**Chesterfield Old Boys**

**COBs ITGM**

**Deluxe Version**

**Fast Play**

**Version 8b(ii)**

**(October 2017)**

Period Sequence

|  |  |
| --- | --- |
| 1 | Compulsory Moves (Retiring Brigades then Individual Units) |
| 2 | Declare Charges & Counter charges – Measure distance & check they are possible |
| 3 | Check chargers Morale. (Units that fail Morale will remain halted) |
| 4 | Defenders Test to Receive chargers |
|  |  Defenders that fail morale make the appropriate compulsory move |
|  |  Chargers who no longer have a target make their compulsory move |
| 5 | Move chargers to the point they receive fire or into melee |
| 6 | Initiative check for movement |
| 7 | Normal movement, by brigade |
| 8 | Skirmish Fire |
| 9 | Artillery Fire |
| 10 | Volley Fire (Determine the defenders range of fire against chargers at this point) |
| 11 | Check Chargers Morale if Casualties have been inflicted (Left to Right / Front to Back) |
| 12 | Resolve Cavalry break through attempts (Left to Right / Front to Back) |
| 13 | Resolve Melees |
| 14 | Morale checks and Rally attempts (Right to Left / Front to Back) |
| 15 | Brigade Morale Checks |

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| Compulsory Moves |
| 1 | Retiring Brigades |
| 2 | Individual Units |

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| Infantry Charge Notes |
| Proximity of General to Order a Charge | 12” |
| Distance to Receive Fire : Versus Foot | 3” |
| Distance to Receive Fire : Versus Art | 6” |
| Min distance to count as Charging | 2” |
| Pre charge Wheel Distance | 2” |
| Distance lost to Counter Charge | ¼ |

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|  | Cavalry Charge Notes |
|  | Proximity of General to Order a Charge | 18” |
|  | Distance to Receive Fire : Versus Foot | 6” |
|  | Distance to Receive Fire : Versus Art | 12” |
|  | Min distance to count as Charging | 4” |
|  | Pre charge Wheel Degree | 45 |
|  | Distance lost to Counter Charge | ¼ |

**Charges – General Notes**

1. Units must be able to see the unit to declare a charge
2. Proximity of General to charge
	1. Cavalry 18” (Exception to this would be if at the end of melee a unit Rallies on the spot)
	2. Units do not need a General within proximity to declare Counter Charges (Inf / Cav)
3. Pre Charge Movement
	1. Cavalry may wheel up to 45 degrees before the charge, they must then move in a straight line
	2. Infantry may wheel up to 2”
		1. 1st class and above at full speed, 2nd Class & Militia at half speed
	3. Any movement spent wheeling is deducted from a units charge distance
	4. Min move distance to ‘Count as Charging’ is measured from the when a unit moves in a straight line
4. Infantry Brigade Charge – More than 1 unit of the same Brigade charges the same target
	1. 1 combined Morale check is taken (As per the ‘Combined Melee’)

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| INITIATIVE CHECK | Each player rolls a D6, add together and the higher chooses to take or give away the Initiative |

**Movement – General Notes**

1. Movement is by Brigade, alternate by each side
	1. Each commander on the side with the Initiative will all move a Brigade
	2. Then each commander on the side without the Initiative will all move a Brigade
	3. Sequence A and B are repeated until all movement is complete.
2. Proximity of Units to Generals
	1. No Infantry unit may voluntarily move outside 18” of its Brigade commander
	2. No Cavalry unit may voluntarily move outside 36” of its Brigade commander
		1. Exception being ‘Rally on the Spot’
	3. If a unit finds itself outside this range it must make all attempts to move back into range, as soon as practical

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| **MOVEMENT DISTANCES** |
| INFANTRY | Line | Column | Square | Retreat | Rout |
| Normal | Charge | Normal | Charge |
| Guard & Elite | 6” | 10” | 8” | 12” | 2” | 10” | 12” |
| Veteran & 1st Class | 4” | 8” | 6” | 10” | 2” |
| 2nd Class  | 4” | 8” | 6” | 10” | - |
| Militia | 3” | 7” | 6” | 10” | - |
| CAVALRY | Line | Column | Retire | Return to Lines | Turn & Flee |
| Normal | Charge | Normal | Charge |
| Cuirassier & Heavy | 8” | 21” | 10” | - | 21” |
| Light & Guard Heavy | 10” | 24” | 12” | - | 24” |
| Guard Light & Cossack  | 12” | 27” | 14” | - | 27” |
| ARTILLERY | Normal | Manhandle |  | NB - INFERIOR MountsDeduct 4” from charge Move |
| Line Foot Batteries | 6” | - |  | Skirmishers | 8” |
| Line Horse Batteries | 10” | 3” |  |
| Elite Foot Batteries  | 8” | - |  | Generals & Staff | 27” |
| Elite Horse Batteries | 12” | 3” |  |
| COLUMN OF MARCH | Infantry | Cavalry | Horse Art | Foot Art | Road | NB Road move must start & end on the road in C of M |
| 12” | 16” | 16” | 12” | + 6” |

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| **TERRAIN** |
| Type | Effect | Infantry | Skirmishers | Cavalry | Artillery | Cossacks | Cover |
| Closed Wood | Movement | ½ Speed | Normal | X | X | ½ Speed | Hard |
| Unformed | Yes | No | Yes |
| Open WoodOrchard | Movement | Normal | Normal | ½ Speed | ½ Speed | Normal | Soft |
| Unformed | No | No | Yes | Yes | No |
| Marshland | Movement | ½ Speed | ½ Speed | X | X | X | None |
| Unformed | Yes | No |
| Dense Ground | Movement | ¾ Speed | Normal | ½ Speed | ½ Speed | ¾ Speed | Soft |
| Unformed | No | No | Yes | Yes | No |
| Broken Ground | Movement | ½ Speed | Normal | X | X | X | Soft |
| Unformed | Yes | No |
| Cross Linear Obstacle | Movement | -2” | Normal | X | X | X | SoftHard |
| Unformed | Yes | No | (Loose 1:4) |
| Enter Village | Movement | Full Move | 0” | X | X | X | X |
| Unformed | Yes | No |
|  |  |  |  |  |  |  |  |
| Steep Hills | Up / Down | -2” | -2” | -4” | X | -2” | X |
| Normal Hills | Up | -1” | -1” | -2” | -2” | -2” | X |
| Building | In / Out | X | Full Move | X | X | X | Hard |
| Visibility | Closed Wood | Open Wood | Walls - Band | Hedge Band | Village |
| 4 “ | 8” | 4” | 8” | 4” (Unless Fired) |
| Prohibited Ground: Is ground that your Troops have Retreated, Routed or Fled over and Ground were troops have Dispersed or been Cutdown. It cannot be moved over for One Period. |

