay together although it is possible to detach individual squadrons and battalions (see splitting units p 14)

Units of foot are composed of one or more *battalions*. Each individual battalion will normally contain 3-5 bases representing 500-1000 men at full strength. A unit should represent several battalions forming a single line of a larger brigade. The minimum size for a unit of foot is one battalion of 3 bases, the maximum is two or three battalions combined into a unit of up to 9 bases. If a line of a brigade is larger than this it must be broken down into two or more units.

Cavalry units are groupings of several squadrons. An individual squadron may be represented by one or two bases representing 100-200 men each. The minimum size for a cavalry unit is 2 squadrons, the maximum is 12.

Guns are always used as single models with each model representing a battery of 4-6 guns. A battery is defined as one of: battalion guns (light 3-4 pounders); field guns (6-10 pounders); heavy guns (12 pounders and larger); or howitzers and mortars which can fire indirectly over intervening troops and buildings.

Efficiency Grades.

Each unit is assigned one of the following efficiency grades at the start of the game. These grades reflect a unit's training, morale and experience. Units during this period were very status conscious and the elite units would always receive the best recruits, training and equipment. As a result they could usually be expected to perform better on the battlefield. Exceptions are possible but generally these grades should be adhered to:

A Grade: Units composed entirely of Guards or Household Troops of the highest quality. Picked men of a '*forlorn hope*' may also be A Grade.

B Grade: Units composed entirely of elite or highly experienced units such as battle hardened veterans or senior line units with higher status than others, including converged grenadiers, and carabiniers. This also includes mixed units combining guards and line troops.

C Grade: Most good quality line units.

D Grade: Second rate line units including most mounted dragoons and hussars as well as raw or demoralised line units.

E Grade: Poorly trained or demoralised line units; supernumerari and militia

Units of combined battalions or squadrons of mixed grade should be graded as the majority type, or the highest if equal. In such mixed units the hussars and dragoons loose their special abilities and may not dismount nor voluntarily un-form (see unformed p13). Mounted dragoons are graded lower than horse as they had lower status and rode inferior mounts. Dismounted dragoons and those with a higher status (such as German Leibregiment Dragonen, for example) could count as C Grade.

Organising the Army

To prepare for a game, players must organise their units into *brigades,* each under the command of a *brigadier*. A brigade should consist of up to 6 units with each unit normally forming a line of the brigade. The brigade will act together for the duration of the game, units supporting each other and following the same orders.

A brigade must normally be either be all foot or all cavalry, except that dragoons may be part of either a foot or cavalry brigade. Guns may either be dispersed amongst the brigades or retained under a higher level leader.

Each army may be subdivided into 2 or more *wings*, (or lines) each under the command of a *general*. A wing may contain a mix of of foot and cavalry brigades.

Setting up a Game

Once figures have been painted and based; the army organised; terrain features constructed, purchased or improvised; and a table set up; it is time to start playing. The most enjoyable games are usually those where a scenario has been agreed by the players, and they have a rationale for the battle and objectives for their troops. Scenarios can be based on historical or fictional events. They could include battles between opposing forces of unequal strengths balanced by terrain favouring the weaker army or battlefield objectives that give each side a roughly equal chance of success.

If time or circumstances do not permit setting up a detailed scenario, choose either by mutual agreement or die roll, whether the battle will be an *attack on a defended position* or a *meeting engagement*. The latter, which involves two armies deploying simultaneously and trying to destroy each other is probably the most common wargame, but historically tended to be a rather rare event.

Attack on a Defended Position.

This type of battle is brought about when one side decides that they have sufficient numbers of troops to win and the other, although outnumbered, decides that the terrain or circumstances hold enough advantages to make a stand. The attacker, therefore will certainly have more troops and probably more horse. The defender will be able to make better use of the terrain and might have more artillery or heavier artillery, and possibly some fortifications.

The composition of the armies should be worked out comparatively. The attacking army should have at least as many foot as the defender and have an overall numerical advantage of at least 3:2 (counting each stand equally, regardless of type). The attacker may have up to twice as many A-B Grade units as the defender. The defender may opt to reduce his numbers and replace them with fortifications with 80 yds of fortifications counting as a single battalion or 3 squadrons of cavalry.

The table should be laid out with at lease 3 terrain features and a road running in the same direction as the axis of attack. There should also be something such as a major ford, converging roads or a strategic terrain feature that gives the position a logical reason for the defender to decide to hold it and the attacker to want to capture it. Terrain features can most simply be laid out by mutual consent with the defending player choosing sides. Roads and rivers must start and end at different table edges and linear obstacles may not cover more than 1/4 of the defender's front. The defender draws a sketch map of his intended deployment. He may deploy anywhere on his half of the table. Once the positions are sketched he deploys those troops that can be seen (see Visibility p10) from the opposing table edge. Troops who cannot be seen are not yet deployed.

There are two deployment options for the attacker. The simplest is for the attacker to deploy his troops anywhere on his side of the table beyond 240 yds of any enemy. If more time is available, instead of deploying, he could allocate two or three entry points on his table edge (ideally roads), write down his order of march for each entry point, and have each of his units enter in March Column at these points, starting on the first turn.

Which ever deployment method is used, the attacker moves first on turn one. If entering in March Column, movement for each unit is measured from the table edge. The defender only deploys his remaining troops if they move or fire, or if they become visible to any of the attackers units.

Meeting Engagement.

Numbers and quality of troops in this kind of engagement should be roughly equal, with neither side having fortifications or heavy guns. The easiest method of deciding what terrain should go on the table is for one player to lay it out and the other choose which side he deploys from. In laying out the terrain, players should aim for a relatively open battlefield, especially in the centre. Both players draw sketch maps of their initial deployment which can be anywhere on their half of the table, beyond 120 yds of the centre. Once the maps have been drawn, players deploy all their troops simultaneously.

Variations

There are numerous ways these basic scenarios can be modified. For example, rather than deploying all the troops at once, some could arrive in March Column after several turns, either to reinforce a beleaguered position or, perhaps, from a flank. To make it more interesting the player expecting reinforcements might have to dice to see if they arrive, perhaps needing a 5-6 on the first attempt, increasing by 1 on each succeeding turn.

