

Close Fire & European Order Quick Reference Sheet

Sequence of Play

Artillery Fire. Guns may fire.

Musketry. Musketry at targets beyond close range.

Command Command actions and take control tests.

Movement Move troops that did not fire. Must halt at 20 yds from enemy to front. Dismounted dragoons may fire and move.

Combat Phase. In the following order:

- declare and execute charges and responses;
- resolve all hand to hand combat and close fire;
- conduct any resulting moves
- **Morale Phase.** Redress ranks. Assign DPs for morale.

Move Distances:

Normal Move:

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 cavalry, 6 if in assault column. 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 move 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.:

Lower grade routing/destroyed in 120 yds = 1 DP

Equal/higher grade foot retiring in 120 yds = 1 DP

General or Marshal killed/routing in 120 yds = 2 DPs

Equal/higher routing/destroyed in 120 yds = 2 DPs

Ride-through enemy after combat = -1DP

Advance to take the position after combat = -1DP

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 Brigadier/General (120 yds of Marshal), unless:

- leader attached
- in base to base contact with a controlled unit of the same Brigade and will conform to its movement.
- If within 60 yds, directly behind a controlled unit of the same Brigade, 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 A/B Grade

Results:

2- = Continue rout/pursuit/charge. 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
Field/Bn Gun	480 yds	240 yds	80 yds
Musketry	120 yds	-	40 yds

Musketry: 1 D6 per stand shooting -DPs on firing unit.

Halve dice if target in fortifications.

Halve again if firers are dismounted dragoons

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	Bn Gun	-1

Effective Range and beyond: 4+ = 1DP

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

Indirect Fire: 50% chance other enemy hit if any within 60 yds of target. If no DPs inflicted check to see if friends within 120 yds hit instead. 1-2 on D6

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 inspire to max +2)

+1 advantage of ground

+1 defending fieldworks; +2 if fortifications

+1 charging, pursuing

+2 charge à l'outrance v cavalry, or cavalry pursuing

+1 traditional style cavalry deeper formation

+1 Foot did not fire in musketry phase unless charging

-2 Foot/guns who moved, charged by formed cavalry

-2 charged in the flank/rear by formed

-2 Unformed, in march column or guns alone

-1 Each DP and casualty

-1 Outnumbered

-2 Outnumbered 2:1+

-3 Outnumbered 3:1+

Combat Results

+7 Breakthrough	0 DPs	C-E Grade <i>pursue</i> . Others take <i>any permitted after combat action</i> . Cavalry who elect not to pursue take 1 DP.
+4/6 Victory	1 DP	Cavalry who charged and failed to Defeat foot <i>retire</i> . Other C-E Grade cavalry <i>pursue</i> . Others take <i>any permitted action</i> .
+2/3 Success	1 DP	Cavalry charged foot <i>retire</i> . Foot/guns/dismtd dragoons facing cavalry <i>remain in place</i> . Cavalry charged guns <i>ride-through</i> . Others any permitted action.
+1/-1 Inconclusive	1 or 2 DPs *	Foot/guns/dismtd dragoons remain in place. Cavalry that charged foot <i>retire</i> ; charged à l'outrance v single rank cavalry or guns only <i>ride-through</i> ; otherwise remain in place or <i>retire</i> . *2 DP if charged a <i>l'outrance</i> or if in assault column. Otherwise 1 DP.
-2/-4 Driven Back	2 DPs	Foot/guns/dismtd dragoons charged by cavalry only <i>remain in place</i> . Others <i>retire</i> (Guns abandoned). Cavalry charged foot take a casualty .
-5/-7 Defeat	2 DPs, 1 casualty	Guns abandoned and crew killed. Others <i>retire</i> .
-8 Break	3 casualties	Guns abandoned and crew killed. Others <i>rout</i> .

Movement after Combat

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

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 and remove 1 DP. 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. Remove 1 DP.

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.