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|  |  | **FORMATION CHANGES** |
|  |  | About face | Formation  | Formation | Wheel  | Form Square |
|  |  | Deduct | Times in Turn | To Front | And Face |  |  |
| INFANTRY | Veteran & Above | -1” | x 2 | ½ a Move | Full Move | Normal Speed | Full Move |
| 1st Class | -1” | x 1 | ½ a Move | Full Move | Normal Speed | Full Move |
| 2nd Class & Militia | -2” | x 1 | Full Move | X | Half Speed | Full Move |
| CAVALRY | Elite & Guard | -2” | x 2 | ½ a Move | Full Move | Normal Speed |  |
| Line | -2” | x 1 | ½ a move | Full Move | Normal Speed |  |
| Militia | -4” | x 1 | Full Move | X | Half Speed |  |
| ARTILLERY |  | MH | Unlimber | Limber | Max Rate of Fire | Unlimber on spot & Fire |
| Light 4 – 6 lb | 3” | ½  | ½  | X 2 | Yes x 2 |
| Heavy 6 – 9 lb | - | ½  | ½  | X 1 | Yes x 1 |
| 12 lb | - | Full | Full | X 1 | No |
|  |
| **Passage of Lines (Interpenetration) : For Normal Movement** |
|  | Passing Through |  |
| UNIT | Skirmishers | Infantry | Cavalry | Artillery | Able To Charge Through |
| Skirmishers | Yes | Yes | Yes | Yes | None |
| Infantry | Yes | No \*\* | No | Yes \* | Skirmishers if within 4” |
| Cavalry | Yes | No | No | Yes \* | None |
| Artillery | No | No | No | No | None |
| \* | The Artillery may not fire & the unit passing through becomes Unformed for the period |
| **\*\*** | Infantry in Line may pass through another line if the ‘Passed through unit is at Bracket 3 or greater.Only units of 1st class line or above are allowed to do this - Both Units will be unformed |

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| **Artillery Actions per turn** |
| Horse (3lb 4lb 6lb Light) | Move Limbered ½, Unlimber & Fire x 1  | Unlimber & Fire x 2 | Limber & Move ½  | Stationary, Fire x1 or x2 |
| Foot 6lb, 8lb, 9lb | Move Limbered ½ & Unlimber | Unlimber & Fire x 1 | Limber & Move ½ | Stationary, Fire x1 |
| 12lb | Move Full | Unlimber | Limber | Stationary, Fire x 1 |
| NOTE – Where allowed to fire twice, this is only Horse Battery’s not Foot (i.e. If Foot Artillery : Fire = x1) - Canister may only be fired once in a turn |

**ARTILLERY TABLES**

|  |  |  |
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|  | Range | Ball may target |
| Gun Type | Canister | Effective | Long Range | Target Class | Target Definition |
| 4 pdr & 6 pdr | 18” | 21” | 42” | A Class | 12 + figures wide & Villages |
| 8 pdr & 9 pdr | 21” | 24” | 48” | B Class | 6 – 11 figures wide, isolated buildings & squares |
| 12 pdr | 21” | 27” | 54” | C Class | 5 or less figures wide, artillery & skirmishers |
| Howitzer | 21” | 6” – 24” | 48” | To Hit Modifiers |
| Role 1d10 per gun model. The score or less required to hit | Elite / Guard Batteries | +1 | Being Charged | -1 |
| A class target | Auto | 9 | 6 | Militia Batteries | -1 | Howitzer, Licorne & Shrapnel | -1 |
| B class target | Auto | 8 | 5 |  |  | Firing at Earthworks | -1 |
| C class target | Auto | 7 | 3 |  |  | Horse Batteries firing twice (Ball) | -1 |
| Angle of fire | 22.5 Deg | 45 Deg |  |  | Unlimbered / Manhandled this turn | -1 |
|  |  |  |  |  | New Target & fired last turn (Ball) | -2 |

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| Artillery ‘Hit’ Points per Gun |
| Ball | 4 points |
| Shell (Howitzer & Licorne) | 5 points |
| Shrapnel (British Artillery only) | 5 points |
| Canister 4 & L6 pdr guns | 5 points |
| Canister Howitzer & Licorne | 5 points |
| Canister H6, 8, 9 & 12 pdr guns | 6 points |

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| Artillery Modifiers |
| All (4 or more) guns hit (Ball only) | +2 | Deployed Artillery | -2 |
| 6,8,9 pdr firing at a Column/Sqr | +2 | Hard cover (not Howitzer btry) | -4 |
| 4,6,8,9 pdr firing canister | +2 | Skirmishers | -4 |
| 12 pdr firing at a Column/Sqr | +4 |  |  |
| 12 pdr firing canister | +4 |  |  |
| All firing at Column of March  | +6 |  |  |
|  | ½ Casualties | When ‘Bombarding’ a village |

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| **Fire Restrictions** |
| No Friends within 3” of Target | Canister cannot fire if friends in fire arc | Overhead – No friends within 8” of Target / Btry frontOr the btry Front when firing to higher ground |
| Ball Can target 1 Unit or Multiple (Less than 2”) | Canister must be split over units in Arc |
| Full Base width required to the target |  |