Instead of deploying actual units, players can partially recreate the fog of war by laying out strips of card, some of which are dummies, to indicate unit positions. These cards are replaced with actual units, and dummies removed, only when a leader from the other side is actually able to see them or a scout/messenger reports to him.

Game Length

Games can go on as long as players have the time and stamina. Usually, however, 2-4 hours of intensive playing is a good average length. A game shorter than this probably does not reach a satisfactory conclusion and longer games can become tiring. For very large games it is often better (if players have a full weekend at their disposal) to play out the deployments and initial clashes on the first day then fight a follow-on action the next, perhaps adding some reinforcements. A simple meeting engagement with both sides initially deploying in line should rarely take longer than 2-3 hours to complete once players are familiar with the rules.

Multi-player Games

Just as real life commanders have a limited span of control, players can only handle a limited number of units before a game becomes cumbersome. Once armies start to exceed 20 units on each side, turns can start to become too long and confusing. At this point it may be better better to split the army up into several wings with different players controlling each wing. The players on the same side can then concentrate only on their own troops and move simultaneously to speed things up.

Multi-player games can result in very realistic situations where parts of an army act with very little knowledge of what is going on elsewhere on the battlefield. There is also great scope to add interest to multi-player games by introducing personal victory conditions to reflect political rivalries between leaders on the same side.

Umpires.

In large games or complicated scenarios (especially if some form of hidden movement is being used) it is often useful to have someone who is not playing (or who has only a minor, static part) to act as an umpire. His job is to ensure that the game flows well and the scenario develops properly, as well as to clarify the rules and game mechanics.

Historical Scenarios

A number of historical scenarios for these rules are available on my website at www.legio-wargames.com

Command & Control

In playing a game of *Close Fire*, players take the role of generals who must make decisions which will be carried out by the brigades under their command. Each brigade and wing must have a *leader* represented on-table. There will also be a command group representing the Marshal. These command figures should be represented as follows:

> *Brigadiers* - Commands a brigade. Represented on table by a single mounted officer figure;

> *Generals* - Commands a wing or line of several brigades. Represented on table by a command group of two mounted figures;

> *Marshal* - A senior general (Feldmarschal, Captain-General, Marshal etc) who commands an entire army. Represented on table by a command group of three mounted figures.

As command structures were not as formal in this period as in later years, and there were not Divisions or Corps. There may be circumstances where brigades are not be part of a wing, operating instead as a reserve under the direct control of a Marshal. There may also be circumstances where two Marshals are present such as Vendome and the Burgundy sharing command at Oudenarde; or Marlborough and Eugene at Blenheim.

Command Actions

Each leader must decide, in the Command Phase of each turn, what he will do from the following **command actions**. Generals and the Marshal may take two actions (may be two of the same), Brigadiers only one:

Move up to 120 yds in the Command Phase (double if beyond 120 yds of enemy). This can include *attaching* to, and/or *detaching* from, a unit. The leader may move again in the movement phase either independently (if detached) or with the unit to which he is attached. Attaching and detaching may only take place in the Command Phase. An attached leader must be in base to base contact with the unit and from that point on he moves with the unit and is bound by any combat results.

Influence the unit to which the leader is attached. This will allow him to do one of:

• **Steady Troops.** Remove a Disorder Point from the unit. If he does this, the unit may not move or declare a charge later in the turn. A halt marker should be placed beside the unit.

• **Inspire Troops.** Increase a unit's combat or close fire effectiveness by 1 for each inspire action taken. An inspiration marker should be placed beside the command base to note that he is inspiring. A unit which is being inspired will also move faster (see move distances p14)

An attached General or Marshal may chose to Influence twice. This could be to steady and inspire or do one of those actions twice.

Issue orders or listen them, or send messenger. Only a detached General or Marshal may issue new orders.

Chain of Command

Leaders can only influence units or subordinates who are assigned to them. For example a Brigadier has no influence over units in another brigade. On the other hand, a General may influence all units and Brigadiers in his wing, but not those in another wing. In a large army the chain of command should be clearly established, either by circling units on a sketch map or listing who commands whom on a piece of paper. A higher level commander may re-assign units from one leader to another during the course of the game.   For example a General may be ordered to dispatch one brigade to join a different wing. This is done in the same way as changing orders (see below).

Orders

Each Brigadier should have *Orders* from his superior applicable for all the troops under his command. These orders are best indicated on a sketch map or orders of battle and will normally be one of the following:

> Defend current position

> Advance to and defend a specific position

> Advance to and attack the enemy

Orders may only be changed by the General who issued them, or his superior, and this may be done either by the General being in base to base contact with the subordinate or by sending a messenger who will relay the message once in base to base contact. There is flexibility as to how these orders are executed.   For example a Brigadier with Order #3 may chose when and how to attack and with which units.   Likewise, when defending a position the Brigadier may redeploy his units to meet the local tactical situation and attack any enemy who have taken or are threatening the position.

Units do not require individual orders. All units which are being controlled by their leader may move and act as the player wishes, within the spirit of their brigade orders. A unit may act contrary to its orders if it has an attached General or Marshal. This does not require the leader to take an Issue Orders command action.

Command and control

Units which are within 60 yds of a detached leader (120 yds for a Marshal), are considered to be under *control* and may move and act as the player wishes within the spirit of their orders. Attached leaders only exert control over the unit to which they are attached.

Units which are not under control at the end of the command phase (after all leader actions have been taken) must normally take a *Control Test* to determine their actions for the rest of the turn, even if this countermands their orders. There are, however, exceptions:

- Units with an attached leader are controlled by him and do not have to test.

- Units which are part of a continuous line, in *base to base contact* with a controlled unit of the same brigade, may conform to moves made by the controlled unit. This means if the controlled unit halts they halt, if it moves, they move with it, if it charges they charge. They only need to take a control test if they wish to attempt any different actions.

- Units which form rear lines of a brigade and are within 60 yds, directly behind an under command unit of the same Brigade, may also conform to moves made by the lead controlled unit as above. In this case however the rear unit does not charge if the lead unit charges.

