

CFEO 17th C Quick Reference Sheet

Sequence of Play

Artillery Phase: Guns may fire.

Give Fire: Other firearms may fire.

Command: Command actions and control tests.

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

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:

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: 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, If only one may no longer influence. Second wound = killed.

5-6 = Near miss. No effect

Remove DPs

if did not fight combat or took DPs from artillery fire:

A1: 1 if stationary. +1 if beyond 40 yds

A2, B & C: 1 if stationary

D & E: 1 if stationary, beyond 40 yds & not under fire.

Morale DPs

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

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 the lead unit.

Must always test if charged last turn and failed to contact or wishing cease rout, pursuit, or looting

Roll 1 AvD A1 & B Grade, D6 others:

+1 if in rout, pursuit, looting or charging

+/-1 if leader attached

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
Musketry	120 yds	-	40 yds
Cavalry	40 yds	-	-

Musketry/pistols: 1 D6 per stand -1 die per DP on shooting unit. Halve dice if target in hard cover, round up

Results: 5-6 = 1 DP if formed foot shooting at close range.
6 = 1 DP otherwise

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

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 defending fortifications in addition to above
- +1 charging, pursuing or took position last turn.
- +1 charge à l'outrance, or cavalry pursuing
- +1 deeper formation (not combined with à l'outrance)
- +1 cuirassiers fighting other cavalry
- 2 if foot moved, charged by cavalry
- 2 if foot with no pikes/bayonets, charged by 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 2:1; -3 if 3:1+

Combat Results

+7 Breakthrough	0 DPs	A2, 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 infantry <i>retire</i> . Cavalry who charged only guns or unformed infantry ride-through. Other A2 & C-E Grade cavalry <i>pursue</i> . Others take <i>any permitted action</i> .
+2/3 Success	1 DP	Cavalry who charged formed infantry retire. Infantry facing cavalry remain in place. Cavalry who charged only guns or unformed infantry ride-through. Others take <i>any permitted after combat action</i> .
+1/-1 Inconclusive	1 DP	Cavalry who charged formed infantry retire. Infantry 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 charged by cavalry only, remain in place. Other formed infantry fall back. Others retire. Guns abandoned, crew not killed Cavalry who charged infantry take a casualty .
-5/-7 Defeat	1 casualty	Guns abandoned and crew killed. Others <i>retire</i> .
-8 Break	2 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 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. Break if caught by pursuers.

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.

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, following 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.