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|  | **ARTILLERY CASUALTY TABLE** Roll 2d6 modified as above: |
| **Total artillery points on the target** |  | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** |  |
| **2** |   |   |   |   |   |   | 1 | 1 | 1 | \*2 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | **2** |
| **3** |   |   |   |   |   | 1 | 1 | 1 | \*1 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | **3** |
| **4** |   |   |   |   | 1 | 1 | 1 | \*1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 4 | 4 | **4** |
| **5** |   |   |   | 1 | 1 | 1 | 1 | 2 | \*2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | **5** |
| **6** |   |   |   | 1 | 1 | 1 | 2 | 2 | 2 | \*2 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | **6** |
| **7** |   |   |   | 1 | 1 | 1 | 2 | 2 | 2 | 3 | \*3 | 3 | 3 | 4 | 4 | 4 | 5 | **7** |
| **8** |   |   | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | \*3 | 4 | 4 | 4 | 4 | 5 | **8** |
| **9** |   | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | \*4 | 4 | 5 | 5 | 5 | **9** |
| **10** | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 4 | 5 | \*5 | 5 | 5 | 5 | **10** |
| **11** | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 5 | \*5 | 5 | 5 | **11** |
| **12** | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | \*3 | 4 | 5 | 5 | 5 | 5 | 5 | **12** |
| **13** | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | \*3 | 4 | 4 | 5 | 5 | 6 | 6 | 6 | **13** |
| **14** | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | \*3 | 3 | 4 | 4 | 5 | 6 | 6 | 6 | 6 | **14** |
| **15** | 2 | 2 | 2 | 2 | 3 | 3 | 3 | \*4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | **15** |
| **16** | 2 | 2 | 2 | 3 | 3 | 3 | \*3 | 4 | 4 | 4 | 5 | 5 | 6 | 6 | 6 | 6 | 7 | **16** |
| **17** | 2 | 2 | 3 | 3 | 3 | 4 | 4 | \*4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | **17** |
| **18** | 2 | 2 | 3 | 3 | 4 | 4 | 4 | 5 | \*5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | 7 | **18** |
| **19** | 2 | 2 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | \*6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | **19** |
| **20** | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | \*6 | 6 | 7 | 7 | 8 | 8 | 8 | **20** |
| **21** | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | \*7 | 7 | 8 | 8 | 8 | 8 | **21** |
| **22** | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | \*8 | 8 | 8 | 8 | 9 | **22** |
| **23** | 3 | 4 | 4 | 4 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | \*7 | 8 | 8 | 9 | 9 | 9 | **23** |
| **24** | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 7 | 7 | \*7 | 7 | 8 | 9 | 9 | 9 | 9 | **24** |
| **25** | 4 | 4 | 4 | 5 | 5 | 5 | 7 | 7 | 8 | \*9 | \*9 | 9 | 10 | 11 | 11 | 11 | 12 | **25** |
| **26** | 4 | 4 | 4 | 5 | 5 | 5 | 7 | 7 | 8 | \*9 | \*9 | 9 | 10 | 11 | 11 | 11 | 12 | **26** |
| **27** | 4 | 4 | 4 | 5 | 5 | 6 | 7 | 7 | \*8 | 9 | \*9 | 9 | 10 | 11 | 11 | 12 | 12 | **27** |
| **28** | 4 | 4 | 4 | 5 | 6 | 6 | 7 | \*7 | 9 | 9 | \*9 | 9 | 10 | 12 | 12 | 13 | 13 | **28** |
| **29** | 4 | 4 | 4 | 6 | 6 | 6 | 7 | 8 | \*9 | 9 | \*10 | 10 | 11 | 12 | 12 | 13 | 13 | **29** |
| **30** | 4 | 4 | 4 | 6 | 6 | 6 | 8 | 8 | 9 | \*9 | \*10 | 10 | 11 | 12 | 13 | 13 | 13 | **30** |
| **31** | 4 | 4 | 4 | 6 | 6 | 6 | 8 | 8 | 9 | 10 | \*10 | 10 | 11 | 13 | 13 | 13 | 14 | **31** |
| **32** | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 | 9 | 10 | \*10 | \*10 | 12 | 13 | 13 | 13 | 14 | **32** |
| **33** | 4 | 5 | 5 | 6 | 7 | 7 | 8 | 8 | 9 | 10 | \*10 | 10 | \*12 | 13 | 14 | 14 | 14 | **33** |
| **34** | 5 | 5 | 6 | 7 | 7 | 7 | 8 | 9 | 10 | 10 | \*10 | 11 | 13 | \*14 | 14 | 14 | 14 | **34** |
|  | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** |  |
| **COUNTER BATTERY FIRE** |
| If a "double" equal to, or less than the number of hits made is rolled a gun model is destroyed & 2 gunners killed. For example, 1 hit needs double 1, 2 hits needs a double 1 or a double 2 to destroy a gun & 2 gunners etc |

**SKIRMISHER, MUSKETERY & MELEE TABLES**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| RANGE | Musket | Rifle |  | **SKIRMISHER FIRE** |
| Short | 0” – 4” | 0” – 6” |  | 1 x D6 Per figure : Kill on 6 | 2nd Kill is an officer (Plus Re Roll = 6 for RTG) |
| Effective | 4” – 10” | 6” – 13” |  | Modifiers in Dice (D6) |
| Long | 10” – 16” | 13” – 20” |  | Vs Skirmishers/Art -1 | Vs Hard Cover -1 | Long Range -1 : Short Range +1 | Elite +1 |
| Measure Centre to Closest |  |  |

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| **MUSKETRY & MÊLÉE FIGURE INCREMENTS TABLE** |
| **Figs** | Militia | VetElite | Guard | **Fig**s | Militia | VetElite | Guard | **Figs** | Militia | VetElite | Guard | **Figs** | Militia | VetElite | Guard |
| **6** | 4 | 8 | 10 | **20** | 14 | 26 | 30 | **34** | 26 | 42 | 52 | **48** | 36 | 60 | 72 |
| **8** | 6 | 10 | 12 | **22** | 16 | 28 | 34 | **36** | 26 | 46 | 54 | **50** | 38 | 62 | 76 |
| **10** | 8 | 14 | 16 | **24** | 18 | 30 | 36 | **38** | 28 | 48 | 58 | **52** | 40 | 64 | 78 |
| **12** | 8 | 16 | 18 | **26** | 18 | 34 | 40 | **40** | 30 | 50 | 60 | **54** | 40 | 68 | 80 |
| **14** | 10 | 18 | 22 | **28** | 20 | 36 | 42 | **42** | 32 | 52 | 64 | **56** | 42 | 70 | 84 |
| **16** | 12 | 20 | 24 | **30** | 22 | 38 | 46 | **44** | 34 | 54 | 66 | **58** | 44 | 72 | 88 |
| **18** | 14 | 22 | 28 | **32** | 24 | 40 | 48 | **46** | 34 | 58 | 70 | **60** | 46 | 74 | 90 |