All units who wish to cease rout, pursuit, or looting or who charged and failed to make contact last turn; must take a Control Test even if they are under control or have an attached leader

Control Test Procedure: Roll 1 D6

> Result:

2-	Continue rout/pursuit/charge	
	Otherwise halt	+1 to result if in Rout, Pursuit or Charging
3-4	Act as player wishes	+/-1 if leader attached
5+	Repeat last move	+/-1 if Guns or A-B Grade
	Continue rout/pursuit/charge	

Any leader in the chain of command may exercise control over troops. For example a brigadier might use his command action to move and attach to a unit. This means the rest of his units will not be under control. However, if those units are within 60 yds of their detached general, they would be considered 'under control' and would not need to take a control test. It is not possible, however, for a leader outside the chain of command to control another leader's troops.

Units with a Halt reaction may fire and may adjust their facing or formation to face a threat. They may not otherwise move in the movement phase and may not initiate a charge. Cavalry may, however, counter-charge if charged. After combat movement is not affected.

Tip. The control test will not bother units who intending to remain halted, since all possible results will keep the unit halted. Players should, however, make sure that if they wish to have a cavalry unit make a new move that they do not have to take a control test since they will only have a 2 in 6 chance of getting the desired result.

Risk to Leaders

If a leader is attached to unit which takes a DP from fire or combat, or a casualty in any circumstances he must test to see if he is also hit. He only needs to test once for fire and once for combat regardless of the number of DPs inflicted on the unit.

To test if a leader is hit roll one D6. 1= Hit. Roll again:

> 1 = Killed

> 2-4 = Wounded. Generals and higher may now make only one command decision per turn, Brigadiers may no longer inspire or steady. A previously wounded leader, wounded for a second time is killed.

> 5-6 = Near miss. No effect

Detached leaders and messengers further than 40 yds from any friend may be fired on by foot or dismounted dragoons. If 5 or 6 rolled then he is hit and must roll again as above. Cavalry able to move into contact with a lone leader or messenger will capture him.
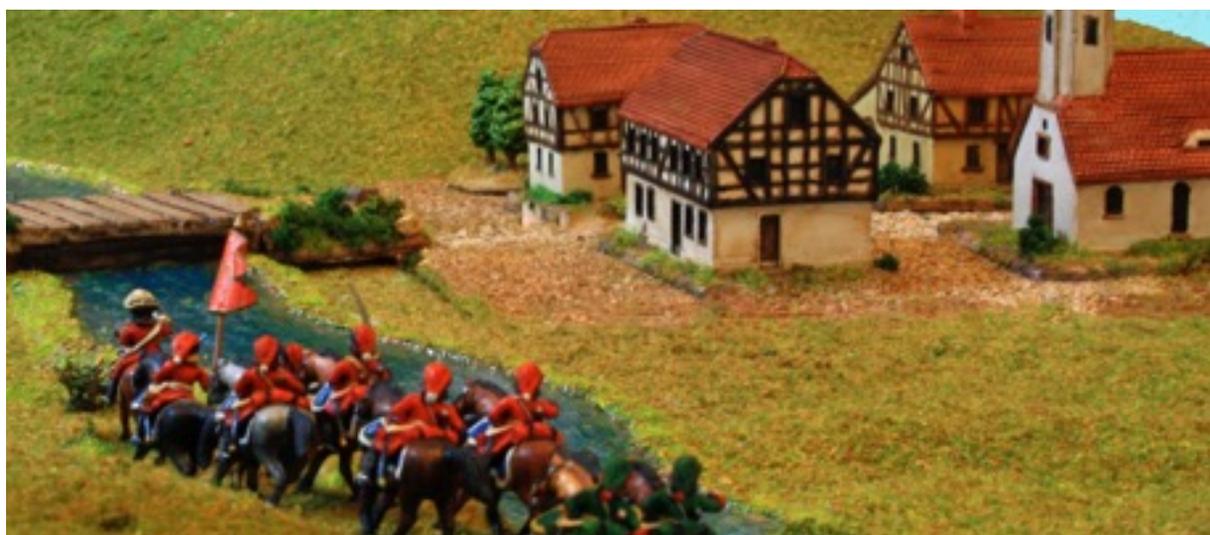
Visibility

Leaders and troops can only react to, or shoot at, what they can see. Visibility is restricted to line of sight and is normally unlimited by distance and is assumed to be all round. Hills, towns, woods and formed units block line of sight except that:

> In woods and towns, visibility is limited to 40 yds.

> Units on the edge of woods and towns can see out without restriction but can only be seen from 40 yds away unless they shoot. If they do shoot then visibility is unlimited.

> Units on higher elevation (hill, fortress) can see over intervening units who did not fire last turn and who are at least 40 yds away. They may not see over woods, towns or units who fired last turn.

Leaders, messengers, and markers do not block line of sight and they have the same ability to see things as normal units.

Unformed troops only partially block line of sight. Units can see anything that is up to 40 yds beyond unformed troops.

Morale

During the course of the game units will accumulate *death, disorder and desertion points* (called DPs). These are represented by placing a marker beside the unit for each DP incurred. The recommended marker is a piece of gravel as it can easily be picked up and does not look out of place on the battlefield. DPs can result from manoeuvre, fire, combat and morale.

Once a unit has accumulated as many DPs as it has bases (up to a maximum of 6) any further DPs from fire, combat or morale (but not manoeuvre) will result in a casualty. Once a unit has 3 DPs (for any reason) it no longer accumulates any more for movement or manoeuvre.

Small pebbles placed beside a unit make simple and unobtrusive DP markers. Alternatively a small six-sided die could be used with each pip representing a DP

DPs can be removed when the unit *re-dresses ranks* in the Morale Phase (see Sequence of Play p12) according to their efficiency grade:

    A-B Grade: 1 if not in combat. 1 additional if if stationary* and not in combat
    C-D Grade: 1 if stationary* and not in combat
    E Grade: 1 if stationary*, not in combat, and not under fire.

* to count as stationary the unit must not have moved at any time in that turn although they may adjust formation or facing.

Additional DPs can be immediately removed by an attached leader if he chose a Steady Troops action. He may do so even if the unit is in combat, moving or under fire.

A unit's morale and good order is further affected by the following events:
    Each Lower grade unit *routing* or *destroyed* within 120 yds = 1 DP
    Each General or Marshal killed or routing within 120 yds = 2 DPs
    Each Equal/higher grade unit of foot retiring within 120 yds = 1 DP
    Each Equal/higher grade unit *routing* or *destroyed* within 120 yds = 2 DPs
    Ride-through enemy after combat = -1DP
    Advance to *take the position* after combat = -1DP

Sequence of Play

All actions are conducted alternately with both players completing each phase in the sequence of play before moving to the next. In an attack on a defended position scenario, the attacker moves first on turn one.

