

Black infantry units A,B,C & E are all Veteran CV6, the medium cavalry and medium artillery are also Veteran so will be CV5. The White infantry units are all conscript CV4 while the heavy artillery are regular which also makes them CV4. There is also a White +2 leader present.

All troops on both sides are armed with smoothbore artillery or muskets.

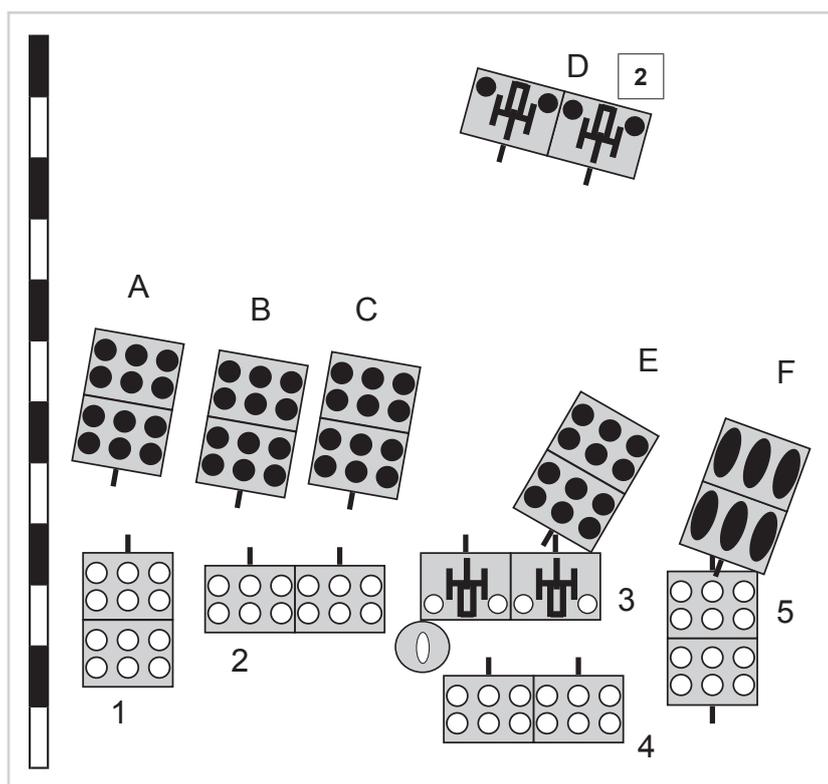
The situation shown to the left is the end of phase 5, the second side movement phase and we pick up the action at the start of the firing phase.

The only unit that is in range during the fire phase is the white heavy artillery unit 3. It declares limbered artillery D as its target, measures and finds that it is within effective range, over 3" but less than 12" away. Unit 3 has a current BP of 4 and so needs to roll 4 or less on a D8 to cause a BP on its target.

There are no modifiers to the fire because the target is limbered artillery, if it had been deployed then the hit chance would have been halved to 2 or less. Unit 3 is heavy artillery and so this means that each stand rolls an extra D8 and chooses the best result. The first stand rolls 2D8 and scores 1 and 6, the player chooses the roll of 1, then he second stand fires and rolls 2 and 4, either of these rolls will cause a BP. Note that no matter how many dice are rolled when firing each stand can only cause one hit and it important that the player rolls per stand rather than simply throwing 4 dice for the unit as a whole. Both stands hit their target, the black artillery unit D is marked with a BP2 marker.

The only other phase that applies this turn is the leader casualty roll. The white side rolls 2D6 for its leader and scores 9, only a roll of 2 would have caused him to roll on the leader casualty table.

At the start of the next turn initiative is rolled with black winning and choosing to be the first side. Black declares two charges, unit E is charging the guns and F is charging infantry column 5. Now white unit 5 must declare its reaction and chooses to try to form square. There are no applicable modifiers so a D6 roll of 4 or less (the units starting CV) will form square, the actual roll is 3 so the square is formed. F must still charge and E and F are moved to contact.



White declines to charge with any units so the turn moves onto the remaining movement for the first side. Columns A, B and C all advance towards the enemy while artillery unit D unlimbers in its current position. As formation changes have to be carried out at the start of a units move and these are foot artillery the unit could not move first and then unlimber.

After the first side has completed all of its remaining movement the second side does the same. All of the units decide to remain in place but the leader moves to attach to the heavy artillery to aid in the melee. The movement phase is complete and the turn moves on to the firing phase.