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| **Figures** | **MUSKETRY & MÊLÉE CASUALTY TABLE**  Roll 2d6 modified as below: | **Dice & Modifiers** |
|  | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** | **21** | **22** | **23** | **24** | **25** |   |
| **2** |   |   |   |   |   |   |   |   |   |   | 1 | 1 | 1 | \*1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | **2** |
| **4** |   |   |   |   |   |   |   |   | 1 | 1 | 1 | 1 | \*2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | **4** |
| **6** |   |   |   |   |   |   |   | 1 | 1 | 1 | 1 | \*2 | 2 | 2 | 3 | 3 | \*3 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | **6** |
| **8** |   |   |   |   |   | 1 | 1 | 1 | 1 | 2 | \*2 | 2 | 2 | 3 | 3 | \*3 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 5 | **8** |
| **10** |   |   |   |   |   | 1 | 1 | 1 | 1 | \*2 | 2 | 2 | 2 | 3 | \*3 | 3 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 5 | **10** |
| **12** |   |   |   | 1 | 1 | 1 | 1 | 1 | \*2 | 2 | 2 | 3 | 3 | \*3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | **12** |
| **14** |   |   | 1 | 1 | 1 | 1 | 1 | \*2 | 2 | 2 | 3 | 3 | \*3 | 4 | 4 | 4 | 4 | 5 | \*5 | \*5 | \*5 | \*6 | \*6 | \*6 | \*6 | **14** |
| **16** |   |   | 1 | 1 | 1 | 1 | \*2 | 2 | 2 | 3 | 3 | \*3 | 4 | 4 | 4 | 4 | 5 | \*5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | **16** |
| **18** |   | 1 | 1 | 1 | 1 | \*2 | 2 | 2 | 3 | 3 | \*3 | 4 | 4 | 4 | 5 | 5 | \*5 | 6 | 6 | 6 | 7 | 7 | 7 | 7 | \*8 | **18** |
| **20** |   | 1 | 1 | 1 | \*1 | 2 | 2 | 2 | 3 | \*3 | 4 | 4 | 4 | 4 | 5 | \*5 | 5 | 6 | 6 | 6 | 7 | 7 | 7 | \*7 | 8 | **20** |
| **22** | 1 | 1 | 1 | \*1 | 2 | 2 | 2 | 3 | \*3 | 4 | 4 | 4 | 4 | 5 | \*5 | 6 | 6 | 6 | 7 | 8 | 8 | 8 | \*8 | 9 | 9 | **22** |
| **24** | 1 | 1 | \*1 | 1 | 2 | 2 | 3 | \*3 | 4 | 4 | 4 | 5 | 5 | \*5 | 6 | 6 | 6 | 7 | 7 | 8 | 8 | \*8 | 8 | 9 | 9 | **24** |
| **26** | 1 | \*1 | 1 | 2 | 2 | \*3 | 3 | 4 | 4 | 4 | 5 | 5 | \*5 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | \*8 | 8 | 9 | 9 | \*10 | **26** |
| **28** | \*1 | 1 | 2 | 2 | 2 | \*3 | 3 | 4 | 4 | 5 | 5 | \*5 | 6 | 6 | 7 | 7 | 7 | \*7 | 8 | \*9 | 9 | 10 | 10 | 10 | \*11 | **28** |
| **30** | 1 | 1 | 2 | 2 | 3 | \*3 | 4 | 4 | 5 | 5 | \*5 | 6 | 6 | 6 | 7 | 7 | \*7 | 8 | 8 | 9 | 9 | 10 | 10 | 11 | \*11 | **30** |
| **32** | 1 | 1 | 2 | 2 | 3 | \*3 | 4 | 5 | 5 | \*5 | 6 | 6 | 6 | 7 | 7 | \*7 | 8 | 8 | 8 | 9 | 9 | 10 | 10 | 11 | \*11 | **32** |
| **34** | 1 | 2 | 2 | 3 | \*3 | 4 | 4 | 5 | \*5 | 6 | 6 | 7 | 7 | 7 | \*7 | 8 | 8 | 8 | 9 | 10 | 11 | 11 | 12 | \*12 | 13 | **34** |
| **36** | 1 | 2 | 2 | \*3 | 3 | 4 | 5 | \*5 | 6 | 6 | 7 | 7 | 7 | \*7 | 8 | 8 | 8 | 9 | 9 | 10 | 11 | 11 | \*12 | 12 | 13 | **36** |
| **38** | 2 | 2 | \*3 | 3 | 4 | 4 | 5 | \*5 | 6 | 6 | 7 | 7 | \*7 | 8 | 8 | 8 | 9 | 9 | 9 | 11 | 11 | \*12 | 12 | 13 | 13 | **38** |
| **40** | 2 | 2 | \*3 | 3 | 4 | 5 | 5 | \*5 | 6 | 6 | 7 | \*7 | 8 | 8 | 8 | 9 | 9 | 9 | 10 | 12 | 12 | \*13 | 13 | 14 | 15 | **40** |
| **42** | 2 | 2 | 3 | 4 | 4 | 5 | \*5 | 6 | 6 | 6 | \*7 | 8 | 8 | 8 | \*9 | 9 | 9 | 10 | 10 | 12 | 12 | 13 | 14 | 14 | 15 | **42** |
| **44** | 2 | 3 | 3 | 4 | 4 | \*5 | 6 | 6 | 6 | \*7 | 8 | 8 | 8 | \*9 | 9 | 9 | 10 | 10 | 10 | 12 | 13 | 13 | 14 | 14 | \*15 | **44** |
| **46** | 2 | 3 | 3 | 4 | \*5 | 6 | 6 | 7 | \*7 | 8 | 8 | 9 | \*9 | 9 | 9 | 10 | 10 | 10 | 11 | 13 | 14 | 14 | 15 | \*16 | 17 | **46** |
| **48** | 2 | 3 | 4 | \*5 | 5 | 6 | 7 | \*7 | 8 | 8 | 9 | 9 | 9 | 9 | 10 | \*10 | 10 | 11 | 11 | 13 | 14 | 15 | \*16 | 16 | 17 | **48** |
| **50** | 3 | 4 | \*5 | 5 | 6 | 7 | \*7 | 8 | 8 | 9 | 9 | 9 | 9 | 10 | \*10 | 10 | 11 | 11 | 12 | 15 | 16 | \*17 | 17 | 18 | 19 | **50** |
| **52** | 3 | \*4 | 5 | 6 | 6 | \*7 | 7 | 8 | 8 | 9 | 9 | 10 | 10 | 10 | \*11 | 11 | 11 | 12 | 12 | 15 | \*16 | 17 | 18 | 18 | \*19 | **52** |
| **54** | 3 | 5 | 5 | 6 | \*7 | 7 | 8 | 8 | 9 | \*9 | 10 | 10 | 10 | 11 | \*11 | 11 | 11 | 12 | 13 | 16 | 18 | 18 | 19 | \*20 | 20 | **54** |
| **56** | 3 | 5 | 5 | \*6 | 7 | 8 | 8 | 9 | 9 | \*10 | 10 | 11 | 11 | 11 | \*12 | 12 | 12 | 13 | 13 | 16 | 18 | 18 | \*19 | 20 | 21 | **56** |
| **58** | 3 | 5 | \*6 | 6 | 7 | 8 | 9 | 9 | 10 | \*10 | 11 | 11 | 11 | 12 | \*12 | 12 | 13 | 13 | 14 | 17 | 19 | \*20 | 20 | 21 | 22 | **58** |
| **60** | 4 | 5 | \*6 | 7 | 8 | 8 | 9 | 10 | 10 | \*11 | 11 | 12 | 12 | 12 | \*13 | 13 | 13 | 14 | 14 | 18 | 19 | \*20 | 21 | 22 | 22 | **60** |
|  | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** | **21** | **22** | **23** | **24** | **25** |   |

If the Target is screened by Skirmishers, every 6th casualty should be taken from the Skirmish Screen

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| **MUSKETERY MODIFIERS** |  | **Notes** |
| Additions | Subtractions | ½ Casualties (Cum) |  | Min Figures required for a Volley | 6 Figs |
| Rested Muskets | +2 | Soft cover | -2 | Long range |  | Angle of Fire | 45 Deg |
| Column target | +3 | Hard Cover | -4 | Deployed Artillery |  | Time to Load : Musket | ½ a Turn |
| First Volley if Long Range | +2 | Unformed | -4 |  |  | Time to Load : Rifle | ½ a Turn |
| First Volley if Eff Range | +4 | Moved | -4 |  |  | Figures able to Fire | 2 Ranks |
| First Volley if Short Range | +6 | Skirmishers | -4 |  |  | Square fires per side (1 target only) | ¼ figures |
| Short Range | +4 |  |  |  |  | Village per Wall (1 target only) | As lining |
| Order of Fire - 1. Unobserved Troops 2. Stationary Troops 3. Moving Troops  |
| Troops must be formed to Fire a volley – Exception being when a unit is charged (An Unformed volley is permitted) or as noted in the Rules |