Thereafter, and in other circumstances, dice to determine who moves first by rolling one D6. Add 1 to the die roll if the army is commanded by an exceptional Marshal whose command group is on-table.

The high score decides whether to go first or second. Once this has been resolved the players keep the same order for all phases in the turn.

All actions are carried out from right to left except that where unit moves intersect, the lead unit may move first. Unlike other phases, Close Fire and Combat are resolved simultaneously.

The sequence is as follows:

Artillery Fire Phase. Guns may fire at any targets in range

Musketry Fire Phase. Eligible troops on foot may fire at targets beyond close range. Close range fire is worked out in the Combat and Close Fire phase.

Command Phase. Assign command actions for each leader, indicating intended actions with markers where appropriate; move and attach or detach leaders who are taking a move action; move messengers relaying new orders; remove DPs for units being steadied. Once leader actions are complete, determine if any units are not under control and take required control tests. Foot with plug bayonets may fix or unfix in this phase - placing an appropriate marker to indicate their state. Unless this is specifically done it is assumed that troops with plug bayonets do not have them fixed.

Movement Phase. Units and leaders which are allowed to move may do so. Command bases may move freely in this phase whether or not they took a move action. Attached leaders must move with their unit.

Combat and Close Fire Phase. Declare and execute charge, counter-charge and evade moves; resolve all close fire and hand to hand combat. Conduct any moves resulting from the combat resolution.

Morale Phase. Re-dress ranks by removing DPs from eligible units which did not move and are not in combat. Assign DPs for *morale*.

* Artillery Fire is a kept to a distinct phase in order to give the second player the possibility of reducing the capacity of his opponent's ability to shoot in the musketry phase. Close Fire is conducted as combat rather than in the fire phase.

Units which received DPs in the morale phase for those causes listed on p11 may not remove them until the following turn.

Tip Deciding to move first or second can make a difference which is not always immediately obvious. In some cases it is advantageous to move first since the effects of the first player's fire will reduce the second player's ability to shoot back. Moving first might also restrict the opposing player's movement options. On the other hand, moving second allows a player to wait until his opponent has moved all his troops before moving himself, thereby exploiting any weaknesses and giving his opponent no opportunity to respond to his moves.

Manoeuvre

Unit Formations

Guns and wagons operate as single models and have no formation. Other units must normally adopt one of the following formations:

Line: The unit is in a single line with all bases side by side, in contact with each other, and facing the same general direction. A unit in line may bend its formation to conform to a terrain feature or to refuse its flank. Cavalry may form a line more than one rank deep as long as the formation is wider than it is deep.

March Column: The unit is in a single file with all bases one behind the other, in contact, and facing the same direction.

Assault Column. Foot who are assaulting a breach, fortifications or town, may also form an *assault column.* This is a formation which allows foot to close with bayonets and should normally be restricted to sieges or attacking field works. It is formed 2 or more bases wide and 2 or more bases deep. It may contain more than one unit. In case of an uneven number of bases, the smallest number should be in the rear-most rank. Troops in assault column may not shoot in the musketry phase.

Unformed. This is the status of troops without order. Dismounted dragoons, hussars and civilians are always *unformed*. Units which are evading, retiring, routing or pursuing; are also considered to be unformed for as long as they have that status. Other units, or units in other circumstances, may not voluntarily become unformed. Bases of unformed units should be spaced apart to indicate their state. As unformed units do not attempt to maintain any order, bases are moved individually with no penalties for manoeuvre.

Movement

Normally only troops who did not fire may move or change formation in the movement phase. Move distances are randomly controlled by die rolls. When more than one die is possible the player must decide how many he will roll, then roll all at once. It is not permitted, for example, to roll one die then, after seeing the result, decide to roll another. Units must move the full amount indicated by the dice rolled except:

Units ordered to occupy a specific piece of terrain or fortification, or to line up with other units, may halt when they reach that place. This intent must be declared in advance of rolling the move dice.

Units must halt at 20 yds of enemy to their front. The only way to move in closer is by charging (see Combat p18)

Units may halt up to 40 yds short if their full move would force them to interpenetrate a friendly unit or move into, or across, a terrain feature.

All units of the same brigade which are being controlled by the same leader move as a single entity using the same die roll. The same applies for units of the brigade which are not being controlled but are conforming to the movements of a controlled unit (see Control Test p9). In other circumstances, units which are not being controlled must roll individually.

Normal moves must be in the direction of the unit's facing with no more than 22 ½° deviation off centre.

Double Moves. Units beyond 120 yds of known enemy or cover which may contain enemy, move double distance as long as their move does not bring them closer than 120 yds of enemy. If their die roll would bring them within 120 yds they halt when they reach that point. This simulates the fact that is easier to manoeuvre troops further from danger. It also allows speeds up play during non-critical stages. The double move is made by rolling the normal number of dice (see next page) and doubling the amount.

Move distances are as follows:

Normal Move. Foot and unlimbered battalion guns may move 1 AvD x 10 yds. Cavalry 1 or 2 AvD x 10 yards. All may add an additional D6 (but see restrictions on cavalry using a 3rd die below).

Inspired units. Any unit with an attached leader who is inspiring adds 10 yds for every die rolled. Eg: a unit which rolls 2 dice resulting in a total of 6 on the dice moves 80 yds rather than the normal 60 yds. A unit which rolls 3 dice with a total of 9 moves 120 yds rather than 90.

Rough Terrain. Guns and cavalry may not cross dense woods; very steep rocky hillsides; swamps; or built-up areas; unless on a road. Units moving in rough terrain are more likely to incur DPs than in good terrain (see *'disorder when moving'* below). Movement through rough terrain is reduced by 10 yds for every die rolled.

Road Move. All troops may move up to 120 yds if in march column and the move begins and ends on a road. No dice required. Double distance if beyond 120 yds of enemy.

Fast Move   Rout, pursuit evade and retire moves. The maximum possible number of dice must be used. Add 10 yds for every die rolled In an initial evade, rout or retire move, but not in succeeding ones

Leaders/Messengers. Move up to 120 yds (240 yds if beyond 120 yds of enemy) no dice required

Unlimbered battalion guns. May pivot up to 45º or make a normal move but not both.