All firing is deemed to be simultaneous but for convenience working across from one side of your troops to the other tends to cut down on confusion. In this case the white side is firing and starts with unit 1 against A. The firing unit has taken no hits and so its current break points are the same as its starting CV of 4.

The player rolls a D8 and needs to score 4 or less to cause a hit on his target, the actual roll is 3 and so 1BP is marked against unit A. Next unit 2 is firing and the player wants to fire one stand at B and one a C, as this unit is splitting its fire this must be declared before any dice are rolled. Again the target numbers are 4 or less, against B a 7 is rolled and against C a 2 is rolled, unit C has a BP marked against it.

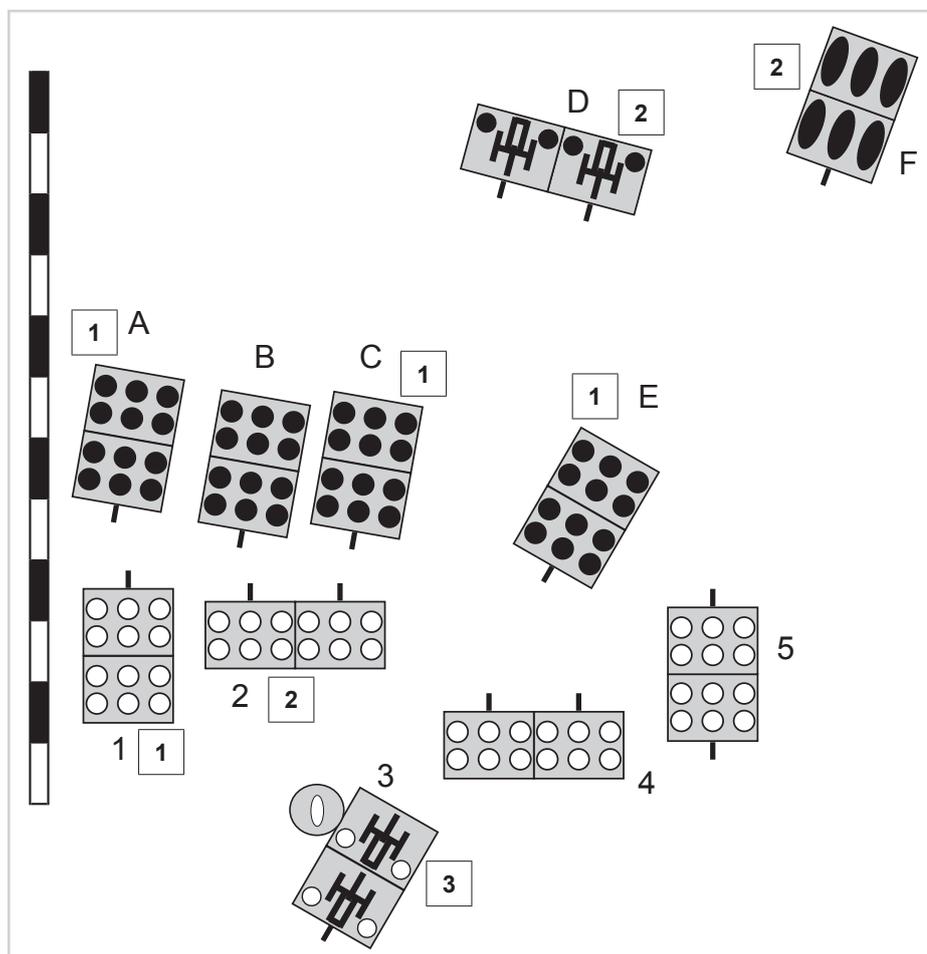
Artillery unit 3 must fire at the enemy that is charging it if possible and as both stands can shoot at unit E this is what must happen. Each stand will add an extra dice because they are heavy artillery but also an extra dice because they are at close range (3"). The artillery have taken no hits so rolls of 4 or less will hit. The first stand rolls 5,7,7 and so missed, the second rolls 2,4,8 and causes one hit on the target. Note that this shows why you need to roll separately by stand when a stand fires with multiple dice, the player couldn't simply roll 6 dice and choose the best 2 results.

Finally white square 5 fires at the charging cavalry. It has a starting target number of 4 but this is halved to 2 because it is firing from square and halved again to 1 because it is smoothbore muskets against cavalry. The unit rolls 1D8 and needs to score a 1 to cause a BP, the roll is 4 for no effect.