**CAVALRY v CAVALRY MELEE**

|  |  |
| --- | --- |
| TYPES OF CAVALRY | Die Increments |
| 1st Round | 2nd Round |
| Cossack | Par | Fights 1 Round Only |
| Militia Light | Lose 1 in 4 | Lose 1 in 4 |
| Militia Heavy | Par | Par |
| Line Light & Elite Light | Par | Par |
| Line Heavy & Elite Heavy | Gain 1 in 3 | Gain 1 in 3 |
| Line Lancer & Elite Lancer | Gain 1 in 3 | Lose 1 in 4 |
| Line Cuirassier & Elite Cuirassier | Gain 1 in 2 | Gain 1 in 3 |
| Guard Light | Gain 1 in 3 | Gain 1 in 3 |
| Guard Heavy | Gain 1 in 2 | Gain 1 in 3 |
| Guard Lancer | Gain 1 in 2 | Gain 1 in 4 |
| Guard Cuirassier | Gain 2 in 3 | Gain 1 in 2 |
| Guard Mameluke | Gain 1 in 2 | Gain 1 in 2 |
| Inferior Mounts loose 1 x D6 Per Sqd each Round | Superior Mounts gain 1 x D6 per Sqd each Round |
| Figures Able to Fight | 2 Squadrons | Up to 4 Squadrons (2 Additional) |
|  |  |  |
| **MELEE PROCEDURE CAVALRY v CAVALRY** |
| ROUND 1 | Procedure | Both sides role 1x d6 per figure plus increments for 1st Round. 6’s kill with the side killing the most winning the melee |
| Result | **Draw** |
| Fight a 2nd Round of MeleeBoth sides may Reinforce with up to 2 Sqds |
| **Looser** | **Winner** |
| Test Morale | OK | Fight 2nd Round of MeleeMay Reinforce with up to 2 Sqds | Fight 2nd Round of MeleeMay Reinforce with up to 2 Sqds |
| FAIL | Turn & Flee | Test Morale as Winner & Act as the result |
|  |  |  |  |  |
| ROUND 2 | Procedure | Both Sides role 1xd6 plus increments, 6’s kill with the side killing the most winning the melee |
| Reinforcing troops fight first adding increments for 1st round, casualties are removed from the original fighting Sqds |
| Any troops remaining from the original melee fight adding increments for 2nd Round, troops removed across all Sqds |
| Result | **Draw** |
| Both sides will ‘Return to own lines’ |
| **Looser** | **Winner** |
| Test Morale | OK | Return to Own Lines | Return to Own Lines |
| FAIL | Turn & Flee | Test Morale as Winner & Act as per the result |

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| Cavalry Caught at the Halt (Stationary) | Unopposed combat against them and then fight a normal melee phase |
| Cavalry caught in the flank or rear | Unopposed combat against them which will count as the first round of combat |
|  |  |
| Unopposed Combat Action | The attacking unit inflicts 1 in 4 (or part) casualties for the number of figures charging (All Sqd’s) |

**CAVALRY BREAKTHOUGH**

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| Charging Cavalry moves to fire point and receives fire (Inf role for range / Art fire canister ): If casualties are inflicted the cavalry check morale. |
| If the Morale test is passed they will move into contact with the infantry or Artillery – See below for Action & Result |

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| **CAVALRY SCORE REQUIRED TO BREAKTHROUGH INFANTRY** |
| Type of Cavalry | Two Ranks | Four+ Ranks | Square |  | Type of Cavalry | Two Ranks | Four+ Ranks | Square |
| Cossack | 15 | 19 | 20 |  | Guard Heavy | 9 | 14 | 18 |
| Light | 14 | 18 | 19 |  | Guard Lancer | 5 | 8 | 14 |
| Gd Light / Heavy | 10 | 15 | 18 |  | Cuirassier | 8 | 12 | 17 |
| Lancer | 6 | 9 | 15 |  | Guard Cuirassier | 7 | 11 | 16 |
| Note Infantry in Column of March, Retreating or Routing count as an Unformed 2 rank Line |
| Role 3d6 modified as below to see if the breakthrough has succeeded |
| Infantry have 25% casualties | +1 |  |  | Cavalry have 25% casualties | -1 |
| Infantry have 40% casualties | +2 |  |  | Cavalry have 40% casualties | -2 |
| Infantry is Unformed | +4 |  |  | Cavalry is Unformed | -3 |
| Infantry caught in the Flank or Rear | +2 |  |  | Troops on Superior / Inferior Mounts | +1 / -1 |
| Each additional Rank of Cav (50% size) | +1 |  |  | Only Front Rank of Troops are Lance Armed | +1 |
| Elite Cavalry | + 1 |  |  | Militia Cavalry | -1 |
|  |  |  |  |  |  |
| **BREAKTHROUGH RESULT vs INFANTRY** |
| Result | Infantry | Cavalry | Friends within 12” | Brigade |
| Fail | Remain in Position formed | Halt : Return to Lines (Compulsory Move) | - | - |
| Succeed | Cut Down & Removed | Continue breakthrough or Test Morale | Test Morale | Test |
| **Additional Breakthrough (Up to extent of Charge distance)** |
| Units within 2” | Vs Infantry / Artillery | Automatically broken through – react a per Results table above |
| Vs Cavalry | Charging cavalry have an unopposed Combat action : Then fight normal Cav v Cav Melee |
| Units Over 2” | Inf Test for being ChargedIf ok test for range of fire | Inf fire (-4 modifier) | Cav Test morale to close(If casualties inflicted) | If Cav ok attempt BreakthroughIf not ok remain Halted : Return to Lines |
| **BREAKTHROUGH RESULT VS ARTILLERY**  |
| **If Cavalry Pass Morale from Artillery fire they will close on the Artillery and AUTOMATICALLY ‘Break Through’** |
| Result | Artillery | Cavalry | Friends within 12” | Brigade |
| Succeed | Cut down and removed | Test Morale (Combat Morale) | Test Morale | Test |
| Cav Casualties |  | Half the total Artillery figures (round down). Role this number of d6 = Each 6 is a cavalry casualty |
| Note ‘Additional Breakthrough’ is not allowed, although it is possible for Cavalry to ‘Rally on the Spot’ |

**RANGE OF FIRING FOR INFANTRY (V CAVALRY or INFANTRY)**

|  |
| --- |
| Role a d10 and compare to the Class of Infantry to determine the volley effect |
| Class of Infantry | Short | Effective | Long |  | Class of Infantry | Short | Effective | Long |
| Guard | 10 – 6 | 5 – 1 | - |  | 1st Class | 10 | 9 – 6 | 5 – 1 |
| Elite | 10 – 8 | 7 – 3 | 2 – 1 |  | 2nd Class | - | 10 – 7 | 6 – 1 |
| Veteran | 10 – 9 | 8 – 4 | 3 – 1 |  | Militia | - | 10 – 9 | 8 – 1 |

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| **DISTANCES AT WHICH INFANTRY VOLLEY & ARTILLERY FIRE ARE RECIEVED** |
| Infantry v Infantry | 3” | 1. Move Chargers to the appropriate distance where they take fire
 |
| Infantry v Artillery | 6” | 1. If casualties are inflicted chargers tests morale at that point
 |
| Infantry v Cavalry | 6” | 1. Any compulsory moves are made from this point in the compulsory moves phase
 |
| Artillery v Cavalry | 12” | 1. Rally attempts are made in the following periods morale phase
 |