Limbered guns. May move up to 2 AvD in good terrain, 1 AvD in rough terrain. Road moves up to 120 yards.

Unlimbered field and heavy guns. May pivot up to 45º or move up to 20 yds but not both.

Fatigue and disorder when moving.

Good terrain. Foot and cavalry in line, and unlimbered battalion guns, incur 1 DP each time a "6" is rolled when moving in good terrain. There is no penalty when in march column, assault column, unformed or if limbered guns.

Rough terrain. All cavalry, foot in line and unlimbered guns incur 1 DP each time a 5-6 is rough terrain. Cavalry take an additional DP if a '4' is rolled. There is no penalty when in march column, unformed foot or for limbered guns. Foot in assault column take 1 DP on a die roll of '6' in rough terrain but no penalty in good terrain.

Guns may only unlimber if under control of their leader and may not limber up again. This reflects the fact that limber teams were civilians who would withdraw once the guns were placed. Unlimbered heavy or field funs may pivot up to 45 but make not other move.

Cavalry may only change speed by up to 2 dice per turn. Therefore a stationary unit which decides to move may only roll a maximum of two dice for a normal move. The following turn it may roll the additional optional die. Conversely a unit which moved 3 dice must move at least one the following turn unless forced to halt by a control test reaction. A road move is considered to count as moving two dice for purposes of this rule.

Unformed troops manoeuvre by each base moving freely and independently without having to maintain order. Bases of the same unformed unit may not, however, be separated by more than 20 yds from each other. No movement penalties or DPs are incurred by unformed units for wheeling, about face, interpenetration, or passing a gap. Other manoeuvre in column or line usually reduces the move and may cause the unit to accumulate DPs. Unformed units are considered to be facing all-round.

Splitting Units. Individual battalions or squadrons may be detached from their parent unit to form a new unit which will act independently from that point on for the rest of the game. They will, however, remain part of the same brigade. If this is done the detached unit takes with it the same number of DPs as the unit it is breaking off from. To do this simply move the new detached unit independently. Only whole battalions and squadrons may be split off and the new unit must be at least 2 bases strong. This can only be done in the movement phase. No DPs are incurred.

Amalgamating Units. Two or more units may merge to form a new single unit if beyond 120 yds of enemy and not under fire. The new unit will take on the DPs of the component unit which had the most. This takes as many turns to complete as there are DPs. The new unit does not count old casualties for combat purposes (see combat resolution p 19.)

Manoeuvre.

Wheel. This is the usual method of changing the direction of a unit's facing. It is conducted as a normal move. The unit first rolls dice to determine the move distance. It then pivots on one end of the line and measures the distance moved by the outside base. If any distance remains, the unit may move forwards normally up to the full allowance. Foot in line (only) may perform a backwards wheel with one or more of the unit's battalions in order to refuse a flank. Cost: 1 DP if in line within 120 yds of enemy, no penalty if in column or unformed. Move at ½ speed if wheeling backwards to refuse a flank.

Formation Changes. These are done by re-arranging the unit's bases on the spot, into the appropriate formation. This takes a full move and costs 1 DP if within 120 yds of enemy; ½ move and no DPs if further away. It is possible to conduct a double formation change eg: change into column facing the flank then expand back out into line. This takes a full move but does not incur a second DP.

Re-form Unformed troops. The unit must first be free of whatever caused it to become unformed. This means they must have ceased pursuing or routing (see Combat p21). If these conditions have been met, the units stands may be re-arranged on the spot into either line or column, facing whichever direction the player wishes. It takes one complete move. No DPs are incurred by this action.

Unlimber Guns. This takes 1 move and 1 DP (2 DPs if under fire). Once unlimbered a gun may not limber up again.

Crossing Major Obstacles. This takes ½ move, regardless of the size of the obstacle. It causes formed units to incur 1 DP (2 if under fire). Some obstacles such as chevaux de frise which are more difficult for cavalry cause 2 DPs if cavalry cross them (3 if under fire). Foot and dragoons (including mounted dragoons) may carry fascines to fill ditches (place and appropriate marker by the unit). When such a unit has crossed the ditch (taking the appropriate DPs) any follow-on units crossing the same point take no penalties. Fascine carrying troops may not fire, nor charge or counter-charge. **Minor obstacles** such as shallow streams or rivers without significant banks could instead be classified as rough terrain.

About Face. This involves turning the unit around to face the rear. It takes ½ move and costs 1 DP if cavalry within 120 yds of enemy or if foot under fire. This is the only turn allowed by units in line or column. Turns to the flank are not possible although a unit in line could form a column facing the direction of either flank, conducting such a move as a formation change (see above). As unformed units are considered to face all-round they do not need to 'about face' to change direction.

Incline. This is only allowed by A-D Grade foot in line. It is conducted as a normal move with the unit moving up to ½ its allowance to the side and an equal amount forwards. It is possible to combine an incline with forward movement. For example a unit rolling a 3 and a 4, giving it a movement allowance of 70 yds, may elect to incline 60 yds (30 sideways and 30 forwards) then move the remaining 10 yds forwards. It is not possible, however, to do this the other way around and move more to the side than forwards. No penalties.

Side step/Step back. This is only allowed by A-D Grade foot in line. It is conducted instead of a normal move, by moving up to 20 yds back or sideways (no dice required). One or two stands of a unit may step back while the rest remain in place in order to refuse a flank. Takes 1 full move.

Mount/Dismount. Only allowed by traditional style dragoons. Replace the mounted troops by figures on foot (or visa versa). Takes ½ move and 1 DP if under fire. Dismounted dragoons should have a horse-holder marker placed at where they dismounted to indicate their status the location of their mounts. Horse-holder markers may either stay in that location or withdraw up to 120 yds to a safer place. The horses may not move again on their own. In order to remount the dragoons must be within 20 yds of the horse-holder marker,

Passage of Lines. No penalty if passing through guns. Also no penalty if none are routing and one remains stationary and did not fire in the turn another unit moves through. Otherwise this causes 1DP to be incurred by each formed unit involved.