Black now fires with unit A firing directly ahead at 1, A has taken a hit in this fire phase but as all fire is deemed to be simultaneous it will not yet be applied so A is hitting on a 6 or less, the D8 roll is a 4 so a BP is caused and marked against unit 1. Both B and C are firing at unit 2 and as they both have the same hit chance and are only rolling a single D8 each both dice can be rolled together to save time. Scores of 1 and 5 cause 2 BP on target unit 2. Finally the artillery fire against enemy artillery 3, while the gap for line of sight between units C and E is obviously smaller than the frontage of the whole of unit D it is wide enough for a stand to fire through, each stand calculates its fire arc and line of sight separately so both stands of artillery unit D can count enemy unit 3 as a valid target. You can fire at charging units and targets of charges so long as all standard firing rules are applied.

Artillery D have a starting CV of 5, they have taken 2 hits in the previous turn and so their current BP is 3. The target is at effective range but as it is deployed artillery the fire is halved from 3 to 1. Artillery unit D rolls 2D8 and gets 1, 4 so 1BP is marked against unit 3. This is all of the fire against that unit and as it has a leader attached the firing player gets to roll to see if he can cause a leader casualty. The chance is the number of BP caused or less on 2D6 with a score of 2 always being a casualty. The actual roll is a 7 so the leader is safe.

The melee phase is next, the first side determines the order in which they are fought so black chooses and picks cavalry unit F against the square 5. Taking the cavalry first their current BP is the same as their starting CV as they have not suffered any hits yet so their starting melee value is 5, they are medium cavalry but this +1 bonus does not apply against squares, there are no other applicable modifiers so the cavalry melee value is 5. The infantry unit begins with 4 and its only modifier will be infantry in square against cavalry +6 for a total of 10.



Comparing the two modified melee values shows that the infantry unit will add +5 to its die roll, both sides roll a D6, cavalry score 4 while the infantry score 2 which is increased by 5 to a total of 7. The infantry have beaten the cavalry by 3 points so have won the melee. The cavalry unit takes a hit for every 2 points that it has lost the melee by, rounded up. This means that the cavalry will take 2BP and retreat back 9" from the enemy that defeated them.

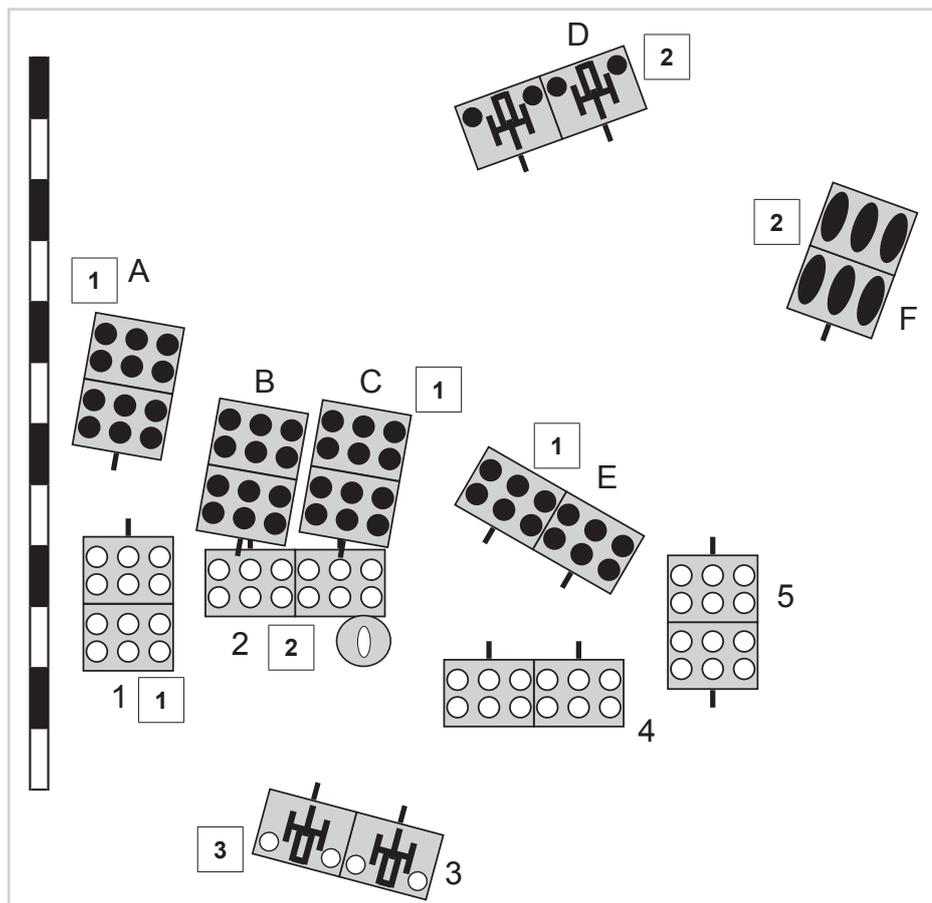
The cavalry remain facing their opponent and are retreated directly away from the enemy. One of the reasons units do not have to conform to base edges when they charge.