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| **MELEE RESULT – INFANTRY v INFANTRY (IN THE OPEN)** |
| Calculate the number of figures fighting : role 2d6 plus modifiers and refer to the Musket/Melee chart for Casualties : The looser testing morale |
| **MELEE RESULT** |  | LOOSER | WINNER |
| **Action’s** | Charged | Didn’t Charge | Charged | Didn’t Charge |
| **DRAW**(Casualties are Equal) | Now | Unit’s Remain in Position |
| Next Turn | All figures from the original Melee fight (Reinforcement is allowed if contact with original unit is possible – Ranks only contribute to the melee) |
| **WAVERING**(Looser passes Morale Check) | Now | Pushed Back 2”Remains formed | Follow up the Looser(Remains Formed & in contact) |
| Next Turn | Fight a round of MeleeAll figures from the original melee fight(Reinforcement is allowed if contact with original unit is possible – Ranks only contribute to the melee) |
| **RETREAT**(Looser fails Morale = Retreat) | Now | Withdraw 6”(180 Deg) | Remain in Position or Advance 2” | Remain in Position |
| Next Turn | The Unit (s) are unformedMay attempt to Rally at the end of the turn | Retain Formation & FacingThe Unit (s) are unformed – But May Fire if Not AdvancedRally at the end of the turn (even if Fired) |
| **ROUT**(Looser fails Morale = Rout) | Now | All ‘Friendly’ units within 12” Test MoraleA Brigade Morale Check will be required | Occupy the Ground | Remain in Position |
| Next Turn | In the Compulsory Move stage the unit will rout as per the normal rules | Adopt any formation/facing on the spotThe Unit (s) are unformedRally at the end of the turn |
| If units are ‘Pushed back into friends, the friends will give ground maintaining the original gap but become UnformedIf at any point the Looser of a Round of Melee are outnumbered 5:1 they will be cut down – The winners react as Per ‘Rout’ |

|  |  |
| --- | --- |
| Ranks Able to Fight (in contact) | Melee Modifiers |
|  | 1st Round | 2nd Round + | Attackers Impetus (Charging) – 1st round only | +4 |
| Column of Attack | 3 Ranks | All | Impetus if Defenders are behind Hard Cover | +2 |
| Line | 2 Ranks | All | Unit following up (wavering) | +2 |
| Column of March | 1 Rank | All | Column of Attack \* | +2 |
|  |  |  | Unformed | -4 |
| Increments |  | Column of March (Plus Unformed) | -2 (-6) |
| Guards | x 1.5 |  |  |  |
| Elite | x 1.25 |  | \*Bonus is retained for all units when Drawing or Winners of Wavering |

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| **MELEE RESULT – INFANTRY v ARTILLERY** |
| Calculate the number of figures fighting : role 2d6 plus modifiers and refer to the Musket/Melee chart for Casualties :The winner is the side causing the greater casualties |
| **MELEE RESULT** | ACTIONS | INFANTRY | ARTILLERY |
| **Infantry Win** | Now | Unit’s Remain in Position : Unformed | DispersedFriends within 12” test morale and Brigade Test is required |
| Next Turn | In Compulsory form in any direction & formationUnformed for the period | - |
| **Artillery Win** | Now | Infantry Rout or Disperse (+50% Cas)Friends within 12” test morale and Brigade Test | Remain in Position Unformed |
| Next Turn | In Compulsory make a rout moveAttempt to Rally in the Morale phase | Unformed for the turn and will then Rally at the end of turn |

**VILLAGES – BREAK IN / MELEE**

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| **VILLAGE BREAK IN FACTOR**  |
| Role 3d6 plus modifiers : Score above the number to Break in |
| Infantry Class | Formation | Village Defence Factor | Modifiers |
| 1 | 2 | 3 | 4 | 5 | 6 |
| Guard & Elite | Line | 9 | 10 | 11 | 12 | 13 | 14 | Defenders Suffered +25% casualties | + 1 Dice |
| Column | 7 | 8 | 9 | 10 | 11 | 12 | Defenders Suffered +50% casualties | + 2 Dice |
| Veteran, 1st & 2nd Class | Line | 11 | 12 | 13 | 14 | 15 | 16 | Defenders Unformed | + 1 Dice |
| Column | 9 | 10 | 11 | 12 | 13 | 14 | Attacking an Undefended side of the Village | + 1 Dice |
| Militia | Line | 13 | 14 | 15 | 16 | 17 | 18 | Attackers Unformed | -1 Dice |
| Column | 11 | 12 | 13 | 14 | 15 | 16 | (Attackers) Overall Outnumber 3 : 1 | +1 Dice |
| Break in Result |
| Fail | Defenders : Remain in Garrison & Formed | Attackers : Retreat |
| Break in | **VILLAGE MELEE** |
| Melee Sequence | 1. All figures fight (Guard + Elite increment)
 |
| 1. Divide the total number figures by 6 or part = The number of d6 to role
 |
| 1. -1 Dice per Unformed Unit / -1 Dice per Undefended side Broken into
 |
| 1. + 1 Dice for outnumbering by 2:1 / +2 Dice for outnumbering by 3:1 (or Greater)
 |
| 1. Defenders add the New modified Defence Factor (-1 for Break in) in Dice
 |
| 1. 4 + on each d6 kills (record casualties as usual)
 |
| 1. If the attacker causes more casualties than the defender they have Won
 |
| Melee Result |  | Original Garrison | Attackers |
| Looser | Retreat or Disperse \* (From any Village Side not under Assault) | Retreat or Disperse \* (From charged Wall) |
| Winner | Remain in Garrison : Unformed | Occupy the Village : Unformed |
|  |  | \*Looser will retreat if over 50% strength otherwise they will Disperse (Brigade Test required)If the Looser on either side is outnumbered by 5:1 they will be Cut Down |

