**Additional Notes on Bombarding/Assaulting Villages/Towns Etc**.

**Bombarding Defences**

Artillery(not Light Guns) may choose to bombard earthworks, town walls etc to reduce the defence

Requires a roll of 7+ (D10) to hit

To create a gap of an Infantry Stand wide requires 2 Hits on a soft cover target eg Fence/Barricade, 4 Hits on Buildings/walls etc and 6 Hits on Earthworks. Once a gap of 2 stands wide has been created the defender may not claim any cover.

**Village/Town Fighting**

Isolated Farms/Churches etc may be defended by a max of 1 bttn

 “ “ “ may be attacked by a max of 3 Bttns (ie a Brigade size Assault)

Village/Town may be defended by 1 – 3 Bttns (a typical Brigade)

 “ “ may be attacked by a max of 3 – 9 Bttns (ie typically 1 – 3 Brigades)

To enter a Farm/Village etc in normal moves must be in column of march. This takes 1 turn (provided within half a move).

It then takes a further turn to position Stands/Bttns in all round defence, may issue fire this turn (NB – no +1 Platoon Fire not moved or -1 Volley Fire if moved applies to firing from villages etc).

A maximum of ½ the number of stands (rounded up) may fire out of any one side (if sufficient stands available fire may be given from all sides). Example a 3 stand Bttn occupies a farm, may issue 2 stands worth fire from 1 side and only 1 stand from another side or 1 stand may fire from up to 3 different sides(NB – it does not matter where the stands are positioned)

**Assault Procedure**

Test morale each Bttn assaulting to Charge (if Retreat/Rout carry out immediately –may attempt to rally end of turn)

Move any successful Bttn(s) whose morale is OK to village/town perimeter

Test defending Bttn(s)…need shaken or better to stand (if Retreat/Rout as above)

If Defenders pass - test for range volley

If Casualties caused by firing test morale attackers again (NB Shaken can still fight) – if retreat do in Compulsory moves

Fight melee – all defending/attacking stands fight (max 3 turns/rounds of fighting)

Roll 2 D6 per Stand 1 D6 per partial Stand (min 3 figs)

Add 1 D6 each Elite/Guard Bttn Minus 1 D6 each Raw Bttn

Add 1 D6 each Grenadier Bttn (1st Rnd Only) Minus 1 D6 each Shaken/Disordered Bttn

Add 1 D6 won previous Turn/Rnd Melee

Add 1 D6 soft cover ) *Defender only until*

Add 2 D6 Hard cover ) *lost a Round of Melee*

Kill on 4,5,6’s…NB - No Push backs… Loser tests morale (if pass Shaken or better continue fighting).…max 3 Rnds/Turns

If attackers fail to defeat defenders within 3 Turns/Rnds combat they must breakoff assault and retire 8” in direction of original assault – attackers must then form for a turn. Defenders are immediately assumed to be in all round defence again and may issue fire/defend as normal in next turn.

If Attackers win the Garrison Retreat or Rout in Compulsory Moves in the opposite direction to the Assault(s) or own base line (Defenders choice). Attackers may occupy the farm/village etc in Compulsory moves with up to the maximum Garrison size and are deemed to be immediately in all round defence and may fire/defend as usual in next turn.