Passing a gap. Units in line wishing to pass through a gap narrower than their frontage must either:

> Reduce frontage by up to half, pass through, then expand immediately back to original formation. This incurs 1 DP if within 120 yds of enemy and reduces move foot move by ½ ; or

> Change formation into march column or assault column then pass through.

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

When ½ move is specified the unit must roll the dice then divide the total allowance by two rather than halving the number of dice being rolled.

Giving Fire

Eligibility to Fire. Foot in line, unlimbered guns, and dismounted dragoons may normally open fire in the musketry phase on targets to their front which are in range. Pike-armed foot, other foot designated as having hand-to-hand weapons only (including fixed plug bayonets), troops carrying fascines, troops in assault or march column and unformed foot (but not unformed dismounted dragoons), may not give fire in the musketry phase.

Targets must be to the firers front and within 45° of centre for foot or guns. Dismounted dragoons (as they are unformed have no facing) may shoot all-round. Where several possible targets are available, troops must fire at the nearest, except that guns which are under control of their leader may choose to engage a priority target rather than the nearest one. Howitzers and mortars may fire indirectly, otherwise targets must be in line of sight.

Pistol fire by cavalry and close range musketry is taken into account in the Combat Phase.

Once a unit fires, a piece of cotton wool is placed in front of it to remind players that it fired this turn and may not move later. This does not apply to dismounted dragoons who may fire and move. Enemy bases within 20 yds of friends are not eligible as targets.

Ranges	Maximum Range	Effective Range	Close Range
Heavy Gun	720 yds	360 yds	120 yds
Field/Battalion Gun	480 yds	240 yds	120 yds
Musketry	120 yds	-	40 yds

Guns. Roll 1 D6 per gun, modified as below:

Heavy Gun	+1	Target column, limbered or enfilade*	+1
Battalion Gun	-1	Target in fortifications	-2
Each DP on firing guns	-1	New Target	-1
Target beyond effective range	-1	Same target and range	+1
Indirect fire	-1	**Results:**	

Results:

Close Range: 2-3 = 1 DP; 4+ = 2 DPs

Effective Range and Beyond 4+ = 1 DP

Indirect Fire. Select the intended target within range. If a DP is inflicted and there are other enemy units within 60 yards there is a 50% chance they are hit rather than the intended target. If several units are within 60 yds roll a die to determine which one takes the hit. If indirect artillery fire fails to inflict any DPs, there is a chance of collateral damage on any friendly troops within 120 yds. Roll a D6 and if the result is 1 or 2 the closest friendly unit within 120 yards takes a DP instead of the intended target.

Musketry beyond close range:

Roll 1 D6 per stand able to fire, minus DPs on the unit.
Roll 1 additional D6 per battalion of new style foot (see p4. A unit of 2 battalions, therefore, would roll two extra dice. If the whole unit is not in range roll the extra die only if the command stand is in range)
Halve dice if target is in hard cover or fortifications (round up)
Halve again if the firers are dismounted dragoons (cumulative with above)

Results: 6 = 1 DP

All DPs from fire have immediate impact. Therefore DPs from previous phases and from units which fired first are taken into account when a unit fires.

Charges & Close Fire

Types of Combat. Combat is results either from a cavalry charge with swords or foot coming into close musketry range (40 yds) of an opponent.

Charges. A charge is a deliberate move into contact with the enemy with the intention of settling the issue hand to hand. It is an additional move and may be made even by those who moved during the Move Phase. At the start of the Combat Phase, each player must declare which of his units will initiate a charge. This is done in turn, starting with the player who has initiative. After both players have made their declarations, determine charge responses and roll dice to determine charge movement. Players may not voluntarily cancel previously declared charges, nor add new ones, based on their opponents charge responses or the result of their movement dice. Normally only cavalry who are not in column may charge. A charge may be declared at any distance from the enemy but distance will be determined my the move dice. Any number of units may be combined into a single body for a charge. For example two units of cavalry may combine into a two-deep block to charge together. If they do this both units will be bound by the combat result and they will both take the appropriate number of DPs.

Close Fire. Before the full development of the bayonet charge, units of foot would rarely close to actual contact with enemy. Rather, they would fire away at very close ranges until one side gave ground. Consequently foot may not charge. Once a foot unit has advanced to within 40 yds of enemy to their front during their movement phase, they are considered to be engaged in close fire which is worked out as combat rather than musketry.

Optional Rule for Swedish Foot. In the Great Northern War, Swedish foot behaved with much greater aggression than others. In some instances after firing a volley they would drop muskets, draw swords and charge into close combat. To represent this, Swedish foot may charge enemy foot who are within 60 yds to their front.

Charging *à l'outrance*. Charging *à l'outrance* represents a charge with swords only without pausing to fire pistols. It gives greater initial impetus in combat but makes the unit liable to greater disruption from enemy fire if it does not succeed. Only hussars and new style cavalry have the option of charging *à l'outrance* (see p4).

Charge Move. To conduct a charge from beyond 20 yards a unit must roll at least one move die and must move up to the maximum rolled or into contact, taking any DPs for fatigue and disorder up to the maximum of 3 DPs. The charging player declares how many dice he wishes to roll and may not later add more if he fails to contact. The full distance rolled must be moved until contact is made. The move must be directly to the front. Any wheels or other manoeuvre must have been completed in the previous movement phase.

Failure to contact. If the chargers fail to contact they may move normally the following turn. However they must take a control test and if they get other than an 'act as player wishes' result they must attempt to charge again.

Counter-charge. Cavalry may counter-charge if charged. This is done by moving directly forwards to meet the chargers half way. They must decide whether or not to counter charge after their charging opponent declares how many dice he will use for his charge move but before the dice are actually rolled. If they decide not to countercharge and the chargers reach them, they receive the charge at the halt. Otherwise units receive the charge at the halt. Counter-charging units must also roll move dice and take any DPs into account.

Evade. Hussars and other unformed cavalry who are charged also have the option of making a full fast move away from the chargers to *evade* contact (even if they moved in the movement phase). This costs them 1 DP.

Stand to Receive. Foot who stand to receive a charge from over 60 yds away may step-back and end stand or about face to to refuse a flank or meet a charge from the rear.

Combat Resolution:

Civilians who come into combat are automatically *routed*. Limbered guns are abandoned.