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| **VILLAGES - Overview** |
| Occupation | Skirmishers  | Takes ½ a move & do not have to be in base contact | Count as formed |  |
| Infantry | 1. Halt on contact with the village
 |  |  |
| 1. Move in & Garrison the village in the next turn
 | Count as Unformed troops and are positioned along the walls they will defend | Occupy the walls |
| Cavalry | May not occupy, may pass through on a road |  |  |
| Artillery | May not occupy, may pass through on a road |  |  |
|  |  |  |  |  |
| Leave a village | Skirmishers | Take half a turn to exit via the wall they occupy |  |  |
| Infantry | Form up in base contact with any part of the village (Any Formation) | Count as Unformed | Takes a full turn |
|  |  |  |  |  |
| Moving within | Skirmishers | May freely move from wall to wall | Count as formed |  |
| Infantry | Figures may move from Wall to Wall | Count as moved & Unformed |  |
|  |  |  |  |  |
| Firing out of a village | All | Figures on each wall may each fire | Count rested Muskets | Separate Targets |
| Arc of Fire is 45 Degrees | Range is from Wall Centre | Rested Muskets |
| Units can only receive fire from 1 side of the Wall |  |  |
|  |  |  |  |  |
| Fire into a Village | Infantry | Not visible beyond 4” unless the Garrison has fired | Hard Cover |  |
| Artillery | Garrison not visible = Bombard | ½ casualties | DF Reduced |
|  | Garrison visible | Normal casualties | DF Reduced |
| All | Friends within 3” Rule applies |  |  |
|  |  |  |  |  |
| DF Defence Factor | Artillery | Each four hits of Round shot (guns only) | DF Reduced by 1 | 6lbH, 8/9lb & 12lb |
| Garrison | 12 figures : no other action | DF Increased by 1 |  |
| Break in Attempt | Each attempt (Includes the turn of break in) | DF Reduced by 1 |  |
|  |  |  |  |  |
| Howitzer | Chance of village Fire | Each time a Howitzer hits a town there is a chance of a fire (roll a d6 = 1 for a fire to start) | 6 Figures are required to do nothing to put out a fire. | D6 role to Extinguish |
|  |  | Continues to Burn if failed | Attempt 1 – 4,5,6Attempt 2 – 5,6Attempt 3 - 6 |
| Fire not put out | The village will burn for a further 3 moves | Troops may not enter |  |
| Fire Burnt out | The village may be reoccupied | DF = 2 | May be rebuilt |
| NOTE – It is possible for an empty village to be bombarded and set on fire regardless of a garrison being presentIf this happens troops may enter the village to try and put the fire out, this has to happen within the first 3 periods of fire. The score required to extinguish the fire is based on the number periods the fire has been burning. |
|  |
| Retreat or Rout out of a Village | All | Units required to do so will exit from any wall that –1. Is not under Assault
2. Space is available to pass through ‘enemy troops’
 | It is possible to exit and then pass through your own troops, this causes the interpenetrated units(s) to become pinned |  |
| The distance of the Retreat / Rout move is measured from the Village edge used to exit. |  |  |

**ADDITIONAL RULES**

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| **RISK TO GENERAL (RTG) – (Double 6 Role)** |
| Who is at Risk | General within 6” | General within 12” |
| From | Skirmisher | Infantry | Artillery |
| When | 2nd 6 Rolled (Officer Casualty) | Roll a double 6 on damage table | Roll a double 6 on damage table |
| Action | On a further 6 roll on RTG table | Roll on RTG table | Roll on RTG table |
| **RISK TO GENERAL TABLE** |
| DICE ROLE | Result  | Effect This turn | Other Effects |
| 1 | No Effect | None | None |
| 2 | Hero, Controls Horse  | Any unit testing morale within 6” gains +1 modifier | None |
| 3,4 | General Unhorsed  | Any unit testing morale within 6” applies a -1 modifier | None |
| 5,6 | Killed : Replacement arrives next turn(During Compulsory Moves) | Corps/Army General : Any unit testing morale within 12” applies a -1 modifierBrigade General : Any units within the Brigade test morale with a -1 Modifier & a Brigade test is required | If a Brigade General the replacement may only give charge orders. Permanent -1 modifier to morale for the Brigade for the rest of the game |

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| **RISK OF LOW AMMO (Double 1 Role)** |
| HOW | Any unit that roles a Double 1 when firing will suffer the Low Ammo Effect |
| 1. | Infantry / Artillery when rolling Fire dice (for casualty) |
| 2. | Skirmishers - If 2 or more 1’s are rolled on kill dice, Role a d6 with the result of a further 1 resulting in Low Ammo |
| NOTE | Any Artillery Battery firing twice is effected as above on 1st round of fire |
| 3 | Any Artillery Battery firing twice on the 2nd round of fire will go Low Ammo on any double |
| **EFFECT of LOW AMMO** |
| The unit cannot fire until it is Re Supplied : This requires the unit to remain stationary for a full turn |
| NOTE 1 : If Artillery are firing twice and the low ammo occurs in the first firing sequence, the effect does not affect the 2nd firing sequence. |

**GENERAL INFORMATION**

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| **REASONS TO BE UNFORMED** |
| 1 | At the end of a Melee : As defined in the Melee results table |
| 2 | Passing over or through certain types of terrain (see page 3) |
| 3 | Contacted by the enemy when changing formation |
| 4 | When charging Infantry are contacted by Cavalry |
| 5 | When Retreated or Routed through (Units become ‘Pinned’) |
| 6 | When Rallying |
| 7 | Cavalry when they have broken through Infantry and have failed to Rally Immediately |
| 8 | When any unit in March Column is contacted by the Enemy |
| 9 | Infantry within a village that are charging face, moving into or out off a village |
| 10 | When units other than skirmishers Interpenetrate Artillery |
| 11 | When Infantry lines pass through each other (Bracket 3 rule, see page 3) : Both units are Unformed |
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| **FORMATIONS** |
|  | **Column of Attack** |
| 1 | The unit must be a minimum of 6 figures Wide (2 Stands) |
| 2 | A Minimum of 3 (Or part of) Ranks Deep |
| 3 | The unit must be at least 50% of its starting strength |
| Note | A cavalry Regiment that has Sqd’s in line and in contact that is 4 or more Sqds deep counts as a Column of attack for target purpose |
|  |  |
|  | **Column of March** |
|  | A single stand frontage : the remaining stands are placed behind |
|  | The unit cannot fire (Even if Charged) |
|  | Only 1 Rank is eligible to fight in the first round of Combat (It is always classed as Unformed) |
|  | Counts as an Unformed 2 deep line for Cavalry Break through purpose |
|  |  |
|  | **Line** |
| 1 | Units are placed side by side, the command stand should be as central as possible |
| 2 | This is the only formation that Cavalry can charge in |
|  |  |
|  | **Square** |
| 1 | 4 Sides facing different directions (May be 3 sided or if 2 bases placed back to back) |
| 2 | ¼ of the figures may fire at a separate target from each face of the square |
| 3 | Can only be formed if enemy Cavalry is within 36” |
|  |  |
|  | **Skirmishers** |
| 1 | Skirmish Line (Classed as Open Order) |
| 2 | Skirmishers in Column of Attack (Classed as Close Order) |
|  |  |
| **ARTILLERY FORMATIONS** |
| Limbered | Models should be placed one behind the other, as per March Column |
| Un Limbered | Models are placed side by side as per Line |
| Changing Formation | All models are placed behind the central model when limbering UpModels are placed equally to the side of the front model when Unlimbering |

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| **INFANTRY to RALLY (from Unformed status)** |
| 1 | Remain stationary for a full Turn, but may adopt any formation and facing |
| 2 | May not Fire (Unless Charged) |
| 3 | Any Interpenetration or Involuntary movement stops the unit rallying this turn |
| Note | The same applies to a Pinned unit, other than it remains in the formation it was in when Pinned |

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| **CAVLARY to RALLY** |
|  | From Retire |
| Turn 1 | Cavalry Return to Own Lines (and reach them) |
| Turn 2 | Cavalry Rally in any direction |
| Turn 3 | Cavalry may move |
|  |  |
|  | Return to Lines |
| Turn 1 | Cavalry Return to Own Lines (and reach them) : This can be for as many turns as required which may delay subsequent actions |
| Turn 2 | Walkabout |
| Turn 3 | Walkabout |
| Turn 4 | Cavalry may move |
| Note | Units must spend 1 turn of Walkabout Stationary, in the other turn they may form any formation / facingIf charged they may attempt to C/C, however if they will count as unformed |