The final melee is between the charging infantry and the artillery. The infantry have a CV of 6 but they have suffered 1BP so will start with a base melee value of 5. Note that while firing losses are simultaneous they are applied at the end of the fire phase so they will have an impact on melee. The only other modifier for the infantry is +2 for infantry against artillery giving a total melee value of 7.

The artillery have a current BP of 3 because of the hit that unit D inflicted, they add +1 for an attached leader to give a melee value of 4. The black infantry unit E will modify its die roll by +3 (7-4). Both sides roll a D6, unit 6 gets a 3 while E rolls 4, adding the +3 gives a total of 7. This means that E has won the melee by 4 points and so will cause 2BP on the artillery and force them to limber and retreat 6 inches.

The melee losses of 2BP mean that the leader attached to artillery unit 3 has to take another test, black rolls to see if they can cause a leader casualty and again needs to roll 2 on 2D6, he fails and the leader retreats with the unit, remaining attached for now.

Of the final three phases of the turn, leader casualties, orders and morale only the leader casualty roll will apply to this example. The owning player has to roll for each of his leaders to see if they become casualties no matter where they are on the battlefield. As players will generally only have corps and army commanders on table this isn't as bad as it sounds! The 2D6 roll for the corps commander is an 11 so he is unharmed this turn despite being in the thick of the fighting.



The next turn begins with the initiative roll which the black side wins and chooses to be first. First side charge phase sees units B and C both declare charges against unit 2. There are no more charges for black so they are immediately moved into contact. Then white as the second side declares that they have no charges.

Black then begins its normal movement with units that have not charged. Artillery unit D pivots on the spot as a reform, cavalry unit F advances enough so that it is within 6" of unit 5. This would reduce the chance that the infantry could form a square as a reaction to a charge and so encourages the infantry to remain in square. Finally unit E reforms to line taking half of its movement allowance and then advances towards unit 4.

Once the first side has completed its movement the second side carries out theirs, in this case white simply deploys artillery unit 3 on the spot. As reform occurs before movement they could not move and then deploy.

Leaders are moved during the movement phase and the corps commander is moved to join unit 2 which will help in the forthcoming melee. A leader needs to be within 12" of the unit he wishes to join but there are no restrictions on joining units that have charged or are the targets of charges, 'real' units are obviously not moving one at a time and the charge and movement phases should be looked at as a whole.

The firing phase would see artillery unit D firing at the square and gaining extra dice for target being in square. Units A, E, 1 and 4 would trade fire, unit 2 would fire defensively with one stand shooting at each of the charging units. Artillery 3 do not have a wide enough gap to fire through and so have no targets, unit 5 in square would get to fire at half effect at unit E. Just for the sake of this example we will say that the only damage caused was a single hit on unit C to bring it up to 2BP suffered.

The melee between B, C and 2 is the only one to be carried out, there are 2 units on one side and only 1 on the other so there is no need to break this multiple melee down into any smaller sub sections. Unit 2 started as conscript with CV4, it has taken 2 hits so its current BP is 2, add the +1 for an attached leader and the unit has a melee value of 3. The black units use the highest current BP which will be 6 for the undamaged unit rather than the 4 for the damaged unit. Having a second unit adds a +2 modifier so the black side will have a melee value of 8 (6+2) compared to white 3 so will add 5 to their die roll. White rolls 3 on their D6 while black rolls 5, adding the difference of +5 makes a final result of 3 to 10, 7 points difference. This would inflict 4 hits, 1 hit per 2 difference rounded up and is more than enough to rout unit 2 which is removed from the table. There is also a leader casualty roll with the black side rolling 2D6 needing 4 or less (less than or equal to the number of hits inflicted) to cause a leader casualty.

Hopefully this extended example has shown the basic turn order, how the rules are supposed to work and the overall simplicity of the firing and melee mechanics.