In other cases combat is worked out as follows:

Roll 1 D6 for charging units, 1 AvD for others. Add or subtract the following:

+2	A Grade
+1	B Grade
-1	D Grade
-2	E Grade
+1	leader inspiring (+1 for each inspire action, maximum +2)
+1	advantage of ground such as uphill or defending the edge of a town or wood
+1	defending fieldworks, +2 if fortifications (in addition to advantage of ground if appropriate)
+1	if charging or pursuing
+2	if charging *à l'outrance* against cavalry only; or if cavalry pursuing
+1	If traditional style cavalry in deeper formation than cavalry opponent
+1	Foot who did not fire in the musketry phase, unless charging*
-2	Foot or guns who moved this turn, or with unfixed plug bayonets, charged by cavalry
-2	if contacted in the flank or rear by formed enemy charge originating from behind the flank
-2	if unformed; or in march column; or only guns without other friendly troops in combat
-1	each DP or casualty
-1	outnumbered
-2	outnumbered 2:1
-3	outnumbered 3:1+

*This gives an advantage to troops who reserve fire for a close range fire fight. It does not apply to troops with fixed plug bayonets or those in assault column as they cannot give fire. It also does not apply to charging Swedish foot.

All factors are cumulative (except for outnumbering). For example, a unit charging *à l'outrance* gets +1 for charging and another +2 for charging *à l'outrance* (unless charging foot). Likewise a cavalry unit pursuing gets a total of +3: +1 for pursuing; and another +2 for cavalry pursuing. On the other hand, a unit which is outnumbered 2:1 gets a -2 only.

Outnumbered. To calculate numbers count all cavalry bases in direct contact with enemy plus two bases extending out on either flank. For foot, dismounted dragoons and guns, count all bases within 40 yds of enemy to their front and out to 45º from the flanks.

All full bases normally count equally. In other words, one cavalry base counts the same as one foot or gun base. Bases of pikemen, however, count double if facing cavalry or if in the front rank of an assault column but do not count at all if facing foot, dismounted dragoons or guns. Bases of dismounted dragoons count half in all circumstances. Limbered guns and civilians do not count at all.

Foot in assault column count all the first and second ranks and half the third and fourth ranks if they are advancing. Others count only the front rank.

Greater Depth. Traditional cavalry get an advantage if in a deeper formation as the rear ranks can ride up and fire pistols.

Multiple Unit Combats: Roll a die for each unit, total *all factors for all units* and divide by the number of units in the combat.

Combat Results

Compare the difference between the total scores of each side and take the following results:

+7 Breakthrough	**0 DPs**	C-E Grade troops must *pursue*. Others may take *any permitted after combat action*. Cavalry who elect not to pursue take 1 DP.
+4/6 Victory	**1 DP**	C-E Grade troops must *pursue*. Cavalry who charged and failed to defeat foot (-5/-7 result) must *retire.* Others *take any permitted after combat action*.
+2/3 Success	**1 DP**	Cavalry who charged foot *retire*. Dismounted dragoons, duns, and foot facing cavalry *remain in place.* Cavalry who charged only guns *ride-through*. Others take any permitted after combat action.
+1/-1 Inconclusive	**1 or 2 DPs**	Cavalry who charged foot *retire*. Foot, guns and dismounted dragoons *remain in place*. Cavalry who charged *à l'outrance* against guns or a single rank of enemy cavalry, *ride-through*. Other cavalry or in other circumstances *remain in place* or *retire*. Take **2 DPs** if charged *a l'outrance* or in assault column. Otherwise take **1 DP.***
-2/-4 Driven Back	**2 DPs**	Foot, dismounted dragoons and guns charged by cavalry only *remain in place*. Others *retire* (guns in this case, are abandoned but crew not killed). Cavalry who charged foot also 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*.

*The extra DP accounts for those closing with cold steel taking fire on the move in.

Abandoned Guns may be *spiked* by foot or dismounted dragoons as long as there are no formed enemy within 40 yds. This is done by remaining in contact with the gun for 1 turn (place a spiking marker by the unit). Abandoned guns remain in place and if not spiked, may be brought back into action by the gun crew returning if no formed enemy are within 40 yds and the crew were not killed. Abandoned limbered guns may be taken over and driven off if the enemy detach one base to do so. If guns are deployed up to 20 yds in front of friendly foot, the crews will automatically abandon the guns and seek refuge with the supporting foot as soon as enemy come into combat with the foot. They may re-crew the guns if the enemy are driven off.

Actions Resulting from Combat.

All units in combat must take one of the actions listed on the following page. These are conducted immediately with the losing unit moving first.

In an inconclusive action where there is more than one one option, the player who had the lowest result must decide first. If the result was equal the player who had initiative decides second.

A unit able to "*take any permitted after combat action*" may choose either to remain in place or to pursue an opponent who routed or retired. Cavalry may also opt to retire and foot may opt to *take the position* abandoned by retiring or routing enemy.

Remain in place. Take no action. If both sides remain in place then the combat continues the following turn.

Take the position. Move forward to occupy a position abandoned by retreating or routing enemy and remove 1 DP. Only allowed by foot or dismounted dragoons.

Ride-through. Move forwards, through the enemy position, a full 2 or 3 dice (player's option). End facing the nearest enemy threat and remove 1 DP. If there is no space for the ride-through 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. If a unit rides through and encounters new enemy or impassable terrain, it will halt beyond 20 yds.

Retire. Move back a full fast move, unformed, with maximum dice. Add 10 yds for each die rolled on the initial move only. They may halt short of the full move once behind other formed friends, fortifications or obstacle. Next move phase they may either continue to retire unformed or remain in place to change formation back into line or column.

Units unable to retire due to impassable terrain or enemy troops, remain in place and receive 1 DP. If a unit of multiple battalions or squadrons is only partially blocked it must split so that the part of the unit which is blocked remains in place as above and the remainder keep retiring. (see Splitting Units p14) Retiring units caught by pursuers are automatically routed after the pursuers get their free hack (see Pursue below).

Rout. Move back a full fast move, unformed, with maximum dice until behind formed friendly foot or cavalry, or terrain obstacle, or 240 yds from enemy. Add 10 yds for each die rolled on the initial move only. Subsequent rout moves are made during opponents move phase as long as the opponent is still pursuing in order to keep routers and pursuers moving together. A routing unit loses one casualty for each such subsequent rout move.