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| **CAVALRY to RALLY from TURN AND FLEE** |
| Each Regiment with Turn & Flee orders will test in the Morale phase following the Compulsory move.Throw 1 x d6 plus modifiers, requiring a 6 to Rally – Failure to do so means the regiment will be removed from play |
| +2  | Guards | -1  | Militia |
| +1  | Elite | -1  | More than 50%  |
| +1  | Staff Officer with the unit | -2 | 75% or Greater casualties |
| +1  | Cavalry Commander within 18” |  |  |
| + 2 | Less than 10% Casualties |  |  |
| + 1 | Less than 25% casualties |  |  |

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| **NOTES** |
| Cavalry Casualties | 1. When receiving fire Casualties should be removed from the rear squadrons
2. When in Melee from the front Squadron
 |
| Cavalry in a Single Rank (Sqd) | * 1. May NOT charge a Gun Battery
	2. May not charge Cavalry that outnumbers it by 3 : 1 or greater.
	3. No ½ Casualties when receiving Musket fire
	4. No – 4 from Canister fire
	5. It cannot charge an Infantry formation it cannot break
 |
| Cavalry Officer Loss | When a Squadron has lost 4 or more figures it will test to see if the Sqd officer is a Casualty (once per Sqd per game)1. Role a d6 – On a result of 1 or 2 the officer is a casualty

 (This will apply a -1 morale factor for this turn only)1. If a ‘Staff Officer is with the unit, role again and on a further 1 or 2 he is the casualty instead of the Sqd officer

(This will apply a permanent -1 morale factor for the game) |
| MoraleTesting for Friends | Units will only test for this based on the definition ‘Friends’ which will be from the same brigade or division as defined at the beginning of the game. |
| Charges & Orders | 1. Only a brigade, divisional or corps commander may order a charge by a unit under his command and he must be within 12” for infantry and 18” for cavalry.
2. The only time a commander isn’t required to be in range is when cavalry rally on the spot, as they have normally moved out of range of him in the previous charge phase.
3. Counter charges are an automatic option and units do not need to be within command radius.
 |
| Command Structure | No unit should voluntarily move outside command of its Brigade commander* + 1. Infantry 18”
		2. Cavalry 36”

If this happens, through compulsory moves etc, then players should in the spirit of the game attempt to rectify it as soon as possible. |
| Artillery FireGeneral Notes | 1. When reduced to 50% of crew the battery fires as normal each turn but at half effect (i.e. The number of casualties are reduced by 50%, rounded up).
2. Artillery fire Casualty Modifiers only apply when the majority of guns are ‘guns’ (Or equal)
	* 1. i.e. 2 Licornes & only 1 gun no modifiers for rank etc
		2. i.e. 1 Howitzer only hits no modifiers for rank etc
3. No unit within 3” of a friendly unit may be engaged by Artillery (NB this does not apply to Infantry when firing)

When firing overhead1. No unit may be targeted if a friendly unit is within 8” of the target frontage
2. Firing overhead from lower ground, no friendly unit is within 8” of the gun frontage.
 |
| Skirmishers  | Skirmishers are an integral part of their parent formation and must remain in sight and within 12" at all times.1. They must be supported by formed troops from their own formation (Brigade)
2. If charged they evade to the front of their parent formation.  The charger then has the option of continuing the charge onto the supporting unit or moving half a normal move forward. (In this case the skirmishers may fire, as part of the volley))
3. In isolated buildings and villages they do not receive a -4 for being skirmishers and take morale tests for casualties using an average dice with a +1 modifier (They may be abandoned as a forlorn hope)
4. Skirmishers will always give ground to advancing formed enemy - maintain a 4” gap
 |
|  |  |

**NATIONAL CHARACTERISTICS**

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| **BRITISH** |
| Increment for firing | All units increment as per the normal rules |
| Fire on a charge | British units of all Class will add +2 to the d10 range role (Not on a Break Through) |
| Infantry firing | Units role 3 x d6 and remove the lowest dice |
| Inf Melee : Non charging Winner | If the enemy get a ‘Retreat Result’ they may step forward 2” and fire unformed in the next turn.They will Rally at the end of the turn (even if Fired). |
| Cavalry in Melee : As Winner | The unit will only role 2 x d6 |
|  |  |
| **RUSSIA** |
| Infantry firing | Units role 3 x d6 and remove the Highest dice |
| Morale (when defending) Testing for Casualties Looser of Melee when charged Testing to Receive a charge | Units role 4 x d6 and remove the Lowest dice |
|  |  |
| **SPANISH** |
| Infantry Firing | Units role 3 x d6 and remove the Highest dice |
| Artillery Firing to Hit | -1 to hit for all class (If militia this would be a net -2) |
| Morale (All checks) Inf & Art | Units role 4 x d6 and remove the Highest dice |
| Morale Artillery | Always treat as Elite class (+5), but still role 4xd6 and remove the highest dice |
| Cavalry Morale – Charge or Charged | Only role 2 x d6 : NB This only applies when Charging/Counter Charging or Receiving a charge |
| Cavalry in Melee (Looser or Winner) | Role 4 x d6 and remove the Highest dice |
| Skirmishers | All are Militia : -1 dice to fire |
|  |  |
| **PRUSSIA** |
| 1813 Landwehr | May Not form Line Formation |
|  |  |
| **AUSTRIA** |
| Pre 1812 Infantry | All units of the same Brigade must start the game deployed in the same formation |
| Grenz Infantry Firing | Units role 3 x d6 and remove the Lowest dice |
| 48 Man Column of Attack | In Melee, for casualties, role 3xd6 and remove the Lowest diceThis applies until the unit has less than 36 figures. |
| **FRENCH** |
| Artillery to Hit (When firing Ball) | All French of any Class add + 1 to Hit (This is cumulative with any other modifiers) |
|  |
| **SPECIAL RULES** |
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| **GUARD / ELITE HORSE ARTILLERY FIRING CANNISTER** |
| Guard / Elite Horse ArtilleryFiring Canister Twice | Are allowed to fire Canister twice (Must be stationary) with the following applied to the ‘To Hit Dice’-1 modifier applied to each shotLow Ammo is applied on any Double |
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| **INFERIOR MOUNTS** |
| Charge Distance | Reduce Charge distance for all types by -4” |
| Combat Dice | Loose 1 D6 per Squadron Engaged (In the 1st round only) |
| Combat Morale | May not ‘Rally on the Spot’ (A Result of this would become ‘Return to Own Lines’) |
| Return to Own Lines | This would be at the reduced charge speed |
| Breakthrough | -1 modifier to all attempts |
| Cavalry Combat Morale | -1 modifier |
|  |  |
| **SUPERIOR MOUNTS** |
| Combat Dice | Gain + 1 Dice per Squadron Fighting (In the first Round only) |
| Breakthrough | +1 Modifier to all attempts |
| Rally on the Spot | May Rally on the Spot twice in succession (as per Guard cavalry) & gain a +1 modifier in Combat morale |
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