If the routers pass a control test with an *act as player wishes* result, they may rally and change formation back into line or column. Units unable to move due to impassable terrain or troops, remain in place, receive 1 casualty and will surrender to any enemy within 40 yds. Routing units will split in the same way as retiring units in such circumstances.

Pursue. Make a full fast move, unformed, in an attempt to remain in contact with opponents who retired or routed. Pursuers encountering new enemy immediately charge into them, the opponent may countercharge if cavalry. Pursuers who catch routing or retiring units get an immediate *free hack*. This is worked out by rolling a D6 for every pursuing stand in contact with the enemy, inflicting 1 casualty for every 4+ rolled. Pursuers of multiple battalions or squadrons who are only partially blocked by terrain or enemy will split with the blocked part halting and the remainder carrying on in pursuit.

Definitions

The following words have precise meanings:

Abandoned Gun. A gun whose crew has sought refuge with a supporting unit or which retired or routed as a result of close fire or combat. A gun crew marker should be placed with the retiring unit and if the gun is not spiked the crew may later come back and bring the gun back into action.

Advantage of Ground. A situation where a unit has an obvious terrain advantage over it opponent. This might be being uphill, behind a minor obstacle or defending the edge of a town or woods etc.

Any Permitted After Combat Action. A Combat result in which the player may choose to remain in place or to pursue an opponent who routed or retired. Cavalry may also opt to retire and foot may opt to *take the position* abandoned by retiring or routing enemy.

Attached. A leader is attached if he is in base to base contact with a unit under his command. He moves with that unit and is bound by all fire and combat results. Attaching and detaching may only take place in the command phase.

Base. A piece of card, magnetic strip or similar material of standard size, mounting a group of figures. **Half bases** may be used by battalions that fire by platoons. These count as full effect for firing but do not count towards numbers in combat.

Base to base contact. Normally this means the bases of each unit are in physical contact. However, for aesthetic reasons and to make it easier to distinguish between units, there may be a gap of up to 10 yds between units.

Battalion. A grouping of 400-1200 infantrymen represented by 2-6 bases. Normally individual battalions will not act as a single unit but rather be combined into a unit of 2 or more battalions forming a line of a Brigade. Individual battalions may however be split off to act independently. Most battalions were normally all musket armed but some, in the early period also still contained a small number of pikemen. This is best represented with a single base of pikes in the centre with musketeers on both sides.

Breach. A gap in fortifications.

Brigade. A grouping of several units commanded by a Brigadier.

Casualty. A permanent reduction in a unit's strength by the removal of a base.

Cavalry. An inclusive term for horse, mounted dragoons and hussars. It does not include dismounted dragoons.

Charge. A deliberate move intended to close to hand to hand combat with the enemy. May only be conducted by cavalry or by Swedish foot.

Charge *à l'outrance.* Cavalry units closing with swords without firing pistols. New style horse and dragoons may chose to do so. Others may not.

Close Fire. Fire between units of foot or dismounted dragoons within 40 yds of each other. It is essentially close combat for foot where they blast away at each other at very close range until one gives ground.

Column. Includes march and assault columns. **March column**: a marching formation only. **Assault column:** a special offensive formation adopted by foot to assault a breach in fortifications or built up areas.

Cover. Terrain features such as woods and towns which restrict visibility. **Hard Cover** is cover which also provides protection from fire such as solid barricades and fieldworks

Command Reach. The distance over which a leader may control his troops: 60 yds for Brigadiers and Generals; 120 yds for a Marshal.

Controlled Troops. Units which are being controlled by a leader within command reach who took a control action.

Converged Grenadiers. A unit made up by taking the grenadier companies from each battalion and forming them together as an elite unit.

DPs. Temporary *death, disorder and desertion points* used to record a unit's strength and morale

Dragoons.   Second rate cavalry mounted on inferior horses. They usually fight mounted but traditional style dragoons may dismount to fight on foot.

Evade. A move to avoid a charge. It may only be made by hussars.

Fortifications. Earthworks, stone walls, parapets and other relatively strong defences that offer good protection from fire.

Fieldworks. Hasty improvised barricades that provide a defensive barrier.

Fighting Styles. *Traditional Style:* Deep, narrow formations with foot firing by rank and cavalry discharging pistols before closing, charging at the trot. *New Style:* Shallower, wider formations with foot firing by platoon and horse (as well as some later dragoons) able to charge *à l'outrance* with swords only.

Flank. The side of a formed unit. To count as having been '**charged in the flank**' the enemy charge must have originated from *behind* the flank and some of the stands of the charging unit must have started their charge move from behind the flank. Unformed units do not have flanks as they can face all-round.

Foot. Troops who always fight on foot. Does not include dismounted dragoons or civilians.

Free Hack. A quick calculation in which pursuers inflict casualties on routing units they have contacted.

Halt. Remain in the same location but may fire and change formation or direction. A unit required to halt should have a marker placed beside it to remind players that it may not move normally.

Horse. Regular troops who fight on horseback. Does not include dragoons or hussars.

Hussars. Irregular light cavalry.

Leader. A generic term for all leaders: Brigadiers, Generals and Marshals.

Line of Sight. A direct line from the unit in question to a specific point unblocked by intervening troops or terrain.

Morale DPs. These are DPs caused by retiring, routing, and destroyed friendly units or generals. They cannot be removed by re-dressing ranks in the same turn that they were acquired.

Obstacles. Any linear structure or terrain feature which could impede movement, This includes rivers, streams, ditches, fortifications etc.

Orders. General instructions given to each brigadier. Individual units do not require orders.

Re-dress ranks. The removal of DPs by a unit which remained stationary and not in combat.

Spike. Making guns inoperable by driving a spike into the touch hole.

Squadron. A grouping of 1-200 cavalry represented by 1 or 2 bases. They very rarely would act as a single unit but rather be combined into a larger unit of 2 or more squadrons. Individual squadrons or groupings of squadrons may however be split off to act independently.

Stationary. This means not moving and not changing formation or direction. It does not preclude firing.

Take the Position. An option open to foot in some circumstances after combat. It allows the unit to advance to occupy a position abandoned by retiring or routing enemy.

Unit. A tactical group operating as a single entity. It is made up of several battalions of foot or Squadrons of cavalry.

Wing. A grouping of several brigades, commanded by a General.